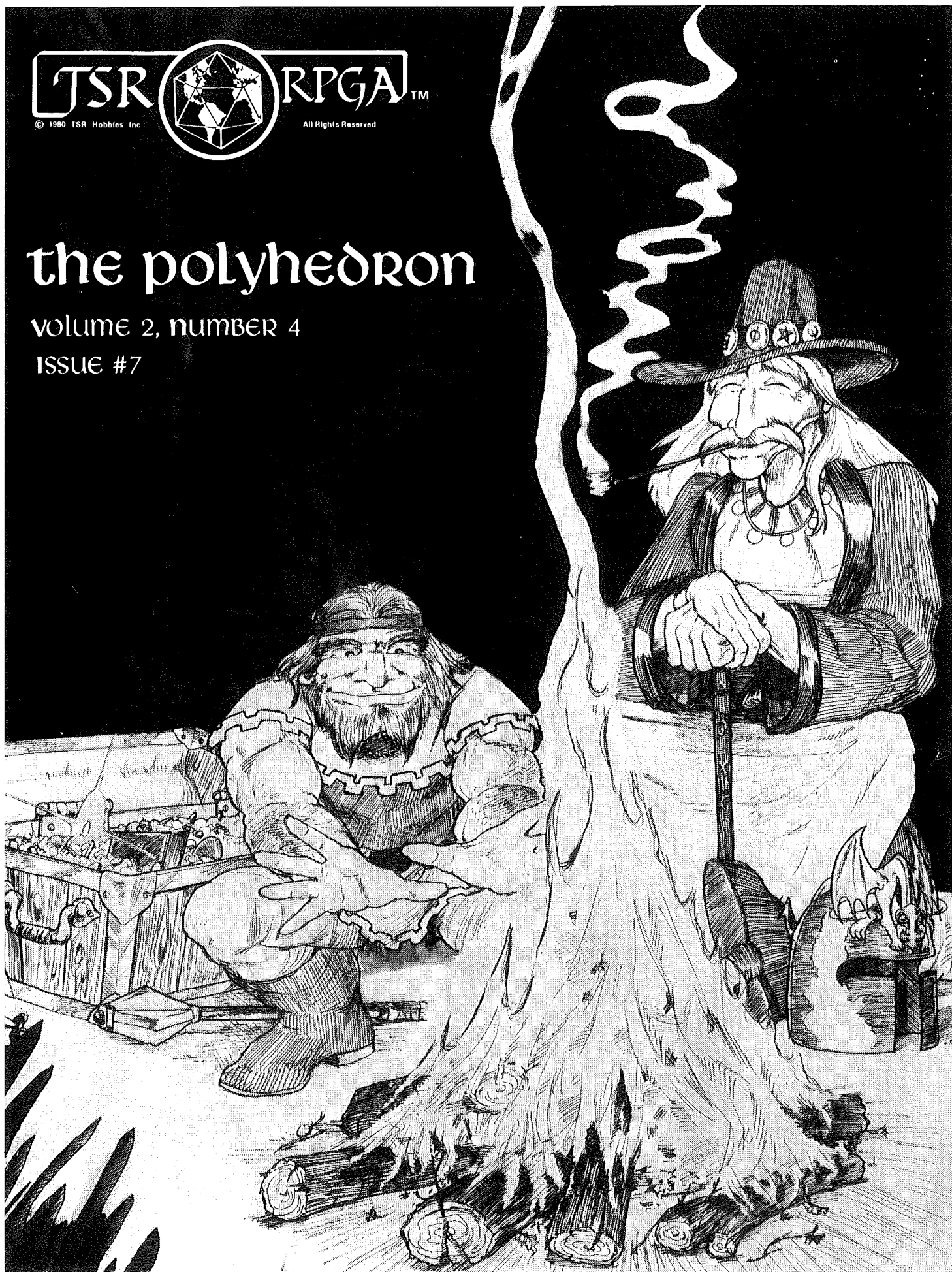




the polyhedron

volume 2, number 4

ISSUE #7



TOP SECRET®
ESPIONAGE GAME



Campaign Clues

by **Corey Koebernick**

The sweat poured down Axeman's brow as he lay hidden in the heavy underbrush. The throbbing in his left arm reminded him of Monte Carlo. He had not been this close to El Tigre since then. Axeman's quarry quarry had led him a merry chase last summer. Headquarters was putting on the pressure. The old man made it clear - it was now or never.

El Tigre had been working on a major project for some time in the past few months. Several investigations indicated it would rock the free world. Those The investigators who had made it back alive brought few details. It mattered little to the Axeman.

Axeman knew that El Tigre must pass along this particular road to reach the interior of the jungle. Somewhere in the bush was his multi-million dollar terrorist training center. El Tigre would never reach it - of that Axeman was certain.

The previous paragraph is just one example of a situation that can develop in a well run TOP SECRET® campaign. This article, and the ones to follow, will give Administrators new incentive to turn their weekly TOP SECRET games from a string of separate situations into a unified campaign. Hopefully, it will also present the more experienced Administrator with some new ideas.

Several important factors must be studied by the Admin before setting up a campaign. The first consideration is that of time. If the Admin does not have a few minutes each day or two in which to maintain the smooth operation of the campaign, an alternative should be considered. Co-Administration is one such alternative.

Another idea is to ask players to do some research for you. Send them to the library to bring back newspaper articles, or to look for information on Moscow's local government. At

one time, I had fifteen agents out on their own looking for articles and adventure.

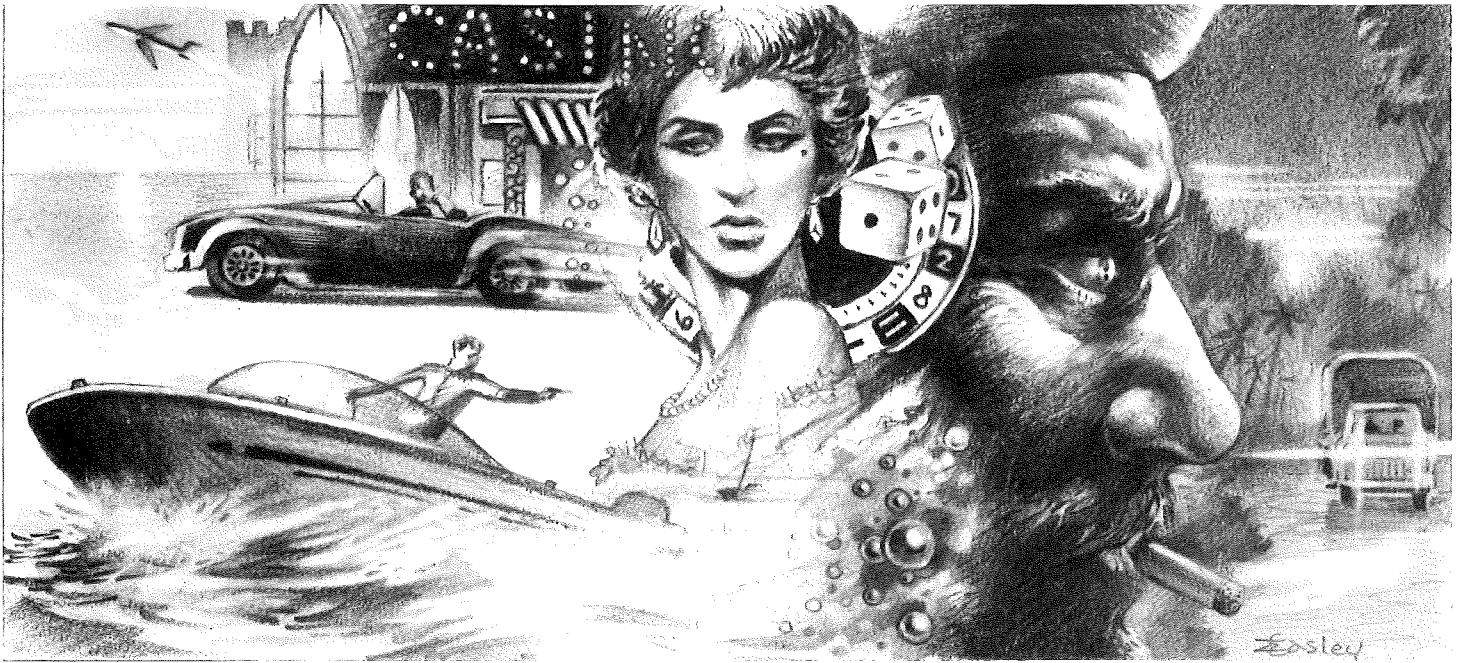
A second consideration is the number of players in your area. Few Admins will be willing to set up a worldwide, multiorganizational campaign for one or two players. There is no real need to. If you have several groups of players, especially if they do not wish to play at the same time, such a campaign is very worthwhile. The first time a West German agent, an SIS agent, two CIA operatives and a London private investigator get together on one mission, you may question your decision.

The type of player that will be involved in your campaign is a factor also. Some players belong to the "blow it up if it moves," philosophy of TOP SECRET games. The second group is the "more cloak, less dagger" players who prefer "sneak" to "shoot." The first group must have plenty of bullets to dodge and villains to eliminate. These agents may be in the confiscation or investigation bureaus, but it does not seem to matter much. Many of the agents in the "sneak" group do not even carry guns on their missions. They need smoke filled rooms, slippery villains and believable assignments.

Once the Admin has firmly established his time commitments, the number of players interested and their style of play, the Admin must begin preparations. There are several decisions that should be made prior to any book work.

~~Axeman's watch read~~ Axeman stared at his watch. It was 1:52 AM, May 15, 1984. El Tigre was due in eight minutes.

The Admin should first make a decision on campaign time scale. Is the majority of his campaign to take place in the past, present, or future? A campaign based on the old West; post-World War II Europe; present day Europe; the year 2023; or even an alternate Earth is possible. These campaigns can provide many challenges to the Admin and players alike. Admins should be certain that the interest is there. Nothing can be more frustrating than to spend weeks or months on a campaign and then find that no one is interested in playing in that time period. Modern day campaigns are the most popular. They have the advantages of easier setup in terms of complexity and time, ease of player identification and better rules integration.



Reaching into his Axeman reached into his pocket and pulled out his radio controlled flamethrower pen. The indicator showed it to be empty. This trusty gadget would do him no good tonight.

The type of action must be set before the campaign begins. Will the action be man aided by machines (ie. gadgets), or man versus man? The shoe phone; the machine gun cane; the laser ring or the multipurpose fifteen-in-one watch may be acceptable pieces of equipment to your campaign. If they are, I suggest you study the "Q section" in your rule book very carefully. Once the players get ahold of their first gadget, they will want more. As a suggestion, start slow and do not give them very powerful special equipment. If you decide to run a less gadget-filled campaign, do not completely remove them from the game. A tear gas pen, a sleep gas pendant or a bomb disguised as a calculator can be useful as well as keep the campaign realistic.

The Axeman thought back to Monte Carlo. To get that close he had to chase clues through Barcelona, London and Jerusalem. Planes, trains and boats had helped him span the globe in the search for El Tigre his elusive prey. Now the trail led to South America.

One of the most important decisions an Admin will make when setting up a campaign is that of scale. Every Admin would love a completely organized, worldwide TOP SECRET campaign. I am no exception to the rule. To do so, however, is a mammoth task. To fully coordinate activity on this scale requires much time and dedication. Most Admins content themselves with what I call continent hopping. The agents begin in one country, usually with one organization. The Admin will keep most missions in that country, at least for several adventures. Then as the agents progress in levels, they will be sent to other countries or continents. Some Admins are creative enough to keep agents hopping in one major metropolitan city (ie. London, Washington DC, Moscow).

The new campaign Admin is encouraged to do this, at first. If you have two or more groups, put them in different cities and go from there. Then if your players show interest in more,

expand. If you do stay in one city or state, find out all you can about laws, customs, political power, structures and social values. If the agents are natives to the area, instruct them on the things they would know. I once had a player who wanted to run a Mexican agent for the CIA in South America. He taught me more about Spanish culture than any textbook. The most important thing to remember is do not bite off more work than you can chew. Work well in some areas rather than poorly in all areas.

Axeman lit a cigarette as he stared into the bush. He had ~~worked for~~ been employed by the CIA, British Intelligence, and even did some free lance work, but UNIC was the best – the cream of the crop.

Many Admins are uncertain how many organizations should be made available to players once the campaign begins. The Admin may not have time to properly research every organization that is available during the campaign time period. There are three ways to handle the problem.

First, the Admin may do the best he can with all the organizations. He will get as much information as possible on each one. Then he can fully develop those organizations which the players are interested in later.

Second, the Admin can choose one special organization and study all the information available on it. A good Admin will also spend time studying those organizations which will work with or against this organization in its day to day routine. If you decided to base your campaign on an Israeli anti-terror squad, a look at the PLO and the KGB is suggested.

The third alternative is to create your own organization. This topic warrants more discussion. Creating your own TOP SECRET organization has many advantages. It requires little or no research, it helps the Admin to easily become familiar with the organization, and you can tailor it to your campaign. These organizations are also easier to expand. As of this date, I am unaware of any truly world wide organization. I am speaking of an organization that bands nations together under one roof. Creating your own international cooperative organization is just one way of using this third alternative.

More TOP SECRET® campaign tips from Corey in a future issue!

THE POLYHEDRON

\$2.00

ISSUE 9



TOP SECRET®

Gadget Contest Results

A TOP SECRET Game Feature

Here it is, at long last! The results of the contest started almost a year ago whereby those with a bent towards TOP SECRET® paraphernalia could design and submit their gadgets for approval. And now, without further ado, the winning inventions and inventors.

Category: S — Surveillance — First Prize
Name: Fibre-Optics Probe (Lightweight Model)
Proto. Time: 336 hours (two weeks)
Proto Cost: \$3,400
Mfg. Cost: \$225
Inventor: James F. MacKenzie Jr.

How it works: The operator slides the end of the 15' long flexible probe cord into a small opening. The cord is no thicker than a wire, has a light strand illuminating a 9" radius, and a thread running along it making it easy to pull the cord and curve it around tricky areas.

Effects: Whatever is in the field of vision in the end will appear on a small viewscreen on the side of the main unit. Most units adapt for photographic connections.

Added comments: Usual weight, 3 lbs.; size, 3" x 7" x 11".
Drawbacks: fast power drain, most discharge in 20 minutes of use, water sensitive, thorough cleaning once wet is required. Usually even the slightest damage to the probe cord requires complete replacement (an \$85 charge).

Category: S — Runner Up
Name: Opticon Mk V (Laser View)
Proto. Time: 3 weeks
Proto. Cost: \$5,000
Mfg. Cost: \$350
Inventor: Ed Palmer

How it works: This solar powered (with battery back-up) scanning device is used to spot and determine range and direction of target via a laser. An additional \$35 will add a tracer which picks up homing devices also by laser. The main lens is a 1x-30x zoom lens with a 2x magnifier and the eyepiece is a 1x-4x intensifier for a 2x-240x magnification.

This device may also mount on a rifle (mount = \$5) for assassination purposes. It may be purchased at a slightly higher cost with a "night-sight" capability built in.

Category: S — Honorable Mention
Name: Model Jet Pack (MJP) — Defender Series
Proto. Time: 336 hours (two weeks)
Proto. Cost: \$5,000
Mfg. Cost: \$700
Inventor: Billy Jensen

How it works: The MJP is powered by a rare fuel called Tarant 2, named after its inventor, which is available only through government agencies. The fuel will provide five hours air time with a top speed of 30 mph.

How it is used: Worn on the back, the MJP has arm controllers on either side (even if one arm is disabled, the apparatus can still be used). Optional equipment is: Short-range radio on the left controller, infra-red goggles, two tubes containing two smoke grenades each fixed to the back.

Effect: Anyone within one meter of the jets will be burned badly, user excluded.

Added comments: The MJP is generally used by agencies as a patrol unit for their bases in order to prevent raids. It can be used as a combat support model by replacing the smoke

grenades with more offensive types. Movement through wooded areas is difficult at best.

Category: Communications — First Prize
Name: Telegraph Shoe
Proto. Time: 72 hours (three days)
Proto. Cost: \$250/pair
Mfg. Cost: \$100/pair
Inventor: Lance Funston

How it works: This device is activated by kicking the heel against a hard surface, thus pressing a button which engages a battery. A message is then relayed by tapping the toe on the floor in code to a pre-designated station. Thus, a message may be sent even under direct observation by the enemy.

Category: Assassination — First Prize
Name: Gas Pipe
Proto. Time: 336 hours (two weeks)
Proto. Cost: \$2,000
Mfg. Cost: \$120
Inventor: Joseph D. Adlesick Jr.

How it works: This gadget is a false smoking pipe. The bowl of the pipe is an enclosed receptacle for chemically treated tobacco which, when lit, exudes either a poisonous or sleep inducing gas. The pipe stem is in actuality a specially prepared gas mask/filter (dependent on type of gas used). The agent will be protected from the effect of the tobacco by the special filter.
Effect: Its effect will be listed under sleeping gas or poison in an area prescribed under gases.

Added comments: The time needed to produce and costs listed above are for pipe itself. The cost of the tobacco used is determined by type (poison being more expensive). The device is ideal in a situation that allows "a final request . . ." — one last smoke!

Category: A — Runner Up
Name: Little Tracker
Proto. Time: 200 hours
Proto. Cost: \$10,000
Mfg. Cost: \$2,000
Inventor: Ethan McKinney

How it works: This is a two part device.

Part One: The Probe. The lithium cell powered probe is basically a transmitter for part two.

Part Two: The Little Tracker. It is a battery powered, four wheel drive bomb! Size= 6" x 12" x 5". Wheels are driven by an electric motor.

How it is used: The probe is placed on or near the assassination target and begins broadcasting. The LT is then brought into the area and turned on. It immediately homes in on the probe and detonates when within three feet of the probe (based on the intensity of the probe's broadcast).

Effect: The detonation of the LT has the same effects as a standard fragmentation grenade and eight ounces of plastique (as found in the TOP SECRET game rules). Note that this destroys the LT completely, and will probably eliminate the probe also.

Added comments: Movement= 250' per turn. Thus, it is impossible to catch up to it on foot and all shots at it are at -50 (01-05 still hits). The LT is equipped with "sensor hairs" with two on the front and one on each side. They tell it where objects are that might impede its advance, thus allowing it to avoid them. If the LT loses pressure on three of its four wheels for more than five

seconds, i.e., if it is picked up, it will detonate with full normal effects. Note that the cost does not include the setting for the probe which can appear as anything from a large pearl to an aspirin, to a teacup or larger. If the LT is shot, use the following table to determine what damage is done.

Roll	Area	Effect
1-3	No effect	No effect
4	Battery/motor	LT comes to complete stop
5	Suspension	LT rolls 2'-10', then comes to a complete stop. Detonation is in 5 seconds.
6-7	Homing	LT continues on its present course, to avoid objects. Will detonate if within 3' of probe or picked up.
8-9	Guidance	LT homes on target, but runs into any objects in its path. Detonation occurs for full normal effect
10	Detonates	Full normal effect

Category: M — Miscellaneous — First Prize

Name: Digital Lie Detector/Watch

Proto. Time: 504 hours (three weeks)

Proto. Cost: \$5,000

Mfg. Cost: \$650

Inventor: Joseph D. Adelsick

How it works: This solar powered digital watch has a dual function as a portable lie detector. Through space age computer miniaturization the watch analyzes input from electrodes and heat/pressure sensors located at the base, and delivers a readout in LED of either *true* or *false*.

How it is used: Ideally, it is used as an aid in interrogating prisoners. The outer ring is rotated and the lie detector mode is activated by placing the watch on the subject's wrist with the watch head over a major artery.

Effect: The gadget has a base 90% accuracy for any one response. This can be modified by the subject's WILLPOWER. The base accuracy is decreased by 15 for every WILLPOWER point over 95. The accuracy of the device can also be diminished if the subject has had training in biofeedback and/or meditation techniques.

If the accuracy percentile roll is not made, an additional percentile is rolled; a result of 01-50 indicates a *true* readout, and a 51-00 indicates a *false* readout. In a case where the accuracy roll is modified by WILLPOWER or other means, the subject has a percentile chance equal to half his WILLPOWER to send false signals to the device and determine its readout, in effect controlling the device in its response. If the WILLPOWER roll is not made, follow random readout procedures.

Added comments: The accuracy of the device can never be increased beyond 90%!

Category: M — Runner Up

Name: SIGRAD (Surveillance Issue Ground Radar)

Proto. Time: Four weeks

Proto. Cost: \$10,000 (Canadian)

Mfg. Cost: \$6,225 (Canadian)

Inventor: John "Machine-Gun" Stuart

How it works: This ground Radar Unit is powered by a combination solar/battery electrical system. It can either recharge itself by way of the sun, or through conventional wall sockets; either way uses a great deal of power. The battery stores enough

energy for six uses within a three hour period. When in use, it will pick up any type of movement within its 500 meter beam.

How it is used: This hand held model consists of two parts. The Radar Gun: shaped as a pistol and as large as a telephone book. The Battery Vest: batteries fixed into a vest, like a bullet-proof vest, with a wire running up the sleeve to the gun. When the trigger is depressed, the gun emits a small field of radar beams in the direction it is pointed. While bouncing off walls, cars and other solid objects, it will be absorbed by organic matter — such as people. A small panel on the top of the gun indicates how large and at what distance objects are.

Effect: The high energy emitted by the SIGRAD will cause certain bodily disfunctions to people if they are exposed to the beam for extended periods of time. The SIGRAD penetrates all forms of weather and is waterproof as well.

Added comments: The SIGRAD is the ideal, all-purpose detection device for those who want to know what is in front of them. It can also be used to detect any unseen "tails" that might be following the agent. Its use may be extended to mounting in vehicles for pursuit, or in or around buildings for defense. It is only available in Canada. (You Yanks can't have all the glory, you know!)

Category: M — Honorable Mention

Name: Plastic Face

Proto. Time: One week

Proto. Cost: \$4,000

Mfg. Cost: \$500

Inventor: Eric Zuellig

How it works: The user may alter their facial appearance by placing this special putty-like plastic over their face.

How it is used: First, the plastic is softened, then laid over the face creating openings where applicable. False hair, eyebrows, beards, etc. can be added. When hard, it looks and feels like actual flesh.

Effect: An almost realistic face with no side effects. The "face" will lose its shape after 96 hours. The wearer must remove it once it begins to lose its shape, or risk suffocation.

Category: M — Honorable Mention

Name: Mini Air Mask

Proto. Time: 168 hours (one week)

Proto. Cost: \$4,000

Mfg. Cost: \$300

Inventor: Matt Forbeck

How it works: The air is released from the pressurized mini-tanks into the mouthpiece through a connecting valve. The mouthpiece has a small dial on it that controls the valve and is used to release a varying amount of air through the mouthpiece. To replace the mini-tanks, the valve must be closed, the old tanks taken off, and new ones put on. Each mini-tank contains a 1/2 hour air supply. An audible hiss can be heard five minutes before the tank runs out. The mouthpiece can hold up to two tanks at a time and the effects are cumulative.

How it is used: The mouthpiece is placed in the mouth, and the dial is set to the desired amount of air to be released. The agent breathes in through the mouth and exhales through the nose.

Effect: The agent can breathe under water or in gas.

Added comments: Spare mini-tanks can be attached to a special carrying belt for easy transport and access. Spare mini-tanks may be purchased for \$50 apiece.

The Art of GAMMA WORLD™ Science Fantasy Game.

Jeffery A. Dobberpuhl of Aberdeen, South Dakota took first place in the RPGA™ GAMMA WORLD Art Contest with a full color illustration of a Torel Plant using its force field against a lizard mutant. Mike Vasquez of Grosse Pointe Farms, Michigan placed second with a black and white illustration of a Cratical.

POLYHEDRON™

Newszine Issue 12

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ROLES

by Merle Rasmussen

“The Administrator” outlines and describes various types of TOP SECRET game roles to incorporate into your TOP SECRET espionage game.

Underlying an agent's Bureau, Level, Political, and Economic alignment may be the agent's true purpose, the reasons for his or her actions. Every agent needn't be the type who loyally collects and transmits intelligence to his or her superiors. Role playing can be accentuated by giving the character an inner life or a secret past. Reasons for particular actions are widely varied but seem to follow particular styles of play.

The Enemy Agent

An agent who is loyal to the opposition while pretending loyalty to those that employ him/her is an enemy agent. For example, agent Z is working for the KGB but is employed by the CIA. The AI can be aware of the enemy agent's purposes and can use the enemy agent against the other player characters. The enemy agent can know the layouts of enemy headquarters to be invaded by the team and purposely misdirect them. The enemy agent can attempt to sabotage team equipment or secretly assassinate team members. The enemy agent looks for any action which would weaken the team, protect his or her agency, and that doesn't jeopardize his/her cover. Discovered enemy agents are generally given the choice of becoming double agents or being prosecuted. Agent provocateurs are enemy agents.

The Double Agent

An agent who is loyal to those who currently employ him/her while pretending loyalty to the opposition is a double agent. For example, enemy

agent Z worked for the KGB, is loyal to the CIA, and pretends loyalty to the KGB. The double agent works against his/her first employer while appearing to work for them. He/she passes on misinformation to his/her first employer. A double agent tries to relay information about his/her first employer to his/her current employer. A double agent discovered by his/her first employer will be given the choice of becoming a triple agent or being prosecuted.

The Triple Agent

An agent who is loyal to the opposition while pretending loyalty to those that currently employ him/her while pretending loyalty to the opposition is a triple agent. For example, agent Z, a double agent is loyal to the KGB. Agent Z pretends loyalty to the CIA, who employs him/her.

The triple agent is in a precarious position. If the agent's employer discovers the true situation, it is likely that the agent will be prosecuted.

The Deep Penetration Agent

An enemy agent who has worked for a long time to produce a believable cover is a deep penetration agent. The agent is supposed to advance to a position of authority so that he/she will be trusted with confidential information of value to the agency he/she is loyal to. The deep penetration agent can be within any government agency or private industry. Many such agents are respected members of their community in order to further support their cover.

The Mole

A deep penetration agent within another intelligence agency is a mole.

The Blunt Instrument

In an age of economic cutbacks and world recessions, certain espionage

activities may be curtailed or abolished by bureaucratic politicians. Disgruntled field operators and administrators may retain certain agents as troubleshooters or blunt instruments in an unrestrained capacity. For example, agents previously issued a license to kill in the line of duty may have “officially” lost such license. However, in the eyes of their immediate superiors the license has been retained.

The Expendable Agent

This isn't the type of agent one would choose to play, hence it is not a voluntary role. The expendable agent is sacrificed by his/her agency for various reasons. Sometimes the agent's cover has been blown and the agency doesn't want to be associated with him/her. Other times the agent is discarded if the agency thinks he/she is working for the opposition. The agent may have been framed. Rarely, the non-essential agent is merely a decoy set up by his/her own agency to distract the opposition or to cause a diversion while action is taking place elsewhere. The expendable agent is usually on the run from either the enemy or his/her own agency. Expendable agents who survive usually become independents and resent their original agency.

The Independent

A self-employed professional agent who works for the highest bidder is an independent. Extremely mercenary, the independent usually works for money only, prefers verbal contracts, and doesn't like being sold out. At one time, an agent that quit a service was considered a defector. Today, “going private” and becoming a corporate “spook” is an option for agents who resign or are “let go” by their agency. Espionage is not as financially secure as it once was. Private individuals and corporations find it increasingly necessary to hire persons with espionage and counter-espionage-related job skills.

POLYHEDRON™

Newszine Issue 13 Special Issue

\$2.00



RPCA
N E T W O R K

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THE CONDOR ASSIGNMENT

To: All Agents

From: Allen Hammack
("The Silencer")

Security Class: Limited Circulation

** Do not accept if seal is broken **

Begin Message: This assignment is to provide training and practice in one of the more mundane and tedious portions of espionage: data classification and analysis. It is of primary importance that all agents be able to pick up relevant, important facts from the torrent of information that rushes at them every day. Equally important is the ability to synthesize information — to be able to take two or more items of information, each apparently harmless by itself, and to see when the relationship between them adds up to something more sinister than the sum of its parts. With this in mind, your mission — should you decide to accept it — is to study the following items of possible interest, with an eye towards how further investigation of said items can benefit and spice up your enjoyment of the local TOP SECRET role-playing campaign. You have three days to complete this assignment.

The newest James Bond novel, *Icebreaker*, is full of surprises and twists. I couldn't shake the feeling that it had been written with a movie adaptation in mind — some of the sequences were certainly exciting and picturesque enough! As a teaser, Bond teams up with agents from the CIA, the Mossad, and the KGB (!) to fight a common foe: an emerging group of Neo-Nazis who are equipped with modern military armament. Bond purists have argued that there is one section near the end where Bond is out of character, but I can't go into detail without giving the plot away (one of the few crimes still worthy of drawing and quartering). Suffice it to say that *Icebreaker* reads well, contains a lot of excitement, and will probably provoke a lot of discussion among espionage fans.

* * * * *

With the fairly recent screening of "The Return of The Man from U.N.C.L.E.," we got a good piece of escapist fare. All real espionage agents like us chuckle over the dramatizations of our activities on the little screen (or in movies), but this one was supposed to make us laugh. It saddened us to learn that the "old U.N.C.L.E. specials" were in a "special U.N.C.L.E. wing of the Smithsonian." In the chase sequence at the end, the continuity person must have dozed off or gone for coffee, because the different cuts of Napoleon running (obviously filmed at different times) kept switching the pistol in his hand from the new standard pistol and the special HE pistol. On the other hand, I've had agents in the TOP SECRET® game try that as well


Here's some technical data on the old U.N.C.L.E. special: Base is short-barreled semi-automatic Walther P-38; caliber 9mm parabellum (sleep darts); magazine capacity 8 (15 with extended magazine-\$10); muzzle velocity 1040 to 1500 feet per second as pistol, 1190 to 1650 feet per second as carbine; bullet weight 110 to 125 grams; energy 320 to 460 foot-pounds as pistol, 370 to 520 foot-pounds as carbine; barrel length 82.5 mm plus silencer as pistol, carbine 304.9 mm; weight pistol 32 ounces plus silencer, carbine 56 ounces; sights post-front V-notch rear as pistol, 1.3 to 5.0 bushnell phantom optical as carbine; selective semi-automatic or full automatic at 650 rounds per minute; special ammunition includes squib loaded knockout pellets or darts; squib loaded incendiary; exploding signal (red, green, yellow, white); armor piercing; and armor piercing incendiary. The TOP SECRET game statistics for the assembled U.N.C.L.E. carbine are:

PWV: 62 PB: 5 S: -1 M: -60
L: -145 WS: S RATE: 2 (6)
AMMO: 8, 15 COST: 475
DECP: NC HWV: 7
OTHERS: Not relevant

The statistics reflect the fact that "the whole can be greater than the sum of its parts." Adding individual item modifications together would not result in this effective a weapon, but a professional manufacturer with years of practical field data and experience can create a serendipitous harmony that results in an excellent weapon. Statistics for medium and long ranges include the telescopic sight bonuses, so the semiautomatic rate of fire must be used; the full automatic rate puts the Medium modifier at -100 and Long at -185.

* * * * *

The latest TOP SECRET game module, TS004 (Operation: Fastpass) has just been released. I think many of you will find it quite useful as a general guide for what types of activities are permitted or can be gotten away with inside a Communist Bloc country. The module itself, by Philip Taterczynski, is full of twists and is guaranteed to keep your agents on their toes. Unlike TS002 and TS003, this was not designed as a tournament and therefore has more structural flexibility than the others. This makes it more of a challenge for the Administrator, too! Unfortunately, even our Agency is not immune to sabotage. We haven't yet determined whether it was KGB, SPECTRE, THRUSH, or even Daleks, but someone played a nasty prank on one of our maps in the module. In the map key, the labels for Roads and National Boundaries were swapped. We assume most agents would discover this upon a brief inspection, but by announcing it in this transmission it is hoped that our official question answerer (code name: The Informer) will be spared extra correspondence.

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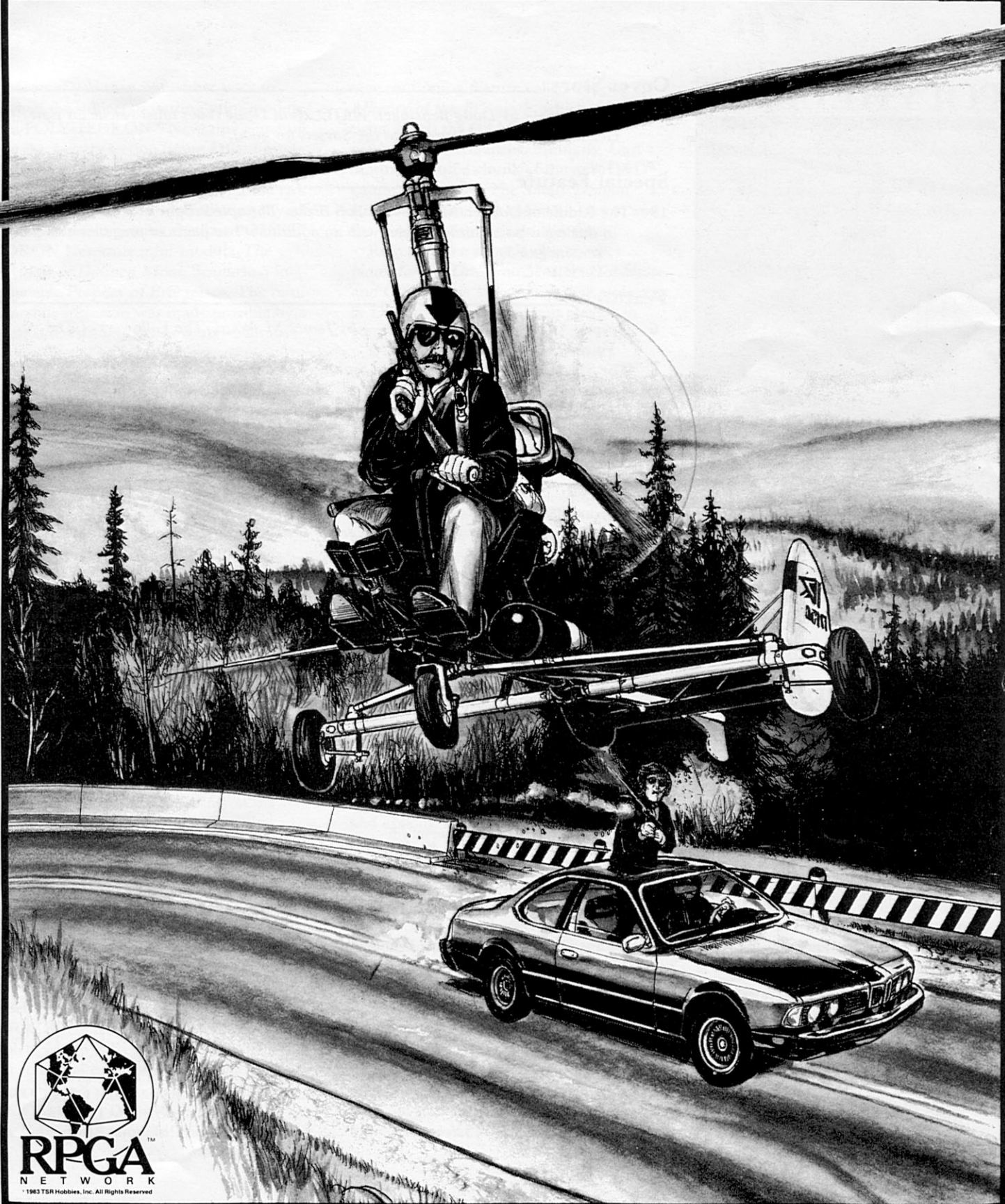
POLYHEDRON

297 \$1.00

Newszine

Issue 16

\$2.00



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Encounters



by Doug Behringer

The scenario

You look over the hood, through the steam pouring from your engine, and finally concede that the car has had it. The last round the GRU agents in the fleeing BMW pumped into the radiator was all it took, and now they're racing for the East German border with the defector you're supposed to be guarding. Damn security leaks!

You reach into the glove compartment, snatching out a map, and estimate the distance to the border to be approximately 75 miles by road, or 40 miles as the crow flies. Throwing open the trunk, you sigh, dreading what you must do next. Although certified in the use of gyrocopters, you hate the thought of taking off in this fragile-looking thing of aluminum and wire. You set about the task of assembling the gyrocopter, and, moving as quickly as possible, you snap the last piece into place after about a half hour — there should be just enough time to beat them yet. You grab a pair of binoculars, and gingerly place your bulk in the tiny gyrocopter cockpit, sighing with relief when the engine leaps to life.

Wasting no more time, you head east in the direction of the BMW. You follow the treeline to hide your position as best as possible, searching the rolling West German landscape. Luck seems to be on your side after all, you decide, when you spot the BMW along the roadside. The right rear tire seems to be flat. One of your rounds must have found its target. You quickly flip the button marked “quiet” to silence the gyrocopter’s engine, and move toward a row of trees about 500 feet from the car to hide while you observe the scene below.

Using your binoculars, you see that one of the GRU agents is changing the tire, while the other stands guard. East German laser scientist, Scott Mohr, is slumped in the backseat, and you can’t tell whether the defector is dead or alive. The Soviets have been watching him for months after hearing reports of growing unrest among he and his co-workers. A security leak caused them to discover the plans of his defection.

You must act soon. The border is just a few miles down the road, and if they get across that, you have lost.

The characters

Dean Wiles

NATO agent
Code name: Spider
Physical Strength: 181
Charm: 92
Willpower: 72
Courage: 95
Knowledge: 56
Coordination: 93
Offense: 94
Deception: 94
Evasion: 93
Deactivation: 75
Movement Value: 246

Life Level: 15
Hand-to-Hand Combat Value: 174
Surprise Value: 187
Height: 5’9”
Weight: 145
Age 28, Male
American, right-handed
Assassination Bureau
Weapon: 9mm Luger self-load (German)
PWV: 47
PB: 0
S: -55
M: -145
L: X
WS: VF
Rate: 1
Ammo.: 8
Deception: -4
HWV: 4
Base speed: 104
Base accuracy: 141
Range: 0/-55/-145/X

Dean Wiles is an agent ready to lay his life on the line to get back the East German laser scientist who is trying to defect to the West, but currently held captive by the Soviet agents. Again, a security leak allowed the enemy agents to snatch the man away. Wiles must assume that the agent is still alive; it is his duty to get the scientist back at all costs.

Mik Duplie

GRU agent
Code name: Duke, the driver
Physical Strength: 35
Charm: 19
Willpower: 95
Courage: 44
Knowledge: 69
Coordination: 65
Life Level: 13
Weapon: 9mm PPK(h) (7 dum dums)
Base speed: 45%
Base accuracy: 82%
Range: 0/-45/-145

Gregor Campliski

GRU agent
Code name: Cheeseball
Physical Strength: 32
Charm: 72
Willpower: 52
Courage: 29
Knowledge: 83
Coordination: 25
Life Level: 8
Weapon: Beretta 93R (9mm) USA
PWV: 56
PB: +1
S: -26
M: -76

L: -216
WS: F
Rate: 3 (9)
Ammo.: 20
Deception: -4
HWV: 8
Base speed: 32
Base accuracy: 83
Range: +1/-26/-76/-216

The job of the GRU agents is to transport the East German scientist over the border at all costs. The scientist is far too valuable for them to harm under any circumstances. They will repair the tire in 15 minutes from the time Agent Wiles spots them, and the car will resume its race for the border at high speed.

Administrator's briefing

Agent Wiles has many options to get the scientist safely away from the enemy agents. He may open fire from his current position in the gyrocopter (-30% off of Accuracy from any range while airborne), 500 feet being medium range, but it wouldn’t be wise at this distance since he is rather low on ammunition.

He may wish to move closer (within 100 feet), land the gyrocopter (which only takes a matter of seconds), and launch an assault from the ground. The Soviet agents have a 60% chance of noticing someone moving towards them from the ground. The BMW is bulletproof, so the enemy will use the car for cover. If one of the agents is killed, there is a 20% chance per round that the remaining agent will surrender and ask for political asylum.

It is also possible that Wiles may choose to sneak up on the vehicle by creating some kind of diversion. The agent must make his Deception roll every 100 feet in order for the diversion to be successful.

Wiles may also choose to move his gyrocopter to a closer clump of trees (100 feet) and launch an air assault, which will be infinitely more successful than the previous options since the agents are not expecting an attack from the air, especially at such close range.

If you chose to run the encounter with more NATO agents, alter the balance in the following manner:

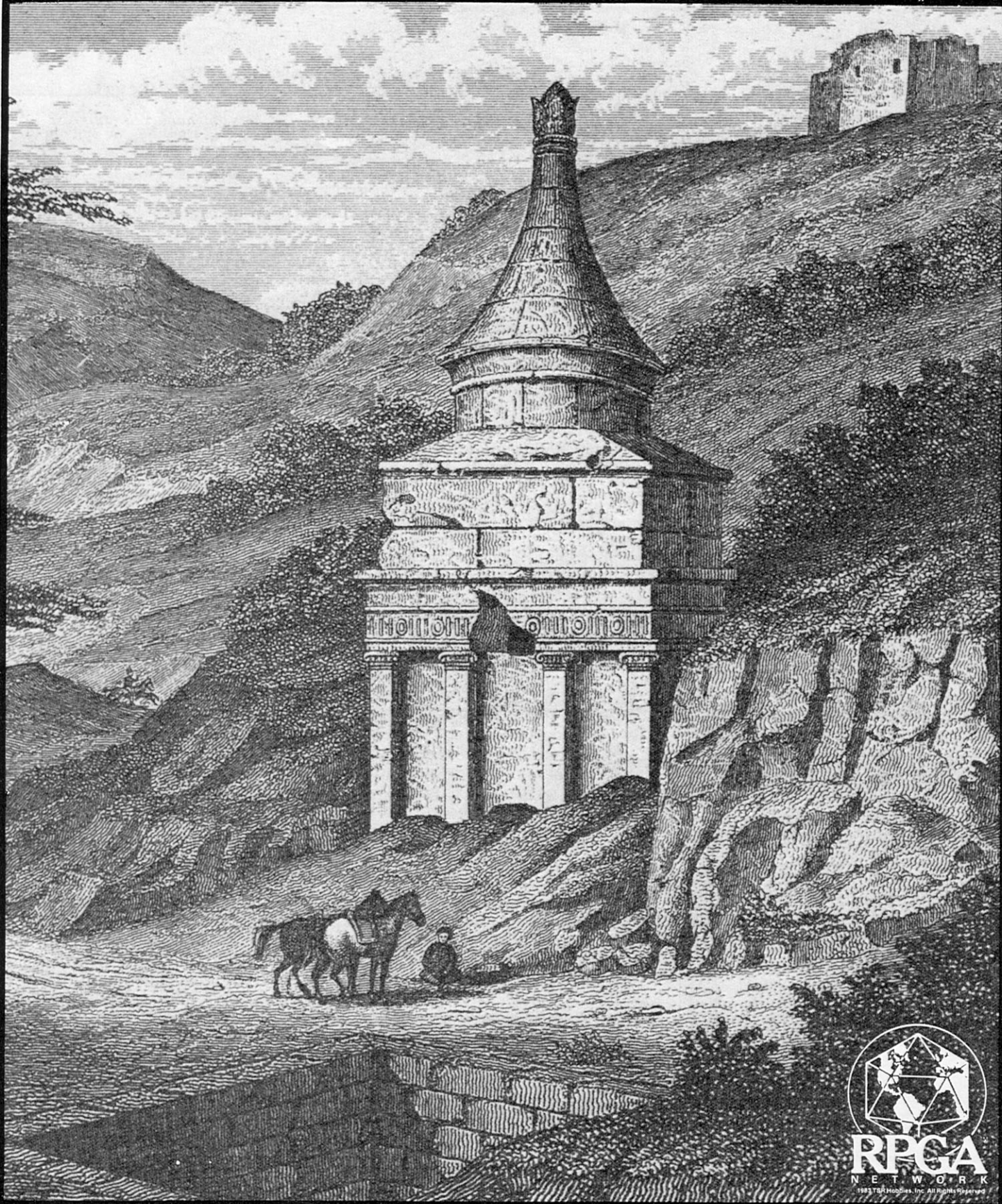
1. Double the number of enemy agents.
2. Give enemy agents bulletproof vests.
3. Triple the enemy agents’ amount of ammunition.
4. Remove the gyrocopter from the scenario. Have NATO agents approach the Soviets from the ground. 🌐

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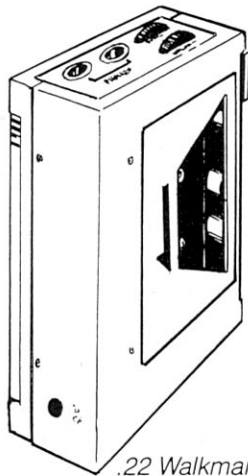
Newszine

Issue 17

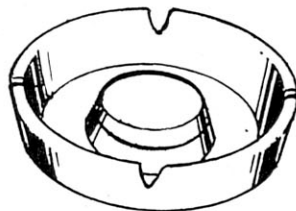
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Disguised Weapons



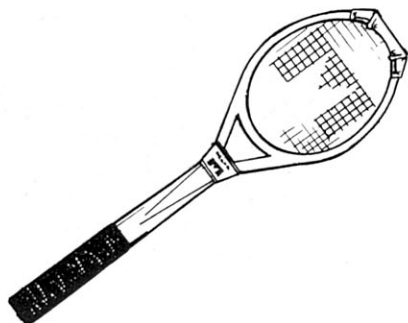
.22 Walkman



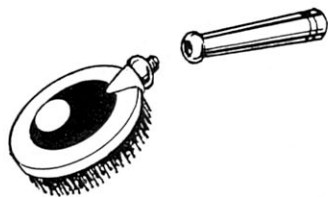
Ashtray Smoke Bomb



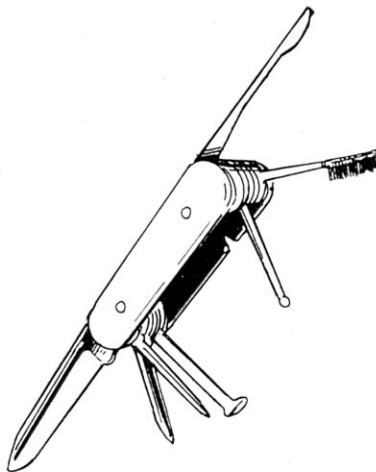
Perfume or Cologne Spray Bottle



9mm Tennis Racquet Submachine gun



Hairbrush Silencer



Switchblade Pipe Tool

The switchblade pipe tool appears to be a standard, 4" long, multi-purpose tool for the convenience of pipe smokers. To use it, the tool must be held normally, with the user's thumb resting along either edge. When the user's thumb is depressed sharply, a catch is released which causes the blade to snap into place. The blade is replaced manually. The pipe tool can be made of any material, and can be used in its normal capacity.

Additional notes: The pipe tool might also contain other devices, such as a trail bug, communicator, miniature bomb, etc., although this would increase its size somewhat. The pipe tool can be especially useful when used in conjunction with a gas pipe (described in POLYHEDRON™ Newszine #9).

.22 WALKMAN

Proto. Time: Three weeks

Proto. Cost: \$3000

Mfg. Cost: \$1200

The .22 Walkman incorporates a .22 pocket self-load Beretta into the body of a Walkman headphone stereo. The end of the barrel is disguised as one of the two headphone jacks. The safety catch is the "eject" button that opens the cassette compartment; the gun can only fire if the door to the compartment is open. To fire the gun, the Walkman is grasped firmly in one hand and the "play" button is pressed.

Because of its relative awkwardness, the weapon's PWV is 28 and its Weapon Speed is Average. Its Deception rating is 0. In all other respects, it is identical to a Beretta. It is reloaded through the battery compartment.

Unfortunately, the .22 Walkman does not function as a tape player. However, a small radio has been built in, and it is possible to insert a cassette even though it will not play, so an agent wearing the Walkman can appear to be listening to a tape when he is actually listening to the radio. (The headphones are connected to the second headphone jack.) This suggests a second function for the Walkman, as a one-way communicator.

by Nicholas Moschovakis

With help from Alex Hartl and Mike Petrusis

The disguised weapons that are described in the TOP SECRET game rulebook are largely conventional (for example, the .22 ballpoint pen), and most are easily recognized by enemy organizations. To remedy

this situation, here are several weapons (and accessories) that have been disguised in unconventional ways.

SWITCHBLADE PIPE TOOL

Proto. Time: Five days

Proto. Cost: \$350

Mfg. Cost: \$85

Additional notes: The prototype of the .22 Walkman has one flaw: the safety catch (the "eject" button) will only open the door to the cassette compartment if a cassette is inside. If the agent has overlooked this fact, and has not inserted a cassette, he will not be able to fire the gun until he realizes what is wrong and manually opens the compartment. If this drawback is noticed by an agent and reported to the Special Devices section, then the mass-produced model will have a modified catch that always opens the compartment, whether a tape is inside or not.

9mm TENNIS RACQUET SUBMACHINEGUN

Proto. Time: Two weeks

Proto. Cost: \$2000

Mfg. Cost: \$1000

The 9mm, nine-shot tennis racquet sub-machine gun appears to be made of wood, although it is actually steel. The safety catch and trigger are electronic mechanisms located on opposite outside edges of the racquet, disguised as screws attaching small aluminum plates that display the fake manufacturer's name. On the edge with the safety catch, the two screws are colored red and green; pressing the red screw makes it impossible to fire; pressing the green screw unlocks the catch. On the other edge of the racquet, one screw is colored black. Pressing the black screw activates the trigger mechanism, firing the gun. Power for the electronic safety and trigger mechanism is provided by a small battery built into the racquet.

The 9mm tennis racquet is designed for quickly executed assassinations where some accuracy is needed. Its PWV is 75, range modifiers +5/-30/-100/-310, Weapon Speed Below Average, and Deception rating -1. Its nine shots can be fired singly or in four-round bursts. The gun cannot be reloaded.

The racquet can be used to play tennis, but the user will be at a disadvantage because the racquet is heavy and very unwieldy.

Additional notes: There are some slight visible differences between the 9mm tennis racquet and a normal racquet. When an agent is trying to pass his Deception roll for the weapon, his chance is modified by -20% if the inspecting person has Physical Education as a superior Area of Knowledge.

HAIRBRUSH SILENCER

Proto. Time: One week

Proto. Cost: \$1200

Mfg. Cost: \$245

The hairbrush silencer appears to be a

normal hairbrush, 8"-9" long, with a metal handle. Both ends can be unscrewed in two turns (ten seconds), revealing a functional silencer. Its Deception rating when attached is 0; if attached to a pistol, the pistol's Deception rating will be reduced by -13. The silencer is designed for use with the .22 double-action self-load or the .22 Beretta, and is ineffective with any other type of gun.

Additional notes: Different types of hairbrush silencers can be designed for larger-caliber pistols, but they will be much longer and heavier. Their Deception ratings will be from -2 to -8. Hairbrush silencers that are designed for rifles will have Deception ratings of -8 to -12.

A special version of the hairbrush silencer can be built for use with the .22 Walkman (see above). Prototype time is ten days, prototype cost \$1500, and the mass-produced item will cost \$300.

PERFUME OR COLOGNE SPRAY BOTTLE

Proto. Time: One week

Proto. Cost: \$650

Mfg. Cost: \$125

This device looks like a normal spray bottle for perfume or cologne; when employed in the usual manner it functions normally. However, if the spray cap is twisted 180 degrees to the right, the sprayer is connected to a secret compartment in the cap that holds one-half gram of liquid. This liquid can be acid, contact poison, or the like. When the cap is squeezed, the liquid is emitted in a thin stream with a range of one meter and a PWV of 6. The amount of liquid released is determined by how long the user keeps the cap pressed down; one second of pressure will use up the entire half gram.

Treat contact poison as an irritant poison that takes effect in 30 minutes (see page 46 of the TOP SECRET game rulebook for information on poisons). At least one tenth of a gram of contact poison must be administered in order to be effective. A full half-gram of acid will cause 3d10 points of damage; to determine the damage done by smaller amounts, roll 3d10 and divide as appropriate.

ASHTRAY SMOKE BOMB

Proto. Time: One week

Proto. Cost: \$850


Mfg. Cost: \$275

Although it is not technically a weapon, the ashtray smoke bomb is mentioned here because it can be extremely useful to an assassination or kidnapping. It appears to be a large plastic or ceramic ashtray, 4"-5" in diameter. Inside the ashtray is

a receiver for a radio detonator with a range of .6 miles (one kilometer). When detonated, a hole opens in the side of the ashtray, and a dense smoke is emitted. The smoke will fill an area of 1000 cubic feet per turn (five seconds), expanding until a maximum of 96,000 cubic feet have been filled (this will take eight minutes). Anyone who breathes the smoke takes 1 point of damage every two turns until he gets out of the smoke, and must roll Willpower or less on percentile dice or become panicked. A panicked character must immediately run towards the nearest exit, disregarding personal safety in his frenzied effort to get a breath of fresh air. To determine the duration of the smoke, see the Duration of Gases Table on page 39 of the TOP SECRET® game rulebook.

Anyone who passes by an ashtray smoke bomb without looking carefully will disregard it. Of course, the character may ask others who live or work in the building about the origin of the ashtray. If the ashtray is inspected, it will have normal chances to Con the inspector; its Deception rating is 80 plus a roll of four ten-sided dice. A character who is successfully Conned will forget about the ashtray, reasoning that someone acquired the ashtray and absentmindedly left it where it is.

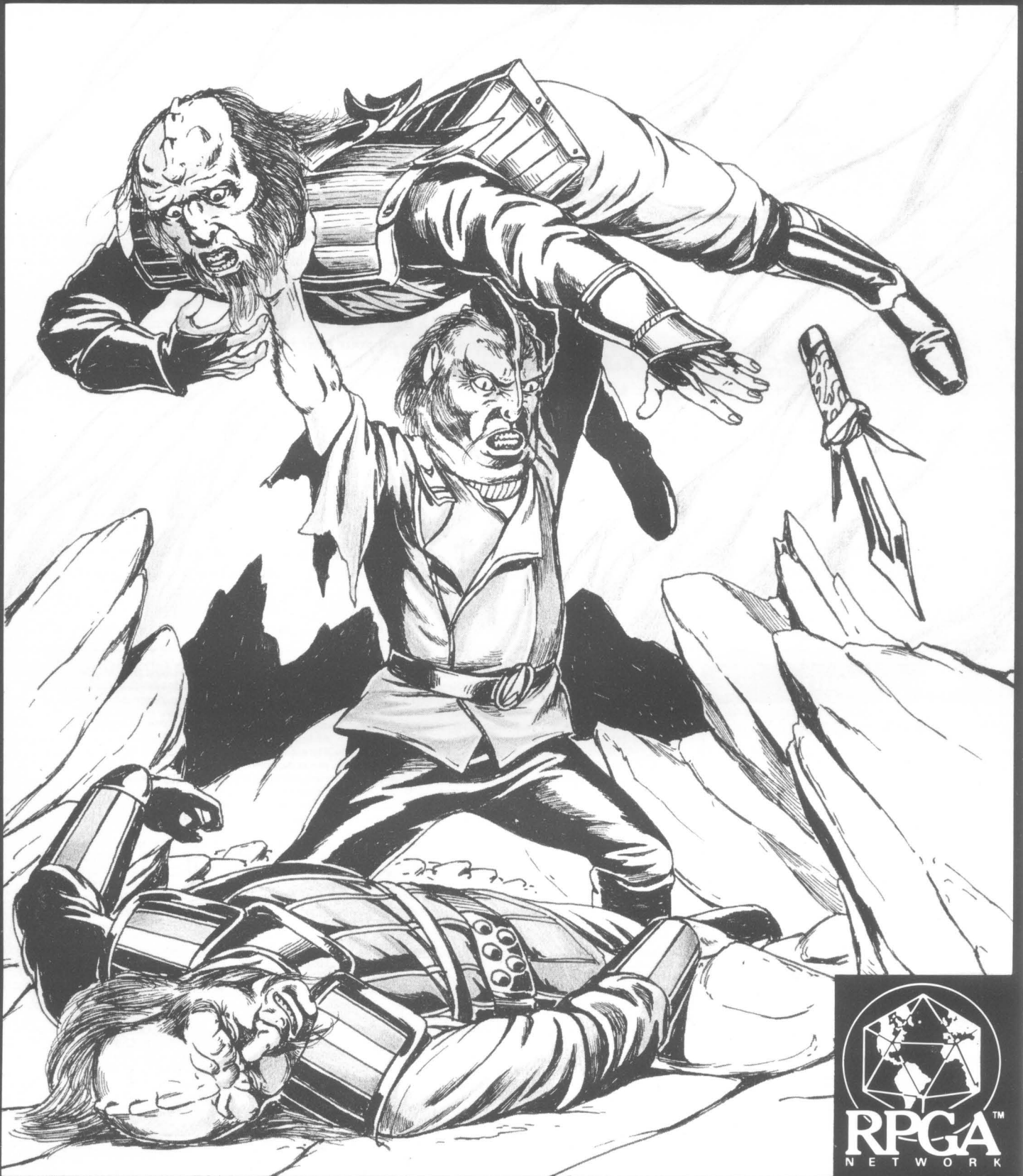
Additional notes: The primary use of the ashtray smoke bomb is to force targets to leave a building as quickly as possible, and possibly in confusion. It can be placed in the building during a break-in, when the building is empty; then, when the target of the assassination/kidnapping is inside the building, the bomb can be detonated. The ashtray smoke bomb is especially useful because its effects resemble those of a normal fire, and the smoke is not likely to arouse suspicion until after the incident.

The weapons described here are only a small sampling of those that might be used in a campaign. It is easy to put these ideas to different applications; for instance, one might design a switchblade disguised as a credit card calculator, a flashlight pistol, a hairbrush pistol, or an umbrella submachinegun. Remember that if player characters can use disguised weapons, so can enemy agents . . . 

RPGA™ Network member Nicholas Moschovakis is a high school student in Santa Monica, California.

POLYHEDRON™

Newszine Issue 32



OPERATION: BUTTER-UP

CODENAME: CLAMBAKE

by Japji Singh Khalsa

Round One: Agents' Briefing

On Tuesday, February 4th, at 10:00 am, the leaders of Belgium, Switzerland, West Germany, and Italy will meet in the ski resort of Strudelhaven, West Germany, to begin two days of meetings. The purpose of the meetings is to produce a written agreement which will enable their countries to work effectively together in dealing with international terrorism.

The administration feels that such an agreement would be beneficial to the economies and peoples of Europe. However, our agent in Strudelhaven believes that the NERDS (Northern Europe Radical Doctors and Scientists) are operating in the area and are planning to somehow disrupt the signing of the agreement.

Therefore, we will be sending you in as a team of agents into Strudelhaven under cover as journalists. Your objectives are to covertly protect the meetings and heads of state by investigating and neutralizing any NERDS activity.

Travel arrangements have been made so that you will arrive at 0800 hours on February 3rd at the Munich airport. A rental car will be waiting. To reach Strudelhaven, you must drive southwest for about an hour and a half. We have made arrangements for accommodations at the Hotel Strudelhaven, where the meetings will take place. When you arrive at the hotel, ring Reiner Gesundheit's room. He's our operative and will bring you up-to-date on the situation. The password on contact is: "Did you know you could have a V-8?" His response will be, "But you get more mileage from a four-banger."

We expect you to make every effort to help maintain the secrecy of our organization. Please note that the West German security forces have no idea that we are operating in the area, and extreme caution must be taken in the transport and use of firearms and other contraband. Such being the case, we have provided you with the latest in disguiseable special weapons, the portable X-1/9 typewriter and the U2 camera accessories bag. Good luck and be careful.

Round Two: Agents' Briefing

The agents arrived at Strudelhaven as instructed, but were surprised to discover that Reiner Gesundheit had checked out only minutes before. Finding that event both odd and disturbing, they investigate and discover that he had been kidnapped and murdered, presumably by NERDS agents. Searching his room and car revealed but three slender clues:

- 1) An empty matchbook with the word "wimps" written in it.
- 2) A scrap of paper with "laxative — 6 bottles ????"
- 3) Another scrap of paper with "strudel??" written on it.

The agents did not discover the full import of the first clue until much later. They have been unable to discover anything relating to the other two clues. Perhaps they were merely shopping lists.

While searching for Reiner's killers and for information on the NERDS, the agents uncovered a plot by a completely new terrorist organization: Workers Initiative for the Murder of Political Stooges (WIMPS). Working together, the agents were able to thwart the WIMPS' plan to assassinate all four leaders by bombing the Conference Room during their meeting. The agents are particularly gratified in this because it was the WIMPS, not the NERDS, who killed Reiner.

Unfortunately, the agents have been here over 24 hours, and only in stopping the attempted assassination did they learn that they were following WIMPS and not NERDS. The agents find that they know little more than they did when they got here about the NERDS' plans. They must work quickly, because the summit meeting is scheduled to conclude by 5:00 p.m. tomorrow. Perhaps they can learn something at this evening's banquet, hosted by the hotel for the leaders and the press.

Stop! Unless you plan to be the Administrator for this adventure, read no farther!

Administrator's Briefing

TOP SECRET® FILE #108632

OPERATION: ButterUp Codename: Clambake

For Your Eyes Only:

On Tuesday, February 4, in the ski resort of Strudelhaven, West Germany, the leaders of Switzerland, Italy, West Germany, and Belgium will begin two days of meetings with the intention of creating a written agreement to effectively deal with international terrorism. Their hope is that, by coordinating their methods of dealing with security and specific individuals, they will be able to greatly reduce the incidents of terrorism at airports, train and bus stations, and government buildings.

However, working directly under their noses, the NERDS (Northern European Radical Doctors and Scientists) are plotting to sabotage their efforts, since any such agreement might hinder the NERDS' plans for European domination, their ultimate objective.

Their plan is to disrupt the signing of the agreement while actually making a bold offensive move toward their objective. They plan to kidnap the four leaders and replace them with their own operatives — who have been surgically altered to look exactly like the VIPs. Six months of intensive training on the characteristics of each of the four leaders will prevent any slip-ups. The NERDS agents have studied the leaders' dosiers, viewed video tapes, and learned all of their habits.

The NERDS plan to make the swap at a break in the meeting when the leaders go to the restroom. Sleeping gas discharged into the stalls will knock-out the targets and allow the NERDS to activate an elevator, lowering the knocked-out leaders into a holding area. They will then be replaced by the identically clothed impostors.

If the NERDS succeed in the swap of all four leaders, these impostors will announce that their talks on terrorism have yielded to the more pressing problem of keeping up with the arms race, and that the nations have signed a treaty gives cover to an oversized tool storage shed on the north.

Behind this whole complex are the ski lifts and ski slopes that make Strudelhaven a playground for the rich. Chairlift number one starts behind and northeast of the hotel, taking skiers up the hill in a northeast direction.

Chairlift number two starts directly behind the Ski Lodge and carries skiers up the hills due north. Just to the east of chairlift number two, the gondola lift transports visitors up the hills in a northeast direction, ending at a lookout station for sightseers and a trail head for skiers. The gondola can carry six passengers, and the ski lifts carry two per chair.

The Hotel

The Hotel Strudelhaven is a beautiful old resort built in 1910. This four-story building has two entrances, a rear service entrance and a front main entrance. The main entrance has a canopied driveway where arriving guests are greeted by the doorman, Francois Vichysoisse on the first shift (8:00 am-4:00 p.m.) and Philippe Guillotine on the second (4:00 p.m.-midnight). A valet parking attendant, Thomas Chat on the first shift and Fritz Derkat on the second shift, takes the keys to a guest's car, and, after parking it stores the keys in a small locked cabinet (-/25) attached to the wall just outside the main entrance. Guests requiring their cars from midnight to 8:00 a.m. can retrieve their keys from the hotel clerk.

The bell captain, Hugo Furst (H10), and an assistant, Michel Printemps (H11), work the 8:00 a.m. to 4:00 p.m. shift and help arriving guests with their bags. Albert Guggelhof (H12) works the 4:00 p.m. to midnight shift.

A. Foyer

The Foyer is a spacious area that reaches up to the fourth floor of the hotel. In the center, a wide, spiraling staircase circles up to each floor. From the Foyer looking up, a railing can be seen that marks the edge of a U-shaped hallway on each floor. At any time, 1-10 people may be found looking over the railing of each floor down into the Foyer, watching the activities on the floors below.

On the west side of the Foyer are two large double doors with a sign over them that reads "Herr Werner Schnitzel Ballroom." On the east side are two similar doors that read "Karl Gottaufl Conference Room." Couches and chairs of Victorian design line the walls of the Foyer.

In the northwest and northeast corners of the Foyer hang two large black and white pictures. They are dated "circa 1920" and "1986," and both show the same view of the Foyer. An agent using Perception while examining the photos sees that the old Foyer is different from the current one. In the old photo, Himmer-Locker's Wine and Gifts appears in the hallway from the Foyer. The new photo shows men's and women's bathrooms in that location. The older photo has been signed by "H-L."

On Monday at noon, the West German security forces in charge of special

security for the conference set up a metal detector at the main and rear entrances to the hotel. Also stationed at each entrance are two guards and a bomb-sniffing German shepherd. Persons entering through these doors must hand any baggage to the guard and then pass through the metal detector. There is a 10% chance that the guard will do a manual/visual inspection of a piece of the agents' luggage. The agent must roll under his Deception to successfully hide an item in the inspected luggage. The bomb-sniffing dog has a 15% chance of detecting a small weapon with up to 50 rounds of ammunition, unless special precautions have been taken to cover up the smell of gunpowder. The dog has a 75% chance of detecting explosive devices larger than the gun and ammo. Agents have a 90% chance of setting off the metal detector if they are carrying any ferrous metals. Refer to the Inspector Reaction Table on page 30 of the TOP SECRET® Companion for discovery of any illegal firearms. Agents with legal permits for sporting weapons have their weapons confiscated and stored in the hotel safe until the heads of state leave or until the agents check out.

B. Ballroom

The Ballroom is a large dining and dancing hall for special events and parties. On the north side of the hall, classical pillars frame a small, raised stage with a baby grand piano and stool placed at the center. Four cut glass chandeliers hang from the ceiling. The west wall has four evenly spaced, floor-to-ceiling windows with gold and blue patterned drapes. The south wall has two similar windows. The east wall is hung with a series of paintings whose themes are taken from classical mythology. Small, armless chairs line the walls. The floor is of wood parquet with the hotel's logo—H/S— inlaid in the center. A door in the northwest corner opens to a hallway which leads to the Kitchen with a door midway that opens onto the stage. There also is a large storage closet containing extra tables, chairs, and a podium. In the corner is a locked room (-,20) that is used as a coat check for special events.

At noon Monday, the press booth opens. Press personnel may then receive badges that will allow them closer to the heads of state. There are 1-10 reporters here until the booth closes at 8:00 p.m. The booth also is open on Tuesday and Wednesday from 8:00 to 11:00 a.m. At 11:00 a.m. on those days, the hall is cleared and prepared for the dignitaries' luncheon, which starts at noon each day.

Agents picking up their press badges between noon and 1:00 p.m. see Blanche Almonde (N1), a NERDS messenger, posing as a photographer/reporter.

C. Kitchen

The Kitchen has three entrances. A small door in the southwest corner leads to a short hall and the Ballroom. Double doors in the northeast corner lead into the Dining Room. On the northwest side, a large, screened gate opens onto an open-ended service elevator. The other side of the elevator is closed by another screened gate that opens onto a short, wide hallway. The hallway has double doors (-/30) that open out to the service road. The elevator has a control panel marked "B,1,2,3,4." Pressing "B" takes passengers down to the Wine Cellar. Pressing the other numbers causes the elevator to go up to the respective floors.

On the south side of the Kitchen are a walk-in freezer and refrigerator which are locked (-/30) from midnight to 6:00 a.m. Next to the refrigerator is the dishwashing station. On the north wall are the large ovens. South of the ovens is a large food preparation counter, and south of the counter stand a bank of stoves. Two small bathrooms are entered from the southeast corner. On the east wall, the final prep counter allows the chefs to put the prepared food out for the waiters to pick up. A system of light tallies hangs above the counter and informs the waiters when their orders are ready. Storage shelves line all the other open wall areas.

At noon Monday, West German security forces post a metal detector, two guards, and a bomb-sniffing dog in the hallway between the service doors and the elevator (see Foyer for inspection procedures.)

From 6:00 a.m. to 2:00 p.m., the Kitchen is staffed by two chefs, Hans Daunn (N6) and Frank Weiner (K2), two assistant chefs, and a dishwasher. From 2:00 p.m. until 10:00 p.m., chefs Klaus Klosset (K3) and Karl Marxmann (K4) supervise a crew of two assistant chefs and a dishwasher.

Hans Daunn is working for the NERDS and is in charge of putting the laxative into the food of the heads of state. He keeps the laxative in a locked locker in the Wine Cellar. It is wrapped in a bag labelled "Hans—Personal."

The other chefs can tell the agents that Hans has worked here for about six months and seems to keep to himself, but that he does his job well.

Agents who discreetly observe the Kitchen between 9:00 to 10:00 a.m. on Wednesday see Hans go down the elevator to the Wine Cellar and return with a bag, out of which he pulls six plastic containers. He then pours the contents of three containers into the salad dressing and the other three containers into the sauce for the chicken. Agents rolling below their Observation are able to read the bottle labels. Hans puts the bottles back into the bag and drops the bag into a garbage bin in the Kitchen.

D. Wine Cellar (not shown on map; located under Kitchen)

The elevator from the Kitchen goes down to the employees' lockers and the

Wine Cellar. A short hallway leads from the elevator to a locked door (—,30) that opens into the wine storage area. The hallway is lined with 10-foot-tall lockers, each labeled with the name of a kitchen staffer and locked with a padlock (—/25). The lockers contain the employees' street clothes and personal valuables, with cash ranging from \$2-200. Only five of the lockers are in use from 6:00 a.m. to 10:00 p.m. One of the lockers is labeled "Hans Daunn." Agents choosing to open a locker randomly have a 10% chance of opening Hans's locker. If successful, they find a bag labeled "Hans—Personal." It contains six bottles of laxative. There also is a large cookbook which reveals, upon opening, a hollowed-out space containing a 9mm Walther P38 (g) fitted with a silencer.

Above the door to the Wine Cellar hangs an old wooden sign that reads "Himmer-Locker's Wine and Gifts — Est. 1910." The sign is very old but is of high quality and engraving. The cellar itself is lined with racks of wine.

E. Restaurant

The main entrance to the Restaurant is on the south side, where glass double doors open into the hotel hallway. An emergency, alarmed (—/20) exit is on the east wall. Double doors enter the Kitchen on the west wall. The north wall is one large window that provides a picturesque view of the slopes beyond. The south wall is covered with bevelled mirrors. The Restaurant is elegantly furnished.

The following employees work each shift in the Restaurant:

	8:00 a.m. to 4:00 p.m.
Maitre d'hotel	Marion L'Escargot (R1)
Waiter	Simon Champignon (R7)
Waitress (NERDS)	Suzette Crepes (N10)
Busgirl	Heidi Daude (R11)
	4:00 p.m. to Midnight
Maitre d'hotel	Franz Frye (R2)
Waiter	Renaldo Rappo (R8)
Waitress	Celeste L'Elephant (R10)
Busboy	Roberto Smit (R12)

At any time there will be from 1-20 guests dining in the Restaurant. Suzette Crepes (N10) is a NERDS agent whose job is to plant a wireless microphone in the flower arrangement of the Conference Room on Tuesday morning before the conference begins (see Conference Room). Any agents eating breakfast or lunch in the Dining Room have a 50% chance of getting her as a waitress. If the agents act suspiciously, she passes a note to Blanche Almonde (N1) if she is present. Agents present and using Observation during the pass see Blanche take the note, read it, and then glance over at the agents' table. Use the Daytime Random Encounters Outside chart for agents who are seated near the window and using their Observation.

F. Bar

The Bar is open from 11:00 a.m. until midnight. From 11:00 am until 4:00 p.m., the bartender is Jean De Baptiste (R3) and the barmaid is Elsa Heinhoeker (R6). From 4:00 p.m. until midnight, the bartender is Jules August (R4) and the barmaid is Maria Van Der Slugge (R5). At any time there are 3-30 guests in the Bar (3D10). The following people also are in the Bar at the indicated times:

Monday

1:00-4:00 p.m. Ian Flembert (A9) is a weapons dealer looking for a sale. If agents approach him, they should make a Deception roll. If they fail the roll, Ian senses that they are agents of some sort and asks leading questions. If the questioning goes well, he drops hints that he can get weapons and supplies. Ian can obtain handguns, machine guns, rifles, and supplies, including infra-red goggles at \$300.00 each. He cannot get explosives of any sort. The cost is retail plus 50%, and the order takes 1-10 hours to fill. If agents purchase anything, Ian makes arrangements for delivery. Ian is staying in room 401 and carries a Beretta machine pistol (ak) in a shoulder holster.

7:30-10:30 p.m. Luigi Lamborghini (N2) spends a few hours in the Bar. Agents approaching Luigi have a chance of making Luigi slip up and give out one small piece of information. Their chance of making Luigi slip up increases by 10% each hour the more he drinks. In the first hour (7:30-8:30 p.m.), the chance is equal to the agent's Deception minus 50. If the agents are successful, Luigi says something like, "There's more to the bakery's strudel than meets the eye." He then realizes he has slipped, excuses himself, and goes to his room in the hotel.

6:00 p.m.-Midnight Mimi Musette (A4) is a pickpocket who likes to hang out in the Bar. She has a very high Charm and attempts to pick the pockets of any person who takes an interest in her. Agents using Perception sense something wrong if they roll Perception minus 30. Mimi carries a .22 pistol (d) in her purse.

8:00-10:00 p.m. Blanche Almonde (N1) enters the Bar after her dinner in the Restaurant. She sits by herself.

Nancy Bagdon (A2) is a U.S. reporter who is bored with the conference story she's reporting. She's looking for excitement for herself and her story.

She takes a keen interest in anyone who approaches her and complains about her boredom. She doesn't know anything about the NERDS, but agents with Charm over 75 find her cooperative to the point of volunteering to help in any way. She also might mention, if the conversation reminds her, that she was surprised to see Daniel and Lisa Leat-Keach in the hotel. Both have long been active in various radical causes and don't seem to be the skier type.

Tuesday

11:00 am-2:00 p.m. Ian Flembert (A9) (see 1:00-4:00 p.m. Monday)

Noon-4:00 p.m. Mimi Musette (A4), the pickpocket, is here again (see 6:00 p.m.-Midnight Monday)

6:30-8:00 p.m. The evil Dr. Friedrich Flintz-schtonne (N3), who runs the Emergency First Aid Center in the Ski Lodge and is the master of operations for the NERDS, has stopped in for a drink while taking a quick look at the operation. If approached, he engages in casual conversation but says nothing about the NERDS operation.

Wednesday

11:00 am-2:00 p.m. Ian Flembert (A9) (see 1:00-4:00 p.m. Monday)

Noon-4:00 p.m. Mimi Musette (A4), the pickpocket, is here again (see 6:00 p.m.-Midnight Monday).

G. Front Desk

The Front Desk is a long, wooden counter with a single cash register on the south end. The north end of the counter is hinged so a person can enter or leave the registration area by lifting it up. A door behind the desk opens into the hotel offices, including the phone/message desk and the hotel director's office. The front registration area has a honeycombed set of cubicles built into the back wall where the keys to the guestrooms are stored. The grid is 18 boxes across by three boxes down. The bottom row is numbered 201-218, the middle row is 301-318, and the top row is 401-418. The boxes open into the back room and are used by the phone attendant to store messages. Ernst Huber (H5) covers the Front Desk from 8:00 a.m. until 4:00 p.m. Robert Rougefroke (H6) is on duty from 4:00 p.m. to midnight. Yvette Chantilly (H7) covers the Front Desk and the telephones from midnight until 8:00 am

H. Phone Room

An old-fashioned, patchcord-type telephone switchboard shares the east wall with a doorway that opens into the Laundry Room. A phone operator is on duty from 8:00 a.m. to midnight. From midnight to 8:00 am, the desk person covers the phones. On the north wall is a door with a nameplate that reads in German, "Alfred Schnapps, Director." The door is always locked when the director is not inside. When he is there, there is a 40% chance that it is locked (—,20).

I. Office

This is the office of Alfred Schnapps (H13), the director of the hotel. It contains a desk, chair, filing cabinet, and bulletin board on the wall. Behind a picture on the wall is a combination safe (30,40) that holds the day's receipts (equivalent of \$5,000-\$10,000 in U.S. dollars).

In plain view on his desk is the hotel guest list. Agents successfully using Observation find details of the newly remodeled bathrooms on the bulletin board. The plans only show cosmetic changes and do not include any of the NERDS secret systems. Close examination reveals that the construction was ordered six months ago. Further inspection (another successful Observation roll) reveals that the construction was ordered by a Herr Burgerbagger. Agents rolling half their Knowledge recognize this name to be that of a high-level NERDS administrator. Examination of the filing cabinet reveals that the hotel was sold seven months ago to Herr Boris Burgerbagger, Inc.

Between the hours of 8:00 a.m. and midnight, there is a 35% chance of Alfred being in the office. Alfred sleeps at his home in a nearby village from midnight to 8:00 am

J. Pay Phones

Just to the north of the Front Desk is an area for Pay Phones. Opening into the main hallway, two rows of four phones line the walls of a small room. There are no doors to this area, just a large opening into the hallway. Agents in this area who roll half their Observation are able to hear any conversation in this area.

There are from 1 to 5 people on the phones at any time. In addition, one of the following conversations is occurring any time an agent uses Observation in this room:

1-2. A young woman skier is telling a friend how great the ski instructor is and how she has developed a mad crush on him. She says she's going to take his class tomorrow, also.

3-4. A young woman is talking about a rich sheik she has just met who seems to be taking an interest in her. She says the man is nice enough, and she's going to go out skiing with him again. She finishes the conversation by

saying that she's going to go take a sauna at the Ski Lodge.

5-6. The American woman reporter, Nancy Bagdon, is telling her mother that she's fine. She also mentions that she's looking for an exciting side to the story.

7-8. A British reporter is filing his story with his paper. He explains that his room phone doesn't work and proceeds to read the entire story. The story covers the setting and local color of the summit meeting.

9-10. An elderly French tourist is telling his daughter how he was terrorized by the security forces here at the hotel when they searched his room. He complains that they forced their way into his room and searched through every bag, etc.

K. Gift Shop

The small Gift Shop off the main hallway is lined with tourist-type gifts and is open from 10:00 a.m. to 8:00 p.m. It also sells sundry items such as breath fresheners and shampoo. There is a single cash register (containing \$400) on the counter, behind which sits the proprietor, Freida Gotterdammerung (H14), except on Monday, which is her day off. Her granddaughter Tisha works on Mondays. Freida was the wife of Herr Himmer-Locker, the original owner of Himmer-Locker's Wine and Gifts. (The picture in the Foyer shows where the original shop was located.) Freida wears a brooch with the initials "H. L." worked into it. The style matches the signature on the older picture in the Foyer. Agents who have seen the picture and successfully use their Observation in the Gift Shop notice the brooch and its similarity to the signature. If an agent has not seen the picture and successfully uses Observation, he takes notice of its beauty, style, and age.

If questioned about the old gift shop, Frieda reveals that there used to be a secret exit from the old shop that went down to a series of catacombs that were constructed during the war to hide refugees and wine from the Nazis. She explains that the old shop used to be where the Lobby Bathrooms are now. She also knows that there was another secret entrance to the catacombs somewhere at the base of the ski slopes.

If agents ask to buy or inquire about laxatives, Frieda says that she has no bottles left because somebody came in and bought all six bottles. She can't remember who it was, but she knows it was a man. Tisha doesn't know any of this.

L. Men's Restroom

A door from the hallway, labeled "Gentlemen" in German, opens into an anteroom that leads into the men's bathroom. Agents rolling under their Perception minus 20 notice that the stalls are unusual because the doors go all the way from the floor to the ceiling and do not afford a look to see if there is someone in the stalls.

The bathroom has two hidden surveillance monitors mounted in the ceiling and facing the stall doors (40,—). When the leaders enter the stalls, a NERDS agent working below in a control room causes the following sequence to happen:

1. The door to the stall locks automatically (20,30).
2. Sleeping gas is emitted into the stall.
3. The stall descends into the NERDS complex below.

Each stall is manually controlled by the NERDS technician, who has the option of using any or all of the above devices. (Should an agent be taken prisoner, he may be taken to the complex through this method.) Any agent present when the leaders enter the stalls notices the sound of an elevator if he successfully rolls his Observation minus 20 and he has a score over 80 in either hydraulic, mechanical, or civil engineering.

M. Women's Restroom

The Women's Room is labeled as such in German and opens into a small powder room with chairs and mirrors. A door from this room leads into the toilets. They are identical in style and operation to the Men's Room.

N. Conference Room

Large double doors open into the Conference Room. A sign over the doors reads, in German, "Karl Gottauffel Conference Room." This is a large, uncluttered room with a 12-foot oval teak table in the middle. The walls are done in a dark teak, creating a rather heavy feeling. Adding to the heaviness are large paintings of scenes from the Bible. The scenes are dark and somewhat eerie. Thirteen high-backed chairs surround the table. A large chandelier hangs directly over the table.

There are no personnel in this room until Tuesday at 8:00 a.m. At that time, Suzette Crepes (N10) and a busboy prepare the room with linens, flowers, etc. Suzette plants a wireless microphone bug (30,—) in the flower arrangement at the middle of the table. Agents present or watching covertly between 8:00 and 9:00 a.m. see her plant the bug if they roll their Observation minus 10. The Conference Room is sealed off by a German police guard at 9:00 am

The leaders meet here from 10:00 a.m. to noon and 2:00 to 4:00 p.m. on Tuesday and Wednesday. If the post-lunch NERDS swap on Wednesday is successful, the replacement leaders carry on their meeting but eventually move the negotiations into the discussion of nuclear weapons fortification for their countries. Agents who happen to hear this sense a conspiracy if they

roll their Perception minus 40.

O. Laundry Room

This room handles all the laundry from the hotel. This includes room linens and towels and all the uniforms required by the various employees. The south wall has a service elevator entrance and a door that opens to the back of the registration area. Jammed into the south and west wall area are eight sorting bins on wheels. In the center of the room, a bank of washers faces the west wall and a bank of dryers faces the east wall.

The service elevator is large enough for two people and a laundry bin, or up to six people without a bin.

Second - Fourth Floors

Common to all the upper floors are a small service elevator that rises from the Laundry Room, a large service elevator that comes from the Kitchen, and a large service storage area (C). The small service elevator is key operated (—,20). Two large, locked (—,20) double doors open into a staging area in front of the service elevator. The large elevator has a push-button control panel labeled "B,1,2,3,4." The locked (—,20) service storage area (C) holds spare mattresses, tables, lamps, and other large items.

In the center hallway, to one side of the passenger elevators, are two doors. Janitor supplies are stored behind one door (A), and maid supplies such as linens, soap, tissues, etc. are stored behind the other door (B). The center hallway opens into a railed walkway that looks down on the first floor Foyer and the staircase that rises up from it to the upper three floors. There are several couches and lounge chairs with lamps in the main hallway.

The guest rooms are medium-sized hotel rooms, each containing a queen-sized bed, dresser, small table with two chairs and a hanging lamp, shower, toilet, sink, and the standard hotel amenities. There are four suites on each floor, numbered 250, 260, 270, 280, 350, etc. A single, locked (—,20) door opens into a short hallway that leads to two of the suites. (250,280). The suites are larger than the standard rooms, with more elaborate furnishings. Double doors that can be locked from either side connect room 260 to room 270 (likewise on the other floors).

Every room has a rating for how likely the room inhabitants will be present when the room is explored (Day,Night).

Room Assignments

All rooms match the general descriptions. This section defines which people are staying in each room, and any noteworthy facts which might affect the adventure.

2ND FLOOR

[201] Vacant.

[202] U.S. TV crew #1 (30,70).

[203] This room and room 204 are headquarters for the West German Security Police while they are stationed here. In this room, there are always three guards (A10) looking at plans and discussing security. Two dogs are kept in portable kennels. The captain of security is Max Birstein (N7) (80,80) who is working for the NERDS. His mission for the NERDS is to protect the leaders until they leave and to make sure the NERDS are undisturbed. He knows that the NERDS are working underground, but he doesn't know the entrances. If any agents try to avoid their duty to neutralize the NERDS by calling security, Max asks them to speak with him personally. If an agent meets with Max, he plants a weapon (if necessary) on the agent and has him arrested.

[204] Two German security guards (A10) are asleep here at any time.

[205] Blanche Almonde (N1) (20,50) is one of two delivery people working for the NERDS. A search of her room reveals French glamor magazines, a photography magazine, and some photographic equipment. The room also contains a suitcase full of clothes and personal items. Next to the telephone is a blank note pad and a pen. If agents take a pencil and shade the notepad to reveal the indentations caused by the previous note, they see the words "Lime Strudel—Newspaper", on Monday, and "Kumquat" on Tuesday.

[206] West German TV crew #1 (30,70).

[207] West German TV crew #2 (30,70).

[208] Woman ski tourist #2 (25,40).

[209] Swiss tourist (30,70).

[210] British TV crew #1 (30,70).

[211] AGENT #1.

[212] U.S. TV crew #3 (30,70).

[213] Daniel & Lisa Leat-Keach (W1 & W2), WIMPS agents.

- [214] AGENT #2.
- [215] Male ski tourist (25,50).
- [216] Vacant.
- [250] Belgian dignitaries with Louis Bourbon, conference leader.
- [260] West German dignitaries with Greta Understanen, conference leader.
- [270] Swiss dignitaries with Wilhelm Der Schippe, conference leader.
- [280] Italian dignitaries with Mario Macaroni, conference leader.

3RD FLOOR

- [301] Rhonda Heels (W3), WIMPS agent.
- [302] Woman ski tourist #1 (25,40).
- [303] British TV crew #2 (30,70).
- [305] U.S. TV crew #2 (30,70).
- [306] This room was occupied by Reiner Gesundheit. Reiner has been kidnapped by the WIMPS. If agents search this room before 1:00 p.m. on Monday, they discover no luggage and only a few discarded items lying around: a pair of dirty socks, a toothbrush and toothpaste in the medicine cabinet, and a few crumpled notes next to the wastebasket. Agents using Perception sense that Reiner made a hasty departure. Examination of the notes reveals the following scribbles:

“Laxative 6 bottles???”
“Strudel??”

Agents arriving after 1:00 p.m. find a vacant room.
- [307] U.S. journalist (30,70).
- [308] This room is occupied by Nancy Bagdon (30,60) a U.S. journalist who knows nothing about the NERDS but is looking for some excitement both for her story and herself. Her room reveals nothing incriminating, just the standard travel necessities.
- [309] Two British tourists (30,70).
- [310] AGENT #3.
- [311] Two British tourists (30,70).
- [312] Swiss tourists (25,60).
- [313] French TV crew #3 (30,70).
- [314] Elderly French tourists (40,80).
- [315] This is the room of Luigi Lamborghini (N2) (30,50). Luigi is a messenger for the NERDS. His room contains the usual travel necessities. Subversive magazines in Italian lie on the bed. On the small table is a half-eaten piece of strudel. Agents rolling their Observation minus 20 notice that there is an empty cavity in the side of the strudel from which a small object seems to have been extracted (microfilm messages to NERDS headquarters).
- [316] Vacant.

[350-380] A rich oil sheik, Eenie Meenie Chilibeanie (30,70) has rented all the suites on this floor. The chance for the full entourage to be present is (20,70). When present, the sheik is in room 360 with two of the women skiers. His bodyguards are in 350 and 370, and respond quickly if he summons or cries out. If the rooms are vacant, a search reveals the following:

[350] Men’s clothing and travel accessories. There is a concealed (30,—) Uzi sub-machine gun (t) and spare full magazine hidden in a panel of one of the suitcases.

[360] This room is a mess, clearly the site of some large party. The bed is unmade, clothes and women’s lingerie are strewn about, leftover food and several empty bottles of champagne lie about. A few magazines in Arabic are on the table. The closet conceals a small but heavy, portable combination safe (20,50). It is alarmed with a hidden (20,—) transmitter. If it is moved or opened, an alarm will sound on one of the sheik’s bodyguards. It takes the bodyguards 5-15 minutes to arrive on the scene with weapons blazing. If the agents are gone, any theft is reported to the hotel manager. An investigation occurs, witnesses are questioned, prints taken, etc. Use the complications chart “Police Investigation” on page 44 of the *TOP SECRET®* Rulebook. Also use the modifiers on pages 22-23 of the *TOP SECRET® Companion*. In the safe are found various jewels and gems worth \$50,000. It also contains \$30,000 cash in various currencies.

[370] Bodyguard #2’s room. On the bed are copies of popular girly magazines and a newspaper in Arabic. Concealed in a locked (—,20) briefcase is an Uzi that is rigged to be triggered from the outside.

[380] All the sheik’s travel and play items are stored in this room, including: skis, polo equipment, tennis equipment, large cases with full clothes wardrobes, skin diving equipment (including two spearguns), and many other such things. (Give agents a 30% chance that something is here if they ask about an item in particular.)

4TH FLOOR

- [401] Ian Flembert (A9), the weapons dealer, stays here (30,70). His room contains scattered clothes and a couple of handgun magazines. He stores no weapons here and must go out of town to arrange deliveries.
- [402] Italian journalist (30,70).
- [403] Two Greek tourists (25,60).
- [404] Two American tourists (25,60).
- [405] Vacant.
- [406] French TV crew #1 (30,70).
- [407] AGENT #4.
- [408] West German TV crew #3 (30,70).
- [409] German tourists (25,60).
- [410] Danish ski tourists (25,60).
- [411] Italian TV crew #2 (30,70).
- [412] Belgian tourists (25,60).
- [413] French TV crew #2 (30,70).
- [414] Italian TV crew #1 (30,70).
- [415] Patrick P. Shover (W4), WIMPS agent.
- [416] Vacant.

[450-480] The four-man Swiss TV crew has taken over these four rooms for their base of operations. (40,60).

Ski Lodge

The Ski Lodge is located to the west of the Hotel. At the front entrance, a stairway leads up to the second floor of the lodge. At ground level and flanking the stairs, two doors are labeled in German “Entrance” and “Exit Only.” The entrance leads into the first floor of the lodge. Just inside the door is a Ticket Booth.

1ST FLOOR

A. Ticket Booth

Paul Tergeist (SL1) mans the ticket booth from 8:00 a.m. until 4:00 p.m.. Ski tickets cost \$30.00 for a full-day and \$15.00 for a half-day ticket. If the agents try to get information from Paul, he indicates that a bribe of \$25.00 will get them information. If they pay the bribe, he tells them to take the gondola lift to the top in one hour and he’ll meet them there. At the meeting, Paul relates that the doctor in the First-Aid Center is a creepy fellow who came here about six months ago. The doctor spends long hours after work in his office and sometimes doesn’t even seem to leave.

B. Foyer.

Past the Ticket Booth, a large waiting area contains two benches. An elevator that has a double-sided entrance is labeled “Spa, 2nd Floor, Locker Rooms, 1st Floor.” The east side doors open into the first and second floor Foyers. The other doors open into the Locker Room entrance and the Spa entrance. There is also a small bulletin board with notices of equipment for sale and other personal notes. The most prominent message on the board is an advertisement for ski lessons by “Famous Ski Instructor—Jean-Jacques Rousseau.” Classes take place from 10:00 a.m. to noon each morning.

C. Men’s Locker Room

A swinging door opens into the Men’s Locker Room. Half of the room contains lockers (50% have padlocks (—,15).

D. Women’s Locker Room

The Women’s Locker Room is almost a clone of the men’s.

E. Rental Department

The Rental Department has a counter with a cash register. Its walls are lined with boots, poles, and skis. There is a bench in the middle of the room. Behind the register, a door leads into the Repair Department. Johanna Schlitz (SL2) runs the Rental Department from 8:00 a.m. until 6:00 p.m.. A full ski outfit rents for \$15.00 a day.

AGENT'S DOSSIER

AGENT: Barbara Coast **CODE:** ISB#1
ALIAS: Wendy Day **BUREAU:** Confiscation

VITAL STATISTICS

HEIGHT: 5'7" WEIGHT: 115# AGE: 43 SEX: F
 NATIONALITY: England GLASSES: Yes Extremely Nearsighted

PRIMARY TRAITS		SECONDARY TRAITS	
Physical Strength (PS)	42	Observation (OB)	88
Charm (CH)	38	Offense (OF)	81
Willpower (WP)	100	Deception (DP)	55
Courage (CO)	71	Evasion (EV)	65
Knowledge (KN)	76	Deactivation (DA)	84
Coordination (CD)	91	Movement (MV)	233

TERTIARY TRAITS		Shock Resistance (SR)	
Perception (PR)	80	Shock Resistance (SR)	96
Hand-to-Hand (HtH)	107	Gambling Value (GV)	75
Surprise Value (SV)	119	Life Level	14

WEAPONS	Base Spd	Base Acc	RM(PB/S/M/L)	Rate	Ammo
Walther PPK (h)	91	118	0/-45/-145/—	1	7

KNOWN LANGUAGES: English: 91 French: 86 German: 78
 Russian: 78

AREAS OF KNOWLEDGE

Astronomy	70	Philosophy	68
Computer Science	87	Photography	101
Hydraulic Engineer	66	Physical Education	99
Metallurgy	110	Psychology	103

EQUIPMENT

Walther PPK (h)	U2 CAMERA ACCESSORY BAG;
Shoulder holster	Pistol Silencer (disguised in lens)
Fountain Pen	50 Rounds of Ammo for PPK
Transceiver	Direction Finder (disguised as camera)
Trailing bug	1# Plastic Explosive (hidden in lining)
Electronic Lockpick	3 Timer Detonators (hidden in flash unit)
\$500.00 cash	

Born and raised in northern England, Barbara and her husband, Sandy, joined the ISB in 1975. As a team, they specialized in deep penetration and confiscation of different revolutionary groups including the IRA and the IRS. Her husband was on a solo mission to infiltrate the NERDS when he was discovered and assassinated. Barbara holds a deep personal grudge against the NERDS. Her age and experience make her one of the ISB'S most committed, dependable, and cool-headed agents. She has great concern for the welfare of her fellow agents, often resembling a "mother hen with her chicks."

Barbara has heard that Richard Look is considered the bureau's resident Yuppie. He was well born, graduated from one of the Ivy League schools did a stint in the Peace Corps, and several years ago joined the ISB. The grapevine says he is just "too cool" and often projects the attitude that he is better than those he works with. His charm and effectiveness as an agent make him hard to completely dislike.

She has never met Una Doss, but has heard that she is usually a very effective agent. Barbara is somewhat concerned by rumors that Una "loses it" under pressure. She intends to keep an eye on Una and will try to steer her away from potentially stressful situations.

Barbara knows absolutely nothing about Max Faction, except that he is a brand new agent and will need guidance on this, his first assignment. She is surprised that he would join the agency at his age and wonders about his motivations.

Player's Name: _____

AGENT'S DOSSIER

AGENT: Richard Look **CODE:** ISB#2
ALIAS: Jose Martinez **BUREAU:** Investigation

VITAL STATISTICS

HEIGHT: 6'0" WEIGHT: 185# AGE: 33 SEX: M
 NATIONALITY: U.S.A. GLASSES: None

PRIMARY TRAITS		SECONDARY TRAITS	
Physical Strength (PS)	85	Observation (OB)	72
Charm (CH)	62	Offense (OF)	67
Willpower (WP)	64	Deception (DP)	67
Courage (CO)	72	Evasion (EV)	62
Knowledge (KN)	79	Deactivation (DA)	70
Coordination (CD)	61	Movement (MV)	210

TERTIARY TRAITS		Shock Resistance (SR)	
Perception (PR)	72	Shock Resistance (SR)	68
Hand-to-Hand (HtH)	147	Gambling Value (GV)	68
Surprise Value (SV)	129	Life Level	15

WEAPONS	Base Spd	Base Acc	RM(PB/S/M/L)	Rate	Ammo
Browning (e)	77	114	0/-50/-150/—	1	13
Uzi (t)	64	145	0/-20/-110/—	4	40

KNOWN LANGUAGES: English: 92 Spanish: 81 German: 75

AREAS OF KNOWLEDGE

Business/Industry	111	Literature	108
Civil Engineer	123	Philosophy	87
Economics	54	Political Science	129
Electrical Engineer	82	World History	51
Linguistics	63		

EQUIPMENT

Browning (h)	Uzi (t) concealed in attache, can be
Shoulder holster	fired while in case (-10)
Fountain Pen	200 Rounds of Ammo (5 clips)
Transceiver	Silencer for Uzi
Mechanical Lockpick	Mike Receiver (disguised as walkman)
\$800.00 cash	Two bugs (disguised as cough drops)

Richard is a second level investigator. After graduating from a prominent Ivy League school with a degree in social/international studies, he joined the Peace Corps in 1976. He spent four years in the Congo helping to build bridges. His ability to understand the relationship of politics to economics caused him to be approached by the Bureau to work on a freelance basis in the Information and Records Department. His original work dealt with researching areas of potential ISB covert activity. He joined the Bureau on a full-time basis in 1983, specializing in third world activities. His investigative activities took him to El Salvador, Ecuador, and Zimbabwe.

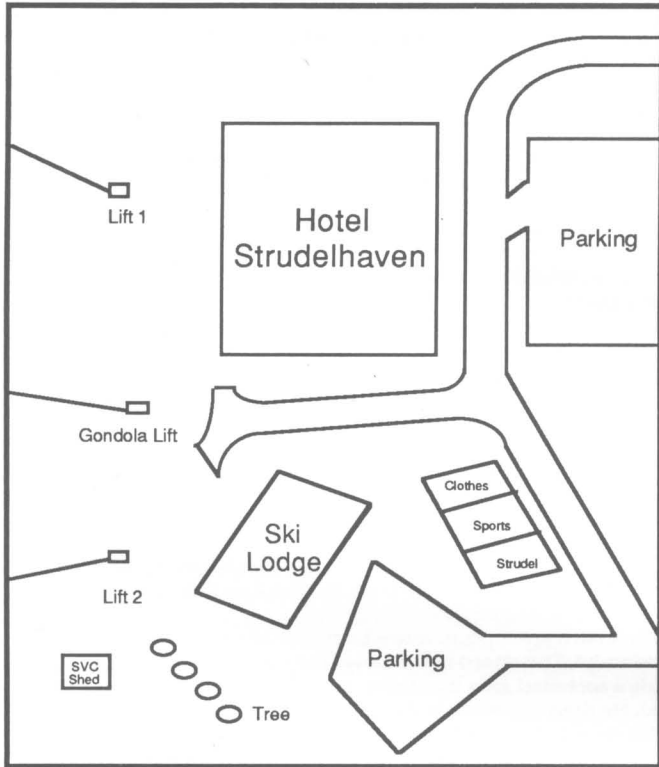
Mr. Look considers his investigative work to be several steps above the "lowly assassins," and he regards them with a certain disdain. In fact, his background places him a level or two above most of those who work for the agency. He considers himself quite charming.

Richard has never worked on an assignment with "Mom" Coast before, but he has met her on several occasions. He wonders if she was a good choice for this assignment because of her emotional involvement: her husband was killed by NERDS assassins not too long ago. She has always been an effective agent in the past, and he intends to watch for signs of over-zealousness.

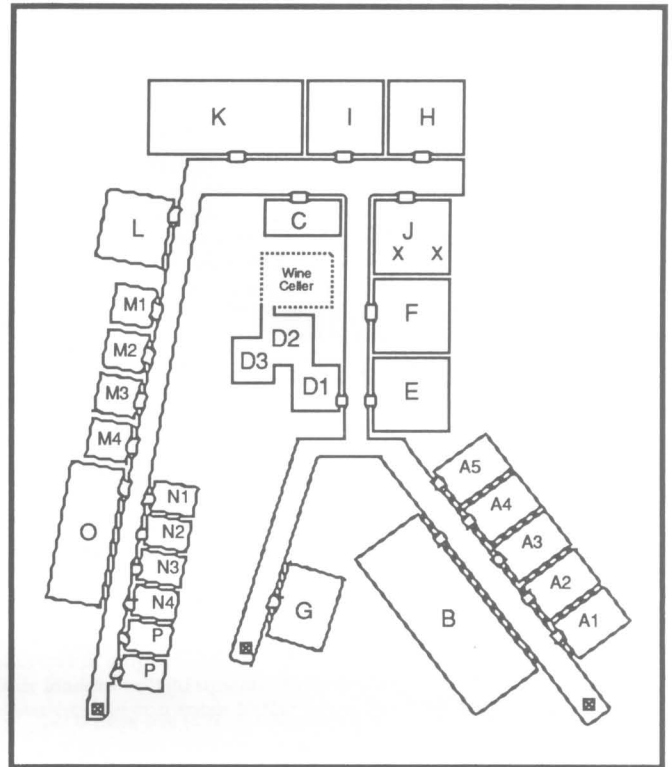
No matter how long Rich works for the agency, he will never be comfortable working with killers like Una Doss. The agency calls them assassins, but "a rose by any other name..." Una seems too young to be involved in killing, and Richard is still not used to seeing young women assassins. She is rumored to be good at what she does, but he doesn't know much about her and plans to keep it that way.

It will certainly be strange working with Max Faction, a "new kid" who's over 40. His medical background should be a good complement to Richard's many investigative skills.

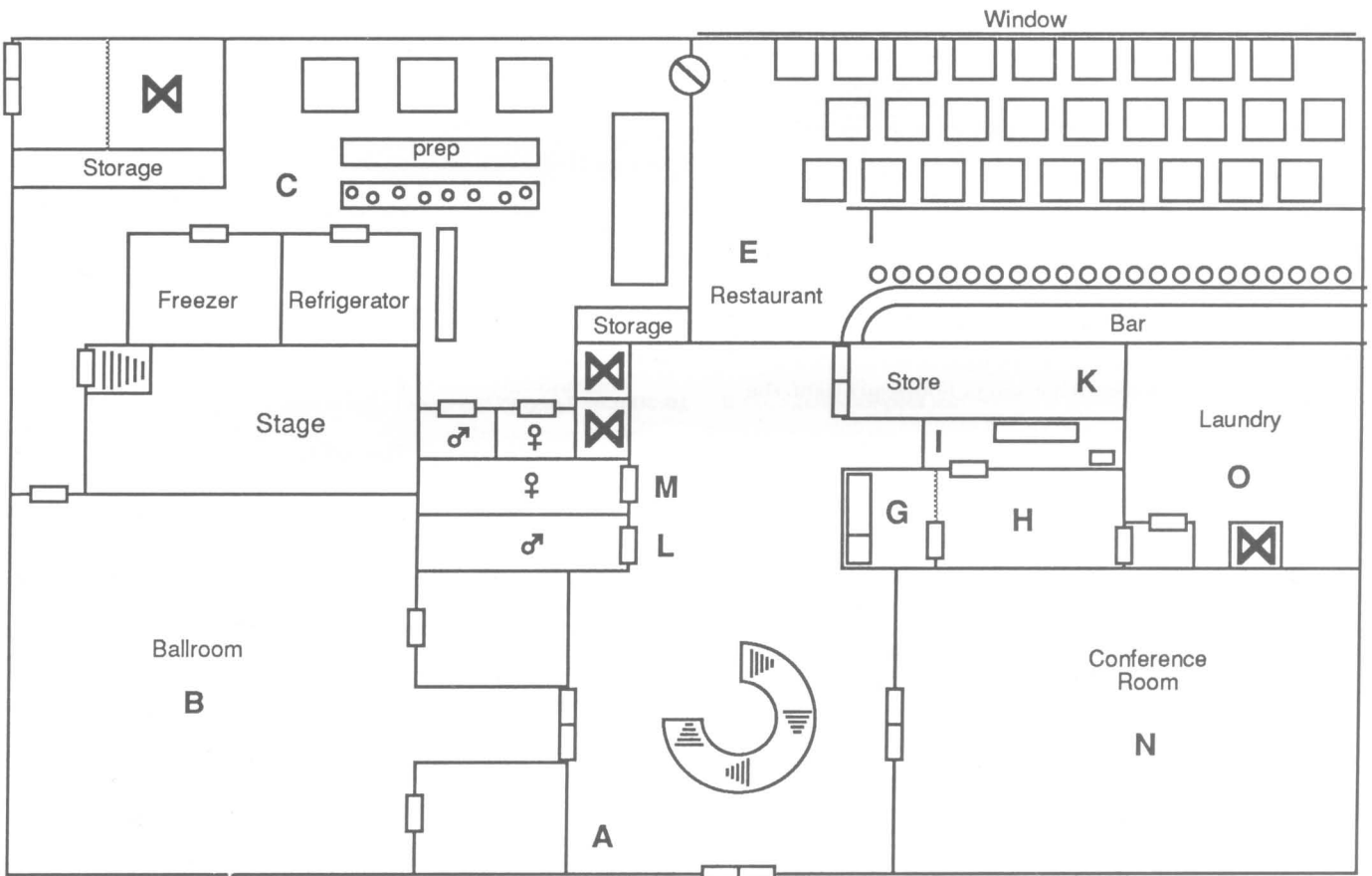
Player's Name: _____



Outdoor Layout 1" = 150' ← N



NERDS Complex 1" = 50' N ↑



Hotel Strudelhaven First Floor

1" = 16' N ↑

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Master Timeline (Round One)

The following is an hour-by-hour record of key events happening at the conference. The Administrator should familiarize himself with this timeline and refer to it as play progresses. Letter codes are used to indicate which character statistics on the master character chart should be used for each encounter.

Monday

10:00 am The agents arrive in their rented car. If they check into the hotel, they are assigned their rooms as indicated on the Hotel Guest Room Chart. If the agents ask about Reiner Gesundheit, the deskman informs them that Reiner checked out about an hour earlier. Further questioning reveals that Reiner was with two friends and paid his bill with cash. If asked to describe Reiner's friends, the deskman only remembers that they were tall. He tells the agents, if asked, that Reiner was in room 306.

Reiner has been kidnapped and murdered by WIMPS agents. The agents took his body to room 213 (W1 and W2 are staying in this room), have placed the "Do Not Disturb" sign on the door, and have left someone there to guard the body until they can dispose of it later tonight. Reiner's rental car still is in the parking lot. Its license number is listed on his hotel registration card, and the agents may find a way to get a peek at it.

If the car is searched, the agents will learn its interior is clean (as most rentals are) except for the ash tray, which is half full of ashes and has a discarded empty matchbook in it. The matchbook has a single word written on the inside cover: "wimps." Searching for information on wimps is fruitless, since this is a new and unknown organization. Employees questioned will not remember seeing Reiner leave this morning.

10:00-11:00 am Daniel & Lisa Leat-Keach (W1 & W2) are seated on a couch in the hotel lobby where they can watch the Conference Room. They are whispering to each other about their ideas for planting the bomb. Patrick P. Shover (W4) is in room 213 guarding Reiner's body.

10:00 am-Noon Blanche Almonde (N1) and Luigi Lamborghini (N2) are having breakfast in the hotel restaurant (see Hotel, Restaurant and Strudel Shop for details). They are not dining together as they don't know each other.

Rhonda Heels (W3) is taking a private lesson from Jean-Jacques Rousseau (A8). Following the lesson, he suggests a "private party" in the Service Shed. Rhonda accepts his offer and suggests they meet for dinner first in the Restaurant at 6:00 p.m. Although she is an expert skier, Rhonda pretends to be a rank beginner.

11:00 am-3:00 p.m. Patrick P. Shover (W4) is out skiing. He is looking for a place to hide Reiner's body. The WIMPS plan to move the body later this evening. Daniel & Lisa (W1 and W2) are guarding the body in room 213.

Noon-3:00 p.m. Rhonda (W3) joins Patrick (W4) in the search for the perfect burial site for Reiner. When out of Rousseau's sight, she skis as an expert.

Noon Press Booth opens. Blanche Almonde (N1) is present (see Hotel, Ballroom).

West German Security puts up metal detectors at the entrance to the hotel (see Hotel, Foyer).

1:00 p.m. Blanche Almonde (N1) bribes the hotel deskman for a list of the hotel's guests. She eventually delivers this list to NERDS administration with notes she has taken on suspicious characters (see Strudel Shop). Any agents in the Foyer or near the desk may observe the bribe if they use Observation.

2:00 p.m. Luigi Lamborghini (N2) picks up a message at the Strudel Shop (see Strudel Shop).

3:00-5:00 p.m. Daniel and Lisa (W1 & W2) eat in the Cafeteria while Patrick and Rhonda (W4 and W3) make plans for the burial tonight.

4:30 p.m. Blanche Almonde (N1) delivers her first report to Strudel Shop (see Strudel Shop).

5:00-6:00 p.m. Rhonda (W3) is in her room (#301) preparing for her date with Jean-Jacques (A8). Daniel, Lisa, and Patrick (W1, W2, and W4) are in room 213 preparing Reiner for his date.

6:00-8:00 p.m. Lisa, Daniel, and Patrick (W2, W1, and W4) remove Reiner's body from room 213 via the window. They take it into the woods northeast of the hotel and hide it until they can return after 10:00 p.m. to bury it.

6:00-11:00 p.m. Rhonda (W3) and Jean-Jacques (A8) go to dinner in the Restaurant (from 6:00-8:00 p.m.) and then retire to the Service Shed for post-dinner fun and relaxation. At 9:30 p.m., Rhonda suggests a moonlight stroll, which ends about 11:00 p.m.

6:30 p.m. Blanche (N1) and Luigi (N2) eat dinner separately at the hotel. Dr. Friedrich Flintz-schtonne (N3) goes to the hotel bar (see Hotel, Restaurant; Hotel, Bar).

7:30 p.m. Luigi (N2) goes to the Hotel Bar.

8:00 p.m. Blanche (N1) goes to the Hotel Bar.

8:00-10:00 p.m. Patrick (W4) and Daniel (W1) go to the Hotel Bar for a few drinks. Lisa (W2) retires to room 213 to prepare the bomb to be planted later this evening.

9:00 p.m. A stroke of bad luck hits the agents when one of the Sheik's bodyguards (A7) mistakenly identifies one of the male agents as a rival assassin.

The guard attempts to assassinate one of the male agents (chosen randomly). The guard (A7) follows the mistaken agent until he finds a secluded area (outdoors, an empty hall, a deserted room, etc.). He then approaches the agent, and, as he is putting a cigarette in his mouth, he asks for a match. The guard then drops the cigarette, bends over to pick it up, and draws his silenced Uzi. Upon standing up, he reveals his weapon to the agent and any companions, commanding them to not move an inch. Before he opens fire, he says, "Well, Mr. Fahrads, you were lucky enough to get away from us last time, but, as you can see, we will not be bothered by you or your organization anymore. Sheik Chilibeane is getting tired of your pesty attempts on his life. You soon will be only a memory. Good night." At this point he opens fire on the agent and any companions.

The agents can attempt to use Charm to try and explain what seems to be a case of mistaken identity, if they can interrupt the bodyguard before he starts blasting.

10:00 p.m. Blanche (N1) retires to her room.

10:00 p.m.-Midnight Patrick (W4) and Daniel (W1) go to the Service Shed and drive the tractor with the stretcher to Reiner's hidden body. They load him onto the stretcher and drive the tractor up the slope past the summit. They deposit Reiner's body in a deep crevice, return the tractor to the shed, and return to room 213.

10:30 p.m. Luigi (N2) retires to his room.

Tuesday

Midnight-2:00 am The WIMPS (W1-4) plant the bomb in the Conference Room. Daniel and Lisa sit on a couch in the lobby to serve as lookouts for the operation, while Patrick and Rhonda plant the bomb in the Conference Room.

4:00-6:00 am The strudel baker puts a message into the strudel (see Strudel Shop).

8:00 am Press booth opens. NERDS guard (N18) dines at strudel bakery for one hour (see Strudel Shop). Susette Crepes (N10) prepares the Conference Room (see Hotel, Conference Room). Lisa and Daniel, Rhonda, and Patrick breakfast separately in the hotel Restaurant.

9:00-10:30 am Patrick and Rhonda (W4 & W3) check the burial site by daylight. Daniel and Lisa (W1 & W2) sit on a couch in the lobby to watch the festivities. They detonate the bomb by radio control

(carried in Lisa's purse) at 10:30 a.m. (if all the leaders are in the Conference Room).

9:30 am The leaders arrive by limousine with police escort. Each leader is in a separate limo, and they enter the lobby one at a time. They wave at the crowd and ascend the circular staircase, going into their suites.

10:00 am The leaders come down the stairs and enter the Conference Room for their first two-hour meeting.

Part One ends at 10:30 a.m. on Tuesday, whether the WIMPS' plot succeeds. If the agents foil the plot, they discover a prepared press release in the jacket pocket of one of the WIMPS. This release was to be sent to the local television station. It claims WIMPS responsibility for the bombing and announces their cause to the world. This discovery should alert the agents to the existence of a second plot. They now must turn their attention to the NERDS, who have been busy preparing for their big day, scheduled for Wednesday.

Master Timeline (Round Two)

Tuesday

10:00-11:00 am Luigi (N2) goes to the Strudel Shop.

11:00 am-Noon Blanche (N1) goes to the Strudel Shop.

Noon-2:00 p.m. The leaders emerge from the Conference Room and have lunch in the Ballroom. The press is allowed to take pictures at the entrance to the room but are then pushed out to allow the leaders privacy.

2:00-4:00 p.m. The leaders emerge from lunch in the Ballroom and return to the Conference Room to continue their meeting.

2:00 p.m. Luigi Lamborghini (N2) picks up a message at the Strudel Shop (see Strudel Shop).

3:00-4:00 p.m. NERDS guards eat in the Cafeteria and the Strudel Shop (see Cafeteria and Strudel Shop).

4:00 p.m. The leaders hold a short press conference in the Ballroom. They indicate that substantial progress is being made and they expect to have a finished document by the end of their meeting tomorrow. They then retire to their suites to prepare for the evening's festivities.

4:30 p.m. Blanche Almonde (N1) delivers a report to the Strudel Shop (see Strudel Shop).

6:00 p.m.-Midnight The hotel hosts cocktails, dinner, and dancing for the leaders and the press. The entire affair is rather dull. The only useful information available comes from a member of the Swiss press corps. He has been suffering from mild constipation and was surprised to find that the Gift Shop had run out of laxatives. He complains mildly, and a member of the German press offers a bottle of hers, saying that when she purchased her package on Sunday, the store had several bottles on the shelf.

The other conversations center on terrorism in general, the proposed agreement and the effects expected from it, rumors of a terrorist attack at the meeting (NERDS and PLO are two groups mentioned), the recent World Cup soccer tournament (won by the Italians), the ski conditions at Strudelhaven (fair), and the pressures that befall members of the press when they are in the field.

6:30 p.m. Dr. Friedrich Flintz-schtonne (N3) goes to the hotel Bar.

7:30 p.m. Luigi (N2) goes to the hotel Bar.

8:00 p.m. Dr. Flintz-schtonne (N3) leaves the Bar.

10:30 p.m. Luigi (N2) retires to his room.

Wednesday

4:00-6:00 am The strudel baker puts a message into the strudel (see Strudel Shop).

8:00 am Press booth opens. NERDS agent dines at strudel bakery for one hour (see Strudel Shop).

9:00-10:00 am Blanche Almonde (N1) and Luigi Lamborghini (N2) have breakfast in the hotel Restaurant (see Restaurant). They are not dining together as they don't know each other.

9:00-10:00 am The chef puts laxative into the leaders' food.

10:00-11:00 am Luigi (N2) goes to the Strudel Shop.

10:00 am-Noon NERDS guards eat breakfast. One eats in the Strudel Shop and two eat in the Cafeteria (see Strudel Shop and Cafeteria).

11:00 am-Noon Blanche (N1) goes to the Strudel Shop.

Noon-2:00 p.m. Luigi (N2) and Blanche(N1) go to their rooms, pack their belongings, and leave Strudelhaven at 2:00 p.m. They travel in separate rented cars.

The leaders emerge from the Conference Room and have lunch in the Ballroom. The press is allowed to take pictures at the entrance to the room but are then pushed out to allow the leaders privacy.

2:00 p.m. The leaders emerge from lunch. If the agents did not succeed in stopping the laxative from being planted in the food, all four leaders will go upstairs to their suites to use the bathrooms. However, the entrances to the suites have been locked by a switch in the NERDS complex. In their urgency, the four leaders use the public bathrooms on the first floor (see Hotel, Lobby Bathrooms).

Even if the leaders didn't get a dose of laxative, they still need an after-lunch break. The suites are still inaccessible, and the leaders go to the Lobby Bathrooms.

2:15 p.m. The meeting re-convenes.

4:00 p.m. The conference ends, and the leaders emerge for a press conference in the Foyer.

If all four leaders were successfully swapped, the disguised NERDS agents announce they have decided that the more pressing problem of nuclear armament should take precedence over terrorism, and that they have the beginnings of a nuclear cooperation agreement to increase and fortify the nuclear arsenals of their countries.

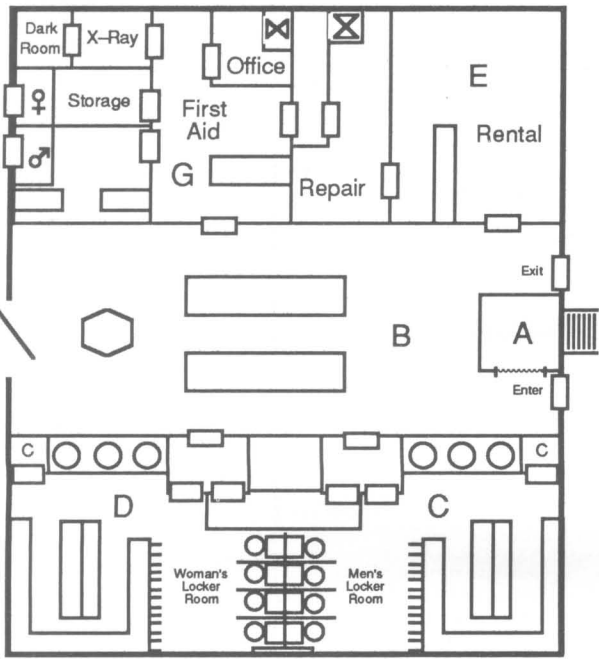
If only two leaders were swapped, they announce that they could get nowhere in their talks but future talks may be scheduled.

If the swap was unsuccessful, the leaders announce they have made good progress and have a tentative agreement that will help deal with terrorism in their countries and other parts of Europe. More talks are scheduled in six months.

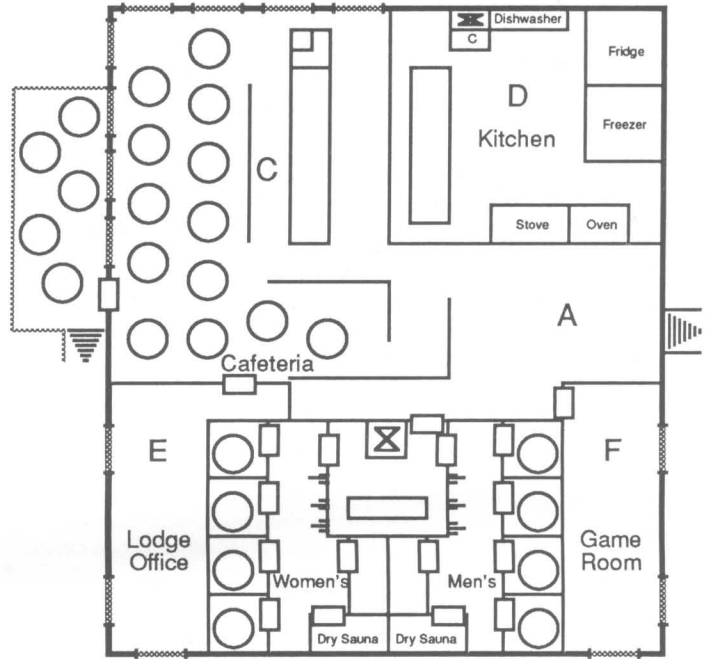
If the agents suspect something is wrong, a roll of less than half their Perception gives them the feeling something fishy has happened, but they don't know what. If they roll one-quarter Perception, they suspect that some or all of the leaders are imposters. If they roll under 10, they know at least one of the leaders is an imposter.

4:30 p.m. The leaders retire to their suites. (The door has somehow become unjammed.)

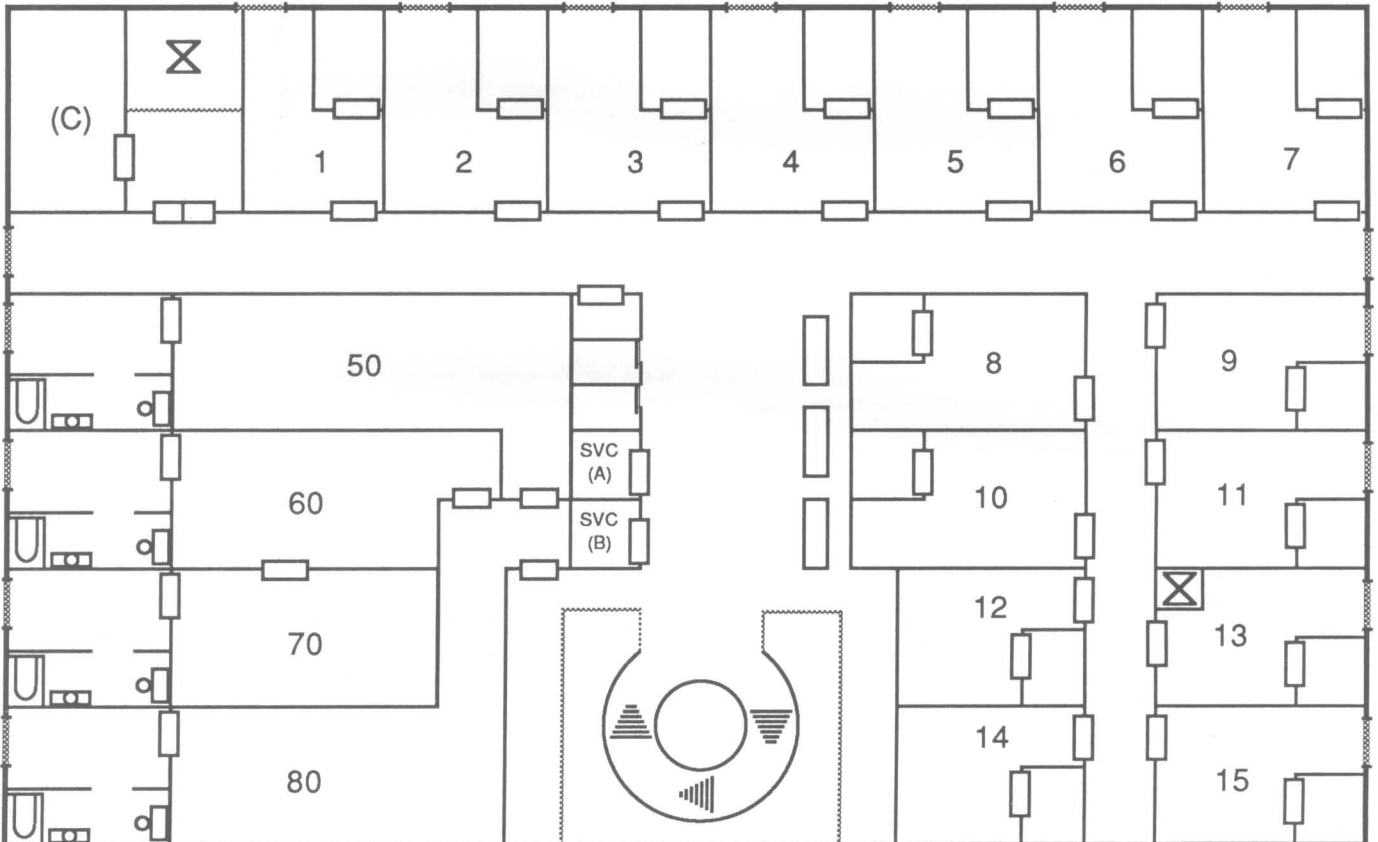
5:00 p.m. The leaders depart Strudelhaven, and the adventure ends.



Ski Lodge First Floor 1" = 20'



Ski Lodge Second Floor 1" = 20'



Hotel Strudelhaven Second Floor

1" = 16' N↑

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AGENT'S DOSSIER

AGENT: Una Doss
ALIAS: Maria

CODE: ISB#3
BUREAU: Assassination

VITAL STATISTICS

HEIGHT: 5'8" WEIGHT: 125# AGE: 23 SEX: F
NATIONALITY: U.S.A. GLASSES: None

PRIMARY TRAITS

SECONDARY TRAITS

Physical Strength (PS)	75	Observation (OB)	76
Charm (CH)	78	Offense (OF)	56
Willpower (WP)	71	Deception (DP)	80
Courage (CO)	82	Evasion (EV)	54
Knowledge (KN)	81	Deactivation (DA)	55
Coordination (CD)	29	Movement (MV)	157
TERTIARY TRAITS		Shock Resistance (SR)	77
Perception (PR)	79	Gambling Value (GV)	68
Hand-to-Hand (HTH)	129		
Surprise Value (SV)	134	Life Level	15

WEAPONS

	Base Spd	Base Acc	RM(PB/S/M/ L)	Rate	Ammo
.357 Revolver	66	87	0/-50/-160/—	1	6
.25 Beretta (Ill)	61	91	0/-55/-155/—	1	7

KNOWN LANGUAGES: English: 91 Spanish: 90 German: 71
Russian: 70

AREAS OF KNOWLEDGE

Anthropology	64	Economics/finance	74
Arts & Crafts	96	Home Economics	107
Astronomy	54	Math/Accounting	166
Chemistry	52	Military/weaponry	93

EQUIPMENT

.357 Snub-nose Revolver	Shoulder holster
.25 Beretta (Ill)	Ankle holster
X1/9 TYPEWRITER; conceals:	Stiletto (hh) in spacebar
1# Plastique (hidden in roller)	50 Rounds of .357 Ammo
2 Timer Detonators	4 feet of piano wire
In a BAGGY PURSE:	3 Sleep Gas Capsules
Fountain Pen Transceiver	3 Smoke Bomb Capsules
\$800.00 cash	Israeli Gas Mask

Una Doss is the daughter of a Texan USAF test pilot and a South American refugee. She grew up on various military bases in the southwestern U.S. In 1979, at the age of sixteen, she started doing part-time clerical work for the U.S. division offices. Her mother's stories of torture and civil rights violations in El Salvador motivated her to enter the Special Services division in 1983. Her training there included the use of weapons and explosives.

Currently a second level assassin, she does her job effectively, with decisive action. However, in high stress situations she is prone to mistakes and accidents from sudden onsets of clumsiness.

Una feels sorry for Barbara Coast. Her husband Sandy, was assassinated by NERDS agents recently. Una can imagine how Barbara feels and looks forward to helping her get revenge for husband's death.

Until this assignment, Una had been lucky enough to avoid "Yuppie Rick Lock." Her luck was bound to turn eventually. He doesn't like "killers," as he calls assassins and Una doesn't have much use for spoiled rich kids.

Una can't believe it! This dude Max Faction is old enough to be her old man, and he doesn't look anywhere near as tough. To make matters worse, he's new and will probably get into some mess that she'll have to get him out of. Una feels her best bet is to keep him away from trouble in the first place.

Player's Name: _____

AGENT'S DOSSIER

AGENT: Max Faction
ALIAS: None

CODE: ISB#4
BUREAU: Investigation

VITAL STATISTICS

HEIGHT: 5'8" WEIGHT: 165# AGE: 40 SEX: M
NATIONALITY: U.S.A. GLASSES: None

PRIMARY TRAITS

SECONDARY TRAITS

Physical Strength (PS)	47	Observation (OB)	93
Charm (CH)	44	Offense (OF)	79
Willpower (WP)	95	Deception (DP)	62
Courage (CO)	80	Evasion (EV)	61
Knowledge (KN)	91	Deactivation (DA)	85
Coordination (CD)	78	Movement (MV)	220
TERTIARY TRAITS		Shock Resistance (SR)	88
Perception (PR)	87	Gambling Value (GV)	78
Hand-to-Hand (HTH)	108		
Surprise Value (SV)	123	Life Level	14

WEAPONS

	Base Spd	Base Acc	RM(PB/S/M/ L)	Rate	Ammo
Browning (e)	89	136	0/-50/-150/—	1	13
12 guage Shotgun (aa)	75	159	+9/- 5/- 80	1	5

KNOWN LANGUAGES: English: 95 French: 80 Arabic: 65
Vietnamese: 70

AREAS OF KNOWLEDGE

Animal Science	111	Medicine/Physiology	91
Anthropology	60	Military/weaponry	88
Botany	74	Naval Science	84
Electrical Engineer	58	Physics	102
Linguistics	73	Psychology	100

EQUIPMENT

Browning Hi-Power (e)	12 guage Shotgun (aa); with full choke (hidden in suitcase panel)
Hip holster	
50 Rounds of 9mm Ammo	12 Rounds #5 Buckshot
Concealed in SHAVER:	3 syringes with needles
3 doses Truth Serum	2 doses Anesthetic
2 doses Depressant	Fountain Pen Transceiver
\$800.00 cash	Binoculars

Max Faction is a first level investigator who served in a MASH unit in Vietnam. After the war, he stayed in the service as a counselor at an Army hospital in the Philippines. His knowledge of the sciences and medicine caught the attention of ISB which was looking to recruit agents who had similar backgrounds to those of the the NERDS founders. Max has only been in the Bureau for eight months, having spent the first six in weapons and tactical training. This is his first mission with the ISB, and he should expect to be watched carefully.

Max feels that having someone close to his own age along is going to make this first assignment a bit more comfortable than if he were stuck with a bunch of young kids. Barbara Coast seems capable, and Max has heard good things about her. He will try to follow the lead of her experience.

Richard Look, Max's fellow investigator, seems to be a little full of himself for someone so young. Max hopes that some of his own and Barbara's maturity will rub off on Rick.

Una Doss reminds Max very much of Jennie, his daughter who will be graduating from high school this year. He realizes that as an assassin, she can take care of herself without his help, but he knows he'll keep an eye on her anyway.

Player's Name: _____

F. Repair Department

In the Repair Department, Roger Marquette (SL3) fixes broken skis.

G. Emergency First Aid Center

In the waiting room of the First Aid Center are two padded couches and a counter. Behind the counter is a hallway that leads to an X-ray room, medical storage area (—,30), and the doctor's office. Also behind the counter, on the south wall, a second doorway opens onto a service entrance hallway. A patient room with three beds has 0-3 people resting from sprained ankles, etc..

Helga Himmel (SL5) helps the doctor manage emergency medical situations from 8:00 a.m. until 6:00 p.m.. She knows nothing about the doctor's ties to the NERDS, but she can tell an agent using Charm successfully about the doctor's habits (long hours, sometimes spends all night there, etc.).

Doctor Freidrich Flintz-Schtonne's (N3) office has a desk, a light board for viewing X-rays, and bulletin boards. There is a small clothes closet in the corner that is actually an elevator down to the NERDS complex. If the elevator is in the down position, there is a 20-foot drop. A concealed (30,—) switch in the threshold of the door activates the elevator up or down. There are crumbs of strudel on the desk.

Outside Perimeter

On the east side of the building is a service entrance (—,30). The entrance opens into a hallway (H) that leads to the Repair Department, First Aid area, and a service elevator that goes up to the Cafeteria.

2ND FLOOR

Entrance

Stairs rise up from ground level to the front entrance. On the north side, stairs ascend to an outdoor patio that is part of the lodge Cafeteria. Doors lead from the patio into the dining area of the Cafeteria.

A. Second Floor Foyer

At the top of the front stairs, doors open into the Foyer. The Foyer is a rather sparse waiting area with padded vinyl benches. On the west side, a door is labeled "SPA." It leads into the Spa waiting area.

B. Spa Waiting Room

There is a carpeted waiting area in front of the Spa. A small passenger elevator comes up from the locker rooms below. A service desk sits between the entrance to the men's and women's spas. Inside the men's spa are four private hot tubs, a group sauna, a group steamroom, and a couple of showers that provide cold water only. A bench sits in the middle of the room. The women's spa is a mirror of the men's.

The front desk is run by Bertha Doppelganger (N4) from 8:00 a.m. until 4:00 p.m. and by Brunhilde Walkyrie (N5) from 4:00 p.m. til midnight. Both are NERDS agents on the lookout for "too curious" guests. If the agents ask too many questions or act suspiciously, Bertha or Brunhilde gives them a private hot tub room. Upon entering, the NERDS attendant throws some switches that lock the door to the room (—,40) and then causes the room and tub temperatures to rise by 5 degrees every 5 minutes. Unless the agents use Perception, they do not notice the rising temperature until it reaches 120 degrees Fahrenheit.

Agents with an AOK over 75 in hydraulic or industrial engineering may figure out how to disconnect the hot tub heating mechanism. If the agents enter the disconnected tub, they can escape harm from the heated air in the room. The room temperature stops rising at 200 degrees and stays there for 10 minutes. Unprotected agents lapse into unconsciousness unless they roll under their Willpower minus 50 when the temperature reaches 150 degrees. At 200 degrees, they have only a 5% chance of staying conscious. After ten minutes, the attendant opens the door to check on them. If they are unconscious she handcuffs and gags them, coming back for them after closing. They then are taken at gunpoint to the First Aid Center and escorted into the NERDS complex one at a time.

C. Cafeteria

The Cafeteria has 15 tables inside and 7 tables on an outside patio.

Agents sitting near a window or on the patio may see certain activities on the slopes if they successfully roll under their Observation. Refer to the Random Encounter Chart: Outside to determine what the agents might see.

There will be from 4-40 people (4d10) in the Cafeteria from 8:00 a.m. to 4:00 p.m.. The Cafeteria closes at 4:00 p.m.. Other encounters in the Cafeteria include the following:

Monday

11:00 a.m.-1:00 p.m. A turbaned man (A3) with a young blond woman is eating lunch at a table near the windows. They are laughing and talking about skiing. They are accompanied by two other turbaned men (A6 & A7) who are large and burly. Agents using Perception sense that the two men are

the first man's bodyguards. He is a rich oil sheik named Eenie Meenie Chilibeanie who is staying in a 3rd floor suite of the hotel.

If a male agent is present for this encounter, he notices that one of the bodyguards looks directly at him, looks away, and then does a double-take as he looks back at the agent. (This is a foreshadowing of the assassination attempt at 9:00 p.m. on Monday.)

Tuesday & Wednesday

10:00 a.m.-noon Two large men enter the Cafeteria, get breakfast, then sit at a table by themselves and begin to converse in soft tones. They are two NERDS guards (N18) who have come up through the doctor's elevator for breakfast. They stand out in a crowd because of their size and attire. They are both wearing dark clothes, boots, and baseball caps and have extremely short haircuts. They don't look like they're going skiing. If anyone is sitting near them or moves near them, they cease talking. If the agents follow them, they will see the NERDS take the elevator down to the first floor, and go into the First Aid Center. They then take the closet elevator down to the NERDS complex.

Noon-3:00 p.m. The ski instructor, Jean-Jacques Rousseau (A8), and two women buy lunch with beer and take a seat on the patio. The women seem to be fascinated by Rousseau and he shows no objections to their fascination. Agents who are sitting at an adjacent table and who roll under their Observation hear Jean-Jacques trying to persuade the women to go to the Service Shed with him for a "good time." He explains that only a few people, including himself, have a key to it and that it can be very private. The women resist his offer.

The instructor has a key to the shed that he got from the previous maintenance man. He sometimes takes friends out there for privacy. One time, he was surprised by two maintenance men who seemed to appear out of nowhere. They told him to leave.

1:00 p.m.-3:00 p.m. A scraggly looking drunk (A5) orders a beer and the salad bar. He takes a seat near the northwest corner, paying little attention to those around him and much attention to his food and drink. Most agents who approach him are greeted by distrustful looks. However, if they have Charm over 75, he does not object to their taking a seat at his table. Agents with Charm under 75 are greeted by "Mind your own business, beat it, leave an old man in peace, etc." If they persist, the drunk moves to another table.

If agents succeed in sitting next to him, the drunk tells the following story in a grumbling, piecemeal fashion. He says, "For fifteen years I was the maintenance man for the ski lifts and other equipment here. Then, about six months ago, the place was sold. The new owner hired me to help build a new maintenance shack at the base of the slopes. Now I says to the young guy in charge, Why don't you put the shack over by about twenty yards and you won't have to clear no trees?" But he says to mind my own business and do the work I'm paid for. So that's what I does. Well anyway, the shack gets built and poof!, old Hans is out of a job. They bring in these young tough guys to do my job. What do they know?? But I ain't so stupid. I got a key to that place. An' I gave one to that ski instructor cuz...well...I needed some money. Course I ain't ever used the key, but someday if I get a real inkling to get even, I just might."

Hans, the drunk, leaves the cafeteria at 3:00 p.m..

3:00 p.m.-4:00 p.m. (Tuesday only) This is the same encounter as the 10:00 a.m.-Noon entry, except that two different NERDS guards stop by to eat lunch.

D. Kitchen

Double swinging doors lead from the Cafeteria into the Kitchen. A large counter with food in the final stages of preparation runs along the north wall. Against the east wall stand a large oven and a large stove, next to a large, restaurant-style dishwasher. A walkin freezer and refrigerator line the south wall. Shelves cover all the spare wallspace. There is also a service elevator that rises up from the first floor. Two cooks and a dishwasher work in here from 6:00 a.m. until 4:00 p.m..

E. Lodge Office

A locked (—,20) door leads from the Cafeteria into the Lodge Office. This room is furnished with two desks, a filing cabinet, a bulletin board, a couple of chairs for visitors, desk lamps, and a stereo system. A throw rug in the corner conceals a floor safe (20,40) containing \$5,000.

Boris Mansch (SL6) works here from 8:00 a.m.-6:00 p.m. with the assistance of his secretary, Gigi (SL7). They have no knowledge of the NERDS, but agents searching the filing cabinet (using Observation) find documents referring to the sale of the lodge to Herr Burgerbagger.

F. Game Room

The Game Room has assorted video games and two coin-operated pool tables. There will be 1-10 people in here during Spa hours. A 10-year old boy is here playing games. If an agent plays a video game, the boy pretends to watch him play while he tries to pick his pockets for coins to play on the machines.

The Strudel Shop

The Strudel Shop has five small tables with ten chairs and is open from 8:00 a.m. to 6:00 p.m.. There is a bakery display counter with a cash register on top (contains \$100-\$1000). Behind the counter is the baking area and a small bathroom. The baking area is in plain view through a large display window. The small bathroom has a hidden panel (30,—) that reveals an elevator call button and a latch that opens a door into an elevator that goes down to the NERDS complex. Another hidden panel (30,—) in the elevator reveals the up and down controls.

Olga Butterbutter (N8) and her husband Hans (N9) are both NERDS agents. They are helping to pass and collect information about the mission as the swap time approaches. She keeps a shotgun (Z) on a shelf underneath the cash register. The following encounters occur here:

Monday

2:00 p.m. Luigi Lamborghini (N2) enters the bakery and asks for salmon-flavored strudel. (Agents should use Observation to determine if they hear this exchange.) Olga hands him a bag containing strudel. He then leaves, picks up his car in the parking lot, and drives out of Strudelhaven. If agents choose to follow, they must roll under their Evasion three times before Luigi gets to his destination. If the agents are unsuccessful, they have been spotted by Luigi. He then stops at a gas station, fills up with petrol, and goes back to Strudelhaven.

If the agents succeed in following him, they see him stop at a hospital and quickly enter the front door with the bag of strudel. He leaves the hospital without the strudel. He has just made delivery of a message concealed in the strudel (30,—). The message reads, "The chameleons are improving. Their color is still poor." It is intended for the eyes of Herr Burgerbagger, the NERDS director of operations for all of Southern Germany. (This module is not prepared to pursue the mission from this location, so administrators should try to steer agents back to Strudelhaven.)

4:00 p.m.-5:00 p.m. Blanche Almonde (N1) arrives with a newspaper under her arm and asks for lime strudel. Olga hands her a bag and Blanche sets the newspaper on the counter. The bag contains \$1,000, and the newspaper has a list of the hotel guests (20,—) concealed in it. Any guests who have seemed suspicious to Blanche have been circled on the list with a note next to their names. Blanche leaves and goes back to her room at the hotel. Olga hands the newspaper to Hans, who then goes to the restroom, down the elevator and to the doctor's office in the NERDS complex. He returns and emerges from the bathroom within five minutes.

Tuesday

4:00 a.m.-6:00a.m. Agents who happen to be watching the baker through the window without being seen observes Hans (N9) baking strudel. In one piece of the strudel he places a small capsule with a message that reads "The chameleons are hungry. Their color gets better." When the strudel is baked, he separates one piece from the others.

8:00 a.m. A large man with very short hair, dressed in dark clothes, boots, and a baseball cap emerges from the bathroom. He is a NERDS guard (N18) coming up for a bite to eat. He buys some strudel and then takes a seat in the corner. After an hour, he gets up and goes to the restroom and then back down to the NERDS complex.

10:00 a.m.-11:00 a.m. Luigi arrives for the same encounter as yesterday, except this time the note reads, "The chameleons are hungry. Their color gets better."

11:00 a.m.-Noon Blanche Almonde (N1) arrives for the same encounter as yesterday, except that she adds two unprocessed rolls of film with shots of the heads-of-state in the newspaper. After this drop, Blanche goes back to her room.

Wednesday

8:00 a.m. The same large man (N18) that came up on Tuesday comes up for the NERDS complex again today.

10:00 a.m.-11:00 a.m. Luigi arrives for the same encounter as Monday, except this time the note reads, "The chameleons will strike—on full stomachs."

11:00 a.m.-Noon Blanche Almonde (N1) arrives for the same encounter as yesterday. After this drop Blanche goes back to her room and starts packing to leave.

Sporting Goods Store

This is a small Sporting Goods Store with an emphasis on mountaineering and ski equipment. It's hours are 10:00 a.m. to 5:00 p.m., and there is one salesperson on duty during these hours. There are no firearms for sale here, but there is a crossbow pistol (at) with blunt tipped arrows for sale at \$40.00.

Clothing Shop

The Clothing Shop is open from 10:00 a.m. to 5:00 p.m. and has one salesperson on duty. This shop sells men's and women's clothing with an emphasis on ski and sports wear. Agents who have identified a NERDS guard find dark clothes, boots and baseball caps that are similar to the NERDS' attire (+10 to Deception).

Service Shed

This shed has locked (—,30) double doors that open wide enough for the First-Aid tractor to get in and out. Inside the shed are the tractor with a stretcher in tow, various hand tools, and chain saws. In one corner is a locked (—,20) storage room. The storage room is really an elevator that goes down to the NERDS complex. If agents succeed in opening the door to the storage room, there is a 50% chance that the elevator is in the up position and the room looks like a normal small room with some tools hanging on the wall. If the elevator is in the down position, instead of a floor there is a cavern about 20 feet deep. A hidden switch (20,—) in the door's threshold hides an elevator call button.

The Nerds Complex

The nerve center of the NERDS plot lies underground. Utilizing a WWII refugee catacomb, the complex covers an area just slightly smaller than the full area of the Strudelhaven resort. There are four elevator entrances to the complex: in the Strudel Shop, the First-Aid Center, the Service Shed, and the hotel's first-floor restrooms. Except for the restroom entrances, all entrances operate by a concealed (30,—) switch. The restroom entrances only can be operated by controls in the monitor/control center of the complex. The hallway lights are always on unless they are deactivated in the control room. One guard (N18) is posted at each entrance at all times. Any intrusion causes the guard to activate a switch. A loud alarm sounds, waking up sleeping guards. Guards at entrances remain where they are, but the other six guards will arrive within two minutes armed and ready for a confrontation.

A1.-A5. Barracks

These are the sleeping and living quarters for the NERDS guards. Each room sleeps two and has bunkbeds, a small table and chair, and two locked footlockers (—,20). The doorway to each room is covered by a curtain instead of a door.

A1. A sleeping guard (N18) is snoring in the bottom bunk. Agents searching this room must roll under their Evasion minus 50 in order to avoid waking up the guard. A search reveals only clothes, and some crackers and peanut butter stashed under the bottom bunk.

A2. This room is unoccupied. The bunks are unmade and the room is rather messy. Posters of tanks, fighter planes and scantily clad women cover the walls. A full search reveals a pistol (I) under the mattress of the top bunk.

A3. There is no one in this room. On the table, a chess set stands in mid-play. A large quantity of empty soda cans have been stacked on top of each other in such a way that they almost cover the wall opposite the bunks. Agents must roll under their Coordination or they accidentally knock the cans down, causing a loud commotion. A knife (j) is in the locked locker (—,20) of the room's residents.

A4. A guard sleeps in the top bunk (see A1 for reaction) One of the lockers contains a half-consumed bottle of Vodka, and the other locker contains a portable cassette player with headphones and some heavy-metal rock tapes.

A5. This empty room has been painted black with white spots, giving the feeling of a night sky. Fantasy books and magazines lie on the table. One locker contains 20 very old comic books (\$400).

B. Supply Room

A guard/attendant sits at a desk near the entrance. This room is filled with all sorts of supplies necessary for the operation of the complex. There is toilet paper, cleaners, stationery, ammunition (for the AK47), and other such items. Anyone wishing to acquire anything must sign it out with the guard.

C. Director's Office

The door to this office is always locked (—,25). This is Dr. Flintz-Schtonne's (N3) office, where he does all of his work for the NERDS plot. The doctor is in his office from 9:00 p.m. to 1:00 a.m.. The office contains a desk, filing cabinet, lamp, and chair. Blueprints of the NERDS complex hang on the wall. On the desk is a pamphlet labeled "Nuclear Co-operation Agreement" in four languages. Examination of the files reveals dossiers on the four foreign leaders and purchase orders for supplies and weapons.

D1.-D3. Plastic Surgery

This small surgical complex is used to make the replacement leaders look like the originals. These rooms haven't been used for a while. Agents using Perception sense the lack of use.

D1. Scrub Room This is a sink with antiseptic in dispensers on the side. Plastic gloves, smocks, and surgical masks are laid out.

D2. Surgery An operating table, bright lighting, surgical utensils and electronic monitoring devices fill this room. On the wall is a light board with X-ray photos pinned to it. Next to these X-rays are photos of the four leaders. Agents with an AOK over 75 in medicine realize that this room is used for plastic surgery.

D3. Recovery Room A bed, monitoring devices, and a chair are in this room.

E. Viewing Room

This room is used by the impostors to view video tapes of the leaders that they are replacing. The room has a couch, a video player, and a monitor. There is a 25% chance that one of the impostors is in this room at any time until 1:00 p.m. on Wednesday.

F. Photo Lab

This room has viewing tables and a photographic darkroom. The lab technician (N13) works in here from 10:00 a.m.-10:00 p.m.. On the walls hang pictures of the four leaders in nondescript surroundings. If it is after noon on Tuesday, the pictures are of the leaders arriving at the hotel. Some of the pictures are marked with pen, noting specific details of the leaders. On the Italian leader's picture, a bracelet is circled with a note saying "Silver?" The Swiss leader's tie is circled, and the note asks, "Do we have this material?" The West German leader's shoes are circled; the note reads, "Very shiny." The Belgian leader's face is marked with the note, "Nicked himself shaving."

G. Wardrobe

Racks of fabric and a sewing machine fill this room. Pictures of the leaders in many different changes of clothing are pinned to the wall. The seamstress (N14) works in here from 10:00 a.m. to 10:00 p.m..

H. Detention Cell

This is a locked cell with barred doors (—,50). A security camera monitors the cell door. Any agents who have been captured are kept here until after the impostors are swapped with the leaders. The captured heads-of-state are kept here after their kidnapping. At 5:00 p.m. Wednesday, any imprisoned agents are assassinated. The leaders are not assassinated, but are held until a future date for possible extortion purposes.

I. Monitoring Station

A NERDS guard sits at a chair and views a small bank of video monitors. Four cameras are used (two in each bathroom) to monitor traffic in and out of the stalls. The cameras are mounted to give the guard a full view of the stall doors. During the swap, he watches until he sees one of the leaders enter a stall. Once the door is closed, he turns on the gas and lowers the elevator. Another monitor views the Detention Cell. This room has controls that activate the release of sleeping gas into the stalls and the operation of the Stall Elevators. There is also a switch to activate the jamming of the door to the leaders' suites. A locked power panel (—,20) which distributes all power to the NERDS complex is in the corner. Agents with an AOK over 65 in electronics engineering know how to operate these controls. The guard has keys to the Detention Cell and the Stall Elevator entrance.

J. Stall Elevators

This is a group of eight separate elevators that rise up into the toilet stalls above. There are no doors on the elevators as they move. If all the elevators are in the up position, this room shows eight hydraulic supports going up into the ceiling. The entire complex of elevators is placed within a room that has a locked (—,50), barred door.

K. Conference room

From 10:00 a.m. to 10:00 p.m. on Monday and Tuesday, and from 10:00

a.m. to 1:00 p.m. on Wednesday, there are three impostors (I1, I2, I3) in here with their coach (N16). The coach is advising and coaching them on their movements, voice inflections, habits, etc. Agents rolling under their Observation -20, are able to hear this coaching from the hallway.

L. Kitchen/Dining

This is a compact kitchen used for preparing small meals. There is a stove/oven, refrigerator, counter, sink, and small dining table. At any time, there is a 25% chance of a guard eating a sandwich and reading the paper at the table. Three butcher knives (HWV 40) are in a drawer.

M1.-M4. Impostor's Living Quarters

These four rooms house the impostors up until the time of the swap. Each room has a bed, dresser, mirror, and small closet. Also in each room is a full dossier on the particular leader that the impostor will be replacing. The impostors are in their rooms from 10:00 p.m. Monday until 10:00 a.m. Wednesday, except as noted elsewhere.

M1. The Swiss impostor (I4) stays here. There are a few classic novels on the dresser. Concealed in one of the books (20,—) is a picture of a man. Agents who suspect an impostor and use Perception believe that this is a picture of the Swiss impostor before any plastic surgery.

M2. This is the room of the Italian impostor (I3). The room has a small tape player on the dresser. Classical music tapes lie next to it.

M3. The West German impostor's (I2) room is filled with books on German law along with the standard personal necessities.

M4. This is the room of the Belgian impostor (I1). Pictures of the Belgian leader's estate are on the walls along with pictures of several expensive sports cars.

N1.-N4. Administration Living Quarters

N1. Dr. Flintz-Schtonne (N3) lives here. This room is furnished like the impostors' rooms. A search reveals a pile of newspaper articles about the subversive activities of the NERDS. There are also a few articles about international terrorism in general. The doctor is in his room from 1:00 a.m.-7:00 a.m. each day.

N2. This is the room of the voice/motion coach (N16). There are various anatomy books on the dresser. A full-sized skeleton hangs from a stand in the corner of the room. She is here from 10:00 p.m. Monday until 10:00 p.m. Wednesday, except as noted elsewhere.

N3. The seamstress (N14) lives here. She is rarely in her room.

N4. The photo lab technician (N13) rooms here. From 10:00 p.m. Monday until 10:00 a.m. Tuesday, and from 10:00 p.m. Tuesday until 10:00 a.m. Wednesday, he and the seamstress are sleeping together.

O. Recreation Room

The rec room has a color television, couch, pool table, exercise bike, card table and chairs, and various board games on a shelf. At any time, there are two guards (N18) playing pool or cards in here. Their weapons are lying on the couch.

P. Men's and Women's Restrooms

These rooms contain three stalls, and urinals in the Men's Restroom, a mirrored counter in the Women's Restroom. There are also three shower stalls in each room. There is a 10% chance that some Complex personnel will be using the facilities at any time.

Post Mission Briefing

Any agents who were captured by the NERDS and remain prisoners at 5:00 p.m. on Wednesday are assassinated. If the agents succeed in fully stopping the swap of leaders, they have successfully completed their mission and might be considered for promotions. If any of the leaders were swapped without the agents' knowing it, intelligence reports six months from now indicate that such a swap occurred. The agents then should be reassigned to the Mail Department.

NPC CHARACTER TRAITS

Code	NAME	PS	CH	W	CO	KN	CD	OB	OFF	DEC	EV	DA	MV	LL	SR	PER	HTH	SV	WPN	E	F	G	R
ISB1	Barbara Coast	42	38	100	71	76	91	88	81	55	65	84	233	14	86	80	107	119	h	91	86	78	78
ISB2	Richard Look	85	62	64	72	79	61	72	67	67	62	70	210	15	68	72	147	129	e,t	92		75	SP
ISB3	Una Doss	75	78	71	82	81	29	76	56	80	54	55	175	15	77	79	129	134	i,lll	91		71	70
ISB4	Max Faction	47	44	95	80	91	78	93	79	62	61	85	220	14	88	87	108	123	e,aa	95	80		
HOTEL PERSONNEL																							
H1	Thomas Chat	65	31	83	64	43	47	63	56	48	389	45	195	15	74	64	104	87				95	72
H2	Fritz Derkat	80	46	38	46	63	65	51	56	46	56	64	183	12	42	48	136	102		84	52	47	
H3	Francois Vichy	52	75	91	55	47	48	69	52	65	62	48	191	14	73	62	114	127			85	72	
H4	Phil Guillotine	38	76	49	93	97	46	73	70	85	61	72	133	9	71	83	99	146		65	87	74	68
H5	Ernst Huber	91	64	43	82	33	46	38	64	73	55	40	180	13	63	60	146	128		0	78	89	
H6	Robert Rougeförke	50	94	44	80	80	45	62	63	87	70	63	139	9	62	71	120	157		89	76	68	
H7	Yvette Chantilly	63	78	43	71	26	28	35	50	75	53	27	134	11	57	53	116	128		48	78		
H10	Hugo Furst (bell captain)	93	84	90	71	29	24	60	48	78	54	27	207	18	81	65	147	132			65	87	
H11	Michel Printemps	63	45	93	55	56	34	75	45	50	40	45	190	16	74	65	103	90		48	78	45	
H12	Albert Guggelhof	64	29	68	78	78	83	73	81	54	56	81	215	13	73	76	120	110		67	61	85	
H13	Alfred Schnapps	32	48	78	67	85	27	82	47	58	38	56	137	11	73	74	70	95		67	63	85	
H14	Freida Gottermannung	30	58	70	68	81	40	76	54	63	49	61	140	10	69	72	79	112		65	65	90	40
RESTAURANT & BAR																							
R1	Marion L'Escargot	35	73	43	52	91	76	67	64	63	75	84	154	8	48	60	110	137			81	41	
R2	Franz Frye (M.D. 4p-12)	44	75	45	92	38	90	42	91	84	83	64	179	9	69	67	127	166			47	86	
R3	Jean De Baptiste	78	64	93	71	49	69	71	70	68	67	59	240	17	82	71	145	134		40	87		
R4	Jules August	100	99	88	43	96	38	92	41	71	69	67	226	19	66	68	169	140		70	87	47	58
R5	Maria Van Der Slugge	32	74	54	66	21	63	38	65	70	69	42	149	9	60	52	101	139					
R6	Elsa Heinlocker	94	62	34	43	3	38	19	41	53	50	21	166	13	39	31	144	103				60	
R7	Simon Champignon	46	71	96	59	50	86	73	73	65	79	68	228	14	78	66	125	144		47	84		
R8	Renaldo Rappo	100	47	2	28	63	4	33	16	38	26	34	106	10	15	30	126	63			83	81	
R10	Celeste L'Elephant	23	49	86	22	17	85	52	54	36	67	51	194	11	54	37	90	103			58		
R11	Heidi Daude	68	13	96	46	60	28	78	37	30	21	44	192	16	71	62	89	50		49	42	86	
R12	Roberto Seit	62	26	81	12	4	58	43	35	19	42	31	201	14	47	27	104	61				62	
KITCHEN																							
K2	Frank Weiner	97	93	19	14	84	84	52	49	54	89	84	200	12	17	33	186	142		47	49	78	60
K3	Klaus Klosset	63	85	41	38	100	65	71	52	62	75	83	169	10	40	54	138	137		54	47	79	40
K4	Karl Marxmann	41	74	62	37	51	80	57	59	56	77	66	183	10	50	47	118	133		44	62	81	
SKI LODGE																							
SL1	Paul Tergeist	48	27	67	32	78	21	73	27	30	24	50	136	12	50	52	72	54		62	71	82	
SL2	Johanna Schlitz	77	75	93	69	33	47	63	58	72	61	40	217	17	81	66	138	133			45	74	
SL3	Roger Marquetts	52	6	84	59	77	97	81	78	33	52	87	233	14	72	70	104	84		62	79	68	
SL5	Helga Himmel	60	41	48	100	68	70	58	85	71	56	69	178	11	74	79	116	126		71	62	89	
SL6	Boris Mansch	52	82	66	60	74	35	70	48	71	59	55	153	12	63	65	111	130		71	75	91	
SL7	Gigi (Boris' asst.)	48	62	38	38	38	27	38	33	50	45	33	113	9	38	38	93	95			70	69	
ASSORTED PERSONNEL																							
A2	Nancy Bagdon- U.S. reporter	44	20	60	22	60	23	60	23	21	22	42	127	10	41	41	66	43		88	67		
A3	ShiekChilibeanie	91	95	61	68	62	87	62	78	82	91	75	239	15	65	65	182	173		68	45		
A4	Mimi Musette (Pickpocket)	92	76	16	90	36	58	26	74	83	67	47	166	11	53	58	159	150	d		61		
A5	Hans	45	48	24	47	48	18	36	33	48	33	33	87	7	36	42	78	81			68	69	
A6	Body guard#1	92	79	46	50	83	52	65	51	65	66	68	190	14	48	57	158	130	ab	51	42	74	
A7	Body guard #2	79	21	65	78	48	61	57	70	50	41	55	205	14	72	67	120	91	ab	45			
A8	Jean-Jacques Rousseau	82	89	30	78	23	100	27	89	84	95	62	212	11	54	52	177	178			78		
A9	Ian Flembert (weapons dr.)	45	58	73	72	68	98	71	85	65	78	83	216	12	73	71	123	143	ak	71		68	
A10	Generic S. Security guard	80	40	52	56	45	70	49	63	48	55	58	202	13	54	52	135	103	f,s,	50		85	
NERDS PERSONNEL																							
N1	Blanche Almond (Cutout)	42	83	65	58	76	84	71	71	71	84	80	191	11	62	64	126	154		65	78	71	54
N2	Luigi Lamborghini (Cutout)	72	41	60	58	77	74	69	66	50	58	76	206	13	59	63	130	107	111	56	65	49	
N3	Freidrich Flintz-Schoenne	36	78	35	38	89	57	62	48	58	68	73	128	7	37	50	104	126	e	72	74	86	75
N4	Bertha Doppelganger (Spa)	97	22	39	8	71	58	55	33	15	40	65	194	14	24	32	137	55	h	30	61	84	
N5	Brunhilde Walkyrie (Spa)	24	91	18	33	98	89	58	61	62	90	94	131	4	26	46	114	152	h	32	80	84	51
N6	Hans Daunn (Hotel chef)	63	58	67	87	51	72	59	80	73	65	62	202	13	77	73	128	138	g	32	41	73	
N7	Max Birstein-Security chief	63	42	52	89	89	76	71	83	66	59	83	191	12	71	80	122	125	f	57	44	82	43
N8	Olga Buttebutter (Strudel)	40	90	87	80	54	73	71	77	85	82	64	200	13	84	75	122	167	z	61	86	87	
N9	HKans Buttebutter (Strudel)	43	32	28	77	8	65	18	71	55	49	37	136	7	53	48	92	103				94	
N10	Suzette Crepes (maid)	57	6	27	39	5	70	16	55	23	38	38	154	8	33	28	95	61			70		
N13	Photo lab technician	6	20	23	44	35	11	29	28	32	16	23	40	3	34	37	22	48			32	75	
N14	Wardrobe/seamstress woman	27	72	64	47	52	80	58	64	60	76	66	171	9	56	53	103	136		75	35	54	
N16	Voice/motion coach	53	36	74	76	86	2	80	39	56	19	44	129	13	75	78	72	75		71	72	73	74
N18	Generic guard-10 total	86	52	55	69	39	92	47	81	61	72	66	233	14	62	58	158	133	e,ag		75	84	
IMPOSTORS																							
I1	Belgian Impostor	24	78	51	81	41	66	46	74	80	72	54	141	8	66	64	96	152			71	78	
I2	W. German Impostor (Woman)	56	81	29	67	72	83	51	75	74	82	78											

MAY

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Polyhedron™

NEWSZINE



Special Intelligence

For TOP SECRET/S.I.™ Game Players



Illustration by David Transue

by Warren Spector

The instructions were simple enough — go to Central Park, find the blue bench by the merry-go-round, and wait there for a man with a scar.

The scarred man would approach and say, “The smart money’s on the filly on the peppermint pole.” I was to respond, “Yes, but the swan looks awfully tough.” At this point, the scarred man would offer to shake my hand, passing me a cylinder containing a roll of microfilm. I’d return to HQ and receive further orders based on what the microfilm revealed to my superiors.

I found the bench without any trouble, took a seat, and prepared to wait for my contact. Without warning, a shot rang out from the trees some yards away. I did a back flip over the bench and readied my pistol. But I needed just a quick peek to find out where the shot had come from. I poked my head up from behind the bench. Women and children were running, screaming. It was chaos.

Then, the Administrator of the game rolled some dice and informed me I was dead — an M-16 bullet right between the eyes. Great. My first TOP SECRET® game was over before it began.

A good thing, too, because if I’d had to engage in hand-to-hand combat, I would have been completely lost. I’d picked up a copy of the game at my local hobby and game store the instant it became available. The idea of an espionage role-playing game was, well, the best idea I’d heard since someone told me about the D&D® game. I pored over the rules, reading and rereading, trying to figure out how to play this dream game. I never did figure it out.

I could look at the original TOP SECRET® game and see much that was good — notably the attention to detail, the feeling of realism — but I saw much that needed work as well. The hand-to-hand rules were indecipherable. The rules weren’t very well organized. Detail and realism often got in the way of playability.

Little did I know that almost ten years later I’d be working for TSR, Inc. My first assignment was to work with designer Doug Niles on the new TOP SECRET/S.I.™ game, one which would address and correct all the shortcomings of the original, without ignoring those elements that made the original TOP SECRET game the best selling espionage role-playing game in the world.

Early on, the decision was made to replace the old game, rather than revise it. This allowed Doug to start from scratch, taking advantage of the many advances in role-playing “technology” over the last ten years. As the leader in the role-playing field, TSR had to do something state-of-the-art — anything less would be a disappointment to gamers. A revision of a ten-year-old game can’t be state-of-the-art.

Okay, so we started from scratch. The first step in the design process was analyzing what we hoped to achieve in the TOP SECRET/S.I. game.

We had to make the game easy to read, learn, and play. This meant clear, well-written, well-organized rules.

We had to make sure the game played quickly. There could be no chart checking, for example, to slow things down. In the real world, a car chase or gun battle can begin and end in a matter of seconds. The game had to reflect the breakneck pace of real life. Gunplay, chases, and action are crucial to a role-playing game, but we wanted to get

players into such scenes and out of them as quickly as possible so they could get back to the role playing. Playing the character is, after all, what role playing is all about. This was accomplished through a revolutionary game system which allows one die roll to do the work of two, three, or more.

The game had to reflect reality as closely as possible, without sacrificing playability and speed. We knew fans of the old TOP SECRET game (and today’s other sophisticated role players) would be incensed by a game which offered generic Hit Points, instead of specific hit locations; simple driving checks in chases instead of specific maneuvers players choose to perform; randomly generated skills, rather than tailor-made characters based on player choices; and so on.

The game had to provide a campaign setting, something the original TOP SECRET game lacked. We created a world-wide criminal/terrorist organization called the Web and its nemesis, the Orion Foundation. Several adventures, sourcebooks, solo gamebooks, and novels will reveal more and more about these two organizations during the next few years.

At the same time, however, the game system had to be flexible enough to handle just about any modern role-playing situation. Thus, in the near future, you’ll see sourcebooks telling players how to recreate real-world espionage situations, pulp action in the world of Agent 13, and paramilitary action in the world’s Third World hotspots. The system can even handle superpowered characters (about which more will be revealed this year). In other words, the TOP SECRET/S.I.™ game is much more than just an espionage game.

But let’s get down to brass tacks; if you’re an old TOP SECRET game fan, should you switch to the new game? I’m a little prejudiced, but I’d have to say yes — at least give it a try. We called the game TOP SECRET/S.I.™ because we wanted fans of the original to know we hadn’t forgotten them, that the new game was designed for them. The S.I. (for “Special Intelligence”) was added to let them know it was a new game, something that was a step up from the original. So move up. We don’t think you’ll be disappointed.

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Polyhedron

NEWSZINE



David L.
TRANSU

New Rogues Gallery

Modern Day Warriors

by Richard W. Emerich

"The New Rogues Gallery" is a continuing feature in POLYHEDRON™ Newszine through which members may share their most interesting characters with the rest of the Network. Referees may use some or all of the characters described here for random encounters, or even build a whole adventure around them. The Newszine welcomes all member contributions for this feature.

The original TOP SECRET® game rule book provided an abundance of real and fictitious government and criminal agencies for my use as a GM, but I was really interested in having my own, unique agency to employ my player agents. I didn't want to deal with any preconceived ideas that the players might have about already-established agencies. That might interfere with my scenarios' themes. I wanted my player agents to follow my ground rules, not those of the real FBI, CIA, or Interpol, for example. Yet, I did want their controllers to have strong ties to some international government agencies, since the player agents would be working to support law and order in the world's democracies. However, unlike the strict rules enforced (most of the time) within the government agencies, I wanted mine to be able to conduct covert operations in areas most legitimate governments might find hard to justify to the public and to the international community.

Thus was born the International Security Agency, or ISA for short. It was started by four young, ambitious men, who at one time or another had worked within government intelligence agencies in the Free World, but found their operations too restrictive and dependent upon the current political climate. Backed by three corporate investors who wished to remain anonymous, ISA grew from one small, ramshackle office in the garment district of New York City to a moderately-sized, reputable company with headquarters in a posh office building in the upwardly mobile community of Westport, Connecticut.

The ISA maintains a low, almost puritanical profile where the public eye

is concerned, keeping their work load devoted to strictly legitimate operations. Those operations include airport security consulting, corporate security, and high tech detection services. Yet behind the scenes the company operates in the "gray zone" of the intelligence game, conducting covert operations for their government clients who cannot involve themselves directly. These former operations are conducted routinely by the intermediate level officers of the 280 million dollar a year company: the latter, only by the four founding agents and their trusted associates.

The ISA is quite useful as an alternate agency for the TOP SECRET game, or for the TOP SECRET/S.I.™ game, and can be added to an existing scenario. Since most of the gaming revolves around the four founding agents, only they are listed here. Other less important agents can be easily fitted into the strictly legitimate operations of ISA. And should they become experienced enough, they could be chosen by the four to serve in the other areas as "trusted associates."

The ISA is divided into three "sections," unique departments designed to handle different aspects of ISA operations. Section One is responsible for everything dealing with the physical command of ISA agents and ISA field operations. It is responsible for internal security at ISA, but once in the field, it deals with deployment, armament, tactical command, and generally any activities pursuant to carrying out a plan of operation. Section Two deals with investigation, including the gathering of intelligence, surveillance, drafting of tactical plans, and the logistics of setting up and carrying out a plan of operation. Section Three deals with the business aspects of ISA, such as accounting, advertising, management, and general business operations. In the field, it deals with confiscation of target materials or personnel and their transportation.

The four founding members, whose dossiers are listed hereafter, maintain a low profile so that only their general descriptions and a few old photographs of them exist in the intelligence community at large. This relative anonymity allows the four to do what they enjoy

the most: becoming directly involved with major cases. They can adventure across the globe without fear of instant recognition that could foil the secrecy and subtly of a plan of operation. They will seldom allow others to command such delicate and complex operations when they themselves are able.

The day-to-day legitimate operations of the ISA are handled by the assistants to the department heads, and act essentially with Power Of Attorney to keep the ISA running. However, this doesn't mean that the four founders do not keep tabs on things: they do, with intense scrutiny. ISA executives can find themselves with pink slip in hand the day following a management error.

Though the operation of the ISA often includes events which bring its members under fire, the standing orders for the corporation at large are to refrain from the use of deadly force, except in self-defense. For the four founding members and their close associates who operate covertly for paying governments, deadly force is still disdained unless absolutely necessary. The ISA will not accept any job that calls for an outright assassination or terrorist action, though for legitimate reasons involving good, democratic governments, it will perform intelligence gathering missions and apprehend wanted national or international criminals. All the employees must adhere to this policy of restricted use of deadly force, or be prosecuted.

The new TOP SECRET/S.I.™ Game already has its own agency, the Orion Foundation. Administrators can incorporate the forgoing into the Orion Foundation information given in the game, or assume the Orion Foundation and the ISA co-exist in their game worlds. The two organizations might find an alliance most useful.

Thomas Jarrett "TJ"
McPherson

Age: 38
Height: 6'4"
Weight: 260#

Eyes: Blue
Hair: Black, curly
Handedness: Ambidextrous

Psychological Profile

Cruelty:	Some
Loyalty:	High
Passion:	Some
Piety:	Low
Sanity:	High
Selfishness:	Low
STR:	72
INT:	68
WLP:	71
RFL:	73
CON:	72

Advantages: Ambidexterity (2), Athletic Ability (1)

Disadvantages: Claustrophobia (2), Unmistakable Feature (freckles) (1)

Skills

Basic Firearms (4), Pistol (4), Submachine Gun (4), Basic Melee (3), Knife (3), Basic Heavy Weapons (5), History/PolySci (4), Philosophy/Religion (5), Engineering-Civil (4), Anthro/Psych/Soc (3), Astronomy/Mathematics (5), Navigation (4), Swimming (3)

Languages

English/American (5), Spanish (3), Russian (1), German (3)

Training and Experience

TJ has been trained by the CIA and the U.S. Navy in intelligence, insurgency and counterinsurgency tactics, guerrilla warfare, and political strategy. He served for six years with the Naval Intelligence Agency (NIA) as a Pentagon agent acting as liaison between NIA and the United Kingdom's NID. He spent six years with CIA; serving two years in the Southeastern Asia Unit as assistant director for intelligence, two years in West Germany as assistant to the U.S. Embassy Intelligence Officer, and two years in Japan as consultation specialist in counterinsurgency.

ISA Areas of Operation

TJ is head of Section One, and responsible for deployment of armed forces for ISA and overall command of all ISA operations. He specializes in guerrilla and small-number tactics.

Weapons of Choice:

TJ likes to carry hard-hitting firepower adequate for any circumstances, expected or unexpected.

Personal: Carries a modified 9mm Smith and Wesson Model M39, blue steel, semi-automatic pistol in velcro FBI-Carry on right side, one spare clip attached behind holster.

Combat Pistol: Same as personal, with silencer attachment available.

Combat Rifle: Carries a 9mm Uzi submachine gun in low visibility environments, such as jungle or mountain terrain. Uses an M203 5.56mm assault rifle, with 40mm grenade launcher in open terrain such as plains, fields, or low hills. Mounts a light intensifying 4-10x zoom scope for night operations.

Personal Information

TJ was born on July 5, 1949, to a post-war couple. His Irish father, an army intelligence officer who achieved the rank of colonel in the U.S. Army by the war's end, had married a German woman he had met during the beginning of the reconstruction of Germany. TJ grew up as an "Army brat" through the first twelve years of his life until his father's retirement, after which he was exposed to a suburban way of life.

He excelled at mathematics in high school, college, and graduate school. He was a moderate athlete, but excelled in wrestling and long-distance swimming. After graduating with a Master's Degree in probabilities, he surprised his father by joining the Navy and finding his way into the intelligence department. This was the start of his career in the "community."

After several years with the Navy, he was given to the CIA as an associate operative. This bright, able young man soon grew disillusioned with the way, from his viewpoint, the government was mishandling important covert operations, a feeling which steadily grew year after year until his resignation and the start of ISA.

TJ is a strict leader who does not tolerate mistakes and requires the greatest effort from his staff and himself. Yet, if a mistake does happen, he does not needlessly focus on it, but looks to make the most of the new situation. TJ is well known for his uncanny ability

for turning a misfortune into something beneficial. He is a strong advocate for a healthy body, though he disdains so called "health foods," preferring a Ring Ding over alfalfa sprouts. To this end, he keeps a challenging but not over indulgent schedule of exercise, and routinely hones combat skills, both weapons and hand to hand.

On a mission he becomes totally dedicated to its successful completion. While on vacation, he likes to enjoy his free time to the fullest. Swimming and running are his favorite recreations.

TJ has a childlike sprinkling of freckles across his nose and cheeks, with a mop of black hair and a well-proportioned, firm frame. He has 20-20 vision, and generally quick reflexes. He experiences some feelings of claustrophobia if forced to be in tight, very confined areas for more than about ten minutes.

Aaron Gregory "Wolf" Stanton

Age: 34	Eyes: Hazel
Height: 6'2"	Hair: Blond
Weight: 205#	Handedness: Right

Psychological Profile

Cruelty:	Some
Loyalty:	High
Passion:	Low
Piety:	Low
Sanity:	High
Selfishness:	Low

STR:	70
INT:	69
WLP:	76
RFL:	74
CON:	72

Advantages: Stamina (2)

Disadvantages: Sensitivity to Ultraviolet Light (1), Army Reserve Officer (1)

Skills

Basic Firearms (3), Pistol (3), Shotgun (3), Basic Melee (3), Knife (3), Basic Heavy Weapons (3), Parachuting (1), First Aid (3), Navigation (5), History/Political Science (5), Swimming (5), Scuba Diving (3), Climbing (3), Survival (3), Basic Tool Use, Basic Mechanics (3), Law (4), Electronics (5), Computer Technician (5), Piloting/1-engine (2), Piloting/Multi-engine (2), Piloting/Helicopter (2)

Languages

English (5), German (3), French (2)

Training and Experience

The "Wolf" joined the U.S. Army Officer Training Program out of high school, and three years later graduated twelfth in a class of 289. He went on in the Army, volunteering for Green Beret training. After serving four years with the Berets, he was recruited by Army Intelligence and spent six and a half years at various posts throughout the world as an intelligence officer. When he left the Army he had attained the rank of lieutenant colonel, advancing quickly to this rank because of a series of brilliant operations and an outstanding service record. After leaving the Army, he became vice president in charge of operations at a security company of long-standing reputation, and served with them for a year before leaving to help with the founding of the ISA.

ISA Areas of Operation

"Wolf" is Assistant Head of Section One, filling in for the Section Head when he is away. In the field he is in command of the second strike force if more than one is in operation, in the office he is responsible for the more mundane duties of Section One. He serves as judge should a Board of Summons be called to discipline an employee, and has the final say on punishment or discipline. "Wolf" specializes in rough terrain/climate and large number tactics.

Weapons of Choice

Like TJ, Aaron likes to carry weapons with versatility and hard-hitting firepower. He enjoys technology in his weapons.

Personal: Carries 9mm Beretta Model 92 semi-automatic pistol in grip-forward, shoulder carry. One extra clip of ammunition carried on the opposite side.

Combat Pistol: Carries 9mm Beretta Model 93R, with silencer attachment and plastic attachable stock available.

Combat Rifle: Carries 12 guage SPAS Franchi Model 12, improved cylinder, auto-loading shotgun using number 0 shot in low visibility environments. Uses a 7.62mm Heckler & Koch Model

G3 automatic rifle with grenade launching capability in open terrain. Mounts a light intensifying 4-10x zoom scope for night operations.

Personal Information

Aaron was born on September 25, 1953, in Olotom, Kansas. His father, of mostly English descent, was the local high school district principal. His mother, of mostly Swedish descent, was manager at the only supermarket in town. Aaron was brought up with a good sense of moral and patriotic duty, so he had no qualms about serving with the Army during the last years of the Viet Nam conflict.

He was an above-average student in high school, graduating in 1971. This would be the highest education he received when he helped found the ISA. He was an excellent athlete, winning awards for his performance on the high school track and football teams, and beating the rest of the recruits during boot camp at almost everything dealing with physical ability.

During his time with the Green Berets, he reached the rank of captain. He would often lead small, reconnaissance missions into enemy territory. It was for these actions he earned the nickname "Wolf." His men noted that he had an uncanny ability to survive in the worst circumstances, and had the endurance and instincts of one of America's most intelligent predators.

"Wolf" met TJ McPherson during his years with Army Intelligence, and befriended him. Later, when he decided to go on reserve listing with the service, this friendship was good for him, allowing him to be one of the four important figures in the ISA. Like his friend TJ, Aaron enjoys exercise which challenges him, often choosing running, bicycling, hiking, or swimming. He enjoys the surf and sun, but also likes the quiet and solitude of the mountains for hiking.

Aaron has fair skin which tans well but easily burns if exposed for too long. He wears his white-blonde hair short on the sides and long in back. He has excellent 20-15 vision, and good reflexes.

Aaron has experience with flying most military helicopters and single-wing, prop aircraft from his Green Beret days. He also has basic training with truck and auto repair. He is an accomplished scuba diver, and has survival training. He maintains his rank with the Army Reserve, training frequently with them to keep his ties with

the service open, though he would not directly compromise his rank with the Army and his civilian profession.

He likes high technology equipment, and will always try to use some sort of high tech devices when on an operation. In this respect, he is much like a child fascinated with complex toys.

Name: Anthony Richard
"Tony" Vaninni

Age: 36	Eyes: Brown
Height: 6'3"	Hair: Black
Weight: 200#	Handedness: Right

Psychological Profile

Cruelty:	Low
Loyalty:	High
Passion:	Some
Piety:	Low
Sanity:	High
Selfishness:	Low

STR:	65
INT:	72
WLP:	70
RFL:	68
CON:	72

Advantages: Sixth Sense (1)

Disadvantages: Nearsighted (1)

Skills

Basic Firearms (4), Pistol (4), Basic Melee (4), Knife Throwing (4), Basic Science, Chemistry (5), Computer Technician (5), Business/Economics (5), Basic Liberal Arts, History/PoliSci (5), Law (5), Photography (4), Bicycling (3), Disguise (3), Lockpicking (3)

Languages

English (5), Italian (4), French (4), German (2)

Training And Experience

Tony joined the New York City Police Department fresh out of college at age 21, and served on this force for four years until promoted to detective. He excelled at investigative work, taking night courses to complete a Masters Degree in Criminology by the time he was 28. He left the NYCPD two years later to work as an insurance investigator for an international insurance company, rising to a vice-presidency in only five years. During this time he became

a specialist in many areas of knowledge because of his investigative work. He left this position to help found the ISA, and spent a year in an intensive program, designed by his co-founders, to acquaint him with military tactics, and its mental and physical requirements.

ISA Areas of Operation

Tony is head of Section Two, has overall command of all intelligence gathering and surveillance operations.

Weapons of Choice: Tony prefers to use small, unencumbering, easily concealed weapons that pack a strong punch.

Personal: Carries a 9mm Colt semi-automatic in velcro FBI Carry on right side with spare clip of ammunition attached.

Combat Pistol: Carries standard 9mm Smith & Wesson Model M39, semi-automatic pistol in hip holster.

Combat Rifle: In low visibility environment, carries a 9mm Ingram Model 10 sub-machine gun with stock. In open terrain carries a 5.56mm M16A1 rifle.

Personal Information

Born March 20, 1951 in East Hartford, CT, Tony was only an average student, he had some trouble with high school. But he did graduate, and managed to be accepted at the University of Connecticut where he graduated with honors in 1972. His move to Yonkers, NY, was necessary for his entrance in the New York City Police Academy, where within 14 weeks he became a police officer for New York City.

A good looking young man of Italian heritage, he has almond colored skin and wide brown eyes with 20-30 vision. He wears his straight, black hair cut short according to current fashion. Tony speaks fluent Italian and French. He enjoys good food and fashionable, casual clothing.

Tony has an investigative sixth sense which few investigators have, as well as a personal sense of flair and style for his business. He is an expert at forced entry, computer jockeying, and the harmless confidence artistry necessary for a professional investigator. He is skilled at make-up work, often disguising himself as a myriad of different persons to aid him in his work. Tony is

not as avid an athlete as TJ or "Wolf." He is not overly muscular, although he does keep in shape through moderate bicycling and weight lifting.

Zachary Timothy "Zach" "Junior" Forester

Age: 30	Eyes: Blue
Height: 6'	Hair: Brown
Weight: 194	Handedness: Ambidextrous

Psychological Profile

Cruelty:	Low
Loyalty:	High
Passion:	Some
Piety:	Low
Sanity:	High
Selfishness:	Low

STR:	67
INT:	70
WLP:	70
RFL:	72
CON:	68

Advantages: Ambidexterity (2)

Disadvantages: Ego Signature (sunglasses) (2)

Skills

Basic Firearms (3), Pistol (3), Basic Melee (3), Knife (3) Animal Training (5), Basic Science, Electronics, Computer Technician (5), Business/Economics (4), Engineering-Civil (5), Basic Heavy Weapons (3), Scuba Diving (5), Swimming (5), Psychology (72), Basic Liberal Arts, History/PoliSci (3), Anthro/Psych/Soc (3), Driving/Automobile (3), Driving/Truck (3), Driving/Motorcycle (3), Driving/Off-Road Vehicle (3), Slight of Hand (3), Pickpocket (2), Stage Magic (2)

Languages

English (5), German (4), French (3), Arabic (2)

Training and Experience

Zach was recruited after college by the National Security Agency, and received most of his experience during the six years he worked for the NSA as a confiscator of files, material, devices, and paperwork, operating on the Agency's behalf in foreign countries. Zach worked freelance for several large insurance and private companies after leaving the Agen-

cy in 1984, becoming well known for his ingenious and efficient confiscations.

ISA Areas of Operation

Zach is head of Section Three, and is responsible for the accounting, advertising, general management, and most business operations in addition to the necessary confiscation duties of the ISA. He has three vice presidents who handle these business functions under his supervision. He prefers to focus on the confiscation operations within his section.

Weapons of Choice

Zach dislikes noisy weapons; he seldom uses a pistol or rifle unless except in open combat.

Personal: Zach carries three, 3" throwing knives and two combat knives, and a 9mm Colt semi-automatic pistol in a left side shoulder holster.

Combat Pistol: Same as personal, carried in right side hip holster, with silencer attachment available.

Combat Rifle: Carries a 5.56mm CAR-15 Rifle for most occasions.

Personal Information

Zach was born on August 14, 1957, in St. Petersburg, FL. His father, of mostly English descent, was an electrical engineer working with NASA on its space program. His mother, of English and German descent, worked for a local hotel as a manager. Being an only child, and with both parents working, he entertained himself at home in his early years with magic tricks and sleight of hand. When he graduated high school with honors, he had become quite good at general confiscation, though it was always for laughs and he was never involved in any crime.

The NSA gave him the opportunity after college to practice his skills and refine them legitimately. He worked eagerly with the Agency for the next six years, until he found himself tiring of the work; it seemed to him that he and his fellow workers were making no definite progress toward national security. He left the Agency then and took his trade to private companies, earning a good, solid reputation with them before joining the ISA.

(Continued on page 31)

New Character

This month, we take a look at the leader of the most famous X-Group of all, the X-Avengers.

The New Captain America

(Rick Jones)

F	IN(40)	Health:	185
A	RM(30)		
S	MN(75)	Karma:	50
E	IN(40)		
R	EX(20)	Resources:	PR(4)
I	EX(20)		
P	GD(10)	Popularity:	50/-50

KNOWN POWERS:

Unique Weapon: Rick uses the original Captain America's shield, a disc made of vibranium and adamantium. The shield is made of Class 3000 material, making it immune to anything except magical or psionic attacks. Rick can use it to shield himself, but it does not negate Slams or Stuns. Rick can throw the shield up to 7 areas, causing monstrous damage. Rick has recently established the power stunt of bouncing the shield off several hard surfaces and having it return to him at the beginning of the next round.

TALENTS: Rick has the Performer talent in guitar playing and singing. During his years with the Canadian Resistance Army (and his small time with SHIELD), he learned Wrestling, Acrobatics, Tumbling, First Aid, and all types of Martial Arts. He is also a

Marksman and a Weapon Specialist with the shield. He has some knowledge in the fields of Law Enforcement, Military, Detective/Espionage, and Electronics.

Contacts: Rick is one of the very few public leaders of the resistance. He has a large number of contacts with various resistance members across North America. He is a close friend of Nick Fury, and he and Wolverine share a grudging respect.

Background: In this time line, Rick Jones decided to become an agent for SHIELD, joining a few years before the Sentinels took over. Fury himself decided to train him, as a favor to the original Captain America.

When SHIELD was disbanded and Fury went to Canada to form the Canadian Resistance Army (CRA), Rick went with him. During the next few years, Rick became one of the CRA's top leaders. During that time, Rick became friends with Dr. Michael Morbius (who did not become a pseudo-vampire in this time line) who was performing special experiments for the CRA. He was trying to develop copies of the anti-aging formula that had kept Fury so young, and to re-create the super-soldier formula that turned Steve Rogers into the original Captain America.

Rick volunteered to take a newly-developed formula that was supposed to duplicate the effects of those two formulas. The variation worked even better than the originals. Unbeknownst to Rick, he is immortal, he will never age

and he cannot die from natural causes.

Unfortunately, Sentinels attacked the lab right after the formula took effect. Morbius was killed during the attack, and his notes were destroyed along with the lab. Rick used his new abilities to destroy one of the attacking Sentinels. Coincidentally, this Sentinel was the one that had killed the original Captain America. Not only had it painted a copy of the Captain's uniform on itself, it also had the original shield embedded in its chest. After destroying the Sentinel, Rick ripped the shield from its chest and declared himself the new Captain America, vowing to return America to the country for which the original Captain had fought so hard.

Personality: Rick Jones is quite different from the young teenager who knew so many heroes. He has become quiet and somber, his personality shaped over the years by the current situation in America. His change into the new Captain America made him even more grim and determined.

Recently, some of Rick's old carefree personality has returned. This is due mostly to the relationship that has grown between him and the Spider (May Watson-Parker). He recently has begun to play the guitar and sing again, something he hasn't done since the original Captain America was killed. He has even written a song, "Shield of Freedom," about Captain America. The song is being passed through the resistance network slowly but surely and has become a favorite, even among the mutants. □

The New Rogues Gallery (Continued from page 26)

Zach is a slim, good looking young man with brown hair cut fashionably short, and has 20-30 vision. He enjoys body surfing, sun tanning, swimming, and volleyball and often spends his free time in his home state of Florida. He is an avid scuba diver, and has a driver's license with certifications which allow him to legally operate nearly any type of vehicle.

Like his associate Tony, he is well versed with the harmless confidence routines often used to confiscate target material. He is also adept at alarm system technology, computer science, and human and animal behavior. He is an amateur magician of professional class, and enjoys entertaining clients and his associates with harmless tricks; these also

come in handy when trying to distract people while he, or his associates, are carrying out delicate operations.

Zach dislikes long field operations away from civilization, and generally dislikes firearms and their messy effects, though he will not hesitate to make use of their speedy power in a tight situation. He much prefers to use a knife, which he believes has many more possibilities in hand-to-hand combat, especially since a knife is quiet. He usually carries two modified combat knives and several small throwing knives. The modified knives have hollow, graphite-composite handles with vanadium steel blades. He carries lock-picks and electronic test probes in the hollow cores.

Like Tony, Zach likes casual, contemporary clothing, though he will wear whatever clothing necessary to facili-

tate confiscations while on the job. He likes to wear sunglasses, even when inside.

Zach supervises his section in a relaxed manner. He also has a great sense of dry humor, and often comes up with hilarious one liners in tense situations, or boring ones. He is the youngest of the four founding members, and his associates sometimes call him "Junior."

Zach has experience with handling and care of animals, especially patrol and guard dogs. His expertise is often applied to tending ISA's pack of guard and specialty animals, or to prevent the intrusion of such animals when the group is operating in the field. Zach spent one year in the ISA training program to acclimate himself with combat, and its mental and physical requirements, before assuming his role in the company. □

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Polyhedron

NEWSZINE



RPGA
NETWORK
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Junk Bonds



A TOP SECRET/S.I.™ game adventure

Illustration by Jim Holloway

by Mike Selinker

Administrator's Background

Girls, guns, and gadgets sell, and the 144 MegaGrand films of Ivan Lemming's John Stock, Agent Double-O-Nothing, are best sellers. Each film has out grossed the last, even though each uses the same plot in a different setting. The newest film, *Diamonds Kill For Never*, is expected to draw Double-O-Nothing's drooling groupies to the box office and fill MegaGrand Studios' coffers as never before.

Now, enter the Web. Though unknown to John Stock's fans, the Web flourishes even under the bright lights of Hollywood. In Los Angeles, however, the Web is locked in internecine combat. A Web Operations Manager, Bugsy Berzerkly, and his operatives have threatened to go public with the terrorist group's existence unless they are given a greater percentage of profits from an upcoming Web operation, a movie based on past Web activities. In reply, furious Web directors have ordered the rebels silenced. The rebels' current operation is on the set of *Diamonds Kill For Never*, where they hope to take over the film industry and thus the world. Loyal Web agents already have killed four rebels.

The killings have brought the operation to the attention of Bonnie Mulcahy, the Orion Foundation's Los Angeles branch director. She picked up a low-level Web bagman carrying a copy of the master print of *Diamonds Kill For Never*. The man refused to tell Bonnie anything about the film, citing his constitutional rights. Bonnie sent him to the Section in San Francisco, where his constitutional rights could be violated without peril. Curious about the film (although dreading its quality), Bonnie viewed the print four times, noticing on the last viewing that three of the Web murders appeared on camera, but not overtly. She immediately called for the PCs to investigate the matter and make Hollywood safe for unbridled capitalism again.

The Web agents, however, know two things that the Orion Foundation does not. First, that more rebel agents are in need of execution. Second, that the Orion Foundation has a copy of the film. (They guessed this when the bagman did not complete his delivery.) Loyal Web agents have been directed to go to the murder sites to make sure no clues remain and to unobtrusively kill the

surviving rebels — to prove no one escapes from the Web. For Bugsy Berzerkly, the Web has made an extra effort: Anton Leone, assassin.

The PCs can turn the failed Web revolt into a coup for the Orion Foundation. All they have to do is save at least one disloyal Web agent. The rebels, while not well informed about the business side of the Web, will gladly spill what they know to the Foundation in return for their lives, a bargain the Foundation will be willing to keep.

To save the rebels, the PCs must realize that the loyal Web agents are using the cues in *Diamonds Kill For Never* to signal each other. While working to prevent their own deaths, the PCs must be able to see into the corners of the screen of life to catch the hidden details. These details should not be noticed unless the PCs are actively looking for them. By changing these details, the PCs will be able to rewrite the script for a happy ending.

Bonnie Mulcahy, Orion Foundation Los Angeles Branch Office Director:

STR 35; INT 59; REF 43; WIL 60; CON 42; MOV 47; DEX 52; CRU Some; LOY Some; PAS High; PIE Low; SAN Some; SEL High

ADV/DIS Allergies (1, gold lamé)
SKILLS Electronics (0/59%), Computer Technician (4/79%), Basic Firearms (0/26%), Interrogation (0/60%), Driving/Automobile (0/52%), Horsemanship (0/47%), Photography (0/59%), Basic Science (0/30%), Electrical Engineer (2/69%)
WEAPONS Generally none, but sometimes a .22 silenced self-load pistol

Bonnie Mulcahy, 33, was a strong-willed Silicon Valley businesswoman who worked for the Orion Foundation, ferreting out Web secrets from the databanks of major corporations. When she inadvertently compromised her computer cover identity to Web hackers, she asked for a transfer to some other base, preferring another low-profile job. She was made Los Angeles branch office director instead. She hates her new job and wants nothing more than to return to computer programming. Computers may not be much for conversation, she thinks, but at least they don't wear sunglasses and smile all the time. She is not happy about having the branch office in a tanning salon called Suntastic Tanning, and leaves the operation of the salon entirely to her assistant, Mabel Birkswich. Bonnie is quite capa-

ble of exploding at the slightest provocation; although she is working on restraining her passions.

Players' Briefing

The August morning sun beats through the lowered shades of Suntastic Tanning's back office in Los Angeles. You sit quietly as Orion Foundation branch office director Bonnie Mulcahy tears at her auburn hair. "I hate Hollywood! Why do they always stick me with assignments where I have to deal with Hollywood! "Let's do lunch," they say. "Fab to scope you out, babe." "Have my agent call your agent." Where do these people come from, Neptune? I hate this! It's not like the Web could locate a couple of operations at Anaheim, or the Valley, or even Burbank! Oh no, it always has to be Hollywood!"

You have learned to expect ranting from Bonnie every time an assignment involving Hollywood comes along. There are other assignments, of course, but a fair number have occurred in the brightest section of the City of Angels. You well remember the Web-sponsored punk rock band, Velveeta Mambo, which sent subconscious messages through their amplifiers at Club Detox, until you pulled the plug. You also thwarted the Web's insidious plan to counterfeit the stars outside Grauman's Chinese Theatre and sell them to tourists for astronomical prices. Of course, the most celebrated mission was the infamous "You Loot the Mint" game show incident, where those nasty Websters tried to steal all of the prizes and thus doom the age-old American path to success — playing guessing games for millions on network television. But these are the missions that Bonnie Mulcahy would like to forget. She liked it much better when she was an Orion Foundation computer jock in Silicon Valley, before she was asked take over the branch office in L.A. Organizational hierarchies being what they were, Bonnie couldn't refuse, but you know she doesn't fit in with the Tinseltown crowd. After all, she doesn't even own a video tape recorder.

Bonnie stops her tirade against Hollywood for a moment to catch her breath. She suddenly realizes you are all staring at her. She combs her hair

with her hand, adjusts her turtle-neck, and says, "You probably want to know what this is about, don't you? All right," she snaps, seizing a motion picture film canister from her desk and plunking it into a projector. The label is emblazoned with three slanted black zeroes, the last zero is shaped like an archery target. You know adventure awaits, for in front of you is the latest masterpiece in Hollywood's most profitable series: Ivan Lemming's John Stock, Agent Double-O-Nothing.

The PCs are free to ask questions. Bonnie will give them a full briefing, although she will not enjoy doing so, see below.

Part One

Opening Sequence — Suntastic Tanning

Bonnie Mulcahy announces that time is short, and asks one of the PCs to hit the lights as she sets up the projector.

The room will be absolutely dark during the film, so note-taking will be difficult. The Administrator should feel free to take all writing utensils away from the players unless they promise to write with their eyes closed. When the PCs are settled, Bonnie flips on the projector and shines white light on the screen, then steps forward to begin the briefing.

The image on the screen goes from white to black, as an orchestral bossanova thunders along. In a garish canopy of stars, the logo, "A MegaGrand Studios and Grizzly R. Asparagus extravaganza," appears, followed by the three Double-O-Nothing zeroes. An arrow thwacks into the center of the bullseye zero and expands to produce a bright orange backdrop showing the words, "Ivan Lemming's John Stock, Agent Double-O-Nothing in... *DIAMONDS KILL FOR NEVER!*" The music continues, as Bonnie explains, "I don't understand the title either. I think MegaGrand just combined some of the titles of other Stock films to make more money. Don't ask me why this tripe sells, because it certainly isn't anything like real espionage. We'll never get gadgets like that, and what agent in his right mind would go around telling everyone his name, for Pete's sake. "Stock,

John Stock.”” As Bonnie speaks, dashing handsome Reginald Less, the 14th English actor to play the debonair superspy appears on screen. He has a jutting jaw, perfect white teeth, and not too much paunch. Less, dressed in a neatly pressed tuxedo, is standing in a windstorm atop the Hollywood Bowl. A delta-wing stealth jet is bearing down on him, strafing the top of the band shell.

Bonnie regains her composure and says, “Um, that’s Reginald Less, the latest has-been british commercials actor who’s playing Stock for the 15th or 16th time. He’s absolutely gorgeous — er, to some star-struck teenagers, that is. But that’s not important. Here, watch this.”

Less leaps off the roof onto a catwalk, somersaults through the air, and lands in the oboe section of the orchestra pit, disrupting a performance of Puccini’s *Turandot*. The plane, meanwhile, smashes into the roof. But the crash doesn’t appear to harm any bystanders. Less brushes a touch of falling plaster off of his still-unwrinkled tux.

“There!” Bonnie shouts. “Hold it; rewind it a bit. Slowly”

Any PC can rewind the film with an INT check. If the roll fails, Bonnie will stomp over to the projector and turn it to slow rewind herself. The plane will go from a blue-orange fireball to a completely intact fighter flying backward from the shell. As it goes up, Bonnie will say, “Okay, okay, just a little more. There.” She will stop the film mid-frame, with the plane suspended, and sit triumphantly, waiting patiently for the PCs to notice what she has seen.

“Well, don’t you see it?” she urges. “There, in the upper left hand corner.”

Characters wishing to see anything in the corner must go up to the screen and look very closely. There, a small helicopter hovers several hundred yards behind the plane. There is a man on the helicopter’s skids. If the projector is turned on, the man will be seen to fall from the copter and out of the picture boundaries. No details will be determinable.

“That’s not the only one, though,” adds Bonnie, fast-forwarding the film several hundred feet. “Here, watch this scene.” Reginald Less is standing behind one of the mammoth letters

on the Hollywood sign overlooking the city from Mount Hollywood. Hundreds of enemy agents are shooting at him, but they don’t seem to be damaging the sign. Less is in a white tuxedo with purple cummerbund. He has a .44 magnum in his left hand and a cocktail waitress in the right. He fires once, but no bullets. He is unruffled, and pulls out what looks like a vitamin pill. He squeezes the capsule and it blossoms into a tank. Stock leaps into the tank, destroys the enemy agents, and drives away, blowing a kiss to the cocktail waitress, who waves back. “There it is again!” Bonnie shouts, although the catalyst is once again invisible. “In the lower right corner this time.”

As Bonnie stops the film, it will be possible to see at the bottom of the hill a man in combat fatigues shooting another man wearing a gray business suit in the chest. This scene quickly fades from camera range.

“I found another one, too,” Bonnie says, again fast-forwarding the film. In this scene, Less nurses a martini as he walks through the Universal Studios tour site. The place appears to be abandoned, but the lights suddenly spring to life, as does a larger-than-celluloid model of a giant ape. The ape tries to snatch up Less in its massive paw, but Less leaps up to the ape’s shoulder, pulls the olive spear from his martini, and uses it to open the ape’s brain compartment. A five-second electrosurgery later, Less marches his ape to the tour train, where the chief enemy agent, a rich man in a suit made of gold rings, orders his henchmen to fire on the ape. Less shouts, “You’re not getting away, Goldringer! Not in that outfit!” The ape picks up the train car and begins to climb the Empire State Building model. Unseen by Stock, one of the enemy agents is climbing the ape toward Stock’s position while the ape climbs the building. The other men continue to fire on Stock from inside the train car as Goldringer shouts commands, becoming more hysterical as the ape climbs. When the ape has reached the top, Stock pauses to reprimand Goldringer for his evil ways. Goldringer pleads for his life as the ape slowly raises the

train. The scene cuts to the climbing henchman who has stopped on the ape’s shoulder behind Stock and is taking careful aim at Stock’s back. Bonnie stops the film at this moment.

“There, you can see this one on your own, can’t you?” asks Bonnie.

If the PCs look, they can see a man being hanged from a boom mike in the far background, although it is difficult to make out details.

If the PCs want to watch the rest of the scene with the ape, Bonnie will reluctantly run the tape for them. Just before the villain can shoot, Stock twitches the olive spear in the ape’s brain, causing the ape to shrug his shoulder, and the villain falls to his death, followed closely by the train car carrying Goldringer and his henchmen.

Bonnie turns off the projector and turns on the lights. “Inspid film, I know. Believe me, I had to watch this malarkey all the way through four times. We picked this off a Web bagman named Pinky Starboard, who we sent up to the Section in San Francisco. He wouldn’t tell us about the film, and I don’t think we have time to wait for results of an interrogation. The Web obviously has something to do with these murders or Starboard wouldn’t have a copy of the master print with him. I want you people to go to the sites of the shots — the Hollywood Bowl, Mount Hollywood, and Universal Studios — and see if any clues are still there. These scenes were shot and edited yesterday, as I understand it, and the cast isn’t filming until this afternoon. Just hurry, because we wouldn’t want the Web to get rid of the clues. I’m going to be here waiting for the report on Starboard, and, I guess, probably watch the film again. What I go through for this job! Call me when you get done.”

Bonnie will try to answer any questions the PCs have, although she does not know any Hollywood history or the details of past John Stock blockbusters. Bonnie does not keep any Ganymede Bureau equipment in her office, and only owns a silenced .22 double action self-load pistol. She cannot lend the PCs any weaponry without requisitioning it from Mentex Technologies in San Francisco. She will not do this unless she considers something critical. Further-

more, any equipment will take at least eight hours to arrive, except in the *direst of circumstances*. She does not think there is time for a detailed viewing of *Diamonds Kill For Never*, but if the PCs do view it they will see Stock perform a series of disjointed, improbable bits of heroics at famous L.A. landmarks, such as Sunset Strip, the Santa Monica Mountains, Dodger Stadium, the University of California at Los Angeles, Palos Verdes Estates, and the Hollywood Park Race Track. The film does not yet have a climax. The climactic scene at Los Angeles International Airport will be filmed on the set at MegaGrand this afternoon.

The PCs are free to go the three sites in any order. Suntastic Tanning is in the Boyle Heights region of Los Angeles on Wilshire Boulevard. The PCs can either take Hollywood Boulevard northwest about twenty minutes to the Hollywood Bowl, or the Golden State Freeway north about the same distance to Mount Hollywood and the sign. Universal Studios is 10 minutes northwest of the Bowl on Hollywood Boulevard. Considering only the order in the film, the Hollywood Bowl is Scene One, the Hollywood sign is Scene Two, and Universal Studios is Scene Three. If the PCs check in after visiting at least two of the sites, Bonnie will have spotted another scene with a murder in it. This is described in the Intermission. The newly discovered murder took place at Dodger Stadium. The Stadium is south and southeast of the other three sites, but just a few blocks northwest of Suntastic Tanning.

Scene One — The Hollywood Bowl

The Hollywood Bowl, a 20,000-seat outdoor theater, shows no sign of being destroyed by an impact with a stealth jet. Nonetheless, the *Diamonds Kill For Never* scene was filmed here, and a rebel Web agent was killed here. A newseye helicopter is several blocks from the Bowl, but should not be noticed unless someone specifically asks whether there are any aircraft in the area.

Currently, there is no performance at the bowl. A crotchety old security guard, Jake Furley, stands at the gate, preventing unauthorized entrance. If the PCs wish to get inside, they will have to get past Jake, who takes his job very seriously. He cannot be bribed, but his poor hearing makes stealth a useful

tactic against him. If the PCs suggest that they are custodians, he will tell them that they can join their fellows inside.

Inside the band shell are three Web agents disguised as custodians. Jake let them in. They are thugs, with statistics 30; and Basic Firearms skill; armed with spearguns disguised as janitors' brooms. They are expecting Orion Foundation agents to come to the scene, but will not fire until they suspect the PCs are those agents. There are also three Web thugs in the newseye helicopter, as well as the disloyal Renslow Boggs (statistics 35; Electronics skill level 3), who was working for the Web on the set of *Diamonds Kill For Never* until his unfaithfulness was discovered. The thugs intend to kill Boggs by throwing him from the helicopter.

If the PCs do not call attention to themselves, the landbound thugs will give the all-clear to their associates in the helicopter. They will contact them by sending a battery-powered model of a stealth jet (Killjoy Toys, \$79.95, batteries not included) into the air. One thug will dip the plane in luminescent paint, and another will use a remote control to send the plane into the air and crash it into the band shell. At this signal, the three Web thugs in the helicopter (statistics 30; Basic Firearms and Helicopter pilot skill level 1; armed with .45 self-loading pistols) will attack Boggs. After a few moments of struggle, the thugs will push him out, and he will fall to his doom unless the PCs intervene. If the thugs complete the hit, they will fly away behind the hills and hide the copter. The thugs inside the band shell will scatter after the deed is done.

If any Web agents are captured, they will know nothing about who contacted them or why Boggs was marked for murder. The weapons were provided by an unknown source, as was the helicopter and jet model. None of the thugs are willing to die for the cause, as they don't even know the Web exists. Boggs, on the other hand, will be willing to spill his guts to Orion if his life is saved and he is promised sanctuary. He was a low-level Web operative working as a soundman on the set of *Diamonds Kill For Never*, under the supervision of Bugsy Berzerkly, the assistant director. Berzerkly spoke to him and a number of others about taking a greater percentage of the royalties from an upcoming Web film, but then the others started disappearing yesterday. Berzerkly has not been seen in two days. If Boggs is

brought back to Bonnie Mulcahy, she will begin to make arrangements for him to be shipped to the Section in San Francisco for a thorough personality reconstruction.

Scene Two — The Hollywood Sign

The HOLLYWOOD sign on Mount Hollywood towers over the city and easily can be seen from the nearby Hollywood Bowl. There are five Web agents on the 495-foot hill, four are in the tall grasses above the hill.

These are mercenary commandos (statistics 40, except INT 30 and DEX 35; Basic Firearms and level 2 weapons skills; armed with 7.62 sniper rifles, silenced .357 snub-noses, smoke grenades, and hunting knives).

They have bound and gagged Willie Tracklemeier, a rebel Web agent, who they intend to shoot when the hill is free of people. Tracklemeier has statistics 35; and Business/Economics skill level 2.

The other Web operative on the mount is Heather Fayerwether, a budding starlet who has appeared in several commercials. Heather, who is dressed in the pert black and white outfit of a cocktail waitress, is resting against the Y in HOLLYWOOD. She has statistics 35 except INT 25 and DEX 30; she is unarmed; and has the Attractive Appearance (2) and Sensuality (2) advantages and Phobia of Guns disadvantage (4); as well as Acting skill level 1. Heather has no idea she is working for the Web, assuming that someone is filming her with a long-range camera from a nearby observatory. She has been hired to go to the sign and wave to the mercenaries if there is no one on the mount. She will have to wait until a number of tourists in loud T-shirts finish shutterbugging the hill, and may also have to wait for the PCs as well. If they come to the sign to ask her questions, she will be flustered — they are interrupting her big break. She will want them to move from her scene. Though an actress, she is not especially effective at communication, and will turn beet red and call the PCs all sorts of names if they do not leave.

Meanwhile, the commandos on the hill are waiting for Heather's signal. They will get antsy if the PCs occupy her too long, and will use binoculars to try to assess the situation. If anything concretely suggests that the PCs are Orion Foundation agents, they will

sharpsheet the PCs. Heather will panic if she is in the area, screaming loudly. The letters of the sign provide hard cover. Security guards at the observatory will call for police if shooting breaks out, and the PCs will have to be careful if they want to avoid arrest. If the commandos are forced to flee, they will try to assassinate Tracklemeyer to complete their mission.

If captured, the commandos will be tight lipped, suggesting that they know more than they actually do. They were hired anonymously to kill some movie people, and have no conception of what the Web is. They were all involved in the shooting of the gray-suited businessman. There is a wedding ring and some blood at the foot of the hill, verifying that a murder did indeed take place there. The PCs will find these clues automatically if they search the foot of the hill. Heather Fayerwether knows that a "director" called her on short notice, had a waitress costume delivered to her (although she already had one from her day job), and told her to pose at the sign. Though she may need protection, she has no useful information for the PCs. Willie Tracklemeyer will be very talkative if rescued. He was a media assistant for the production of *Diamonds Kill For Never*, and is one of the Web agents who agreed with Buggy Berzerkly to push for more royalties. Tracklemeyer knows that the personnel director for the movie, another rebel Web agent, disappeared yesterday. This man, who was responsible for bringing so many Web agents to the set of *Diamonds Kill For Never*, was the man in the gray suit killed during the Mount Hollywood shootout scene. Tracklemeyer does not know where Buggy Berzerkly is. If Tracklemeyer is turned over to Bonnie Mulcahy, she will question him, learn nothing new, and then send him to San Francisco.

Scene Three – Universal Studios

Universal City, the site of Universal Studios, is home to the most popular motion picture studio tour in the country. A tour bus drives through cowboy-and-Indian shootouts, a rickety bridge that falls apart in an earthquake, and a newly-reconstructed model of a giant ape clutching the Empire State Building. This creature's hand reaches for the tour bus and threatens to crush the passengers, but the quick-witted bus driver swerves to avoid this doom. For *Diamonds Kill For Never*, special fea-

tures were added to the ape to make its entire body move, and MegaGrand has graciously allowed Universal to keep these modifications for its exhibit.

The Web agent who designed the modifications, special effects genius Sparks Minicam, is at the ape site. Sparks has statistics 30, except INT 60 and DEX 45; Mechanical Aptitude (1), Nearsightedness (1), a host of Electronics skills; and no weapons. He is crouching in a specially-designed head compartment of the 70-foot ape. Across the room, Spectrex Garragible (statistics 35; Electronics skill 2), assistant to Sparks and a rebel Web agent, is gagged and tied to a support pillar. If the support pillar is smashed (by the giant ape's fist or otherwise), Spectrex will swing out from the wall and be hanged by the anchoring ropes.

Sparks intends to terrify Spectrex with the sight of a giant ape smashing the support beam to kill him. If Sparks sees people who draw attention to themselves as Orion Foundation agents (leaving the tour bus to find the site of the boom mike hanging definitely qualifies), he will cause the mechanical voice of the ape to grumble, "Owwion Foundation Fwwunkies!" If the PCs respond to this odd sound, Sparks will have the ape step forward and try to grab them. His primary target is Spectrex, however, and he will try to smash the support pillar if he can reach it.

The ape robot has vehicular statistics rather than human ones:

Max Speed 5; Accel 1; Handl -40; Brake 0; Prot -40; #Pass 1; Range 20.

The robot has a STR of 100 and REF and DEX of 10 for HTH purposes.

If the ape grabs someone, the character is trapped until he can be released. A paw is not capable of crushing, but a person can be dropped or thrown. The ape is clumsy, and can be toppled by ramming it with a bus, disorienting or killing the driver, or destroying a leg with a grenade or some similar means. See the vehicular crash table in the rules for results of these actions, although common sense must rule. Security guards will arrive 10 minutes after violence erupts, and will be inclined to detain anyone involved in wrecking a \$100,000 ape.

If captured, Sparks will faint. He does not think of targets as human beings, but rather the payoff for a special effects job well done. He is a freelancer who takes the highest-paying and most

challenging jobs available, regardless of their human cost. He knows absolutely nothing about the Web, and certainly not the details of this or any other operation. Spectrex knows less than Sparks does about the operation, but knows more about the Web because Buggy Berzerkly told his allies of some of the details. He will be circumspect about giving details to anyone without an ironclad promise of safety, and has no intention of ever becoming involved in espionage again. He has no knowledge of Berzerkly's whereabouts. If taken to Suntastic Tanning, Bonnie will question him briefly and send him to San Francisco, if she is there at all. See "Intermission," below.

Intermission – Suntastic Tanning

About two hours after the PCs begin their travels through Hollywood, Bonnie Mulcahy discovers a fourth murder in the frames of *Diamonds Kill For Never*. The new murder is found in a scene at Dodger Stadium, where the Boys of Summer pit their might against the New York Yankees. Reginald Less, baseball bunny on each arm, debonairly munches peanuts in the bleachers. Suddenly, gunfire erupts from the Yankees dugout as enemy agents try to close down the World Series. The super-spy calmly leaps down to the Dodgers dugout below him, commandeers a baseball pitching machine, and knocks out the enemies with 200-mph fastballs. In the frames where Stock bows before the cheering crowd, a quick glance to the Dodgers dugout shows a man beating another to death with a baseball bat.

As soon as Bonnie sees this, which will be when the PCs are not in the office, she will drop everything, grab her handgun, and speed to Dodger Stadium. Dodger Stadium is only a few blocks from Suntastic Tanning, so she will be there in minutes. Once there, she will be in a great deal of trouble.

If the PCs try to reach Bonnie after she finds this murder, they will receive no answer at her private number, and Suntastic will be empty on this hot summer day. In the office, the print of "Diamonds Kill For Never" will be projected on the wall, freeze-framed with John Stock in mid-bow before the crowd. Anyone carefully studying the frame will be able to see the beating. Smart PCs will review the scene before rushing to Dodger Stadium.

Scene Four — Dodger Stadium

The Dodgers are not playing in the stadium today. When the PCs arrive, Bonnie Mulcahy, Buggy Berzerkly, and the Web assassin Anton Leone are inside. Berzerkly is the former assistant director for *Diamonds Kill For Never*; and a Web Operations Manager. He is overweight, cannot use a gun, and has the following statistics: STR 35; REF 30; INT 50; WIL 55; CON 30; MOV 33; DEX 40

Since he held out for a greater cut of the royalties from the upcoming Web movie, his allies on the set of the Stock film were killed one by one. He went into hiding, but the elite assassin Anton Leone, a master of stealth and investigation, found him. Leone's superior — whom he prefers not to know — ordered him to bring Berzerkly here to the stadium and to torture him before killing him. Before he could begin the torture, however, Bonnie snuck into the stadium and tried to shoot Leone, but missed. Berzerkly escaped Leone's grasp, and a cat and mouse game began between the three, with Leone trying to kill Bonnie and Berzerkly, Bonnie trying to capture both but kill Leone if necessary, and Berzerkly trying to avoid the clutches of both.

In addition, there are 12 stadium security guards on duty who are trying to stop all three. One of the guards has contacted the police, but the police will not appear until the PCs wrap up the adventure.

The security guards have the following statistics: STR 30; REF 30; INT 30; WIL 40; CON 30; MOV 50; DEX 30

They have Basic Firearms, and each carries a .45 Colt autoloader. The guards pose no serious threat to the Web agents (but they do make good targets). The guards could pose a problem to the PCs, especially when they aim their pistols and order the PCs to put down their weapons.

Anton Leone has the following statistics: STR 60; REF 60; INT 50; WIL 55; CON 55; MOV 80; DEX 55.

ADV/DIS Athletic Ability (2), Good Balance (1) and no Moral Qualms whatsoever (1) SKILLS Electronics (0/50%), Knife Throwing (0/80%), Spear Throwing (0/80%), Basic Firearms (0/28%), Pistol (2/65%), Rifle (3/70%), Hand Grenade (2/65%), Basic Heavy Weapons (0/28%), Machine Gun (0/55%), Basic Melee (0/30%), Club/Ax/Blackjack (0/

60%), Knife (2/70%), Spear (0/80%), Oriental Martial Arts (0/85%), Concealment (4/70%), Stealth (3/95%), Tracking (0/50%), Climbing (0/80%), Driving/Automobile (0/55%), Driving/Motorcycle (0/55%), and Swimming (0/80%) WEAPONS 5.56 NATO CAR-15, silenced 9mm Stechkin, stiletto, two gas grenades, one smoke grenade, dart gun loaded with poison (1d6/1), and light intensifier goggles.

Leone does not flinch, but he knows better than to open himself up for an attack. He moves quickly from place to place in combat, and is unlikely to remain in a place where he has been spotted.

Assuming the PCs go directly from the Suntastic Office to the stadium, they will find Bonnie holed up in the press box with one bullet left in her .22, Leone down in the pits near the Dodgers' dugout, and Berzerkly gasping for breath while hiding in the bleachers. A few guards are searching the bleachers. Bonnie, Leone, and Berzerkly are not readily visible. If the PCs blithely walk into the stadium, Leone is very likely to take a shot at them, although Bonnie may warn them if she sees them first. But if she does this, Leone will realize where she is and fire into the press box, although Bonnie will not be hurt. Bonnie will then go somewhere else to avoid being shot. If the PCs rush the Dodger dugout, they will be subjected to a hail of fire from Leone. Leone has several other weapons at his disposal, including grenades and hypodermic darts. He has modified a John Stock tactic for deadly purposes. He set up a pitching machine in the dugout to fire automatically at anyone coming near the dugout, even if Leone is elsewhere. The baseballs come at 200 miles per hour, and they do 1d6 damage per hit. The machine fires two shots per round. He must set the machine up in a visible place, and PCs who have viewed the film should figure out that it is a lethal trick when they see it. The machine can only fire in one direction, but Leone might be able to reach the machine and re-aim it. If the PCs get to it first, they may be able to use the machine on Leone.

Though Leone will want to kill the PCs, that is not his primary mission. If he is able to kill Berzerkly, he will probably settle for escaping without further conflict. Killing Berzerkly will be difficult, however, as he will be running from place to place as fast as his flabby legs can carry him. There are thousands

of places to hide in Dodger Stadium, and Berzerkly probably will find all of them.

If the PCs and Bonnie capture Berzerkly, they can learn the entire story behind the rebel Web operation and all he knows about the Web, although the interrogation experts at Section in San Francisco will be required to remind Berzerkly of some of the things he has done for the Web. If Leone is rendered helpless or critically wounded, he will swallow a cyanide capsule to hasten his demise. Before he dies he will reveal the most dastardly plot of the Web in three raspy words: "Kill...Reginald Less!"

Part Two

Second Interlude — Suntastic Tanning

When the encounter at the stadium is over, Bonnie will take the PCs and any prisoners back to Suntastic Tanning. If Bonnie did not survive the firefight, a new branch director is immediately sent from San Francisco, use Bonnie's statistics. If the Web's plot to kill Reginald Less was not revealed in Scene Four, Bonnie (or the new director) receives this information from a courier shortly after the PCs return to the salon (the Foundation has not been idle while the PCs have been working).

After arranging for the captured Web agents to be taken to San Francisco for interrogation, Bonnie must find a way to protect Reginald Less without revealing the existence of the Orion Foundation. Less has proven to be the greatest John Stock of all, and his death would dispirit millions of espionage fans around the world. Without them, the Orion Foundation would lose a great deal of financial support, and a healthy source of information — Stock fans frequently supply tips and leads about Web activities; the movies have put them on the lookout for nefarious, covert activities.

Bonnie cannot call the police and tell them of the threat; that would reveal the Orion Foundation, and would not guarantee the capture of more loyal Web agents.

The plan Bonnie will settle upon centers on the disappearance of the disloyal Web agents. For the *Diamonds Kill For Never* staff, the disappearances mean that nine valued employees have vanished from the set in one day. These include the assistant director (Buggy Berzerkly), the special effects techni-

cian, one of his assistants, a media assistant, a soundman, a gaffer (lighting repairman), a personal assistant to lead actress Sandi Mandi, a costumer, and the personnel director. The last employee interests Bonnie most of all, because the murdered man's replacement will hire the replacements for all the rest. Bonnie does not know whether the Web has replacements waiting, but she does not intend to let them be put on the staff. Rather, she has six people in mind to take over some of those jobs — the PCs.

Bonnie tells the PCs her plan and asks their opinions. Obviously, an assistant director cannot be replaced by a newcomer, and she has no intention of sending Bugsy Berzerkly back to the set to be murdered. The personnel manager and the special effects chief are likely to have successors in the crew, Bonnie thinks, but the other six jobs are low-level positions that probably will be open. She repeats the jobs for the PCs: gaffer, media assistant, soundman, costumer, assistant to Sandi Mandi, and special effects assistant. Assuming they accede to the plan (they had better unless they have a better one), they may choose the jobs they wish to try out for, based on any criteria they choose. Bonnie may think of some criteria that the PCs may wish to use, including relevant skills and advantages, but it is up to the PCs.

Bonnie will let the PCs pump any captured Web agents for details about their jobs, but she will not leave the PCs alone with them. Any captured agent, even a loyal one, probably will be willing to talk about such things, if only to guarantee their safety after interrogation in San Francisco. (Sparks Minicam will not be much help to the PCs. He cares little for the Web or the Orion Foundation, and loves only his job. He will not reveal secrets of the trade or his effects.) If the PCs mention labor unions while questioning the prisoners, they will learn that the Union of Motion Picture Electrical Workers is not getting what it wants in contract negotiations, and is dangerously close to going on strike.

Bonnie wants the PCs to hurry, she expects the Web to attempt to kill Less today. She will allow them time to fake resumes, however. Once they are done at Suntastic, she will suggest that they head immediately for MegaGrand Studios, which is in Century City about 30 minutes west on Wilshire Boulevard.

Scene 5 — MegaGrand Studios

The PCs can drive up to MegaGrand Studios, which is on the Olympic Boulevard across from 20th Century Fox Studios. PCs must ask at the gate for the personnel office, which they do not need any authorization to visit. They are sure to catch a glimpse of a star or two, or at least someone who looks a lot like one. They will not see Reginald Less or Sandi Mandi.

As the PCs approach the personnel office, one of their cars will be rudely cut off by a long black limousine. The limousine goes to the office, stops 25 feet from the back door, and the chauffeur gets out and opens the car door, letting out six people. They are: a middle-aged man in overalls with a toolbox in his hands; a young man in a light gray business suit; a blond woman carrying a salon kit; a thin man in wire frame glasses; a woman dressed in corduroy and plaid and carrying a tool kit; and a hispanic woman in a fashionable sundress with a copy of *Vogue* magazine under her arm. These are the Web's replacements for the gaffer, the media assistant, the assistant to Sandi Mandi, the special effects assistant, the soundwoman, and the costumer. They are going inside to interview for the jobs, assuming they are the only ones who know about the vacancies. The fact that they all came together in a limousine should tip the PCs to this, but if more emphasis is needed, a sudden gust of wind may expose the holster the media assistant wears under his jacket.

All six agents have statistics 40, unless noted otherwise. All of them know about the Web, because all are professional hit men with no qualms about killing. They have been instructed to kill Reginald Less and cause as much damage to *Diamonds Kill For Never* as is necessary to shut down the filming.

Will Reghan, the gaffer, has level 0 Electronics skill and level 3 Demolitions skill. He is unarmed except for the explosives (wire and five ounces of plastique, plus a radio detonator) buried in his tool kit.

Hamilton Link, the media relations man, is a glib talker with the Presence (2) advantage. He has a .22 revolver under his jacket.

Sally Christensen, Ms. Mandi's assistant, is a level 3 Social Chameleon, and has level 4 Martial Arts skill with a REF of 60 and a DEX of 50.

Jon Hinton, the special effects man,

has across-the-board level 1 skills in Electronics and Mechanics, including Radio Use. He is unarmed.

Terri Calon, the soundwoman, has level 3 Computer and Sleight of Hand skills, INT 50 and DEX 45, and the Ambidexterity (2) advantage. Her tool case contains a power drill, a stiletto, and a .22 beretta.

Polla Faran, the costumer, has the Attractive Appearance (1) advantage, is Bilingual in English and Portuguese, and has in her purse a number of poisons in cosmetics bottles, ranging from 2d20/1 to 1/20 in effect.

If these six are not incapacitated during this encounter, they will return to plague the set of *Diamonds Kill For Never* in any way they can. Also, the PCs should not let the Web agents precede them into the office. If the Web agents are able to interview first, they will get the jobs. The new personnel manager, Bethany Wheelwright, is so confused over the loss of the crew members that she will leap at the first people to walk in.

If the PCs stop the Web hit men from beating them to the personnel office, they can interview for jobs. Wheelwright suddenly became the new personnel manager when her superior left her a note saying that he quit without notice. He also left the resignation notices of seven other employees (all but Bugsy Berzerkly) on her desk. This is a crisis she has trouble dealing with. Wheelwright prefers a sedate life, without crisis. She will look for a quick solution to this problem, and will dive at any that appears. If the PCs are smart, they will be the first to present themselves as such. Each PC gets a separate interview. Wheelwright will not ask many questions, wanting only a brief resume, a statement of qualification, and some references (which she will not follow up). The only critical question, which may or may not occur to her in her confusion, is whether the PCs applying for electrical jobs are union. The proper answer is "yes," and she will not demand proof. If the PCs can get past this easy hurdle, they will be asked to start work this afternoon. If they fail, haggle over wages, bicker, or otherwise frustrate Wheelwright, they will not get hired.

If the PCs are hired, they will have mobility on the set. If not, they will have to find some other way to get inside. There are always security guards around a major motion picture studio.

Scene Six — The set

Lot Twelve of MegaGrand Studios has been converted into a massive reconstruction of a concourse at Los Angeles International Airport (LAX). The Administrator should use the Airport Concourse and Airliner maps for the rest of this scenario, liberally embellishing them with cameras, lights, boom mikes, cue boards, sound boards, computer boards, and any other Hollywood machinery desired. The director's chair, where the great C.C. Beedemil sits, is beyond the customs declaration form tables. The actors' trailers are off the set behind the director's area. There are 300 people working on the set, and only seven of them are Web agents. The PCs must find and stop them all of the Web agents before Reginald Less is killed.

The most important person on the set, for the PCs' purposes at least, is Reginald Less. Less was an out-of-work commercials actor in England when John Connally, former star of the Stock films, finally lost all of his hair. A suave British star was needed to replace Connally, and Less got the break of a lifetime. Less is not an actor in the Olivier mold; rather, he is more like Bonzo the Chimpanzee. But he does have a winning smile which has gained him fame as the most hygienic of the Stocks. Less can use his Presence advantage only when he is smiling, but when he smiles he is almost irresistible. He demands the best and usually gets it; his suits are of the highest quality, as are his many stunt men. He cares little for nuances of script and character, and never does research before playing a character. Less is a fop, but he is a likable one, and would never wish anybody harm. He is often absent-minded, however, and frequently oversleeps or forgets his lines, costing MegaGrand megabucks. Nonetheless, the most important thing to Less is the credo that the show must go on, and he will not let anything prevent him from making the movie. In addition, Less is also the luckiest man alive. He has 11 Luck Points, and the Administrator should take pains to concoct the most improbable reasons for his escaping death. (This should never include the death of anyone else, however.) On the 12th successful assassination, the infamous Less luck will run out unless the PCs can prevent it. Less' statistics are 30, with no appreciable skills, but his Advantages include Incredible Luck (8), Wealth (3), Presence (2, as noted above),

Sensuality (2), and Attractive Appearance (3). His Disadvantages are Deep Sleeper (2), Addiction (2, nicotine), Vision Impairment (2, contacts), Short-Winded (3), and Illiteracy (1, only as it applies to comprehension of content, not words). Note that he is not a coward.

Other important non-Web agents on the set include C.C. Beedemil, the director; Grizzly R. Asparagus, the producer; and Sandi Mandi, Less' latest leading lady.

C.C. Beedemil, the most famous director in Hollywood, is a reedy 74-year-old who retains his dictatorial manner (WIL 95) even in his golden years. Even after a shot where the entire population of Tokyo is destroyed in an epic volcanic eruption, he may call for a reshoot because an extra's wristwatch is on the wrong wrist. This irks studio executives, but they put up with it because his name guarantees an extra 10 or 12 million dollars at the box office. He will instantly fire anyone who argues with him or balks at his slightest whim.

Grizzly R. Asparagus, the supergenius who brought Ivan Lemming's John Stock to the silver screen, is also on hand as producer, making certain everything goes according to his vision for Stock (which, incidentally, is nothing like Lemming's). Asparagus is a portly man with an affable manner. He always looks out for cost overruns, and if he sees an employee not doing his job, he will fire the loafer immediately.

Sandi Mandi, Stock's love interest as Venus Aphrodite, is a mass of blond hair with little underneath. Like Less, she is incapable of good acting, but she looks good in a string bikini. When not on camera, Sandi is always engrossed in something pointless and uncomplex — blowing bubblegum or reading a supermarket tabloid. Her Advantages are Attractive Appearance (4) and Sensuality (2), but she is also completely Uncouth (3) and cares little about the feelings of others.

These three characters, and all other non-Web agents on the set, have statistics of 35 unless noted elsewhere.

The seven Web agents are average Hollywood workers except that they have agreed to report to and take orders from an unknown cartel who pays them extra money. Each has received a message this morning telling them to arrange an accident for Less or be killed themselves. None knows who the other six are. Each will make one attempt at killing Less, some halfheartedly, before giving up.

The seven (and their cover personalities) are: Del McNamara, a grouchy and pushy lighting supervisor; Frank Lapone, a timid, but efficient mikeman; Wilhelmina Berkowitz, a script girl who will flirt with the male PCs; Herb Coltrane, an animal handler who trains the customs canine brigade and acts shifty; Rusty Smith, an extra playing a guard at the baggage claim who is overly friendly; Spike Langford, a stuntman for Less who is hyperactive and can't stay in one place long; and Candi Brandi, an egghead understudy for Sandi Mandi.

These people, and their attempts on Less' life, are described below. If the six replacement agents met earlier were not incapacitated, they may be added to this list of potential assassins. Unlike these seven, the six hit men will not give up after one attempt. Each of the seven has statistics of 40. The seven should interact with the PCs based on the personalities sketched above.

The PCs must entrench themselves on the set and watch for signs of an impending assassination attempt. Meanwhile, they must do the jobs they were hired for or Grizzly R. Asparagus will fire them. The Administrator should give an example of what will happen if they do not do their jobs by having a surf bum extra misguidedly sing a Dead Kennedys song during a take. Asparagus, generally a happy sort, will pick up the surfer and hurl him out of the studio. The Administrator may also allow several crewmen to interact with the PCs, welcoming them to the set, showing them various equipment, etc. The Administrator should pay special attention to the fact all of the set's electrical workers are concerned about the walkout which could happen if contract talks break down. One or two might assume that unfamiliar workers are scabs, and the PCs had better be able to fake union membership if they wish to avoid an ugly scene.

The Shoot

The scene which is to be shot today is John Stock's epic battle in the airport. The scene could not be filmed on location at LAX because C.C. Beedemil plans to blow up a good section of the airport in the process. The action goes as follows:

Stock pilots a jumbo jet to the terminal, winning applause from the 465 passengers he just saved by landing safely despite the fact that the wings

were destroyed by terrorists. When he steps off the plane with two stewardesses in tow, a rude shock confronts him — all the people in the airport want to kill him. He ditches the stewardesses and runs through the terminal to the snack bar (lower left on the Airport map). As he runs past the snack bar, attendants hurl poison-tipped pretzels at him, but he throws a small explosive at a bank of departure monitors above his opponents, stunning them. Stock hangs a hard right and leaps through a metal detector, and the electronic scream sets off his radio controlled bomb, which kills all of the bad guys in the terminal and snack bar. He rounds the corner to Customs, where inspection agents fire at him from the declaration tables, but he grabs a carbon dioxide fire extinguisher and hoses them all down. Then five drug-busting canines from customs leap on him, but he throws a robot cat into the air and all the dogs chase it. Stock runs through the waiting area to baggage claim, dodging bullets and grenades. He leaps onto the baggage carousel and hurls luggage at his attackers, even knocking out the baggage handlers who come running up the baggage chute to get him. A moment later, he is through the doors to the currency exchange, where an oriental martial arts expert attempts to kill him with shuriken made out of Japanese currency. But Stock evens the exchange rate by knocking him out with a bag of British sterling. Stock finally dashes to the car rental agencies, where he charms a homicidal checker (Sandi Mandi) into renting him a Lincoln Continental. Clasp her hand, he runs through the out doors at the bottom of the map, commandeers an airport bus, and drives away. Shooting this scene will take approximately 10 hours, because Beedemil will halt for reshoots.

Less arrives for the shoot 20 minutes late, prompting Beedemil to shout to the crew, "Where the devil is Less? Is he dead or something?" After the PCs fret for a moment, a voice will ring out from behind the set, "No need for obituaries yet, C.C.!" A dazzling smile precedes Less onto the set, where dozens of cosmeticians and wardrobers bustle around him. After they are done with him, shooting may begin. (Film shooting, at least.) Before shooting each section of the scene, Beedemil will give a quick rundown of the action: "Okay, Reggie-Baby, in this scene you jump on top of the baggage carousel and throw

the luggage at the assassins. I want emotion, Reggie-Baby, passion. Emote for me, babe!"

Assassination Attempts

During production, seven assassination attempts occur, more if the six replacement agents make it to the set. It is the Administrator's duty to involve the PCs in all of them.

1. As the wingless jet taxis to the gate, Del McNamara, the lighting engineer, will take over an outside lighting rig that the PC gaffer may be working on. McNamara deliberately aims a powerful spotlight at the cockpit. Less, who is at the controls of the plane, is momentarily blinded and opens the throttle, sending the plane speeding across the set subject only to Less' inability to find the brakes. It zips in and out of the set, shaking up all the technicians and cameramen inside the plane. Unless the PCs do something to stop the plane, it will crash into the mockup of the gate, expelling Less and two stewardess extras through the two windshields and into the terminal. All three will be unscathed, and Beedemil will shout, "Cut! It's a wrap! Brilliant work, Reggie-Baby!" McNamara will be far away from the lighting rig when the plane crashes.

2. At the snack bar, Frank Lapone, the stoic mikeman, has a simple accident planned. He has rigged a boom mike to fall into the monitors, bringing them crashing down on Less. To do this, Lapone will have to manually bring the mike in low, so it might be in the view of a camera. Unless halted, Lapone will unscrew the beam on the mike, causing it to hit the monitors and break their hanging supports. Luckily, Less will jump behind a potted rubber tree which will deflect the monitors.

3. Before the shot at the metal detector, Wilhelmina Berkowitz, the script girl, will rush up to Less and say, "Here's that script you wanted." Although momentarily baffled, Less will politely kiss the girl's hand and in so doing will not notice her dropping a real miniature bomb into his jacket pocket. When Less leaps through the detector (with the aid of a hidden trampoline), the detector shrieks. Less's jacket snags on the detector frame, tearing away the pocket as the special effects explosion levels the terminal mockup. As the crew

applauds the explosion, Beedemil will shout, "Cut! Do it again! That stupid detector is still screaming!" It is doing so because half of Less's jacket is still stuck on the frame. Less says, "Oh, it's just my jacket, C.C. I'll get it." As he nears it, the bomb explodes, apparently catching Less in the destruction. However, he leaps into the nonfunctional carry-on luggage X-ray machine, shielding himself from the blast. This will not be apparent for several seconds. C.C. will insist that filming continue despite the "technical malfunction" of the jacket.

4. Herb Coltrane, the soft-spoken animal trainer, will lace his five doberman pinschers' food with amphetamines, calculated to drive the tamed animals crazy during the attack scene. Less and the rest of the crew expect the animals to playfully tussle with Less during the scene. Less presciently jokes to Coltrane before the shot, "Boy, those bowsers sure look vicious, wot? Wouldn't want them to take a nip out of me, that's the truth." When the director shouts "Action!" Coltrane will loose the maddened dogs. They will seem to leap upon Less and overwhelm him. Their statistics are CON 35; MOV 140; COM 55; DAM 1d6 and quadruple fatigue resistance due to the amphetamines. Despite their ferociousness, Less' luck will again save him. He accidentally smashes the cat robot against the wall, causing it to emit an ultrasonic scream which disorients the dogs completely. Less is unruffled, but needs a new tuxedo from wardrobe. Coltrane hesitantly collects his stunned dogs to lock them up while they shake off the drugs.

5. At the baggage claim, Rusty Smith is dressed as a security guard with a big gun (.357 Magnum) in his holster. The gun and the six bullets inside are not props. When Less does the baggage carousel scene, Smith intends to shoot him. Smith, a paunchy man in his mid-40s with Basic Firearms (0/18%) skill, is unstable and the only one of the seven Web agents who is philosophically capable of killing. When he does so, however, Less will be defending himself with sturdy luggage, which bullets cannot pierce. Less will miraculously deflect the bullets until either the PCs or the real security guards stop Smith and cart him away. Smith will not surrender, but if he is captured, he will shout warnings protesting the takeover of the world by

a "Coalition of midgets and Iranians." Asparagus will suggest that production be halted for the day, but Beedemil will protest: "Some lousy loony with a rod doesn't run this show! I do!" Less concurs, although he says Beedemil is being a little rough on Rusty Smith, who obviously had a bad childhood.

6. In the currency combat scene, Less is expected to let his stuntman, Spike Langford, take over. Langford, an American made up to look exactly like Less, has a brief conversation with Less before the shooting. During this conversation, it is impossible to tell them apart. Langford tells Less the shot is a snap, and that even Less could perform this choreographed combat without a stuntman. Less, who loves adventure, agrees to a keen charade — he will play Langford playing Less in this scene. Observers will see one of the two Stocks step away from the other and shout in a reasonably authentic Los Angeles accent, "Stuntman ready!" He then he walks out in front of a ninja-clad exchange agent and says, "Love those duds, wot?" This should tip off careful observers that it is really Less on the stage. Less does not have Langford's shuriken-proof mesh shirt under his tuxedo, so he will be at a decided disadvantage against the ninja, whose sharpened yen can be lethal (treat as stilettos). The ninja actor has Oriental Martial Arts at level 4, but thinks his opponent is protected against the shuriken and can defend himself. Thus, when the director calls for action, the ninja will leap out of the exchange booth, flash his shuriken, and prepare to hurl them at Less. If the combat is not stopped, Less trips and falls as the shuriken whiz past him, chopping deep grooves in the wall. Less bumbles and dodges the ninja's potentially lethal blows and leads him on a merry chase around the set, wrecking dozens of props along the way. The Administrator should make certain that the PCs believe Less is in great danger as the ninja's blows destroy tables and brick walls. The combat eventually destroys one of the movie cameras, and Beedemil calls, "Cut! Edit out the camera! And get Reggie-Baby back into the scene so we can wrap this thing!" Less gasps, "The rap's on you, C.C. old boy! It's me, Reginald!" Asparagus chews him out for risking his extremely valuable life, but nothing will dampen Less' good cheer. Langford will try to be gone by this point.



7. The final portion of the shoot involves Less charming Sandi Mandi's car rental clerk character and hijacking an airport bus to safety. Realizing that Less is not dead yet, Candi Brandi, the understudy, spikes Sandi's lemonade with a mickey. As the director calls for her to come to the set, Sandi staggers forward, her eyes and lips playing tricks on her. Beedemil says, "Aw no, Sandi-Baby, are you plastered again? We got a scene to shoot, babe!" Sandi responds with something completely unintelligible. Beedemil tells her assistants to walk her back to her trailer and demands to know where her understudy is. Candi Brandi, who looks exactly like Sandi, sheepishly steps forward, and Beedemil kisses her on the forehead for saving his movie. He explains the shot to her and tells her to take her place behind the rental booth. The scene begins with Less running up to the booth, flashing his winning smile, and instantly entrancing Brandi into renting Stock a Lincoln Continental. They run arm-in-arm out the doors to a waiting airport bus which Stock commandeers. However, once inside the bus, Brandi gives a mickey to Less, knocking him unconscious. Brandi, who has level 1 skill in Bus Driving from a former day job,

drives the bus off the set and onto Olympic Boulevard. The people on the set of *Diamonds Kill For Never* congratulate themselves on finishing the last shot of the day, not realizing that Less has been kidnapped. But Brandi, who cannot bring herself to kill, simply drives the bus as far as she can while she thinks of something to do. She is terrified of being captured and facing a jail term for kidnapping. The PCs must stop the climactic kidnapping, although to make it interesting there should be no warning of Brandi's intentions. The Administrator may bring in any remaining bad guys to spice up this scene, such as the six who tried to get the jobs as replacements (unless the PCs already have dealt with them). Brandi does not want to get shot, but she is cool under pressure and will not panic at a simple roadblock or tire blowout. She certainly will surrender to Orion Foundation agents if they save her from being arrested.

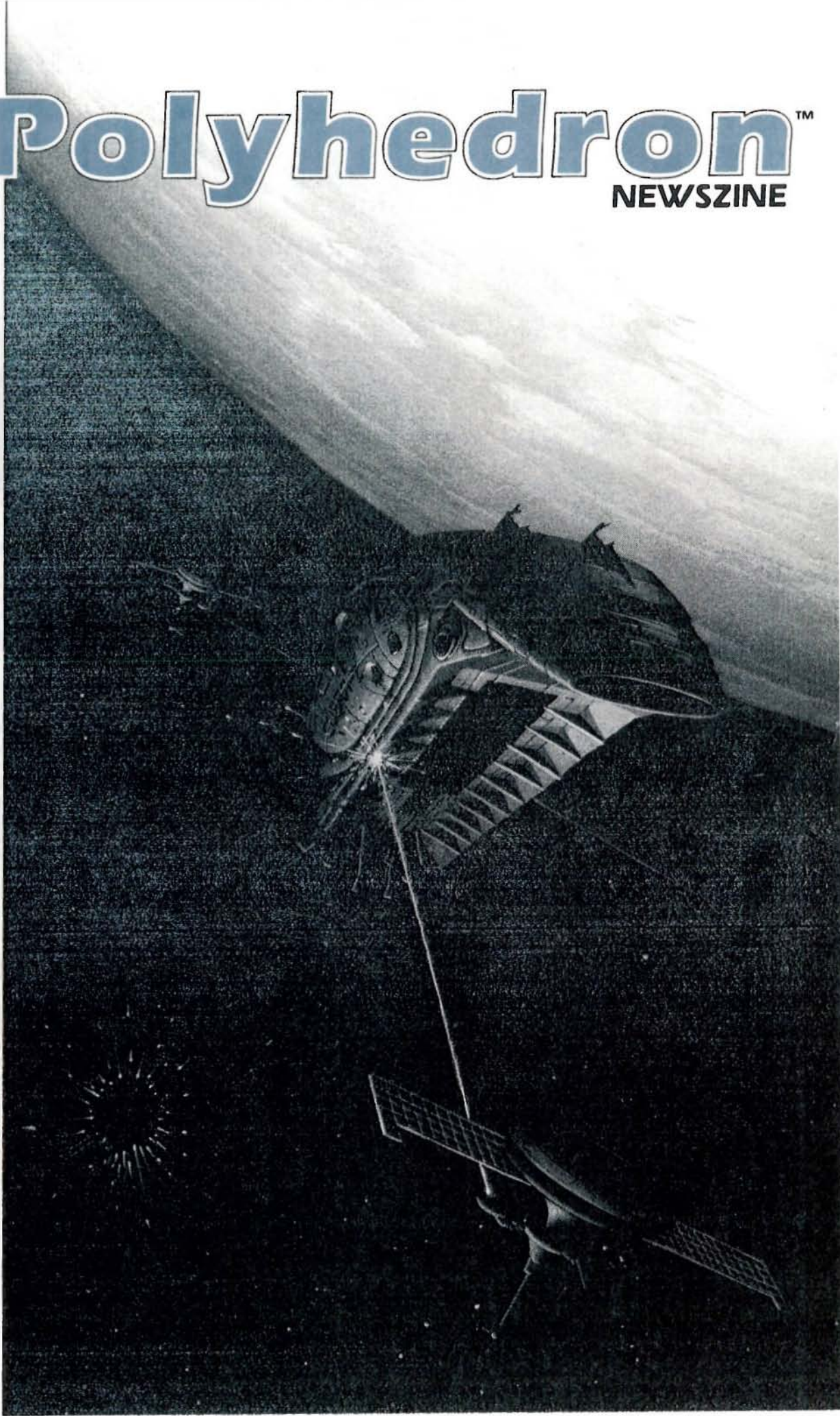
When the PCs save Reginald Less and stop all further attempts on his life, they have successfully completed their mission. Less' reaction to the PCs will have to be determined by the Administrator, but they are almost guaranteed to receive a brilliant smile. □

JANUARY

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Spy School

Espionage Classes For Agents

by David Myhre

The TOP SECRET/S.I.™ game system does not provide for all types of agents to acquire Specialty Skills which could be essential to the completion of espionage missions. However, game masters can make that provision by sending the agents to spy school.

Undercover Campus

New agent training at the Orion Academy lasts six weeks.

Its operation falls under the control of the Ganymede Bureau's G4 Branch.

The Academy is in the Southeastern United States and serves the needs of the Capricorn (North America), Aquarius (Central America), and Aries (South America) Bureaus. The Ganymede Bureau operates additional agent training centers in other Orion Bureau areas.

The Academy is known locally as Langford Seminary College for Independent Study. It resembles a small, rural campus.

The largest campus building is "The Mansion," which houses the dining area, kitchen, administrative offices, library, communications center, and a small armory. Meals are served in the mansion's combination cafeteria and dining room. In the evening, the dining room doubles as a movie theater where espionage and detective films are shown nightly.

Other, nondescript buildings are used for classrooms. The largest is a gymnasium. Beyond it are living quarters for Academy staff members.

Because the school is next to a quarry and not far from a hunting lodge (both owned and covertly operated by Orion), demolition and firearm classes are held without fear of the noise attracting the attention of nearby residents. Survival classes are held in the woods surrounding the Academy.

The Staff

The Academy's director is codenamed **Headmaster**. He has been at the Academy longer than any of the instructors. No one at the Academy knows his real name or exactly when he arrived at the

school. It is rumored he was an Orion Foundation Section Director, part of the ZODIAC.

Headmaster is 5'8" tall, thin framed, and has thinning gray hair. His cold blue eyes stare out over a large, red handlebar moustache. His slight British accent colors his soft, baritone voice. Headmaster's usual attire is a tweed suit, always neatly pressed, white shirt, and a regimental tie. Headmaster only was seen wearing a black suit once; that was the day after three new agents blew themselves and an instructor into very small pieces during a demolition exercise.

Other current members of the Academy staff include instructors, security personnel, technicians, and general staff. The Academy instructors also are referred to by Orion codenames. NPC instructor statistics are not presented so each referee can tailor the instructors to his or her campaign.

Camisado teaches demolitions and all the heavy weapon skills. He fills in to assist Shamrock in teaching small arms use to rookie agents. Camisado stands 6'6" tall and weighs 250 pounds. When he demonstrates how to use a light machinegun, he handles it as easily as if it were a rifle. Camisado calls all of his students "Trooper."

Cypher teaches the spycraft subjects of cryptography, WEB procedures, Orion procedures, interrogation, and Spanish. A Colombian native, he is a dedicated man who takes very seriously his responsibilities of turning raw recruits into agents. Cypher prefers knives to guns because knives are silent. He always carries three throwing knives in a hidden belt sheath. Cypher has been known to have a special interest in agents who have fought against those in the drug trade. Rumor has it that his brother was killed for speaking out against the drug cartels.

Ferret specializes in covert skills such as disguise, stealth, shadowing, and surveillance. He is 5'9" tall, weighs 180 pounds, and has an average build. He is in his early 30s, and wears his brown hair cut in a moderate style. Because he has no remarkable features, most people do not remember him five minutes after they meet him. This cultivated blandness is one of the reasons Ferret has been so successful. He dou-

bles as head of the school's security detachment.

Gizmo teaches all of the Academy's mechanical skill courses, including Tinkering. Her blond hair, Southern drawl, and down-home Alabama outlook conceal the high intelligence which got her through the Massachusetts Institute of Technology. She usually wears light blue coveralls, the pockets of which are filled with screwdrivers, wrenches, wires, and other electronic oddities. She repairs and controls the Academy's vehicles. Gizmo has been seen in the company of Wheels on many occasions.

Lilac teaches French, Italian, and First Aid. She is from France, on loan from the Gemini (Western Europe) Bureau. The delicate woman appears cold, unemotional, and uncaring; attitudes fostered by one of her previous assignments when all of her teammates were killed. She has been assigned to the Academy to keep her out of the field for a while. She is the newest instructor, having arrived two months ago. Lilac also serves as the Academy's staff physician.

Mr. Ki is the close-combat and muscle-powered range weapons instructor. He doubles by teaching exotic and obscure weapons skills. From Japan, he is rumored to be a Ninja. His students know him to be mysterious and inscrutable. Mr. Ki always wears a white gi with a white belt. He is unusually polite, putting a Mr. or Ms. in front of each agent's codename. Despite his skill with weapons, Mr. Ki refuses to use firearms on missions, believing that an agent's best weapon is his mind and body, not his pistol.

Shamrock, a proud Irishman who laughs a lot, is the current small arms instructor. He was retired from active duty three years ago when he commanded a Titan Team and lost most of his left leg to an anti-personnel mine. The artificial limb works well enough that new agents cannot usually tell (1/4 INT check) that the leg isn't real. Shamrock wears a camouflaged jumpsuit with an enamel four-leaf clover pin on the collar.

Wheels teaches offensive driving skills. If something has tires, Wheels can drive it. He has been at the school

for almost three years and is "about ready to hit the road," although the other instructors aren't sure what he means by that. His dark blue jumpsuit, normally open to the waist, exposes a tie-dyed T-shirt. Wheels speaks like he just dropped in from the sixties; his vocabulary includes the terms "Far Out" and "Groovy." He has been seeing Gizmo socially.

All instructors serve a minimum of one year, but no more than four years. The only exception is Shamrock, who has been assigned to the Academy permanently because of his injury.

Security personnel wear dark blue jumpsuits and do not display any type of identification on their clothing. However, each has a regular SW-1 watch, ID card, and card case. Guards are typically armed with dart guns loaded with sleep darts. In emergencies, other weapons are available in the armory and stashed at various places throughout the campus grounds. Guards have unrestricted access clearances.

Academy technicians, such as mechanics, armorers, communication equipment operators, and general equipment repairmen, wear gray jumpsuits also devoid of identification. Each has been through security checks and are cleared for access into most areas of the school.

General staff members wear white jumpsuits. They fill maintenance and service support positions, including meal preparations, cleaning, and groundskeeping. They also have been through security checks and are cleared for access into many areas of the school.

Introducing The Academy

The Orion Academy can serve a number of uses in a TOP SECRET/S.I.™ game campaign and, with a name change, could be modified for use with other espionage role playing games. For example, PC agents can meet at the school and be established as a team. The Academy also can be used by experienced agents who must go back to school to learn new skills or become more proficient in old skills. PC students could develop useful contacts with instructors. In addition, veteran PC agents or wounded agents can be recalled to the Academy to teach classes to rookie agents.

The Students

For security reasons, no new agent knows the location of the Academy. Each agent is transported to the school in a private, windowless jet. The agent can make an educated guess about the school's location, based on the flora and fauna, but even this would be difficult, as plants and animals from other parts of the U.S. and from other countries are placed on the grounds to confuse curious rookie agents. Agents who actually decipher the Academy's position graduate from spy school with top honors.

When new agents arrive, they are assigned codenames based on a particular theme. For example, one class was named for melee weapons; Stiletto, Switchblade, Dagger, and Dirk. Students are instructed to use only their Orion codenames and not reveal their real names and backgrounds to anyone in the Academy. Students disregarding the order are dismissed.

When classes begin the students are given green jumpsuits, modified Orion-comm SW-1 watches, ID cards, and card cases, which they are required to wear and carry. The SW-1 watches only have the low power settings. The ID cards have a non-removable red stripe running down the center. The card case does not have the explosive charge.

The Curriculum

Basic curriculum, some of which is elective, includes operation of Orion Foundation equipment, weapons use, Orion procedures and history, unarmed combat, WEB methods and procedures, and various other espionage tradecraft skills not normally learned as part of a regular profession. Graduates are given a 0-level skill in these areas.

The three mandatory classes are First Aid, Orion Procedures*, and WEB Procedures*. An agent who does not have the First Aid skill when he arrives at the Academy will learn the skill at 0 level; an agent who already has the skill at 0 or 1 raises it one level.

In addition to the mandatory courses, student agents must study two ranged weapon skills and two close combat skills from the following lists.

Ranged Weapons	Close Combat
Basic Firearms/Pistol	Basic Melee
Rifle	Knife
Shotgun	Club/Blackjack
SMG	Fencing
Knife Throwing	Spear/Staff

Students also must select one skill from each of following categories.

Specialty 1	Specialty 2
Animal Training	Pickpocket
Concealment	Shadowing
Cryptography	Stealth
Disguise	Surveillance
Interrogation	Survival
Lockpicking	Tracking
Technical 1	Technical 2
Basic Heavy Weapons	Gunsmithing*
Bribery*	Oriental
Demolitions	Martial Arts
Electronics	Security
Escape Artistry*	Systems*
Fingerprinting	Seduction*
	Streetsmarts*
	Tinkering*

* Denotes new skill

The following are new skills not listed in the TOP SECRET/S.I.™ game set.

ORION PROCEDURES

ATT: INT COST: 2/3/5 PRE: —

This skill is used when an agent wants to remember a certain piece of Orion-related information or to determine if an item of Orion-issue equipment was used properly. Actions which would require an ORION PROCEDURES roll include trying to remember where the Pisces Bureau headquarters is located or if the agent was able to operate his SW-1 properly to reach an overhead satellite.

WEB PROCEDURES

ATT: 1/2 INT COST: 2/5/9 PRE: —

This skill is used when an agent wants to identify someone who might be a known WEB agent or recognize evidence which could lead to a WEB sponsored operation. For example, a successful WEB PROCEDURES roll might allow an agent to connect the company name of Spinner Enterprises to a WEB plot currently under investigation.

BRIBERY

ATT: WIL COST: 3/2/4 PRE: —

This skill allows an agent to know when, how, what, and how much to offer someone in a specific situation. The Wealth advantage gives an agent a +5 modifier per point spent on the advantage when using Bribery.

ESCAPE ARTISTRY

ATT: REF COST: 4/5/6 PRE: 9

This is a specialty skill, with Lockpicking as a prerequisite skill. The agent with this skill can escape from ropes, handcuffs, straight jackets, and other uncomfortable situations by popping joints and relaxing muscles. Double-jointed agents get a +15 modifier to their skill check. Clumsy agents suffer a -10 modifier penalty.

GUNSMITHING

ATT: DEX COST: 4/2/4 PRE: 1

This is a mechanical skill and requires Basic Tool Use as a prerequisite. This skill enables an agent to repair or modify firearms and to construct silencers. If the agent lacks the proper tools, a -20 modifier is applied to repair attempts. A Gunsmithing skill averaged with a Metalworking skill allows the agent to build firearms if all the necessary components and tools are available and a successful skill check is made. The referee has the option of declaring that a particular weapon is too badly damaged to repair.

SECURITY SYSTEMS

ATT: INT COST: 4/3/6 PRE: 9

This is a specialty skill which enables an agent to locate, identify, and neutralize or bypass intrusion detection systems. Lockpicking, Demolition, or Safecracking skills are needed to defeat the physical security (locks) of the target, therefore Lockpicking is considered a prerequisite. Electronics or Surveillance skills give a +5 modifier per level to the Security Systems skill check roll. Use whichever skill is more appropriate for the modifier based on the circumstances.

SEDUCTION

ATT: WIL COST: 3/3/6 PRE: -

This is a specialty skill which allows an agent to attempt to use his or her physical charms to learn information or to convince a target to do something. Attractive Appearance allows a +5 modifier per point spent on the advantage. The Sensuality advantage allows a +10 modifier to the WIL check. Unattractive agents have a -5 modifier per point spent on the disadvantage. Uncouth agents have a -20 modifier. Presence can be a +5 or -5 modifier, depending on the total of the other modifiers. All modifiers are cumulative when using this skill.

STREETSMARTS

ATT: PRE COST: 3/2/5 PRE: -

Agents with this specialty skill know where the black market usually can be found and how to deal with it. They also can gain information and service from members of the criminal element. This skill can lead agents to WEB criminal activities since they can move in the same circles as the WEB agents. If an agent with this skill is not fluent in the language of the area, the skill is used at 1/2 the skill level.

TINKERING

ATT: 1/2 INT COST: 5/3/6 PRE: 3,5,7

This is a mechanical skill with prerequisites of Basic Mechanic, Metalworking, and Electronics. This skill enables an agent to rework, rebuild, modify, improve, or construct equipment on an emergency basis out of almost anything "found" while on a mission. Devices subjected to the attentions of a Tinkering agent may be smaller, have more functions, or have a completely different appearance. They might even work. If the agent lacks the proper tools, a -20 modifier is applied to the Tinkering attempt. Agents with a Basic Science Degree get a +10 modifier; those with either an Electrical or Mechanical Engineering Degree get a +20 modifier. Modifiers are not cumulative. The skill level in Tinkering cannot be higher than the lowest level currently held in any of the three prerequisite skills.

One category of new skills, called UNUSUAL WEAPONS, is not one of the Academy's formal classes, and is only taught in independent study courses to students with an avid desire to learn about obscure weapons. No more than two obscure weapons should be allowed per agent team. With the referee's permission, using an obscure weapon as the agent's primary (perhaps only) weapon could be the agent's ego signature.

BOLAS

ATT: MOV COST: 5/4/5 PRE: -

This skill allows the agent to throw the South American entangling weapon. A bola consists of two or three balls attached to rope strands. When thrown successfully, it entangles the legs or arms of the target, causing 1d6 points of bruise damage. It will cause the upper or lower body to be wrapped with the rope, restricting the actions or movements of the target.

BOOMERANG, WAR

ATT: MOV COST: 3/4/6 PRE: -

This skill is used to throw flat, curved, throwing missiles used by Australian aborigine tribes. "Toy" boomerangs will return to the thrower, but only do 1d4 points of bruise damage and have a CCV of 5. War and hunting boomerangs do not return when thrown.

CHAKRAM

ATT: MOV COST: 3/4/6 PRE: -

These disks are similar to plastic death rings, but have sharpened outer edges to cause cutting or slashing damage and do not contain drugs or poison. Plastic chakram can be safely carried through a metal detector. Metal chakram do more damage. Both types are available.

CHU-KO-NU

ATT: DEX COST: 3/4/6 PRE: -

This weapon is also known as a Chinese repeating crossbow. In well-trained hands, it is capable of firing 12 bolts in 15 seconds. The cho-ko-nu fires specially-made, light bolts that cause 1d4 wound damage, not the 1d6 of a regular crossbow bolt. However, the cho-ko-nu has a magazine which holds 12 bolts. Reloading takes two rounds. The special bolts cost three dollars each and only can use standard tips. Other tips will not feed through the magazine. The cost of the cho-ko-nu is so high because the weapon is considered rare. □

WEAPON	WT.	COST(\$)	RANGE	DAMAGE	CCV
Bolas	3	50	20/35/50	Spec.	-
War Boomerang	2	25	20/40/60	1d6 B	10
Plastic Chakram	1	15	20/45/70	1d4 W	5
Metal Chakram	2	25	20/40/60	1d6 W	10
Chu-Ko-Nu	12	3000	40/100/200	1d4 W	25