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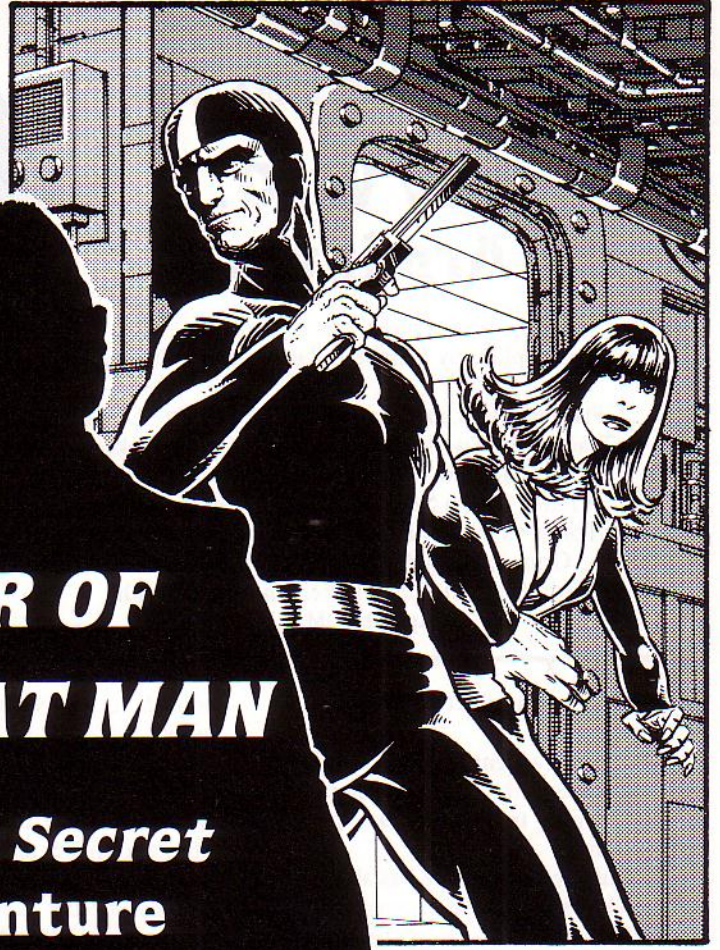
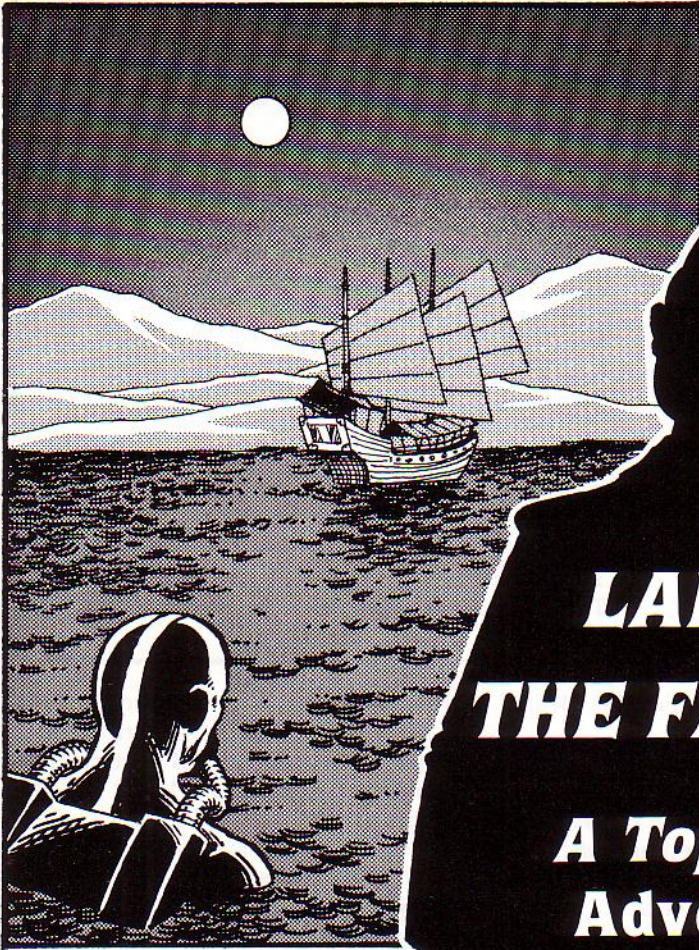
THE SPACE GAMER

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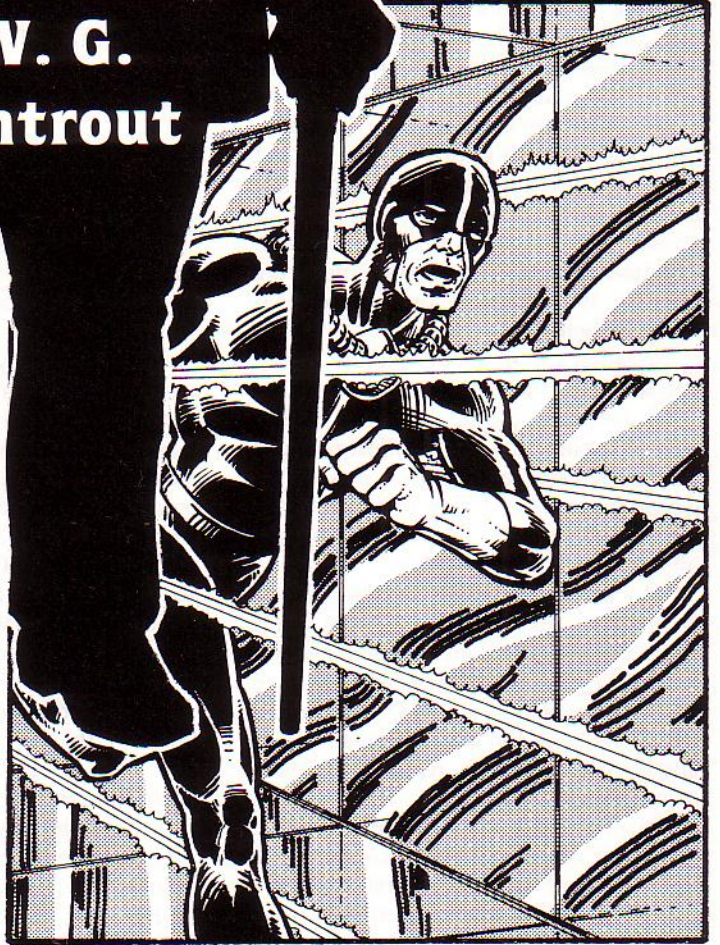
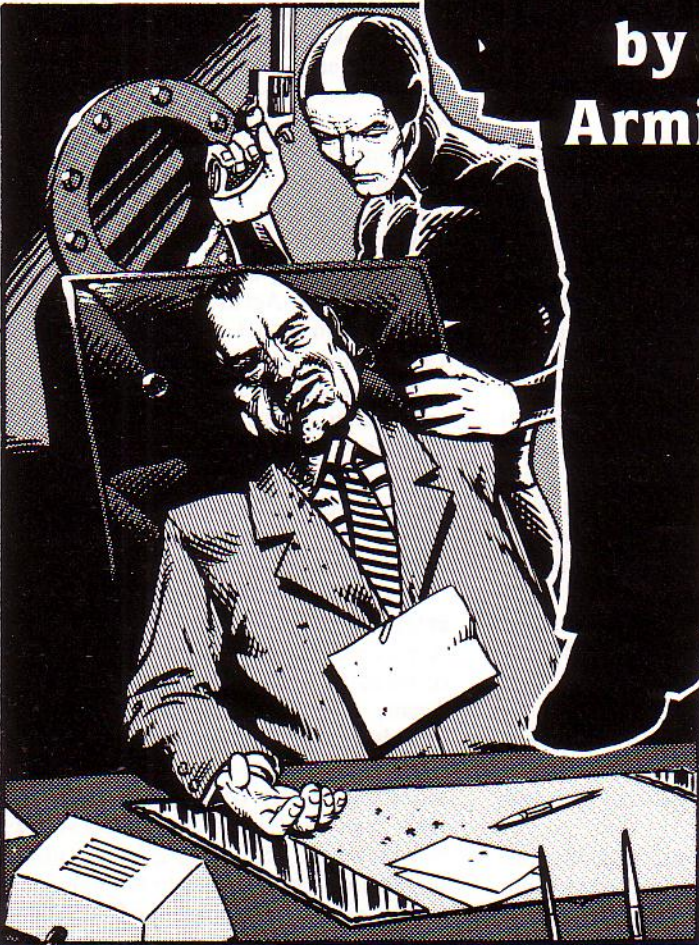
MASSACRE AT MIDVILLE
STREET LEGAL
LAIR OF THE FAT MAN:
ADVENTURE FOR TOP SECRET
ROLEAIDS FEATURED REVIEW
WINNING HEROIC FANTASY
AND 8 PAGES OF REVIEWS



***LAIR OF
THE FAT MAN***

***A Top Secret
Adventure***

***by W. G.
Armintrout***



Lair of the Fat Man

by W. G.
Armintrout



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Introduction

This is an adventure for *Top Secret*, but not an ordinary one. It's not a mission in the grim tradition of Ian Fleming's James Bond.

In truth, this adventure has all the nail-biting drama of several superspy movies released years ago — the gritty realism of "Casino Royale," the dramatic integrity of "The President's Analyst," the *film noir* quality of "The Silencers," the hard-hitting tragedy of "Our Man Flint." In short . . . it's silly.

Administrators, take note: This does not mean that it's *safe*. If you intend to use the adventure as written, don't run it as part of an ongoing campaign; it works best as a one-shot change of pace. One-time character generation rules are given in the section below on the UNISTOMP team.

So, what's it all about? Picture this, if you will:

A madman, calling himself The Fat Man, is stealing the world's most precious military secrets from the great powers. He *claims* to be dedicated to unilaterally disarming the world . . . but who can believe him?

At last the nations of the planet, alarmed by this threat, locate what seems to be the lair of this incredibly dangerous man. They send in their top team to smoke him out — a UNISTOMP action team, from the top secret United Nations anti-terrorist agency, representing four major world powers.

But can they smoke him out? Can agents on the action team, composed of agents from the KGB, CIA, and other spy agencies, forget their hostilities long

enough to deal with the Fat Man? Will it work?

That's the adventure posed by this module. This scenario is intended as a short adventure lasting one or two evenings, and makes an interesting break from the usual sort of adventuring (indeed, *Lair* can be the excuse for a really different sort of party). Although not meant to link with a *Top Secret* campaign, a good Administrator could design a campaign around the UNISTOMP agency.

The UNISTOMP Team

The first thing to do is to set up the UNISTOMP Action Team.

What is UNISTOMP?

On October 12, 1982, the United Nations in secret session resolved that international terrorism had threatened the world for long enough. They created a secret UN agency, the United Nations International Strategic Taskforce On Mutual Protection — UNISTOMP! Action Teams were formed, each composed of agent pairs from as many as six different countries, ready to drop whatever they were doing for their own countries and report to UNISTOMP Headquarters in Belgrade in case of terrorist crisis.

Since UNISTOMP action teams were "on call" and ready to respond to any emergency, the players will need to form their action team *before* they know the nature of the adventure. There are only three steps to get started, all of which should be done prior to whenever the adventure is to be played.

First, each player must pick his own country. There are four to choose from: USSR, USA, Britain, and Red China.

There may only be one player from each country. The number of western countries in play (USA and Britain) must equal the number of Communist (USSR and Red China) in play.

Second, each player rolls up his character. This character will be the Senior Agent from his country. When rolling him (or her) up, read the six Primary Attribute die rolls as though the highest roll is the tens' place. (Thus, a roll of 2 and 6 always makes 62.)

Third, each player may roll up the Junior Agent from his country. Junior Agents are *non-player characters* under the control of the Administrator (once the adventure begins, all die rolls for Junior Agents will be made by the Administrator *in secret*). However, Junior Agents are supposed to obey the orders of the Senior Agent from his country.

Players must get together to choose a Team Language that all agents must speak. They may also share information about their characters to ensure that the team has a good balance of languages and player-choice Areas of Knowledge. On the other hand, players are not *required* to share any information . . . and, being spies, might even *lie*.

If there are more than four players, the extra players may fill in as Junior Agents. A player-controlled Junior Agent is still required to obey orders from his Senior Agent, and does not receive as much pre-adventure information. A Senior Agent may look at a Junior Agent's attributes and AOKs (if they are from the same country), but a Junior Agent may not know his Senior Agent's data unless the Senior Agent decides to tell him.

The next steps prepare the UNISTOMP

team for this particular adventure, and are best if done just prior to beginning play.

The Briefing

The Administrator gives each Senior Agent a private briefing from that agent's national spy agency. (If the agent were American, the Administrator would be the CIA chief; if Russian, the KGB chief, etc.) The briefing should go something like this:

"The peace of the entire world is at stake.

"A madman calling himself The Fat Man has decided to do away with the world's weaponry. He is, of course, completely insane. Unfortunately, he is crazy like a fox . . . he has struck a vital blow to our national security."

The Administrator now reveals one of these secrets, depending on the agent's country.

American: "No doubt you are familiar with plans for the Stealth aircraft series? Operatives working for this Fat Man have gotten their hands on a sheet of plastic film, one meter square, containing the electrical blueprint for an electronic chip essential to the Stealth II series. This sheet must not remain in enemy hands — you must bring it back, or see that it is destroyed."

Soviet: "Agents for this imperialist, capitalist terrorist have somehow managed to make off with one of our most secret weapons. We call it the Micro-Bomb. It is a tactical nuclear device, small enough to fit into the glove compartment of most automobiles. This must be recovered — we cannot allow other countries to know what we have developed."

British: "You'll understand that Her Majesty's Government is rather upset over the loss of a submersible, the *Sea Spectre*, and her crew. She's a research submarine designed for underwater oil prospecting. The sticky part of this (ahem . . .) is that she is heavily armed. After this Falklands episode, you understand, it was felt that she would need a full array of torpedoes and missiles. Well, it's a pretty mess. We must retrieve this sub, which we know the Fat Man possesses, before any other country can guess that Great Britain has taken the very first steps towards an underwater oil war . . ."

Chinese: "Our country has been shamed. Wing Pau, acupuncturist to the Chairman himself, has been abducted by this Fat Man. We know this to be true. But why? It is a great mystery. Wing Pau is merely an acupuncturist, with no knowledge of political or military secrets — so far as we know. But we cannot be sure. Your mission is to bring back Wing Pau . . . so we can question him."

The briefing continues:

"At last we've made a break in this case. Our own government has learned, and so alerted UNISTOMP, the possible location of this Fat Man's lair. We know that he is linked to a fleet of pirate junks operating out of a river in southeast Asia. This is the chance we've waited for — infiltrate that junk fleet, locate the Fat Man, get our secrets back, and kill him — or better yet, let the UNISTOMP team take him back to Belgrade for questioning! Alive!"

The Administrator now makes two die rolls, each on 2d6, to discover what other information to reveal to the player from Table One: Information.

The table refers to "hostile" nations. Assume that Western nations are hostile to Communist ones and vice versa. Taking event 5, therefore: A Russian spy would find that the Great Britain Junior Agent is his double agent, or a British agent would find a Chinese agent working for him.

These are the clues referred to in the table:

America: "The Yankees have lost a vital technological secret to the Fat Man, some sort of blueprint or master plan to a military vehicle or device."

Soviet: "The Kremlin is frantic! Some sort of top secret terrorist device has been run off with by the Fat Man — something small, extremely portable, and terribly powerful in some way that we haven't yet determined."

British: "The British have a top secret naval base in the Orkneys, and one of the docks is standing empty. Our hypothesis is that whatever was in it has been stolen, perhaps by the Fat Man. It must be some sort of naval vessel, but we have no idea precisely what kind."

Chinese: "Sources in Peking indicate that a key man in the Chinese hierarchy has been abducted by the Fat Man. Whoever he is, the Chinese are making every effort to get him back. He must be important."

The briefing continues:

"Your mission, first and foremost, is to defang this Fat Man. Stop him in his tracks! Prevent him from holding your country hostage! Cooperate as much as you dare with your UNISTOMP partners.

"Secondly, recover our secrets from the madman without exposing them to the rest of the world.

"Thirdly, we're certainly not the only country this madman has stolen secrets from! Your government would appreciate it if you could pick up any other secrets that you might find lying around . . . understand?

"This mission is one of stealth and secrecy, not one of simple gunfire and explosives. I have full confidence in you. Good luck!"

(Shake the agent's hand as though the briefing is over, then . . .)

"Oh, yes, I almost forgot . . . If you can manage to dispatch any of the enemy agents on the UNISTOMP team and lay the blame at the Fat Man's door — that would certainly be nice. But don't allow yourself to cripple team strength before your objectives are in sight, and do not allow yourself to be blamed. And remember — the Fat Man comes first."

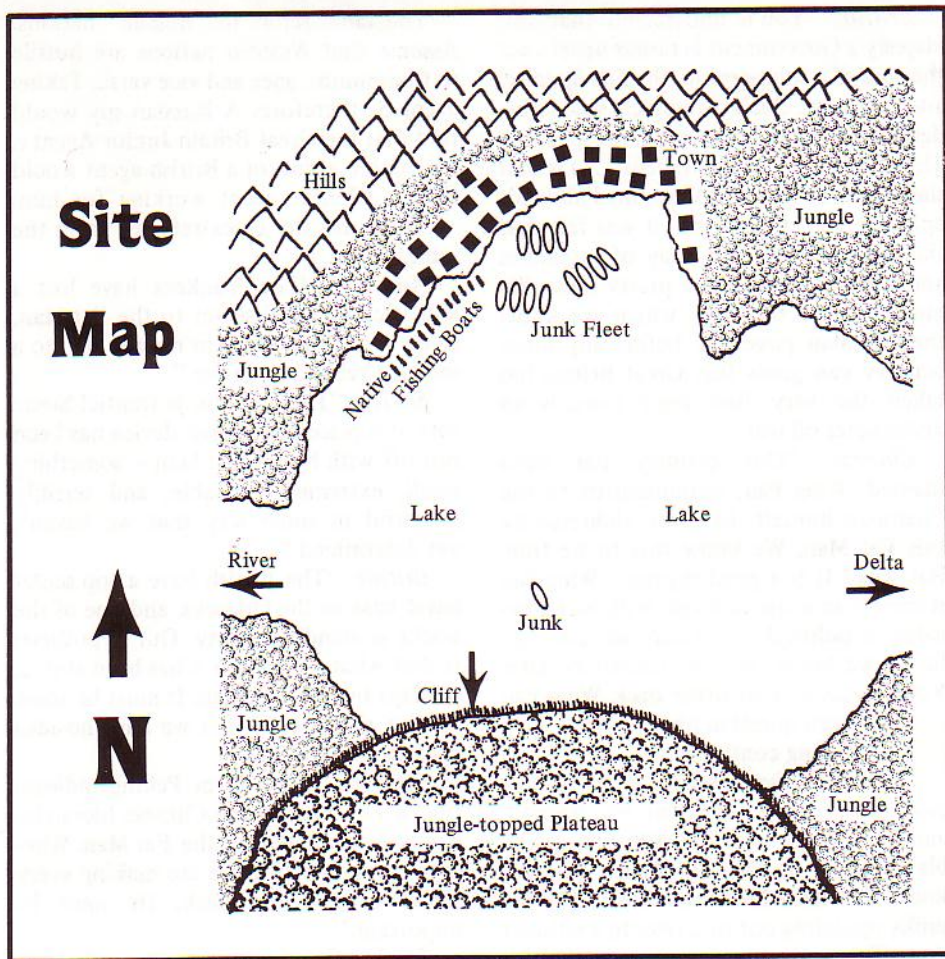
So ends the private briefing.

Next comes the briefing of all agents on the team by the UNISTOMP chief in

Table One: Information

Die Roll	Information
2, 3, 4	Receive a <i>clue</i> about your ally. (USA and Great Britain are allies; USSR and Red China are allies.)
5	The Junior Agent for China or Great Britain, whichever is hostile, is a double agent in your employ!
6	Receive a <i>clue</i> about China or Great Britain, whichever is hostile.
7	Receive a <i>clue</i> about USA or USSR, whichever is hostile.
8	The agent's country has already sent its own agent into the area after the Fat Man. That agent has either been captured or killed. To determine if a person is this agent, say to him or her: "Do you ever go fishing?" The agent will reply: "I thought fish were out of season."*
9	The Junior Agent for USA or USSR, whichever is hostile, is a double agent in your employ!
10	Your informants indicate that the Fat Man is just a front for a notorious Indonesian bandit queen, the famed Dragon Lady. (Administrator: This clue is false. Instead, this means that this agent's Junior Agent is a double agent in the employ of the Fat Man!)
11, 12	The Junior Agent for your ally is actually a double agent in your employ! (For this event, USA and Great Britain are allies, and USSR and Red China are allies.)

*If this clue comes up more than once, make up new passwords.



Belgrade. It should go something like:

"Thanks to the work of one of the national spy agencies, and confirmed by other sources, UNISTOMP has located the lair of an international terrorist, the Fat Man. He appears to be operating in conjunction with a pirate fleet of junks run by a bandit chieftain named Black Charlie. These junks are anchored just upriver from a river mouth in southeast Asia.

"We have made arrangements for a Japanese submarine to take your team as far as the approaches to the river mouth. The sub cannot proceed upriver due to dangerous shallows and shifting mud banks. You will then penetrate the river and do your best to locate and pull the fangs of this Fat Man.

"Good luck!"

Equipment

The players may now equip their Senior and Junior Agents. Money is no object. Each Senior Agent receives:

- **One 2-man torpedo.** This vehicle is capable of transporting two divers in scuba gear. The forward passenger has all maneuver controls — speed, rudder, diving controls — as well as the two forward-mounted spearguns. Between the forward and rear seats is a 2' x 3' hatch. Beneath this is a storage area 2' deep, which can

carry a maximum of 40 lbs cargo. The forward passenger also has controls for the nose-mounted spotlight and flashing red lights on the tail fins. Speed: 5 knots underwater, 3 knots surface; +2 knots with only one rider; speed halved in reverse. Torpedoes are silent running; they are 15' long, 3' in diameter, and do not carry a warhead. Maximum range is 10 hrs.; maximum depth is 60 ft. for purposes of this adventure.

- **One standard speargun** (weapon ff on the Weapons Chart).

- **One scuba suit** (air supply is 6 hrs — 3 hrs per tank).

- **Other equipment** as chosen from weapon and equipment lists in *Top Secret*. All equipment must be able to fit in the torpedo cargo space. Total weight of all equipment must come to 20 pounds or less. Weapon weights appear on page 23 of the *Top Secret* book; equipment weights are on pages 8-9.

Each Junior Agent receives the same equipment *except* for the two-man torpedo (they share this with their Senior Agent).

As the adventure begins, all UNISTOMP team agents and their torpedoes are being offloaded by a Japanese diesel submarine just off a river mouth somewhere in southeast Asia. All "other equipment" begins the game stowed in the cargo

hatch of the agents' torpedoes, except for personal spearguns.

Part One:

On the River



First, some recommendations for the Administrator.

- **Playing area:** Playing this adventure will require at least two areas where players and/or the Administrator can go and confer out of earshot of the other players (when the party splits up, when certain countries' agents have a pow-wow, when one agent has special instructions to the Administrator, for giving orders to a double agent, etc.).

- **Secret messages:** The Administrator must be prepared to accept and give secret messages to any of the players — by 3 x 5 cards in plain sight, by passing folded notes in secret, using a Magic Slate, whatever. The players will probably want their Administrator to be adept at making it look like he wants to talk to them even when they passed the note asking to call them out of the room.

- **Junior Agents:** Junior Agents do *not* attend the private briefings, and therefore do not start the adventure knowing which of their own national secrets have been stolen by the Fat Man, *nor* which enemy agents are double agents working for their country. Unless they are double agents, Junior Agents will always obey orders from a Senior Agent. (An Administrator may call for a Courage or Willpower Check under severe situations.) All die rolls for Junior Agents during the game are made by the Administrator, in secret.

If a Junior Agent is a double agent, he will give priority to orders from the Senior Agent he really works for rather than the Senior Agent from his own country. For instance, a Chinese Junior Agent working for British intelligence would obey an order from the British Senior Agent to shoot his own Chinese Senior Agent! (A double agent will also follow orders from anyone else authorized by his Senior Agent — a Senior Agent could tell his traitor to obey orders from his Junior Agent.)

In some cases, a Junior Agent could be a traitor to more than one other country. The Administrator must then randomly determine to which foreign country the agent is most loyal.

If a Junior Agent is a double agent for the Fat Man, he is automatically loyal to

the Fat Man over any other countries for whom he might be a traitor. An agent for the Fat Man will always miss when shooting at agents of the Fat Man. If detected and forced to talk, a Fat Man agent will reveal the truth about the junk fleet, the presence of the submarine, and the fact that the set-up is a trap. He knows nothing else, including the layout of the submarine and the nature of the traps set.

The Japanese diesel submarine releases the action team and its two-man torpedoes just beyond the river mouth, and will wait for their return. The team will have no trouble negotiating the winding, muddy channels of the river delta towards the junk fleet upstream.

Two hours upstream (10 pm), the many riverlets of the delta converge to form a large lake. The much larger river continues to lead west from this lake. On the north shore of the lake is a dense jungle rising into shallow hills. A native village sprawls at the base of these hills. To the south, a cliff rises from the water for a thousand feet, topped by more jungle. The bandit fleet of junks is in this lake (refer to map on page 24).

The agents have a special problem with the water. It is muddy and clogged with floating logs and debris in the river, in the lake, and in the delta. Visibility is severely restricted — agents can see for 10 feet underwater, and can make out lights at 20 feet underwater. Sonar and underwater radar are effectively useless.

It is late in the evening. The lights in the village are going out. There are no signs of life from the fleet — no drunken shouts, whoops of laughter, or waving torches.

Agents will find nothing of use in the jungle, on the cliff, in the hills, in town, or in the main junk fleet. In the unlikely

event that players venture to these locations, the Administrator is free to extemporize situations and confrontations. All junks may be considered identical in layout and crew to the one to be detailed, except for an engine room where the diving lock is located. There are no military or police in the village. The sailors in the main junk fleet know no secrets except that cargo is taken to the solitary junk in the center of the lake, but none is ever taken away . . . (and all shipments are in the dead of night!).

The solitary point of interest is the solo junk. (Refer to layout of the junk.)

This junk's secret is that it is a relay point for the Fat Man. On the bottom of this junk is a hatch leading to an airtight diving lock. Divers for the Fat Man enter the ship through this hatch, unlock the hatch leading to the rest of the ship, and allow the junk's crew to load food, small arms, and other supplies into the lock. Afterwards, the divers relock the hatch and transport the goods . . . somewhere.

Specific details:

• *Guards:* "X" mark the guards' locations. The fellow at the base of the foremast is usually sitting down, out of sight of the casual observer, and has a .45 Thompson submachine gun (q); the two fellows aft both have 9mm Uzis (t). All others have .45 US revolvers (k). The guard at the front of the aft deck is the Mate and is in charge of the ship. (For stat information, see "Final Points" at the end of this article.)

• *Stairs:* The stairs need some extra explanation. The door leading down from the rear of the main deck is on the right side of the ship. Three steps lead down to the door of the Cabin. The stairs then go across the width of the ship until they reach the bottom of the ship. A door to

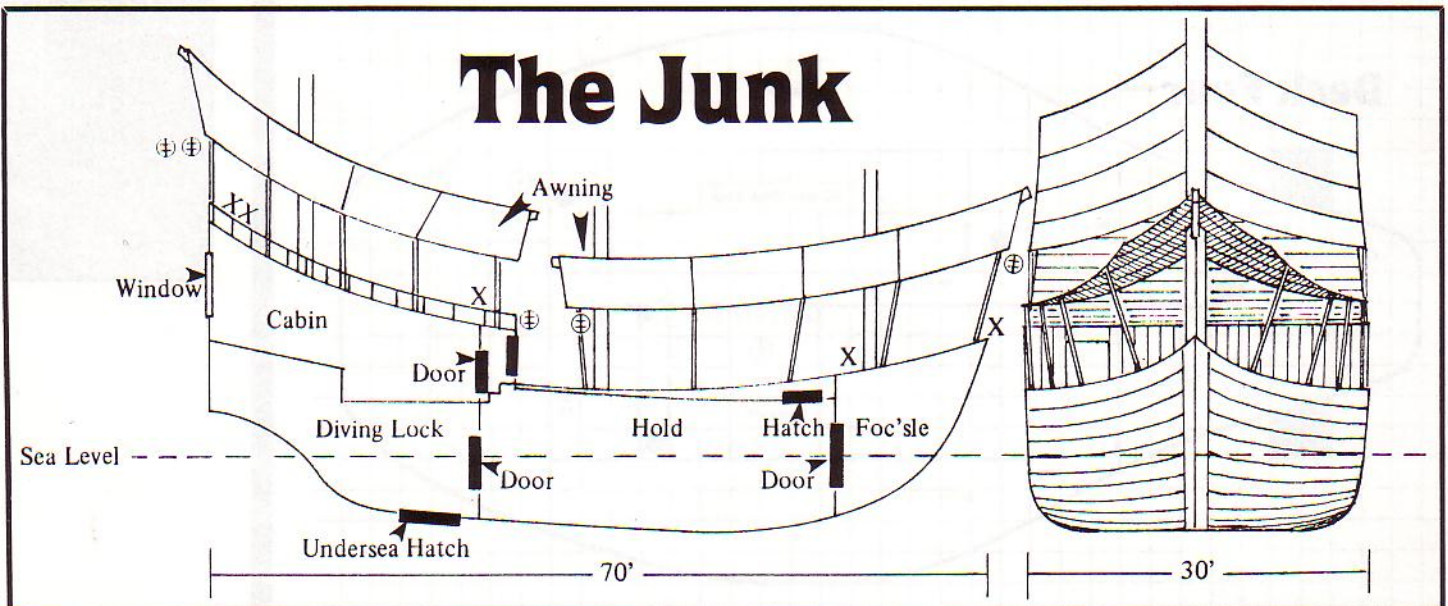
the left then leads to the Diving Lock; to the right is the Hold.

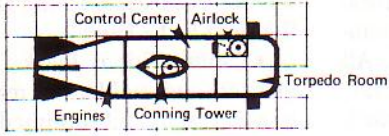
• *Cabin:* This is Black Charlie's living quarters and, unlike the rest of this ship, is clean and well-furnished. The deck is split-level due to the curvature of the ship. Aft is office space with desk and shelves. There are potted plants along the inside of the aft picture window (which is generally closed, but can be opened). The forward portion of the cabin contains a single bed (*not* a cot), closets, and a card table with a game of chess in progress. The door is not locked. There are two sealed portholes on each side of the cabin; they are covered with embroidered curtains.

If surprised, Black Charlie will be found playing chess by himself at the card table. He wears a sleeping robe, black silk cap and fur slippers, and is unarmed. If given a warning, Black Charlie will arm himself with the .45 revolver (k) in his desk drawer and ambush anyone entering his room.

On the desk is a panel in plain sight with two buttons. One button causes a wooden panel in the wall to rise, revealing a closed circuit monitor (which is not working). The second button apparently does nothing. Wires from it lead through the deck to the Diving Lock below, but inspection will show that the wires have been chewed apart or otherwise broken. Black Charlie believes the second button sounds an alarm to the Fat Man and activates the connection between the closed circuit monitor and one of the Fat Man's henchmen; he will be disappointed when this button doesn't seem to work.

• *Diving Lock:* The door leading to this room is locked from the inside. Battering the door will wear away its wooden covering, revealing a metal sliding door.





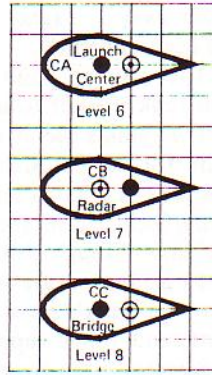
Mini-sub

Map Key

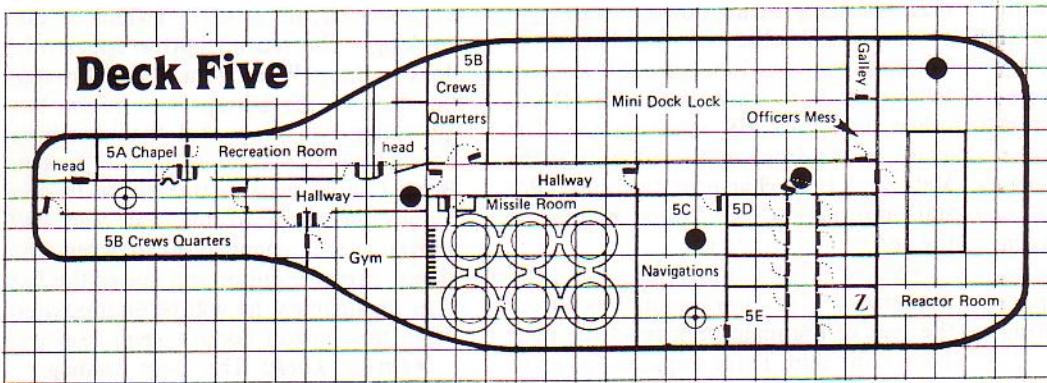
- Outer Hull
- Interior Walls
- Details Within Rooms
- Closed Hatch
- Open Hatch
- Ladder Leading to Hatch in Ceiling
- Hatch on Floor
- Stairs
- Vertical Ladder
- Zombie Starting Location (four)

*"....." indicates direction and

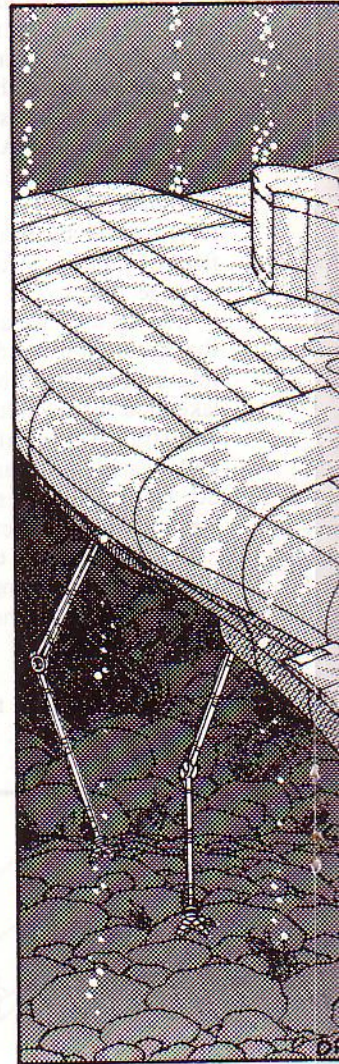
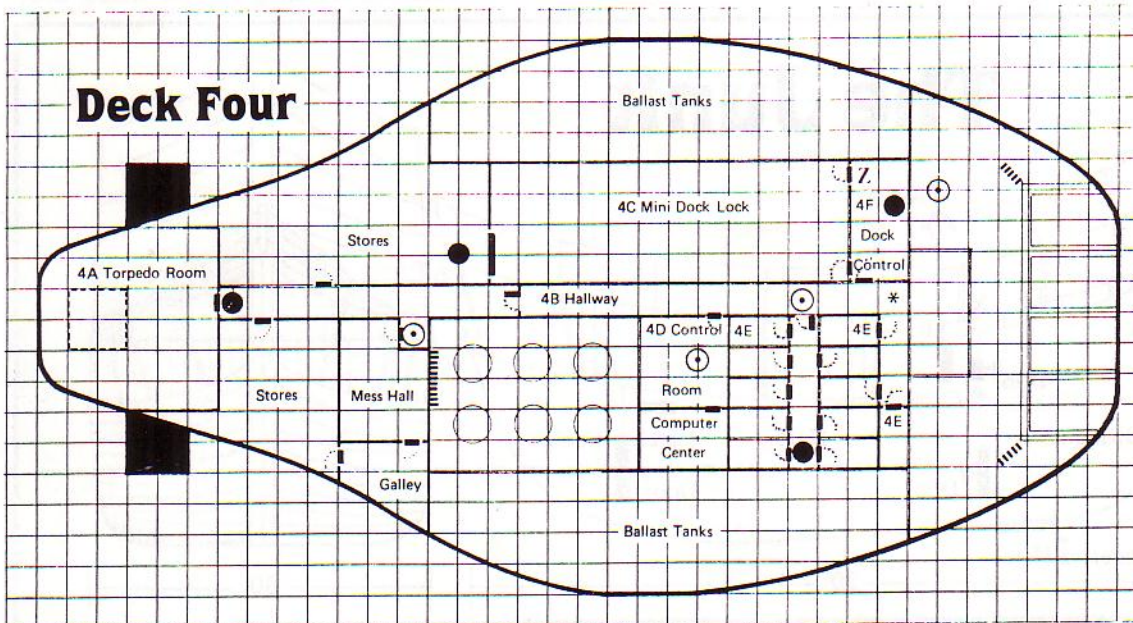
Conning Tower



Deck Five



Deck Four



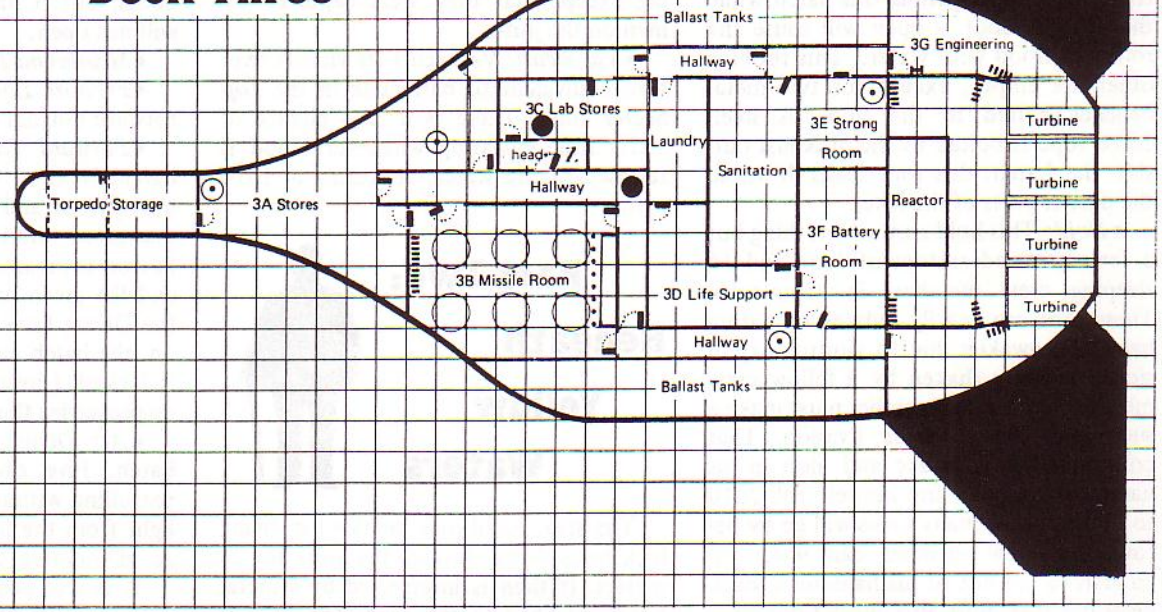
Ceiling ○

four-man team) Z

and distance hatch swings

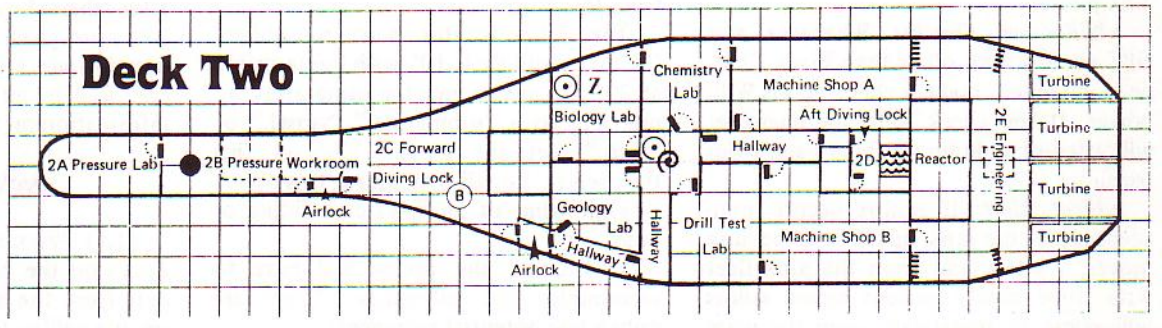


Deck Three

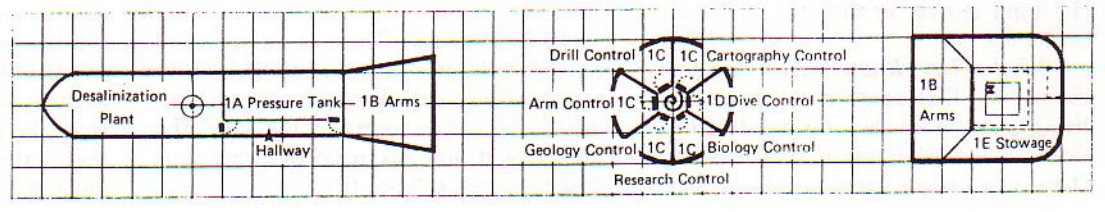


The Sea Spectre

Deck Two



Deck One



The room itself is sheathed in airtight metal walls. Wires entering from the ceiling of this room lead to the edge of the square hatch, 4' x 4', in the center of the floor. The hatch is unlocked, and if opened, will reveal lake water and an exit from the ship. (Opening this hatch while the airtight door is open will cause the room to flood with water.) This room is otherwise empty, except for two metal benches bolted to the floor. A steel-cored rope is bolted to the junk just outside the hatch; this rope leads down to the deeper parts of the lake.

• **Hold:** This hold contains nothing but a few scattered cartons of food and 14 sleeping crew members in hammocks. These crew are heavily sedated by a drug habit. To awaken due to gunfire, explosions, or being shaken by a fellow crew member, each crew member must make a successful check versus Evasion. That crew member is awake and alert in his hammock and can arm himself; roll 2d10 to find out how many turns will go by before the crew member can wake up enough to get out of his hammock. Each crew member must also check Courage — if successful, that person will investigate what awoke him; if unsuccessful, that person will try to jump overboard and swim for shore. At the head of each hammock is a cotton bag containing personal possessions, a knife (hh), and a .45 revolver (k). All crew are ethnic Chinese and speak Chinese as their native language.

• **Foc'sle:** The door leading into this part of the ship is locked. Inside, it is dark, unlighted, and smells like oil. It contains anchor chains, tools, oily rags, and frightened, non-attacking rats. If there are any Captured Agents in this adventure (event 8) they will be found gagged and bound here, captured by the junk pirates.

• **Willpower Checks:** Whenever any NPC on this junk other than Black Charlie is wounded, make a check versus Willpower. If the check fails, the character will attempt to jump overboard and swim for shore.

• **Fleet Alert:** If gunfire occurs (non-silenced), if the junk sinks, or if the junk moves, a small boat from the junk fleet with three mildly curious armed sailors will come to investigate from the main pirate fleet. In case of steady, heavy, sustained gunfire, a fire, or explosions, two junks with fully alerted crews will investigate (and remain in the area of the solitary junk).

• **What They Know:** Crew members know only that cargo is taken into the diving lock under the command of mysterious divers who appear from nowhere. They also know about the vasnacuri

(below). Only Black Charlie knows that everyone works for the Fat Man, and can explain what they are doing. However, he has never met the Fat Man himself, as he deals only through Simba, the African master spy. Captured agents know nothing except that they were captured by men on the junk.

• **Vasnacuri:** Vasnacuri are vicious river fish, equivalent to barracuda in the *Top Secret* rules. There is a 35% chance of 1d10 fish appearing whenever blood is released in the water, appearing in 1d10 turns.

Part Two: Beneath Yellow Waters



The steel-cored rope outside the diving lock leads down through the murk for 20 meters. It then is intersected by a metal beam attached to the rope. The rope is slack beyond this point; continuing to follow it down vertically will lead to a coil of rope on the bottom of the lake. The metal beam is holding the rope with articulated metal pincers/fingers.

Following the beam will lead to a universal joint, where the metal beam joins another metal beam. The new segment continues to slope downwards, but very gently. At this point the agents will be able to see some sort of metal plating (the hull) within 10 feet. This is the side of the submarine.

Continuing to follow the beam will lead to a bulge on the bottom of the submarine. Other beams ("arms") lead away from this bulge.

The Administrator must remember: (1) that visibility is 10', with lights visible at 20'; (2) not to give the game away by referring to a "submarine," "vessel," or "ship." Let the players discover this themselves. For all they know, this object is some kind of underwater building or base.

Eventually, the agents will have to reconnoitre the submarine. There are only a few potential entrances:

• **Conning Tower:** There is a hatch in the deck on top of the conning tower. It is locked and will not open from the outside.

• **Top Forward:** There is an unlocked hatch on the top forward hull. It leads to a water-filled airlock which will cycle to allow the agents access to the ship. The airlock will hold six people at one time (the topedoes will not fit).

• **Docking Lock:** On the right top of the hull is a set of huge double doors leading to the docking lock. These doors are locked and will not open, and can be detected only as seams in the hull of the ship. There is a hatch in one of these doors, but it has been welded shut and will not open.

• **Missile and Torpedo Hatches:** Locked.

• **Pressure Lock:** Double doors on the forward bottom of the ship, locked.

• **Forward Diving Lock:** 20' square hatch. Next to it is a control panel with one button and two lights (one red, lit; one green, unlit). Five minutes after the button is pressed the red light will go out and the green light come on (pressurizing the Diving Lock). When the green light is on, the hatch can be opened; otherwise it is locked. (Pressing the button again will de-pressurize the Lock.)

• **Aft Diving Lock:** 10' square open hatch. Five divers with spearguns are patrolling within 20' of this hatch (bright light from the hatch will show the divers as silhouettes to anyone approaching).

It is also possible to create one's own entrance. A shaped charge (plastique only, 20 ounces) or a thermite bomb will create such a hole. This will cause flooding, causing the nearest watertight doors to close. This also alerts the crew.

The interior of the submarine — five decks, the conning tower, and a minisub on board — is detailed in the map section. Non-crucial rooms, the ones without a code number, are left to the Administrator to furnish on the spur of the moment as the adventure unfolds. (Not only does this give the Administrator something creative to do, but it also adds variation — your vision of a Desalination Plant may vary quite a bit from my own.) Important rooms are described below, after their key number. Locations of NPCs are given in this section, but their descriptions are given later — don't be confused by an unfamiliar name with no information on the person.

Deck One (Bottom)

(1A) **Pressure Tank.** Locked double doors on the bottom of the tank are an exit from the ship; locked double doors on the ceiling lead to the Pressure Workroom on Deck Two. This tank contains four vasnacuri and seawater, and is lighted. The inspection hatch leading to the hallway will not open so long as the tank is full.

(1B) **Arms.** There are two arm compartments. Nine waldo-like arms lead from the forward compartment — one of these, the fourth, has the Soviet mininuke in a watertight casing at its end.

(The Micro-Bomb is an enigmatic device with the Cyrillic notation, "Patushkin Military Reservation." It has been tampered with and cannot be detonated.) Seven arms extend from the aft compartment — one of these was the one holding the rope from the junk. Both compartments are sealed from the rest of the ship and contain only the arm machinery. The arms are all 150' long, with joints every 30' for lateral fit into the compartment. The first, second, and fourth joints are locking upon extension; the third from the ship is the main use-joint. Arms 1-3 forward and 1-4 aft currently hold the sub in place on the lake bottom. The arms not in use are in retracted mode.

(1C) *Research Control*. Research Control is a saucer-like projection on the bottom of the hull. It is divided into six sections — each has wide windows covered with crash-protective metal plates (which can be slid back for an outward view; each section has its own controls) and a series of instrument consoles. Administrators may furnish as they desire. As for the specific sections: *Drill Control* supervises drilling experiments; *Cartography Control* makes computer-drawn maps of the ocean bottom (not currently functioning due to the bad water); *Biology Control* directs sealife research; *Geology Control* records seabottom samples; and *Arm Control* is the control center for the arms (including TV monitors connecting to cameras on each arm . . . but the camera on forward Arm 4 is out of order). In the center of the saucer is a spiral staircase leading up (sealable by a hatch in case of flooding).

(1D) *Dive Control*. This section supervises human diving parties. Seated at a table examining charts of seabottoms off Red China is an immensely fat Japanese lady in traditional costume, wearing an unplugged headset. This is a false Fat Man, the "Japanese Queen."

(1E) *Stowage*. This is a cargo area containing heavy engineering supplies — steel plate, valves, cartons of equipment, pipe. Entrance is by a 10' square hatch (closed but not locked) leading upward to Engineering; a ladder leads down from the hatch. An electric crane can hoist supplies. In the aft of the room, hidden behind several feet of cartons, is a clearing containing the Fat Man, Carter, four plastic chairs, and a 3' diameter green rubber disc on the floor.

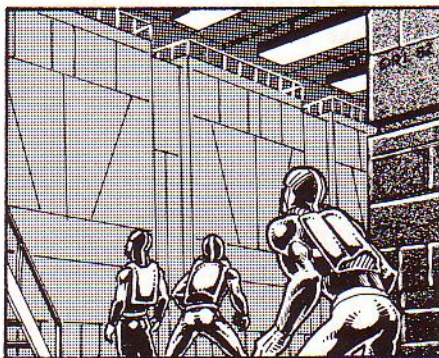
Deck Two

(2A) *Pressure Lab*. This is a normal laboratory for high-pressure undersea research *except* that seated at a desk near the hatch is an immense (7' tall) black

man wearing a leopard cape and gold lamé shorts. This is a false Fat Man, the "African Giant."

(2B) *Pressure Workroom*. Rooms 2A and 2B are the pressure center, and can be pressurized so that both top and bottom doors of the Pressure Tank can be opened without flooding the ship (so long as the airlock to the forward Diving Lock is closed). This room is set as a trap. The sliding double doors on top of the Tank are covered with a red carpet. On this carpet, at the juncture of the doors, is a desk. On top of the desk is a meter-square sheet of plastic film (the American Secret). When any character is at the desk, the sliding doors will open and any characters on the seam must make a die roll versus Coordination or fall in the Tank with the *vasnacuri*. Leaving the Tank also requires a die roll against Coordination.

(2C) *Forward Diving Lock*. Like rooms 2A and 2B, this room may be pressurized so that its hatch may be opened without flooding the ship. Thus, there are



airlocks to connect the lock to the rest of the ship when it is pressurized. This room contains drilling equipment, a crane, and a bathysphere.

(2D) *Aft Diving Lock*. There are three rooms here: the airlock, the diving lock (where the open hatchway is), and the divers' Ready Room. There is one diver in this room, sitting on a bench, armed with a speargun. These rooms are pressurized; therefore, characters must cycle through the airlock before entering the non-pressurized part of the ship.

(2E) *Engineering*. This mammoth room contains the engines which propel the ship. Power comes from the reactor, which is in this room but is controlled from another room. A 10' hatch in the floor, closed but not locked, leads to the Stowage on Deck One. Characters with AOK Industrial Engineering above 100 will be able to operate the engines, which will run only briefly before a "low power" shut-off will occur. The reactor is not running; a character with an AOK of Physics above 100 and Mechanical Engineering above 90 could commence its two-

hour automated cold start procedure. Note this room is three stories tall; characters can look up at the Deck Three overhead Engineering section.

Deck Three

(3A) *Stores*. All "stores" are immense storage areas, mostly empty, containing conventional naval supplies — food, paint, spare parts, etc.

(3B) *Missile Room*. This room, three stories tall (and also accessible from Deck Five), is dominated by six missile silos containing sea-to-surface conventional missiles. Missiles cannot be launched without cooperation from Launch Control and Control Room; any character with AOK Computer Science above 100 can operate the launch controls. The hatch leading to Stores is locked from the inside of the Missile Room.

(3C) *Lab Stores*. This is an ordinary laboratory stores room, containing counters with cupboard space where lab samples are catalogued and stored, *except* that nine orangutans are caged in the center of the room. A moaning sound also emanates from this room — Wing Pau, the Chinese acupuncturist, is tied up in one corner. When characters enter the room, the hatches will close and all lights will go out . . . and the orangutans will be released, each armed with a .45 revolver (k). Orangutans have a speed of 65, accuracy of 10% (of hitting a random character, including other orangutans and Wing Pau), may use Untrained hand-to-hand attacks, and are +3 Life Level and +0 Damage on the *Top Secret* Animal Table. Lights and hatches will go on and be opened when the fight is over.

(3D) *Life Support Room*. From this room, any character with AOKs of Ecology/Earth Sciences or Engineering, Hydraulic above 100 may turn off fresh air for any (or all) ship decks. This cannot be stopped by the Fat Man.

(3E) *Strong Room*. This room has a distinctive black hatch, locked. If forced open, or if entered from the ceiling hatch, the room will contain two dozen .45 revolvers (k) and 50 magazines of standard ammunition for them.

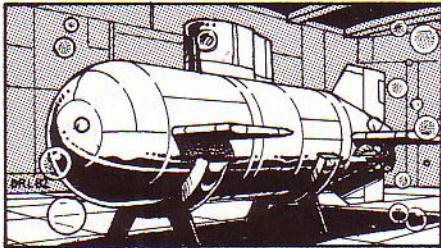
(3F) *Battery Room*. Any character with AOK Electrical Engineering above 100 may shut off power for the entire ship from here. The Fat Man cannot override this.

(3G) *Engineering*. See 2F. Note that on this deck there are railed walkways which look down on the first level of the room (from Deck Two). Stairs by the turbines lead to catwalks around the turbines shown on Deck Four; a ladder leads to a ceiling hatch.

Deck Four

(4A) *Torpedo Room.* Fires conventional torpedoes, has two firing tubes. Restrictions same as Missile Room, but requires a character with AOK Hydraulic Engineering above 100 to operate. Large floor hatch to Torpedo Storage.

(4B) *Hallway.* The "*" marks a 4' tall silvery box at one end of the hallway. The hall walls, ceiling, and floor are all of a shiny, reflective metal surface. When two or more player-characters have entered the hallway, five seconds later the top of the silver box will rise and a laser unit will pop out and commence firing.



The person targeted (whomever is closest to the laser) has a 50% chance of being hit. If he is hit, he takes three points of damage. If the beam misses, it will bounce all over the hallway until it hits something non-reflective. Roll d100. On a 01-10, the beam hits the furthest person from the laser; on an 11-20, the next furthest, and so on. If, for instance, there are five characters in the hall and a 63 is rolled, the beam ablates itself on a hatch or doorway. On a 96-00, the beam hits the laser projector, destroying it. The laser can withstand two points of damage; it fires once per turn, before any characters may fire.

(4C) *Mini Dock Lock.* The mini dock lock is also accessed by the giant double doors on the top of the sub. The lock is currently flooded with lake water and contains one mini-sub. Note that it is two stories in height. The hatches leading to Dock Control and the double hatch leading to Stores may only be opened when the lock is drained and pressurized.

(4D) *Control Room.* This is the command center of the ship – all equipment (arms, hatches, flood control, power, air) can be controlled from here. Control room permission is required before missiles and torpedoes may be fired. However, all controls may be overridden by a governor installed by the Fat Man, remote-controlled from his position in the Stowage area. Any character with AOK Electrical Engineering above 100 may locate this governor and trace its wiring to the Stowage on Deck One, but will be unable to remove it.

(4E) *Scientists Quarters.* All of these rooms are identical two-bunk cabins for the scientific staff. All are empty.

(4F) *Dock Control.* This room contains the controls to the main double doors and other dock lock doors.

Deck Five (Top)

(5A) *Chapel.* Unlike all other rooms, this room has a heavy black curtain hanging in its doorway. Inside this chapel, seated in a folding director's chair beneath a golden Buddha, is a suave elderly Englishman with a false handlebar mustache and the clothing of an Episcopal priest. He is a false Fat Man, the "Cleric."

(5B) *Crew Quarters.* This space contains 25 bunks, double-deckers. Each bunk contains an apparently-slumbering English female sailor. Unfortunately, two of these are only playing 'possum – they are Fat Man agents armed with dart guns (uu) loaded with sleeping darts, and will do their best to drug player-characters while no one is watching. When firing prone, their shots are treated as Called Shots (-50 accuracy) but strike random portions of their target's body; characters must make a die roll versus Evasion to notice who fired. The other sailors are under a sleeping drug and cannot be awakened within an 8-hour period.

(5C) *Navigations.* From this room are given all sailing orders. A hatch leads upwards to the Conning Tower.

(5D) *Officers' Quarters.* These are officers' quarters, identical to 4E.

(5E) *Captain's Cabin.* This is the captain's cabin, comfortably furnished with a coffee table, easy chair, aquarium, single bed . . . and a grossly fat man in white tropical clothes, with a Russian accent, sitting in the chair sipping from a cocktail. He is a false Fat Man, the "Cocktail Soviet."

Conning Tower

(CA) *Launch Center.* Any character with AOK Computer Science above 100 may program a missile target from here. In addition, firing of any missile or torpedo requires an OK from these controls (which any character can do).

(CB) *Radar.* Due to the state of the water, these controls are useless until the submarine surfaces or breaks into the open sea.

(CC) *Bridge.* This room, an auxiliary control room, contains a repeat of the important controls and instruments from Navigations and Control . . . and a dead man, holding a pistol (k) with which he has shot himself. He is a false Fat Man, known as the "Suicide Stiff." This room has windows, currently shuttered, which look out on the ocean, and a hatch to the

conning tower deck which can be opened only when the sub is on the surface.

Special Rules:

- *Hatches.* All hatches are shown on the map, and indicated as opened or closed. Ceiling hatches are also always closed when found, and have a permanent ladder beneath them. Hatches may be controlled by the Control Room or the Fat Man, and may be locked or opened by remote control.

- *Leaks.* If the damage done to a single spot of a hull ever exceeds 15 points, a leak is caused in the hull. It is up to the Administrator's discretion how fast a leak will flood an area. If a leak is detected by the sub's interior pressure monitors, hatches leading to the afflicted area will be closed and locked by an automatic security system. The hatches will take one full turn to close and lock.

- *Intercoms.* Each room, each major instrument console, and each section of hallway contains an intercom station (speaker on wall, controls, microphone).

- *British Advantage.* Once the agents have boarded the submarine, the Administrator should find an excuse to take the British Senior Agent out of the room and brief him on the layout of the submarine. The agent may know the entire layout of the sub, not including locations of NPCs, hidden secrets, locked/unlocked hatches.

- *Moving the Sub.* It should become evident to the agents that the submarine was brought into the lake via the western river opening, back along the western river where it intersects another major river leading to the sea.

Part Three:

The Fat Man's Trap



The truth of this adventure is not that the players are stalking the Fat Man . . . instead, he has deliberately tipped off the spy agencies in order to toy with their UNISTOMP Action Team! His goal? To *humiliate* the agents, to impress upon the world governments his capabilities.

The Fat Man is linked to hidden sensors all over the ship, and knows every action the characters take. His governor in the Control Room provides control of everything on the ship *except* a power or air shut-down at the source.

In addition, the Fat Man has four-man teams of human zombies under his command. The zombies, ethnic Chinese, have

been brainwashed so that they must obey every order from the Fat Man (via the intercom). They know no fear. Each carries a .45 revolver (k) and three magazines. In addition, each has an implant which the Fat Man can trigger . . . causing instant death, with blood flowing at the mouth and nose (making prisoners useless). A zombie team begins at the locations marked on the map, but may then be moved freely by the Administrator (Fat Man) via the intercoms.

The purpose of the zombies is to herd the characters into the traps of the ship, wound all of them (but not to kill them!) and to direct the characters to the five false Fat Men.

The false Fat Men are bizarre decoys set by the real Fat Man. Each has been brainwashed to believe that he is the *real* Fat Man, and will proudly surrender to the players. However, each is also equipped with a special device (unknown to themselves) and a lethal implant, controlled by the real Fat Man.

The first Fat Man contacted by the characters will surrender, confess that he is the Fat Man, allow the characters to chain him, tie him, etc. . . . and then will detonate in a shower of blood (harmless to other characters). The Fat Man will then chuckle over the intercom system, "Fools . . . fools . . . fools . . ."

Once the first false Fat Man has detonated, the real Fat Man will continue to make snide remarks on the intercom system (see Table Two: Remarks, below). The Administrator must be careful to maintain his distance between himself and his Fat Man remarks.

The other false Fat Men, once the first has detonated, will act according to their personalities. Administrators are encouraged to role-play to the hilt. The false Fat Men:

"Suicide Stiff" (CC) is a dead body with the note, "You were too much for me, so I've ended it all. —Ignatius Flatt, The Fat Man." As players read this note, the body will mysteriously burst into flames. A voice on the intercom will cackle, "Wrong, wrong again." (If encountered as the first Fat Man, Stiff will obviously not be able to surrender since he is already — though recently — dead.)

"Japanese Queen" (1D) is a flamboyant transvestite (detectable to characters with AOK Medicine above 100, plus a 10% chance for all female characters) who will surrender proudly. Unknown to him, the Fat Man has planted a flame thrower in each cup of the false brassière (speed 60, accuracy 95%, range 3', limited to three shots). Although actually two flame throwers, treat as one weapon — it hits only one target; does regular damage. The



real Fat Man will activate these to injure any hitherto-undamaged character, or just to be showy.

"African Giant" (2A) is a mystical shaman. Hanging around his neck is a chain with a huge glassy gem in a thick setting. On cue from the real Fat Man, this gem will begin to blink (regardless of the condition of its wearer) and attempt to hypnotize all characters looking in its direction (4' range). A character must make a successful roll versus Willpower each turn he spends facing the gem, or become paralyzed. Once out of range of the gem, a character may make one roll versus Willpower every five minutes to come out of paralysis. A character left in the presence of the flashing gem for ten minutes must make a saving roll versus Willpower or become a zombie servant of the Fat Man.

"Cocktail Soviet" (5E) is a renegade KGB officer (30% chance of being known to any Soviet Senior Agent; 5% to any other character) with a wire running up his pants leg. Any character touching him, alive or dead, will receive 1d10-4

damage points from electrical shock. The Soviet is covered with a sprayed coating of a conductive agent. However, the coating is fragile — there is a 30% chance it will neutralize and become harmless after each shock.

Lastly, "Cleric" (5A) is an English churchman (10% chance of being known to any English agent) with nose plugs and a hand to his mouth (concealing a thin plastic tube connected to an air supply). His room is flooded with convulsory gas (the heavy curtain keeps it within the room). Each character entering has a 5% chance of noticing an "almond" smell to the air.

The Administrator, acting for the Fat Man, should allow the false Fat Men to converse with the characters as long as it is "amusing" or until he has worked the characters into a good "shot" — and then trigger the surprise.

The Fat Man also has some liabilities:

Carter (1E) is a Pentagon traitor who is a maniac about Americans. After each false Fat Man is encountered, the Administrator should roll the die: There is a 30% chance that Carter will desert the Fat Man and go after the Americans. He is not armed — yet. Once he has left the Fat Man, Carter has no special information about characters' locations or abilities. If captured, he knows *everything* about the sub and the Fat Man's trap.

Wing Pau (3C), lying tied up on Deck Three, is very confused about all this. He has never seen the Fat Man and does not know his way around. However, he will tell any agent that (1) he was kidnapped to provide treatment for a beautiful young Caucasian girl, who has black, shoulder-length hair, a mental problem, and a bizarre biology; and (2) he can identify Simba, the African Master Spy.

On board the mini-sub are two more

Table Two: Remarks

Following are examples of the types of remarks the Fat Man will be making across the intercom system. The Administrator is by no means limited to these; the more, the better.

(To the American, if the American secret hasn't yet been discovered): "Looking at what's before me, I have to admire your attempts at stealth."

(In Russian): "Comrade, I consider your little toy quite a marvel. Which reminds me — please don't press *too* many buttons while you are aboard."

(When anyone is in the vicinity of 3C): "Look about carefully, gentlemen, and you'll find adversaries of your own kind. Do be careful."

(When in 4B): "My British ally, I hope you can appreciate my humble modifications to your vessel."

(After the Japanese Queen trap is sprung): "Not exactly a case of 'burning desire,' eh, my friends?"

There are a number of other audio nuisances the Fat Man can perform over the intercom; the sillier or more bizarre, the better. Musical cues are an obvious example: Attempts to rescue agents falling into the vashnuri tank can be greeted with a chorus of "Octopus' Garden"; the first encounter with zombies could be fought to the strains of "Monster Mash"; anything to lend a sense of unreality to a normally straightforward moment is appropriate.

vital characters: Simba, the Fat Man's right-hand man and African Master Spy (known to Black Charlie), whose loss or capture will be horrendous for the Fat Man; and Sorra Lee, the Fat Man's beautiful 26-year-old daughter. Sorra Lee is apparently brain-damaged, and does not answer questions coherently or understand threats . . . but she does understand and will use her pistol (9mm FN Browning, e) if attacked. Simba himself carries a 9mm Luger (f) and an AKM assault rifle (x, 30 ammo), but will not use the AKM inside the mini-sub. Simba wears a khaki combat uniform, without identifying insignia, while Sorra Lee is in a sky-blue jumpsuit and boots. The Fat Man will do anything for Sorra Lee if she is captured or threatened, even if it means giving up his "game."

The Fat Man has informed Carter and Simba that he is an alien. He (as well as Simba, Sorra Lee, and Carter) use appropriately alien Travel Discs to move about the ship. Each travel disc is 3' in diameter, 1 inch thick, and looks like a rubber mat on the floor. There is one disc with each false Fat Man, one in the Stowage, and one on the mini-sub. They are transport portals, allowing the named characters to move instantaneously from one portal to any other. Player characters may not use them.

If things go satisfactorily, the Fat Man intends to materialize on the disc in the room with the last dying false Fat Man (he will try to do it when no one can see him materialize). He will then attempt to make the following speech. If he is interfered with and teleports out, the speech will be continued automatically via the intercom. Afterwards, the Fat Man will transport to the mini-sub, open the lock doors via his governor, and escape into the lake (while his governor closes and seals all exterior exits for ten minutes). If he has his ten minutes, there is no way to locate him — he has escaped.

The speech:

"Gentlemen, you haven't won.

"I have seen the cold fires of a thousand worlds, danced among the stars, glimpsed the mysteries of a universe you can only guess of. I am millions of your years old, and my intellect is ten times greater than yours.

"Puny humans, I bid you farewell. But I shall return."

If fired at, the Fat Man is defended by a force screen that can handle 20 damage points per turn. Excess damage points will wound the alien, causing him to seep brown liquid on the floor . . . he will then transport out. He probably will not be killed in this adventure.

Thus ends the adventure.

Final Points

For maximum diversity, the Administrator should pre-roll the NPCs himself prior to playing this adventure.

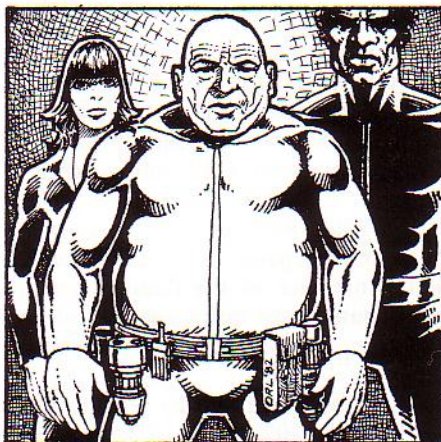
Ordinary, no bonuses: 19 junk crewmen, 6 zombie divers, 16 regular zombies, 5 false Fat Men, 2 zombie female sailors, 48 slumbering sailors, Wing Pau.

Ordinary, with bonuses: Black Charlie, Carter.

Same as Senior Agent: Simba.

Sorra Lee is rolled up as an ordinary character, without bonuses, except that her Charm is automatically 91 and her Knowledge is 0.

As for the Fat Man himself: Physical Strength 91, Charm 38, Willpower 56, Courage 89, Knowledge 178, Coordination 96, Offense 93, Deception 64, Evasion 68, Deactivation 137, Movement Value 243, Hand-to-Hand 159, Surprise 132, Life Level 40. Speaks all Terran languages.



As to what he looks like . . . he is enormously fat, bald, appears a trifle Chinese by complexion, and is dressed in a bright green jumpsuit with gadgets hanging from his belt. He is unarmed.

Thoughts for the Administrator: Good luck running this adventure! I've done my best to nail down any major loopholes, but with an adventure of this scope, there are improbable problems (someone hurling a grenade at the reactor, or using a torpedo as a battering ram) I've not covered. If one of these turns up, don't be afraid to improvise. As for the structure of this scenario, it is designed to be easy at first (luring players to lower their guard) and then exasperating (but not super-lethal!). The object is to wound, injure, and frustrate the characters, but not necessarily to kill them. However, use your discretion to increase or decrease the danger as your players require — either in your capacity as Administrator (by altering the adventure) or as the Fat

Man (by beefing up or pulling your punches). The zombie squads are best used as blocking forces, in good cover, preventing the players from travelling in the direction they choose — the zombies, although not super-characters, should prove suitably lethal in the short ranges. On the other hand, don't cry when the players shoot them away — that's what they are there for. (In fact, if the players are having a tough time, you might have the zombies stage a "charge" to allow characters to kill them more easily.)

Evaluating victory (and experience points, if the players want to continue these characters) is between you and the players, but you should remember to reward success in preserving a secret, to penalize exposure of a double agent, and to reward those enough on the ball to bring back samples of the Travel Discs or the "blood" of the Fat Man. Prisoners are also valuable, particularly Simba (to all agents) and Carter (particularly for the Americans).

Aftermath and Sequels

Assuming that the adventure ends pretty much as the Fat Man has attempted to arrange it — with the submarine and the government secrets recaptured, but with the Fat Man and his daughter and lieutenant escaped — the door is thrown wide open to the unusual repercussions and sequels.

Captured with the submarine will be six travel discs. Whether or not their technology can be understood could bring about a host of new adventures, especially depending upon who ended up with the discs.

And was the Fat Man really an alien? If so, what are his plans? So far he's acted primarily to frighten and alarm the major government powers of the world. If he plans to further his demands for unilateral disarmament of the world — or to pursue other, more sinister goals — it could provide for a fascinating rematch between the Fat Man and the agents who opposed him before.

In any case, if the Administrator decides to continue this adventure — in effect, to start a full-fledged, obnoxious "camp" spy campaign — he'll find plenty of material to work with in the Fat Man.



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Star Mail: Three Space PBM Reviews

THE HAUNTING OF HARKWOOD:
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Ellis E2

Take That!

And That!



Damage Variant for TOP SECRET by W.G. Armintrout

The worst problem with *Top Secret* is all those agents killed by a single shot to the foot.

If you've played the game, you know what I'm talking about:

"You hit him," says the Administrator.
"Location roll?"

"Left foot."

"Damage rolls?"

"Internal damage. Serious. Twelve injury points."

"Plusses?"

"Plus three for 9mm dum-dum ammo, none for body location. That's fifteen total injury points."

And, since the average enemy agent

has only 10 Life Level points, the Administrator crinkles up the stat sheet and tosses it away . . .

Dead. From a wound in the foot.

What makes the matter worse is that there is a table in the back of the rule-book which looks like it could help. It's called the Temporary Losses Chart, back in the optional rules; it lists body locations across the top and types of wounds down the side, so that the two can be cross-checked to determine the effects of the wound. Nice idea, no?

Unfortunately, the rules that go with the chart are all screwed up; they don't even explain how to use the thing — as

a replacement for the main game rules, as the prologue implies: (Nope. You can't kill anyone with the temporary loss rules.) Are the percentages taken off current or original attribute strengths? (Neither is a good answer . . . using percentages was a bad idea to start with, since it equalizes all characters, no matter their level.)

After long study, I *think* the Temporary Loss rules are merely a way to add a little more bloodiness to the game. (When average enemy agents have 10 life level points and average player characters have 13, do we need more bloodiness?) Not only that, but the system is difficult, unplayable, and useless.

But it *is* a step in the right direction. If I were talked into designing a better damage system for *Top Secret* (don't ask me to . . . I have better things to do) I'd start with the same sort of table: locations along one side, types of wounds along the other.

I'd add the die roll numbers along with the locations and wound types, right on the main table. That would condense the three tables used now down into one. (You have to alter "right arm/hand" to "weapon arm/hand", but that's no big deal.)

I'd scrap the percentages business, naturally. Instead of deducting things from the main attributes, which takes too much bookkeeping, I'd just list the life level loss that each combination of wound and location causes.

The Losses rules had a good idea when they had wounds downgrading speed and accuracy, though I'd simplify them quite a bit. Instead of deducting percentages from Coordination and then recomputing Offense and a half-dozen other derived secondary and tertiary attributes, I would merely class a few wounds as "-10," "-20," or "-30" to accuracy scores. It's the same idea, but taken into a form that can be played by normal people.

When it came to figuring injury points for each type of wound, of course, I would be careful to make the new damage rules work out to be as bloody as the original rules. That way players could freely alternate from the original rules to my advanced rules and back, without being thrown off by having them work differently. The optional Pistol, Rifle And Submachine Gun Ammunition Injury Modifiers table would work with both systems, although the optional body location modifiers would obviously not be needed with my hypothetical system.

And if I were going to write up such an Advanced Damage Chart — since I've gone this far, I might as well do it — it would look something like this:

ADVANCED DAMAGE CHART

To use this table, roll percentile dice for Wound Location and then for Wound Type. If the Wound Type roll is even, the wound is serious (S); if the roll is odd, it's a light wound (L). Cross-reference the two rolls on the chart. The resulting number is the damage taken by the character (plus or minus normal modifiers). If there is a raised number beside the damage total, the wounded character subsequently has an accuracy penalty equal to ten times the raised number until the wound is healed.

Example: Scott Birch is shot with a .357 Magnum. The first percentile roll is 15 (weapon arm) and the second roll is 82 (fracture), and the 82 was even, indicating a serious wound. Scott takes 9 points of damage (7 for the wound plus 2 for a Magnum) and suffers a -20 accuracy penalty.

Location:	Type of Wound											
	01-20 Abrasion		21-40 Incision		41-60 Laceration		61-80 Puncture		81-90 Fracture		91-100 Internal Damage	
	L*	S*	L	S	L	S	L	S	L	S	L	S
01-09 Head/Neck	1	2	2	4	4	7	8	11 ¹	11 ¹	11 ²	12 ³	12 ⁴
10-16 Weapon Arm	1	2	3	4	5	6	6	6 ¹	7	7 ²	8 ¹	8 ²
17-18 Weapon Hand	1	2	2	3	3	3 ¹	3	4 ²	4 ¹	4 ³	4 ²	4 ³
19-25 Other Arm	1	2	3	4	5	6	6	6	7	7	8	8 ¹
26-27 Other Hand	1	2	2	3	3	3	3	4 ¹	4	4 ¹	4	4 ²
28-46 Chest	1	4	5	5	7	8	9	10	11	11	12	12
47-64 Abdomen	1	2	4	7	8	8	9	10	11	11	12	12
65-79 Right Leg	1	2	3	3	5	6	6	7	7	8	9	10 ¹
80-82 Right Foot	1	2	2	3	3	4	4	4	5	5 ¹	5	5 ²
83-97 Left Leg	1	2	3	3	5	6	6	7	7	8	9	10 ¹
98-100 Left Foot	1	2	2	3	3	4	4	4	5	5 ¹	5	5 ²



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