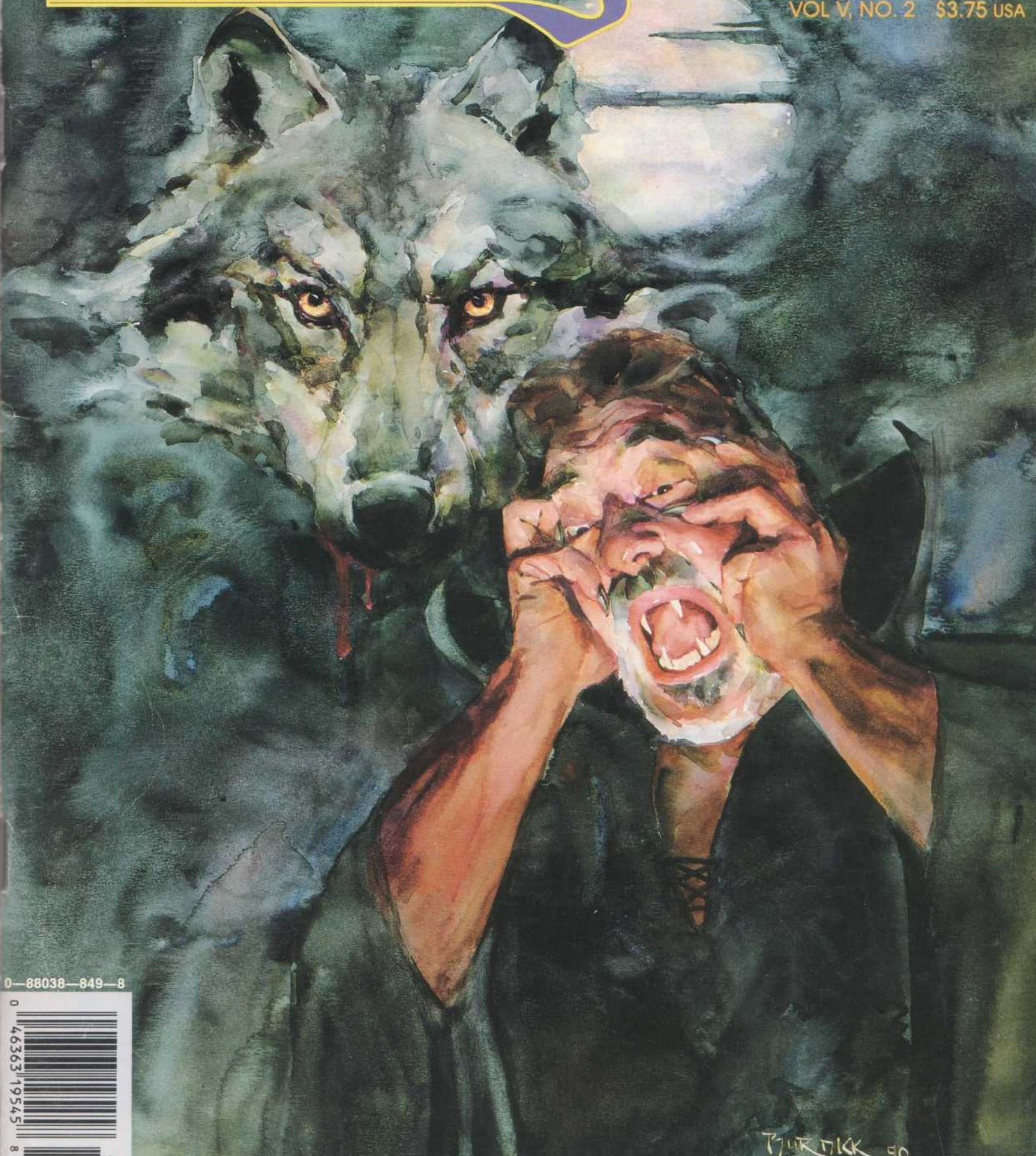


# Dungeon<sup>®</sup>

ADVENTURES FOR TSR<sup>®</sup> ROLE-PLAYING GAMES

NOVEMBER/DECEMBER 1990 ISSUE #26  
VOL V, NO. 2 \$3.75 USA



0-88038-849-8



THORNTON 90





# OPERATION: FIRE SALE

BY JOHN TERRA

Secrets: Get 'em while  
they're red hot.

Artwork by Jim Holloway

This is John's second adventure in *DUNGEON*® Magazine, and it has special significance for him. His free-lance debut was a pair of *TOP SECRET*® articles for *DRAGON*® Magazine, so in a sense he's come full circle. If he writes any more *TOP SECRET/S.I.*™ adventures, he promises to pick a locale that doesn't have big political changes occurring every other day. John's gaming group, the *RPGA*™ Network club known as "The Valiant Thirteenth Regiment," play-tested this adventure. They succeeded, though two PCs died and one was captured.

"Operation: Fire Sale" is a *TOP SECRET/S.I.* adventure for 4-8 agents. Though the adventure can be run using newly created agents, it is best suited for PCs who have gone on at least two previous missions. It is strongly recommended that the team contain PCs who have at least fourth-level skill in English, German, and/or Russian.

The Administrator should have a copy of *TSAC1 G4 File: Guns, Gadgets, and Getaway Gear*, which details the various guns and cars mentioned in this adventure. The *TSAC5 Commando* sourcebook gives additional information on some of the military skills and advantages that are not listed in the basic set.

The basic monetary unit of West Germany is the *deutsche mark*, or German mark (abbreviated DM). The exchange rate for marks to American dollars may be checked by the Administrator prior to running the adventure, but a value of \$1 = DM 2 may be assumed instead.

## Espionage Agencies

This adventure can be run using agents from a fictitious agency such as Orion, or agents from a real espionage agency. For those players who want a non-Orion fictitious agency, consider the following:

*ICICLE* (Intercontinental Commission on Investigations, Counterterrorism, and Law Enforcement) is an extremely secret organization based in Coventry, England. Founded by five wealthy, retired NATO spies, *ICICLE* is primarily a pro-Western organization, though the founders were wise and experienced enough to realize that sometimes even the good guys don't act in their own best interests. Therefore, *ICICLE*'s main goal is to protect the West and Neutral nations in spite of themselves, and to make sure that the world isn't

blown up by the West, East, or some nonaligned power.

This often puts ICICLE at odds with Western as well as Communist agencies (AD&D® game fans should picture the Forgotten Realms' Harpers, but in the 20th century!). Though ICICLE is a world-wide network, it does not have an abundance of power or personnel in every nation. In fact, its resources are spread rather thin, and agents usually have little backup. This doesn't bother truly skilled agents, since many feel that the mere knowledge of having backup at their disposal makes them sloppy in their missions.

Very few people outside of ICICLE are aware of the group's existence. One or two high-placed officials in Scotland Yard, the FBI, Mossad, Interpol, and NATO have good relations with ICICLE. The KGB, GRU, CIA, and French Deuxième Bureau are aware that there is some free-lance spy agency intervening in the world and do not like it one bit.

### Players' Briefing

It's a rainy Monday morning, the first day of October, in Coventry, England. Your team is gathered in your headquarters' briefing room awaiting your next mission. The wait is not a long one, for into the room strides your case officer, an attractive young American woman in her mid 20s. She carries a folder under one arm and clutches a steaming mug in her other hand. You know her only by her codename, "Cousin." Cousin flashes you all a tight, polite grin and sits down, opening the folder. Her whole bearing speaks of someone who is all business, and darn good at it.

"Good morning to you all. I hope that you're ready for something that requires finesse and guts. In fact, the more finesse you show, the less your guts will show, if you get my drift.

"Now, as you know, the advent of *glasnost* and *perestroika* has brought a considerable thaw in East-West relations. One result of this is the recently accomplished reunification of Germany.

"While the reunification is a good thing, it has resulted in a nation that, as far as defense secrets are concerned, leaks like a sieve. Though this situation will be rectified in time, the spy organizations of the U.S.A., U.S.S.R., Britain, France, and Germany are taking advantage of the chaos and going into a last-

minute feeding frenzy, trying to scoop up as many secrets as possible before things clamp down. Everyone's actively picking up any tidbits that they can get their hands on, thus the codename of this mission is Operation: Fire Sale.

"One particularly disturbing dilemma is a steady flow of mid-level NATO and U.S. military secrets trickling into Soviet hands. This has been going on since before the reunification. The confusion of reunification hasn't helped the situation any.

"The German Army—the Bundeswehr—has informed us of the presence of one such leak in their midst, though they cannot pinpoint exactly where it is. The Bundesnachrichtendienst, or the BND for short—that's the West German Federal Intelligence Agency—has verified the complaint, saying that the leak has been going on for at least the past two months. Confidential sources trace the leak to the northwestern quarter of Germany, with Bremen as a likely candidate.

"The BND, acting on its own, has come to us for help. With the all-German elections slated for early December, the competency of the present West German government must not be compromised. The elections are supposed to determine the political future of Germany, which by implication includes united Germany's fate as far as NATO is concerned. A major spy scandal could result in Germany isolating itself from NATO, and at worst, leaning toward the Soviets. This cannot be allowed to happen.

"As it stands, the Soviet Union has already declared that it will not oppose a united Germany in NATO if that is what the German people want. The sight of a democratic West Germany tripping over itself with spy scandals may undermine public confidence as well as give the Soviet Union a good excuse to oppose Germany's NATO membership.

"After consulting with the West German president, the BND, and some confidential sources in the Bundeswehr, we have decided to send a group of non-Germans, outsiders who would not be recognized in the German intelligence community, to take care of the leak. This, people, is where you come in." Cousin pauses to take a sip of tea and review the contents of the folder. Your pictures spill out as Cousin makes a few notations on a piece of paper inside the

folder.

"You will take a shuttle helicopter from Coventry to the RAF base at Leeds. Once there, you will catch a military flight aboard an RAF Nimrod Early Warning airplane to the Bundeswehr's NATO base at Bremen. It is a small, rear-echelon base that combines elements of air power and infantry. Report to Major Augustus Manneheim, base commander. You will be at his disposal. The major is the only person on the base who knows who you are and why you're coming. He is your temporary case officer, so work with him and do what he asks.

"You need not worry about smuggling intelligence equipment and armaments through customs, since you're traveling between NATO bases. Once you step outside the base into Bremen proper, however, you're in big trouble if the regular authorities catch you with any illegal equipment. This is a low-profile mission, with recommended minimal property damage or loss of life and limb. Take what you need, but be careful with it.

"Do not divulge your identity to anyone unless Manneheim tells you so. He knows you by your photographs and codenames, not by your real names or even by your usual working aliases.

"There is an ICICLE safe house in Bremen, but make contact only in a dire emergency. They use a bookstore as their front, and their phone number is 254009. Call them before trying to find the place.

"Despite the fact that 'only' mid-level secrets are leaking, this mission is important. Things in Europe are changing very fast, and we don't want to see Germany slip away from us. Mission Dispatch gives this mission a Yellow status: Urgent but low risk.

"Take care, and good luck. And of course, should you get caught, everyone will deny any knowledge of you or your mission. No back up, no prisoner exchanges."

With a final tight grin, Cousin gets up to leave. When she reaches the door, she turns to you. "Oh, I almost forgot. Your plane departs in 45 minutes. For those of you who don't have equipment, you'd better hustle down to Outfitting. But take it easy, will you? Travel light."



### Outfitting

Each PC is cleared to check out one pistol, eight clips of ammunition, a silencer, a pen radio, and any necessary surveillance equipment. Fake IDs and passports are available.

Outfitting will not give PCs grenades or explosives. Requests for submachine guns, shotguns, or rifles are not automatically granted. The likelihood of getting such a weapon is a percentage equal to five times the PC's skill level in the requested weapon. Thus, an agent with submachine gun skill at level four has a 20% chance of getting one.

PCs may purchase equipment outright or sign for it. All equipment signed out must be returned in the same condition it left, or the PC pays 150% of the item cost.

### Administrator's Briefing

Major Manneheim is the leak. He is being blackmailed by Major Igor Dzerzhinsky, a KGB operative. Dzerzhinsky is a rogue agent, and this operation has not been sanctioned by the Soviet premier.

It appears that Dzerzhinsky was put

in charge of mid-level KGB espionage operations in the German area a decade ago. During that time he did his job well, using whatever methods were needed in order to accomplish his goals.

When *glasnost* rolled through Eastern Europe, the order came from on high to close down the operation, at least for the time being. Dzerzhinsky, feeling that *glasnost* and *perestroika* would not last, dismantled only some of his operations, keeping his most prized "leaks" in place. Igor believed that even if the Cold War never resumed, he could make some use of any information gathered.

A year ago, Dzerzhinsky's foresight paid off when his agents obtained highly confidential information about the West German government. The documents described certain industrialists who were bribing government officials to slow down the reunification process in order to give West German corporations time to make a profit from the process, or at least to get a head start against corporations that had not paid bribes.

Other documents dealt with political dirty tricks that had been committed against minor West German political parties, or that would be used in the future to assure the ruling party's position in the new Germany.

It did not matter that these documents compromised only a few of the politicians in power. If word ever got out, it would undermine popular confidence in the current government. This lack of confidence would certainly affect the all-German elections slated to be held in the first week of December. The resulting backlash could put a Communist government in the new united Germany and even keep Germany out of NATO, perhaps bringing the country closer to the Soviet Union.

Therefore, Dzerzhinsky decided to put the information to good use. Using his espionage network, he researched the backgrounds of dozens of top-ranked West German military officers. Dzerzhinsky dug deep and found a perfect target, Major Augustus Manneheim, a loyal West German officer who is strongly devoted to Germany. Unfortunately, Manneheim's family helped to financially support the Nazis in 1936, and a few of Manneheim's relatives were members of the Nazi party. Manneheim's career would be ruined if these facts came to light.

Dzerzhinsky used Manneheim's fear of

seeing his beloved Germany become Communist, as well as the German major's family secrets, to force Manneheim to send him mid-level classified information on a regular basis. Manneheim realized that leaking such nonessential information was the lesser of two evils. After all, what was worse? A few American and British secrets turned over to the Russians, or a united Germany that was non-NATO and Communist to boot? The secrets stolen thus far include blueprints and performance data for fighter aircraft, designs for air-to-air missiles, and specifications for tanks.

The following prominent Germans figure in the scandal. An asterisk after an entry means that the person in question knows about the existence of Major Dzerzhinsky's list.

- Major Augustus Manneheim, Bundeswehr\*
- Heinrich Gundberg, President of KMW Motorwerks\*
- Albert Kiel, Ministry of Defense official
- Friedrich Ganz, BND official
- Colonel Johann Lofgren, Bundeswehr
- Admiral Albert Von Spee, Kriegsmarine (German Navy)
- Otto Prussian, Senior official in majority party
- Manfred Brandt, One of West Germany's top spies\*

When NATO superiors noticed the leak, Major Manneheim put on quite a convincing act, feigning outrage and concern and demanding that something be done soon. The major thought that typical Ministry of Defense red tape would delay such an investigation for a long time.

The major outsmarted himself, however. His act was so good that NATO became alarmed at the leak and launched an immediate plan to rectify the matter. Thus, the major now finds himself the unwilling case officer for a group of outside agents (the PCs). What's worse, he has to act just as gung ho to these outsiders as he did to his superiors when he complained about the leaks.

Major Manneheim will attempt to frame Lt. Johann Deitrich as the leak. Deitrich is the major's trusted aide, though the young man has no idea what is going on. Should the ruse fail, Manneheim will enlist the aid of the Exterminators, a world-wide assassination service, to remove the PCs.





### Time Line

Some events will occur regardless of the PCs' actions. The following time line will aid the Administrator in placing the action chronologically. Some events may not happen if the PCs interfere significantly.

#### Monday, October 1st

7:00 A.M.: Manneheim arrives early at the NATO base and plants the stolen plans in a secret compartment in Deitrich's desk.

10:00 A.M.: The PCs touch down at the NATO base in Bremen and attend a briefing by Manneheim (see "Touch-down in Bremen").

11:00 A.M.: The briefing ends.

11:30 A.M.: Manneheim leaves the base and goes to the Two Lions restaurant after disguising himself.

11:45 A.M.: Deitrich leaves the base for lunch and goes to the Two Lions. Manneheim arrives at the Two Lions, drops off the plans in the men's room, and leaves to get some lunch elsewhere.

12:00 Noon: Deitrich arrives at the Two Lions, orders lunch, and uses the men's room. Martin, the courier, arrives at the Two Lions for lunch.

12:15 P.M.: Martin uses the men's room and retrieves the package that Manneheim has hidden.

1:00 P.M.: Martin leaves the Two Lions and drives to Hamburg. Deitrich returns to the base.

2:00 P.M.: Manneheim meets with the PCs for their progress report.

4:00 P.M.: Martin exchanges briefcases with Rolf, the courier. Three KGB agents watch Rolf.

4:15 P.M.: Martin heads back to Bremen. Rolf catches the train to Berlin. Manneheim leaves the base for home. Deitrich goes to his own quarters on base.

4:45 P.M.: Rolf's train arrives in Lübeck. The first three KGB agents disembark, and the second KGB team gets on.

5:00 P.M.: Manneheim arrives home. Deitrich leaves the base by cab and goes to the Wursthaus, a Bremen restaurant, to meet his fiancée, Joanna.

5:30 P.M.: Deitrich arrives at the Wursthaus and dines with Joanna. Major Manneheim has dinner at home.

7:00 P.M.: Rolf arrives in Berlin, drops off the briefcase in a station locker, then takes a cab to the Hotel Republik. A second KGB agent team watches the lockers from the lounge and awaits the pick-up. Martin arrives at home (area G). Deitrich and Joanna walk to the cinema.

7:30 P.M.: Rolf arrives at the Hotel Republik. A female KGB agent retrieves the briefcase from the locker using a spare key, then drives to Soviet embassy. The second KGB team follows her in a separate car.

8:00 P.M.: Both KGB cars arrive at the Soviet embassy. Industrialist Heinrich Gundberg leaves his office and drives to Manneheim's house.

9:45 P.M.: Deitrich and Joanna take a cab from the cinema to Joanna's apartment. Gundberg arrives at Manneheim's, gets information on the PCs, then goes back home.

10:00 P.M.: Joanna is dropped off at her place. Deitrich retains the cab and heads back to his base quarters. Manneheim goes to sleep.

10:30 P.M.: Deitrich arrives at his quarters and goes to bed. Gundberg arrives home.

#### Tuesday, October 2nd

7:00 A.M.: Manneheim leaves home for the base. Gundberg leaves for his office.

7:30 A.M.: Deitrich reports for duty. Gundberg arrives at his office.

8:00 A.M.: Manneheim arrives at the base. Martin arrives at work at the KMW factory and calls Gundberg (his boss) to confirm the drop's success. Gundberg instructs Martin to keep a low profile.

9:00 A.M.: Gundberg calls Manneheim to tell him that the drop went well.

11:45 A.M.: Manneheim and Deitrich eat together in the mess hall.

12:00 Noon: Gundberg goes to the Bierhaus for lunch, meets Terminator Marina Sanderson, and gives her the PCs' photos and DM 150,000.

12:15 P.M.: Marina leaves the Bierhaus and goes to the Hotel Preussen.

12:30 P.M.: Marina arrives at the Hotel Preussen.

1:00 P.M.: Everyone is back at work.

2:00 P.M.: The PCs have their daily briefing with Manneheim.

3:00 P.M.: The briefing ends. After the PCs leave, Manneheim calls Gundberg and arranges to meet him for dinner. If the PCs told Manneheim that they suspect Gundberg or that they think Deitrich has been set up, Manneheim tells Gundberg to give the assassins the go-ahead to kill the PCs. If this happens, Gundberg calls Marina and gives the go-ahead.

4:00 P.M.: Manneheim leaves for home. Deitrich leaves the base by cab and meets Joanna at the Two Lions. Gundberg leaves for Manneheim's house.

4:15 P.M.: Deitrich meets Joanna at the Two Lions.

5:00 P.M.: Gundberg and Manneheim arrive at Manneheim's house simultaneously. Martin leaves the KMW factory for home. If Gundberg gave the go-ahead, Marina and Olaf leave the Hotel Preussen and head to the Von Tirpitz Hotel, where the PCs are staying.

5:15 P.M.: Marina and Olaf stake out the Von Tirpitz Hotel. Assassinations will be attempted between now and midnight.

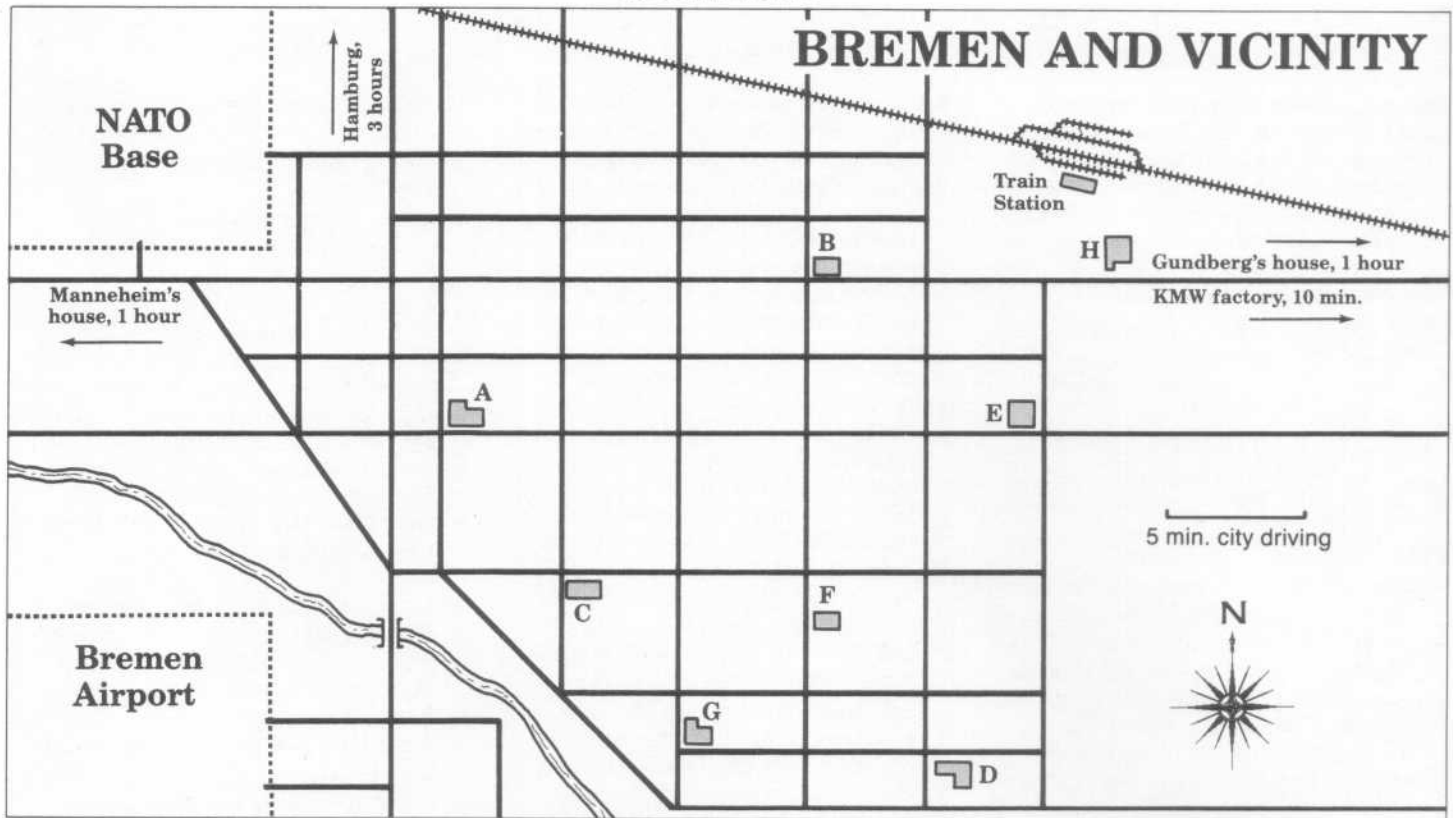
6:00 P.M.: Deitrich and Joanna take a cab to her apartment. Martin arrives home and eats supper.

6:15 P.M.: Deitrich and Joanna return to her apartment to work on wedding plans and address invitations.

9:30 P.M.: Gundberg leaves for home. Deitrich leaves by cab for the base.

9:50 P.M.: Deitrich arrives at the base and turns in. Manneheim goes to sleep.

10:30 P.M.: Gundberg arrives at home and prepares for bed. Martin falls asleep.



### Touchdown in Bremen

The following information should be read or paraphrased to the players:

Your military flight goes well and, before you know it, your team touches down at Bremen Air Force Base. The presence of tanks and jets together indicates that the base is jointly run by the West German Army and Air Force.

As soon as the plane comes to a halt, a sergeant escorts you to the base headquarters. The weather is chilly, and a cold drizzle is falling. Once inside the building, the sergeant leads you through an entry area, then passes through an outer office that contains a young lieutenant hard at work, and finally into the office of Major Augustus Manneheim.

The gray-haired major smiles at you and offers seats to the group. He taps his intercom and barks, "Deitrich, some refreshments for my visitors . . . schnell!" After he gets a crisp acknowledgement, the major sits down, grins again, and interlocks his fingers on the desk top as he

addresses you.

"Guten Morgen. I am Major Augustus Manneheim, commander of this army-air base. Apparently, I am now your—how do you say?—case officer. Very well. Let us begin.

"First of all, accommodations have been arranged for you at the Von Tirpitz Hotel. Each room sleeps two.

"Second, we have taken the liberty of renting two Audi 5000S autos so that you may get around town easily. They are parked outside this building. Here are the keys.

"Finally, I expect a full report every day at two o'clock in the afternoon sharp! You will report to me, and only to me, in person. This means all of you. There is much at stake here, and I will not tolerate any laziness, and . . . ah, here is Deitrich!"

Manneheim's speech is interrupted by the young lieutenant who was sitting in the outer office. The man smiles shyly as he brings in a large tray with coffee and apple strudel. He turns smartly and walks back outside.

"That was my aide, Deitrich. A nice young man, though he does not say much. He is to be wed in a few months, so I suppose the plans and the financial matters are weighing on his mind."

The major takes a cup of coffee and shakes some brown powder into it. The air smells of cinnamon. After taking a sip and savoring it, he continues. "Now, where was I? Ah, yes. Laziness. I do not tolerate it. I want aggressive seeking of clues and suspects.

"During the daylight hours, you may move freely about the base courtesy of these special passes. At night . . . well, all I can say is that terrorists enjoy infiltrating military bases, and our sentries are trained to shoot first. You know the routine, eh?

"Perhaps I can help you get started in your investigations? I received an anonymous telephone tip stating that we should look for a man named Martin who wears a green scarf and eats lunch at the Two Lions pub. Make what you will of that. Now, are there any questions before I send you on your way?"

According to Manneheim, the tip came in yesterday. If any PCs ask about Deitrich, the major says that the young man has worked for him for about two years and has proven reliable, though he has an annoying tendency to eat lunch off base. This bothers Manneheim because he likes to have Deitrich within shouting range in case something needs doing right away.

If there are no more questions, Manneheim drops some heavy hints that the PCs should leave and perhaps check into their rooms.

Actually, Manneheim is in bad straits. He is slated to make a drop-off today, and there is no way to change the time. After the PCs leave, Manneheim makes preparations to leave the base at 11:30 A.M. and drive into Bremen. Before he gets into the city, he pulls off the road into a wooded area and disguises himself in a brown wig with graying sideburns, gray moustache, and horn-rimmed glasses. A well-worn gray trench coat rounds out the ensemble.

His disguise complete, Manneheim drives to the Two Lions and drops off the latest set of plans (drawings and specifications for the AMRAAM air-to-air missile) in the men's bathroom. The plans are wrapped in brown paper and hidden in the wastebasket. This done, the major heads off to the Wursthau (area C), a competing restaurant, for lunch.

### The Von Tirpitz Hotel (Area A)

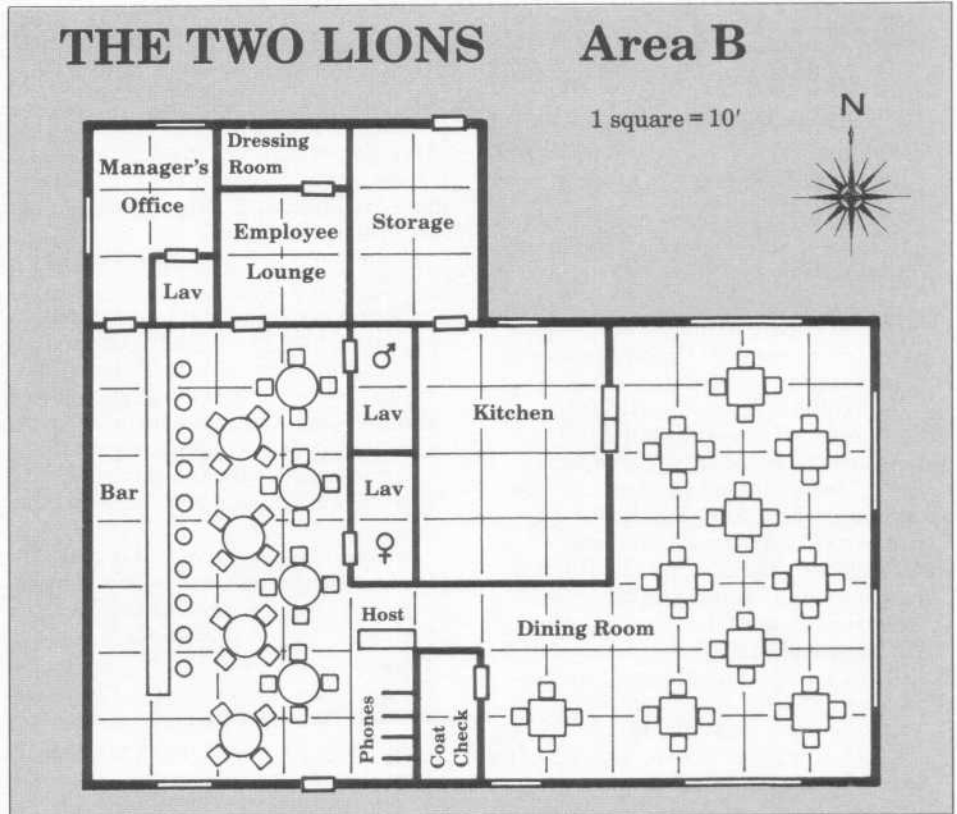
The PCs have a block of rooms, each sleeping two. The hotel is of upper-middle class quality and features an underground parking garage. The rooms are not bugged.

### The Two Lions (Area B)

The Two Lions (*Zwei Luven*) is a modest little pub and restaurant located in Bremen. The busiest times are from 11:30 A.M. to 2:30 P.M., and from 5:00 P.M. to midnight.

When the PCs first enter the restaurant, they are met by the host or hostess on duty, who directs them to the right if they desire food, or to the left for the bar area if only drinks are desired.

The bar area has subdued lighting and provides a cozy ambiance. The bar itself has 10 stools. Many small tables, each with four chairs, are crammed



in tight rows in the rest of the room. Entry to the bathrooms is through the bar area. The major, whether disguised or not, sometimes sits at a bar table for a few minutes to enjoy a cup of coffee with cinnamon. As a rule, the major's duties bring him into Bremen three times a week in the late morning. When disguised, he comes in once every two weeks.

The east section of the building contains the dining area and kitchen. Though a little brighter than the bar area, the restaurant is cozy and tastefully decorated with antique beer steins, coats of arms, old swords, and the like. Dinner and lunch are served here during the previously mentioned hours.

If the PCs pick up on Manneheim's tip and go to the Two Lions looking for Martin, the man with the green scarf, they will see him as well as Lieutenant Deitrich enter the pub at noon (though they do not walk in together). Deitrich uses the bathroom after he gets his table in the restaurant section. Martin also sits in this section. Five minutes after Deitrich leaves the men's room, Martin enters the bathroom and gets the package, tucking it inside his rain-

coat's inner pocket (he later transfers the package to the briefcase he has left in his car).

After lunch, Martin gets into his car and drives off to Hamburg while the oblivious Deitrich goes back to the base. The two men give no hint of knowing each other, which makes sense, since they don't!

If any waiters or waitresses who work the 10 A.M. to 6 P.M. shift are asked for information, and at least DM 20 is paid out, the PCs will eventually find a server named Greta, a very attractive and observant young woman in her early 20s. Greta mentions that Lt. Deitrich comes to the restaurant up to three times a week. As for the man in the green scarf, he comes in about twice a month.

If any of the PCs prompt Greta for more details, she says that she always knows when the man with the green scarf will come in, because before he does, an older man with thick glasses who is always bundled up in a raincoat comes in and orders a cup of coffee and a spice shaker of cinnamon. The man orders nothing more, nothing less. Greta thinks that the man is perhaps



**Major Augustus Manneheim**

STR	INT	REF	WIL	CON	MOV	DEX
40	62	48	67	73	51	55

Sex: Male                                      Race: White  
Nationality: German                      Born: 1946

Advantages: Acute Hearing, Ambidexterity, Musical Ability, Toughness, Command

Disadvantages: Deep Sleeper, Ego Signature (drinks coffee with cinnamon), Short-winded, Vision Impairment (2) (glasses)

Skills: Basic Firearms, Rifle (5), Submachine Gun (4), Pistol (5), Hand Grenade (2), Basic Heavy Weapons, Basic Melee, Boxing (4), Cryptography (2), Interrogation (4), Stealth (3), Surveillance (3), Acting (4), Driving/Automobile (5), First Aid (2), Musical Instrument (3), Radio Operator (3), Area Knowledge (Northwest Germany) (5), German (5), English (5), Russian (3)

Equipment: 9-mm Mauser Parabellum automatic pistol

Car: Maroon Audi 5000S

Major Augustus Manneheim stands a little shy of 6' tall. His close-cropped hair is gray, as are his eyes. The major is a spit-and-polish military man whose uniforms have such sharp creases that you could cut tomatoes on them.

Manneheim serves in the West German Army as the commander of a rear-echelon NATO base in Bremen. He is a loyal German and views the leaking of some mid-level secrets as a small price to pay for the security of his homeland from collapse into Communism and Soviet influence. Manneheim is wracked with guilt about his role in this affair, but he has rationalized that he has no choice.

The major is fond of playing the piano and drinking coffee laced with cinnamon.

**Lieutenant Johann Deitrich**

STR	INT	REF	WIL	CON	MOV	DEX
56	64	76	66	52	60	70

Sex: Male                                      Race: White  
Nationality: German                      Born: 1963

Advantages: Attractive Appearance (1), Fearlessness, Stamina

Disadvantages: Night Blindness

Skills: Basic Firearms, Pistol (4), Rifle (3), Submachine Gun (2), Grenade Launcher (3), Basic Heavy Weapons,

Basic Melee, Boxing (4), Oriental Martial Arts (5), Concealment (3), Stealth (3), Radar (4), Photography (3), Piloting/1-engine (3), Swimming (4), Area Knowledge (Bremen) (4), Basic Liberal Arts, History/PoliSci (5), German (5), English (3), Russian (3), Polish (3), French (2)

Equipment: 9-mm Walther P-38 automatic pistol

Johann is a nice young man, 6' tall, with steel blue eyes, square jaw, and blond crewcut. He is a dedicated officer in the Bundeswehr and serves as Major Manneheim's aide, a job he takes very seriously. In fact, Johann respects the major tremendously and is fiercely loyal to him. Johann is a German patriot.

Johann is quite naive and is oblivious to his superior's antics. He is head over heels in love with his fiancée, Joanna. They plan to be married in five months.

**Martin Gneiseneau**

STR	INT	REF	WIL	CON	MOV	DEX
38	42	22	40	32	40	32

Skills: Basic Melee, Knife (2), Driving/Automobile (4), German (5)

Equipment: Hunting knife

Car: Powder-blue 1969 Volkswagen  
Martin is 5'9", average build, in his 40s, with thinning brown hair and muddy brown eyes. He loves wearing a long green scarf.

Martin is a foreman at KMW Motorwerks and has been given the task of courier by his top boss, Heinrich Gundberg. Martin does not know that he is carrying military secrets, but he has a sneaking feeling that whatever he is carrying is illegal. The large amount of money that Gundberg pays him more than compensates for any guilt on Martin's part.

**Rolf Weisbaden**

STR	INT	REF	WIL	CON	MOV	DEX
28	52	38	30	51	40	45

Skills: Basic Firearms, Basic Melee, German (5), Russian (4)

Rolf is a cut-out (a non-agent hired to do an espionage-related task) often used by the KGB for European courier missions. He is a man in his 30s with a slight frame, mousy brown hair, and horn-rimmed glasses. Rolf is not a

hero; he just does this for the money.

If Rolf is searched, the PCs find a key with the number 42 printed on it. This key opens a locker in the Berlin train station. Rolf does not know who picks up the briefcase; he is supposed to bring the case to the locker, then go to the Hotel Republik, where his bosses have reserved him a room for one week. His fee is DM 20,000.

**KGB Agents**

**Anatoly, Boris, Cara, Dmitri, Edward, Frederik, Georgina**

STR	INT	REF	WIL	CON	MOV	DEX
70	60	80	70	75	65	70

Skills: Basic Firearms, Pistol (4), Submachine Gun (3), Basic Melee, Oriental Martial Arts (4), Boxing (3), Concealment (3), Cryptography (4), Disguise (3), Interrogation (5), Lockpicking (2), Shadowing (3), Stealth (2), Surveillance (4), Driving/Automobile (4), Driving/Motorcycle (3), First Aid (2), Photography (3), Radio Operator (2), Scuba Diving (2), Social Chameleon (3), Swimming (2), Throwing (4), Basic Science, Russian (5), German (5), English (3), Polish (2)

Equipment: Silenced 9-mm Stetchkin pistols, pen radios, lockpick sets

Car: Black 1970 four-door sedans of Soviet manufacture. The KGB keeps two AK-47s, 100 rounds of ammunition, a first-aid kit, and other supplies in the trunk. (These cars are available only in Berlin.)

These agents include two teams of three agents that protect Rolf at different points on his journey, and one female KGB agent who picks up the briefcase in the Berlin train station. These agents are specially trained for such missions in this part of Europe.

If anyone intercepts the courier or tries to take the briefcase, the KGB agents move in swiftly. If the PCs are in a public place, the KGB agents act like local law-enforcement officials and whisk the PCs to a waiting car or secluded spot. Once their privacy has been secured, the KGB agents eliminate the nuisance.

These agents are hard-line Soviets who dislike *glasnost* and follow Major Dzerzhinsky. They take orders only from him.



an obsessive lunatic, someone who has a routine that he follows fanatically. Greta wants to be a writer, so she is always speculating about what her customers are really like.

### En Route

From the restaurant, Martin drives his little Volkswagen onto the Autobahn, making his way to Hamburg. The trip takes three hours. During the ride, Martin places the plans in a bullet-proof, combination-locked briefcase (Difficulty 50).

Martin drives to the Hamburg train station and parks his car. He enters the station and goes to the platform that faces Track 12, where a train bound for Berlin will soon leave.

When Martin reaches the platform, he sits next to a raincoat-clad man reading *Der Spiegel*. The stranger has a briefcase that looks exactly like Martin's. The briefcases are on the floor, side by side. When the train arrives at the platform, both men get up, each taking the other's case. The newspaper reader, a cut-out named Rolf Weisbaden (see sidebar), boards the train. Martin takes Rolf's empty case, goes back to his car, and heads back to Bremen.

Three KGB agents, wandering the train station, also board the train. They have been assigned to act as Rolf's unseen escorts, running interference for Rolf against possible enemies (the PCs leap to mind). The agents will spend the entire trip in the observation car, appropriately enough. The KGB team is made up of two men and a woman.

The train consists of an engine, five passenger cars, a dining car, and an observation car (in that order). The passenger cars are made up of individual nonreserved compartments, each compartment holding four people.

If the PCs try to sit in Rolf's compartment, he politely expresses his desire to be left alone, suggesting that the PCs find another compartment. Persistent PCs will make Rolf nervous, causing the man to leave the compartment and walk into the observation car. This is a signal to the KGB agents that something is wrong, since Rolf has orders never to leave his railway car.

If the PCs tail Rolf into the observation car, Rolf makes a little hand gesture as each PC comes into the car. This shows the KGB who to deal with. PCs using Observation on Rolf make their

checks at half their INT scores.

Half an hour after the train leaves Hamburg, it reaches the city of Lübeck on the West German side of the West-East border. Though the two Germanies have one currency, and travel restrictions have been lifted, there are still two separate governments until the December elections. As a result, there is still a customs post here, though it is a mere formality, and passing through customs is ridiculously simple.

The three KGB agents have spent lots of time in West Germany, and they stand a chance of being identified by West German authorities. Therefore, they get off at Lübeck. Any PCs who take no measures to conceal firearms or surveillance devices stand a 30% chance of being discovered, arrested, and detained for at least 48 hours, during which time they will be extensively interrogated.

A second KGB team boards the train, taking the same positions as the first team. These three men have already cleared customs. Rolf has the same arrangement with them.

The train eventually pulls into Berlin, stopping at what was once East Berlin's main railroad station at 7:00 P.M. Rolf detrains, walks to the coin-operated baggage lockers, and places the briefcase in locker 42. He then hails a cab and departs for the Hotel Republik, where he will stay for one week. The second KGB team also leaves the train.

The lockers are watched from a distance by the three KGB men. Under their gaze, a female KGB agent with a duplicate key opens the locker and takes the briefcase, driving away in a black four-door sedan with diplomatic plates. The male agents follow her at a safe distance (six car lengths) in a similar car. Both vehicles drive to the Soviet embassy and are admitted to the compound. The plans are handed off to a KGB captain who is loyal to Major Dzerzhinsky. At this point, the AMRAAM plans are beyond recovery.

Should the PCs attempt to get the plans out of the locker, the KGB agents move in to deal swiftly with the interlopers, out of sight of any bystanders.

If the PCs have followed the route all the way to the Soviet embassy in (East) Berlin and now wish to go back to Bremen, the next train leaves at 9:00 P.M., arriving in Hamburg at midnight. The train goes on to Bremen, arriving there at 1:00 A.M..

### Investigating the Base

True to Manneheim's word, the PCs have unlimited access to all of the base facilities. However, there is nothing here of any consequence except for the headquarters building that houses the major's office.

All of the windows and interior doors have locks (Difficulty 40) and circuit alarms (Difficulty 20). The front door has a stout lock (Difficulty 70) and a very good circuit alarm (Difficulty 50).

**1. Entry Area.** This room has nice carpeting, several sofas for visitors' comfort, and a counter. A gate in the counter allows access farther into the office. As a rule, there are four Generic Soldiers (see *Administrators Guide*, page 23) here on daytime duty, and two soldiers at night. Each is armed with a 9-mm Walther P-38 automatic pistol and a nightstick.

Behind the counter are a small desk, intercom system, typewriter, telephone, and alarm button. There is nothing of interest in the desk. The alarm button alerts personnel in Communications and Security, who respond in five seconds.

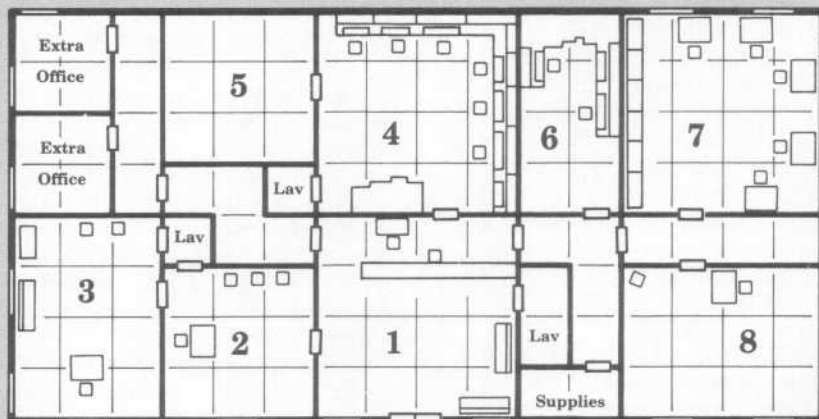
**2. Deitrich's Office.** A large desk is placed against the west wall. Three chairs against the north wall are for visitors waiting to see the major. The door from the reception area is locked at night. The door in the north wall leads to a private bathroom shared by Deitrich and the major.

Atop the desk are a typewriter, blotter, intercom, phone, digital clock, and desk lamp. The only non-Army-issue item on the desk is a photograph of a stunning young woman with long blond hair. Written in German are the words "To my dearest Johann. All my love—Joanna."

The desk is locked (Difficulty 45), denying casual access to the two sets of three drawers and the middle drawer. The drawers contain papers pertaining to the routine operation of the base. The middle drawer holds two appointment books, one for the major and one for Deitrich. Johann's book is filled with mushy references to scheduled dates with Joanna. Also tucked in the book are several invoices for various wedding expenses, furniture, etc. It appears that the couple are planning an average-size wedding, nothing too extravagant.

## BREMEN NATO BASE HEADQUARTERS

1 square = 10'



Each PC who gives the desk a thorough going-over must make an Observation Check. Any who pass the check see a tiny corner of white paper stuck under the desk's middle drawer. This is a clue to the secret compartment under the drawer. A letter opener, pen knife, or other thin, sharp metal object will be needed to pry off the panel that covers the secret recess.

The recess contains a (phony) Swiss bank book with a balance equal to DM 2,000,000 (DM 100,000 deposits are listed every two weeks for the last five months), a matchbook for the Two Lions pub, a photocopy of schematics for the F-18 Hornet, and a short typed letter that reads:

Johann:

From now on, make copies of desired plans rather than taking them outright. NATO is getting suspicious.

I.D.

Major Manneheim planted this evidence in Deitrich's desk. Deitrich is not even aware that his desk has a secret compartment! Manneheim forged the letter, using the typewriter in his own office. A PC who wishes to compare the

print with various typewriters on the base must make an INT Check at -20 in order to accurately ascertain which machine produced the letter.

Johann and Joanna are in love, loyal to each other and to Germany, and have no involvement whatsoever in this case. Deitrich is being duped by the very man he admires most in the world. As a result, Deitrich will refuse to believe that Manneheim is guilty of any wrongdoing, thus the PCs will have great difficulty ensuring the lieutenant's cooperation.

Johann's base quarters holds no incriminating evidence, nor does Joanna's apartment (area E). Johann does not even have a Swiss bank account.

**3. Major Manneheim's Office.** This room is a nicely furnished and carpeted office with a huge old desk. A sofa and two chairs are provided for guests. A locked filing cabinet (Difficulty 25) stands in the northwest corner. The door from Lieutenant Deitrich's office is always locked at night. A second door in the east wall leads to a private bathroom.

Atop the desk are a blotter, telephone,

desk lamp, intercom, and typewriter (the machine that Manneheim used to forge the note found in Deitrich's desk). The desk's lock has a Difficulty Rating of 50, though there are no incriminating documents in any of the drawers (the major is too smart for that). The middle drawer holds a letter from the BND, dated last week, that tells Manneheim a group of agents is slated to arrive at the beginning of the month to investigate the security leaks. The letter is accompanied by the PCs' photos and codenames.

The only other thing of interest is the major's phone list. The home and work telephone numbers of industrialist Heinrich Gundberg (one of the names on the blackmail list mentioned earlier) are listed in the book.

The filing cabinet contains personnel records of everyone on the base, including the major. The records all appear to be in order and list home addresses where applicable.

### 4. Communications and Security.

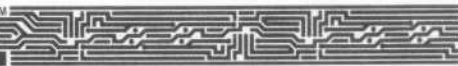
This door is never locked. The room is always manned by four Generic Soldiers and contains radar screens, radio equipment, and alarm monitors for the headquarters. There are two phones and one intercom on one of the control panels. If an alarm sounds, three of the soldiers respond, and they have orders to shoot first. Besides the usual pistols, these particular soldiers have M-16 assault rifles and walkie-talkies.

**5. Arsenal.** The door is always locked (Difficulty 75). The arsenal holds 50 5.56-mm M-16 assault rifles, 50 9-mm Walther P-38 pistols, and 200 rounds for each weapon.

**6. Cryptography.** The base uses this room for intercepting and decoding non-NATO radio messages. Two Generic Soldiers are always here on duty, attending the computers and radio monitors. The door is always locked.

**7. Personnel.** The room is manned only during the day by five Generic Soldiers. It contains five desks and a whole wall full of locked filing cabinets (Difficulty 20). The base uses this room as the administration and personnel office to track manpower and materials, and it is consequently a resounding bore for investigating PCs. The door is locked at night.





**8. U.S. Attache.** The door is locked at night. This spartan office belongs to Captain Tyler "Red" Huring, U.S. Air Force representative for the base. Captain Huring is a tall, slim man in his early 30s, with red hair, freckles, and a prominent Texas drawl.

Captain Huring's desk is locked (Difficulty 20) and contains nothing unusual except for a half-written letter addressed to his wife, Stella. The letter tells how Huring feels about Manneheim, Deitrich, and Germany in general. Huring considers the major a "stuffy old gasbag," and Deitrich a "dumb, naive sucker who is always broke." Germany, in his opinion, is boring, and he hates soccer. Apparently, Huring is not enjoying his stay.

Huring lives in the officers' quarters on the base and is innocent of any wrongdoing. His only offense is his bad attitude.

### Other Locations

#### The Safe House (Area H)

Hidden in the cellar of a Marxist bookstore is a 10-room safe house belonging to the PCs' organization. The facility is run by Wilhelm, a young agent. PCs can reach the safe house only after they have called the telephone number and gotten directions.

The safe house contains food, medicine, fresh clothes, spare pen radios, passport-forging equipment, and 20 silenced 9-mm Walther P-38 pistols, each with 32 rounds of ammunition.

As a last desperate resort, Wilhelm can also lend the PCs a run-down truck that he uses for the bookstore. Wilhelm will never accompany the PCs on missions.

**Truck:** Max Spd 50, Accel 5, Handl -30, Brake 20, Prot -40, #Pass 8, Range 200.

#### Manneheim's House

The major lives in a very comfortable manor house that has been in his family for generations. He lives alone and does his own cooking, hiring someone to do a thorough housecleaning every two weeks.

Manneheim has a gun collection in a display case. The collection includes a 9-mm Luger pistol, a .22 Galil semiautomatic rifle, a 9-mm Schmeisser MP-40 submachine gun, and an AK-47 assault rifle. Each gun has 100 rounds of am-

munition stored in a separate drawer in the lower section of the display case.

If Manneheim is confronted with proof of his deceptions (Interrogation skill need not be used), the Administrator must make a WIL check for the major. Should the major fail his check, he coolly says the following:

"Yes, I stole the secrets and passed them on. But don't you see? I had to do it! I am being blackmailed by someone in the KGB, someone who has access to certain secrets that, if revealed to the German public, could sway the all-German elections in December to an unfavorable conclusion. The new united Germany could very well fall into the Soviet sphere of influence. Of course, NATO membership for the new Germany would be an impossibility if that happened!

"I had to opt for the lesser of two evils. What's a few mid-level American secrets when compared to the future of my Fatherland?"

"Still, I am glad the truth is out. I have come to hate myself and what I have done. You must believe me, if there was another way out, I would have taken it.

"When word came that you people were arriving to investigate the leak, I realized that I had to cover myself. Deitrich, the naive fool, was such an easy target—so trusting. Of course, he had no idea what was going on."

If, when confronted by the PCs and their evidence, the major rolled a 95-99 on his WIL check, he failed in a big way. All of the pressure, anger, sadness, and shame of what he has done comes to a head. His speech is the same but is laced with many expressions of grief including crying, wringing his hands, and banging his head against the wall.

If Manneheim made his initial WIL check, he denies any involvement and tries to reach his guns in order to get the drop on the PCs. He may do this by making a pretense of having to tend to something in the house.

If, after Manneheim's confession, the PCs ask who is blackmailing him, they must use Interrogation skill. If the PCs make their check, then Manneheim must make another check, this one at half his WIL score. If he fails, the major tells the PCs that Major Igor Dzerzhinsky, stationed at the Soviet Embassy in Berlin (the section formerly known as

East Berlin), is behind the operation. Dzerzhinsky, the major believes, is part of an anti-Gorbachev faction that wishes to bring back heavy Soviet influence to Eastern Europe. He even speculates that the KGB major is acting outside his authority.

If Manneheim is asked to divulge the entire scheme, another Interrogation check must be made. If the PCs make the check, another half-WIL check should be made for the major. If Manneheim fails his check, he reveals the smuggling route, the conspirators, everything.

Manneheim is sure that the blackmail information is stored at the Soviet Embassy in Berlin. There is a major East-West friendship reception to be held at the embassy on October 9th. Perhaps the PCs could come up with some way of getting in?

#### Heinrich Gundberg's House

Gundberg lives in an opulent mansion in suburban Bremen. He has a maid, a cook, and four handymen-bodyguards (function as Generic Soldiers). Each is armed with a .45 M-1914 automatic pistol and a nightstick. The entire staff lives on the grounds. Gundberg himself has a 12-gauge shotgun, but if he is faced with more than one gun-wielding PC, he will back down.

If Gundberg's guards are neutralized and the man is confronted with his part in the crime, he claims to have no knowledge of what the PCs are talking about. Thus, an Interrogation check must be made by the PCs. If the check is successful, Heinrich immediately crumples into a snivelling heap and says:

"I confess! I hired the Exterminators to kill you! They have been so useful to me in the past to get rid of competition, and surely you know how tough it is to be manufacturing automobiles now? If it isn't automobile commercials that don't show the car, it's commercials with some man telling outrageous lies. Let's not even mention the Japanese! And what about this Fahrvergnügen nonsense? I just can't take it anymore!

"The KGB got wind of my past, ah, business practices and threatened to go public with my name as well as the names of government officials who had things to hide. I am a major supporter of the current coalition,

**Heinrich Gundberg**

STR INT REF WIL CONMOVDEX  
30 60 30 40 33 45 45

Sex: Male                      Race: White  
Nationality: German        Born: 1940

Advantages: Mechanical Aptitude, Photographic Memory, Wealth (3)

Disadvantages: Cowardice, Greed, Lechery, Overweight (1), Short-winded

Skills: Basic Firearms, Pistol (2), Shotgun (2), Driving/Automobile (5), Sailing (3), Social Chameleon (2), Basic Liberal Arts, Business/Economics (5), Basic Science, German (5), English (2)

Equipment: 9-mm Walther PP automatic pistol

Car: Silver KMW 87b "Stuka," a horrible knock-off of the BMW M5. It has the same performance stats as the BMW, but if the KMW ever exceeds 80 MPH, it has a cumulative 5% chance of breaking down per 15 minutes of 80+ MPH speed. Check the Vehicle Crash Table, page 86 of the Players' Guide. Slowing down to below 80 MPH, then speeding back up to over 80 MPH "resets" the car, and the determination begins again at 5%.

A bald man with brown eyes, Heinrich is 5'6" tall and weighs 200 lbs. He smokes Cuban cigars and dresses expensively.

Heinrich is the president of Kubelwagen Motorwerks, the company that produces the KMW, a flawed newcomer to the auto market. He is a ruthless weasel of a man who cherishes money above all else. Heinrich does not care how he gets this money, which is what got him in trouble in the first place: the Soviets picked up information that Heinrich used the Exterminators to wipe out a competitor in the automotive market.

In regard to this whole espionage affair, Heinrich is rapidly losing what little nerve he has. He wants the Exterminators in place very quickly in order to wipe out any snooping PCs. In fact, he has already commissioned the Exterminators to kill Major Dzerzhinsky in the event of Heinrich's or Manneheim's capture.

and if it fell, so would I.

"I did what I had to do. What any good businessman would do. I cut my losses and helped Manneheim smuggle the secrets out. One of my factory foremen, a man named Martin, proved to be reliable and his silence easily bought. I will testify, anything! Just don't beat me up!"

The only thing that Gundberg will not confess to is a fail-safe measure that he himself has instituted, without Manneheim's knowledge. If Gundberg or Manneheim are implicated in the leak, the Exterminators have standing orders to kill Major Dzerzhinsky at the diplomatic reception in Berlin on October 9th. The only way that the PCs could possibly find this out is if they use truth serum on Gundberg and ask him if he has any other contracts in the works with the Exterminators.

A search of Gundberg's house, a process that takes two hours, reveals evidence of extensive unaccountable financial transactions, a ledger listing all of the secrets sold to the Soviets, and a list of all the blackmailed men (see "Administrator's Briefing"). As a bonus, there is a phone number that enables Gundberg to contact the Exterminators. This could be a major break in the effort to penetrate of this mysterious assassin-for-hire organization.

**The Exterminators**

Swedish nationals Marina Sanderson and Olaf Erikson are two top Exterminators who have dealt with Heinrich Gundberg in the past. When Manneheim told Gundberg about the PCs' upcoming investigation (and after Gundberg regained his composure), the industrialist thought it prudent to have the two hired killers "on station" in case their services were needed.

On Tuesday, Marina meets Gundberg for lunch at the Bierhaus (area F) and receives the PCs' photos, descriptions, and hotel location, as well as the usual fee. Marina goes back to her hotel room to wait for the signal to proceed.

The two assassins are staying at the Hotel Pruessen (area D) under the names Marja and Bjorn Larsen. One of the duo is in the room at all times awaiting Gundberg's call.

Gundberg makes the call if Manneheim gives the go-ahead, and the major

will do so if he finds out, through the PCs' daily reports, that they either suspect Gundberg or are convinced that Deitrich was framed.

The Exterminators' tactics are simple. They leave the Hotel Pruessen in their rented car and drive to the PCs' hotel to stake out the place. The assassins try to eliminate any PCs that leave the hotel in small groups. Marina enjoys killing people in deserted locales, so if she and Olaf see the entire team move out, they follow in hopes of catching their targets on a lonely stretch of road, or even on the Autobahn.

Should these tactics fail, the killers take the direct approach. After midnight, Marina and Olaf sneak into the PCs' rooms and attempt to kill them in their sleep, concentrating on one room at a time.

Since Marina and Olaf are high-powered assassins and worthy foes. The Administrator should play them very intelligently. The killers are hoping to live to see another day, even if this means retreating; they are not suicidal. Consider each killer to have five Luck Points.

**Concluding the Adventure**

The PCs should be able to crack this case if they think clearly and role-play well. There are two basic ways to wrap up the adventure.

First, the easy one. If the PCs report back to their superiors with their findings, the major confesses his role in the affair and turns over temporary command to Lieutenant Deitrich. The PCs are put on a flight back to England, where they can make a full report.

Once the PCs' superiors have been briefed, higher-ups talk to the U.S. State Department and the British Foreign Secretary, who in turn talk with their Soviet counterparts, dropping heavy hints about the fate of economic aid to the Soviet Union being tied to the fate of the sensitive information. The Soviets exert the proper amount of authority and stop the rebellious KGB faction. Major Dzerzhinsky escapes capture, goes underground, and plots a horrible and painful revenge on the PCs.

The second option is tougher. After informing their superiors, the PCs are sent to Berlin to recover the blackmail information during the party at the Russian embassy. The PCs will have to dress up in tuxedos and evening gowns,



and make witty conversation with diplomats, all the while looking for a way to get to the embassy's upstairs offices where the information is secured.

Major Dzerzhinsky is at the party, as are media representatives from all over the world. Major politicians from the U.S.A., Soviet Union, and Europe are also in attendance. Finally, Marina and Olaf attend the party (if they are still alive) in order to kill Major Dzerzhinsky. The Administrator will have to

design the embassy and the reception's schedule and guest list.

If the PCs failed Operation: Fire Sale, the repercussions depend on how badly they performed. If the PCs were caught by the KGB and taken prisoner or shot in the streets, a huge diplomatic disaster occurs. Germany is in bad shape as popular opinion turns against NATO, whom the Soviets accuse of sending the agents. Germany's tipping into the Soviet sphere of influence is inevitable.

If the failure was more low-key, such as not cracking the mystery of the leak, the PCs are recalled to their headquarters and given a healthy dose of verbal abuse. Their next mission will be to act as security for the British Foreign Secretary when he attends the diplomatic reception at the Russian embassy in Berlin on October 9th, giving the PCs a second chance to redeem themselves.

### The Exterminators

#### Marina Sanderson

STR INT REF WIL CON MOV DEX  
66 82 90 74 82 74 86

Sex: Female Race: White  
Nationality: Swedish Born: 1962

Advantages: Ambidexterity, Attractive Appearance (3), Eye-Hand Coordination, Fearlessness, Light Sleeper, Sensuality, Stamina (1), Toughness (2), Wealth (2)

Disadvantages: Allergies (cats) (3), Ego Signature, Enemy (PCs' organization) (4), Greed, Lechery, Unmistakable Feature

Skills: Electronics (4), Computer Technician (4), Crossbow (2), Knife Throwing (3), Basic Firearms, Pistol (5), Rifle (5), Sniper Rifle (5), Submachine Gun (3), Shotgun (2), Basic Heavy Weapons, Basic Melee, Knife (4), Fencing (3), Boxing (4), Oriental Martial Arts (5), Concealment (4), Demolitions (4), Disguise (2), Forgery (3), Interrogation (4), Lockpicking (5), Pickpocket (3), Shadowing (5), Stealth (3), Surveillance (4), Tracking (1), Acting (3), Climbing (3), Driving/All vehicle types except Tank (4), Fine Arts (4), First Aid (3), Lip Reading (3), Parachuting (2), Photography (2), Piloting/1-engine/Multi-engine/Helicopter (2), Radio Operator (3), Sailing (3), Skiing (4), Sleight of Hand (3), Social Chameleon (4), Swimming (4), Throwing (4), Basic Liberal Arts, Anthro/Psych/Soc (4), Basic Science, Chemistry (5), Swedish (5), English (4), German (3), Russian (3), French (2)

Equipment: 9-mm M-40 automatic pistol, 7.92-mm Type D Browning Sniper Rifle with night scope, knife, 2 oz. plastique in face-powder compact, timer-detonator disguised as watch,

garrote in belt, pen radio, lockpick set. Both guns have silencers.

Car: Rented tan Audi 5000S that she shares with Olaf. Marina and Olaf keep their big guns and other supplies in the trunk.

Standing 6'1" tall, with long blonde hair and very pale blue eyes, Marina Sanderson is quite a striking woman. She is one of the Exterminators' most deadly agents and is called in on very delicate or difficult assassinations.

Marina hates cats with a passion and leaves a calling card at each of her jobs showing a cat silhouette inside a red circle with a diagonal slash. She lives the typical, decadent jet-set style of life and supports this lifestyle by doing pricey work for the Exterminators.

Clearly, Marina stands no chance of winning any awards for her personality. She is a cold, heartless killer who uses people and disposes of them once they are of no further use to her. Olaf is her trusted partner who shares many of the same interests that she enjoys.

#### Olaf Erikson

STR INT REF WIL CON MOV DEX  
90 50 50 60 90 70 50

Sex: Male Race: White  
Nationality: Swedish Born: 1963

Advantages: Athletic Ability (2), Attractive Appearance (2), Fearlessness, Mechanical Aptitude, Sensuality, Stamina (2), Toughness (4), Wealth (2)

Disadvantages: Clumsiness, Deep Sleeper, Enemy (PCs' organization) (4), Gambling, Greed, Lechery, Traumatic Flashbacks (flying tennis balls) (4)

Skills: Basic Mechanic, Aircraft Mechanic (3), Electronics (3), Computer Technician (4), Basic Firearms, Pistol

(4), Sniper Rifle (5), Submachine Gun (3), Shotgun (2), Basic Melee, Knife (3), Boxing (4), Wrestling (5), Concealment (4), Demolitions (3), Interrogation (3), Shadowing (4), Stealth (1), Surveillance (3), Climbing (3), Driving/Automobile/Truck/Motorcycle/Boat/Snowmobile (3), Horsemanship (4), Piloting/1-engine (4), Scuba Diving (3), Skiing (5), Social Chameleon (4), Swimming (4), Throwing (5), Basic Science, Engineer/Civ/Elec/Mech (3), Swedish (5), English (5)

Equipment: 9-mm M-40 automatic pistol, 7.62-mm Type D Browning sniper rifle with night scope, knife, pen radio, lockpick set. Both guns have silencers.

Marina's partner Olaf is 6'3" tall, with wavy blond hair, tanned complexion, and blue eyes. He is an extremely muscular man. Marina uses Olaf as brute force, though he does have subtle assassination skills.

Olaf was once a tennis pro, but his career came to an abrupt end when a high-velocity tennis ball struck him on the left temple, causing him to careen headlong into the spectator stands. He suffered severe head trauma resulting in a slowing-down of his reflexes and a bitterness toward anything related to tennis.

Olaf's association with Marina makes him as high a priority as Marina on the PC organization's most wanted list. He has no sense of humor and is quite an arrogant boor. Olaf drinks too much for his own good and exhibits an almost bizarre fondness for Finnish vodka. His secret desire is to meet West German tennis stars and beat them up. Ω