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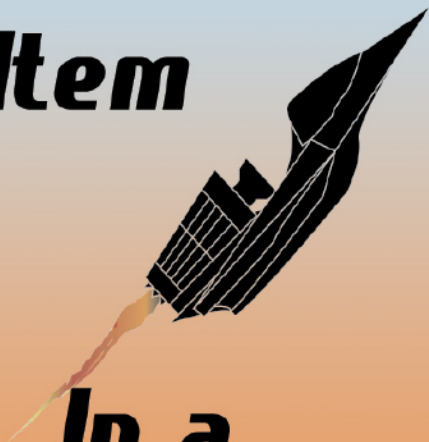
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***In a
Cold***

War



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Introduction

This solo scenario is designed for a 1st level MSPE Spy character set in 1982. If playing a higher level character, increase SRs by 1 for every 3 levels other than SR0, which remain at 0.

Since Solo modules are by their nature self-refereed, it's up to you to decide if a skill can apply to a roll. It's also up to you to track XP for rolls; only final mission XP (should you survive) is given.

Your character is an agent of the United States federal government. Which agency doesn't matter. The scenario is an extreme national emergency and you are given temporary status as an agent of both the FBI and CIA if your character is not one or the other already. If you are not already armed, give yourself a 9mm clip pistol.

Things have been formatted so that a single 'node' is an individual page. so no scrolling is needed. However, it is a .pdf document, so if you want to poke around here or there to see something, that's also possible (unlike most video games.)

[Go to 1](#)



1982. Cold war tensions rise faster than computer stocks and the hair is big. Yuppies are jam to *Eye of the Tiger* as the economy goes into a tailspin from trickle-down economics.

Your boss, Sam Johnson, the Man with a Clearance Higher Than God, calls you at 5am.

"Be at LAX in thirty minutes. Top priority."

You arrive and security quickly escorts you onto an unmarked learjet. Sam hands you a folder as the door closes and the plane begins to taxi. "Short hop to Vegas. One of the prototype stealth birds out of Area 51 went AWOL with the pilot. Unfortunately, even we can't trace the thing without a transponder, which he somehow turned off right after declaring an emergency. We searched everywhere he might have crashed with nothing. This is as Top Critical as it gets. You have authority to take any means necessary to recover the bird, or if that's not possible, destroy it."

In the folder: pictures of a very odd looking plane named 'Styker,' dossier of test pilot Ted Speed, CIA and FBI badges.

Sam hands you a portable phone while taking back the pictures of the Styker. "We touch down in ten minutes. Check out Ted's apartment first. Here's a acoustic scrambler and a portable phone. You've only got 30 minutes talk time on it and it takes 10 hours to charge, not much coverage area, so only use the phone if you have to."

Go to Ted's Apartment - 63



2

As you approach the gunfight, the Soviet guard takes down the driver of the jeep with his pistol. He looks up and sees you. Time to do or die, as they say.

SPD SR 1 to go first in combat, if fail, then go second.

CON 10, DEX 10, STR 10, LK 14, SPD 10, Clip Pistol 3

HTHA 2

MWA 2

Armed with Makarov 9mm (2d+4, 8 Shot Clip, 3 clips)

Win the Fight - Go to 8

Lose the Fight - Go to 67



3

Professionals cleaned Ted's Apartment.

Every surface wears a sheen of bleach and it will be a day or two until anything smells right again.

No books or photographs or personal documents. Even the trash cans are empty.

Other than the dead body and gore splatter, this could be a model furnished unit.

LK SR 1

Succeed - Go to 61

Fail - Go to 23



4

Luckily for you the Soviets believe in old fashioned methods, and there is a fire axe in with the emergency equipment.

You cut the ropes and roll the Styker out just as the cargo plane begins to take off. The cargo aircraft suddenly lurches skyward with the weight reduction as you jump onto the rolling fuselage.

You hang on for your life as the cargo carrier was doing about ninety miles per hour when you exited. At first the wheels and landing gear take the punishment, but they start to dig into the salt flat. At thirty miles per hour they fail and the fuselage collapses belly-down. You roll off with a few small bruises.

The cargo plane does one close flyby. In the cockpit you see Luigi and a very attractive woman. Both look pissed.

The plane turns for another pass when it suddenly breaks off and flies on a straight line toward what you would guess to be Cuba. You see several unmarked sedans dash onto the playa in your direction. As they get closer you see US government plates.

The new arrivals confiscate the tractor trailer and begin loading what you have of the Styker into it. Three black helicopters arrive, one carrying Sam Johnson.

While the Soviets managed to get hold of the removable wings with the radar absorbing material, they didn't get the advance avionics or advanced countermeasures, including anti-infrared coating only applied to the engines and exhaust areas.

Mission Success

350 XP



You slowly turn around. An old guy in a security outfit points a .45 magnum directly at your heart. His nametag says "Old Bill"

"Hands up. Wallet in left front coat pocket? Okay. Nice and slow, let's see it." He checks your id. "The recovery boys forget something this morning?"

"What recovery boys?" you say as Old Bill hands you back your wallet.

Old Bill goes pale. "A plane landed here about 3am. I thought the semi was from THE base. Sonofa bitches. I kept my nose out of it. I thought it was odd one of those guys from the Plaid Flamingo was there, but I figured maybe his day job is a cover. Can't remember who he is exactly."

Go to the Plaid Flamingo - 41



6

You pepper the cargo aircraft with bullets, critically hit one of the engines and a primary fuel line. A blazing fireball smashes to earth two miles north.

Orchestral action movie music plays in your head. You somehow get a cell phone signal in a remote desert region in 1982 and you call in to Sam Johnson to send in a clean-up crew.

Congratulations! While you didn't recover the Styker, it didn't fall into enemy hands, and you looked awesome cool doing it.

350 XP

The End



You fiddle with some wires, but the car alarm goes off despite your expertise. At least you're still an expert at such things in your own mind, even if everyone else disagrees.

A man wearing teddy-bear pajamas and carrying a big shotgun approaches you. He yells, "I'm the property manager! What the hell do you think you are doing?"

Convince him you are an FBI agent – CHR SR 1

Success - Go to 55

Failure - Go to 45



8

You win the gunfight, but the cargo plane starts to take off with the Styker in its hold.

The cartel's jeep isn't going anywhere, but the small machine gun mounted on a swivel turret still looks intact.

Grab the SMG and try to shoot down the plane - Go to 64

Run and try to jump onto the loading ramp - Go to 49



9

Chuck's bodyguards move a split second after you reach toward him.

SPD Check SR 2

Success - Go to 19

Failure - Go to 26



10

You hit the cargo plane with a few shots, but not enough to take it down. It flies in the general direction of what you figure to be Cuba.

A few months later the Soviets unveil a new fighter that looks suspiciously like the Styrker.

You are transferred overseas and spend the next year at a desk job in an embassy in the most backwater location on Earth.

50 Mission XP (If you don't retry the mission).

Retry mission? - Go to 1



The sun is still below the horizon, but there is plenty of light. You proceed to the covered parking area.

You find Ted's car in the parking space with the same number as his apartment. The engine of the red 1966 corvette is still warm, and there's a blinking light on the dashboard clearly warning the vehicle has a burglar alarm.

Break into Ted's car without setting off alarm?

DEX SR 2

Success – Go to 33

Failure – Go to 7

OR

Go back Outside Ted's Apartment - Go to 63



12

You fail to pick apartment lock and hear footsteps behind you.

Go to 51



13

In all the confusion, you manage to sneak onto the open back of the hauler plane. The Styker is there, tied onto cargo holds via ropes. You manage to sneak a look outside and see the remaining aircraft guard sport a large red splotch on his torso and collapse onto the desert floor after shooting the jeep's driver in the head; looks like they took each other out and not in a very romantic way.

The plane begins to taxi for takeoff.

Attempt to cut the ropes and roll the Styker out of the cargo hold – Go to 4

Make your way up to the cockpit- Go to 17



The old man levels the pistol at you after dialing a number. "Hey, Sam. This is Bill. One of your boys here?" He listens for a minute, then lowers the gun after he finishes the call.

"Gotta be careful, you know," Old Bill says, his skin getting paler by the second, "Ted landed a plane here about 3am. I thought the semi was from the base. Sonofa bitches. I thought it was a little odd one of those guys from the Plaid Flamingo and Ted's girlfriend were the ones who showed up. I figured maybe his day job is a cover; they do that sort of thing. Eleanor once said she worked for the same people as Ted."

"Anything else?" you ask.

"Yeah. I gave the best years of my life to Dreamland. Can I, as we say, take care of Ted after the interrogations are done?"

"Looks like Eleanor or the guy from the casino already did that to Ted. Right between the eyes."

"Too good for a traitor. I would have made it a nice, long, painful disembowelment, like in the old days." Old Bill spits on the floor.

Off to the Plaid Flamingo - Go to 41



15

Underneath the seat you find an apartment key in a small magnetic tin, along with a matchbook from the Plaid Flamingo Casino.

Enter Ted's Apartment – Go to 30



16

You get your shot off before the old security chief can fire.

When you check his wallet, he has a very old military id with a very high clearance (in fact, higher than yours was until this morning...) and a VA benefits card.

There is going to be some very messy paperwork.

Go to 65



17

You get to the cockpit and find the only occupant: a man who looks exactly like the pictures of 'Luigi' from the Security Office.

That is because he is 'Luigi.'

You point your gun at his temple.

Order him to fly to Vegas. CHR SR 2

Success – Go to 38

Failure- Go to 68

OR

Ask him, "Do you like money?" - Go to 36



18

"Welcome to the Annual Brain Surgeon's Symposium" a small sign says. Nobody raises an eyebrow you pick up a nametag and quickly write "J. Smith" on it.

"Hi," an attractive member of your sexual preference says to you. "So, what do YOU think of the effectiveness and ethicality of regular application of direct current to the Limbic Lobe in combination with Selective Serotonin Reuptake Inhibitors for treatment of Dysthymia?"

You respond....

IQ lower than 14: "I'm sorry. A little jet-lag. I think I need to lie down." You leave the symposium with a headache.

IQ between 15 and 18: "Not sure. What do you think?" You might have found your next career if you survive and retire from the Agency. Unfortunately, clearly no leads.

IQ 19 or higher: You give the doctors some useful suggestions about trying modulated AC pulses synced to counteract cascade effects instead of flat direct current before you leave the symposium. Obviously no clues here.

Ask for the Manager – Go to 53

Get some chips and try to blend in at a Roulette table (even though you are wearing a suit and almost everyone else is in shorts and Hawaiian shirts – Go to 66

Rehydrate at the Bar and see what you can learn – Go to 22



19

You pull your handcuffs and are reading Chuck his Miranda rights before his bodyguards can react.

"It's okay, boys. My lawyers will have me out in a few hours. This fucking idiot Fed has no idea who he's dealing with."

After several hours of interrogation, it's clear Chuck was himself duped into believing that a Soviet agent was a distant "Cousin Luigi" who wanted to ship a truckload of medication to an orphanage in Mexico City that Chuck supports. Chuck used some old contacts to arrange a pre-approved customs declaration so the truck would not be searched at the border. By the time things are worked out, the truck was already through the border and disappeared.

A few months later the Soviets unveil a new fighter that looks suspiciously like the Styrker.

You are transferred overseas and spend the next year at a desk job in an embassy in the most backwater location on Earth.

50 XP (Unless you retry the mission).

The End

Try Again? - Go to 1



20

You walk around for a few minutes and find the clearly marked manager's unit.

After knocking on the door several times, it opens and you see a man in flannel teddy bear pajamas holding a large shotgun.

"What the hell do you want before I call the cops!?"

CHR SR 1 to Convince Him You Are an FBI Agent

Success – Go to 55

Failure- Go to 45



21

Do a SPD contest to see who shoots first. Old Bill is a crack shot.

Win the SPD SR 2– Go to 16

Loose the SPD SR 2 – Go to 47



You order a cola at the bar.

A few seconds later, an attractive woman walks up to you.
“You look lonely. Not into gambling?”

“Not really my thing,” you respond.

“You looking for a different type of good time?” she says as she moves in a little closer.

You flash your FBI badge.

“Hey, now. Nothing illegal. I was just going to give you this,” she says as she hands you a flier for a ‘Ranch’ outside city limits. “Chuck went full legit after he moved from Chicago. His Ranch is on the up-and-up, all clean girls checked and licensed and legal in that county. Here he comes now.”

The woman motions to a man in a very nice suit who is accompanied by two very obvious bodyguards.

Go to 53



23

The McCranky Local Airport was built during the height of the old Red Scare, which appears to have been the last time anything was painted. According to the mostly-faded sign, the small airport has several hangars, one takeoff strip, one landing strip, and a small cafe. The sign also states that you can get "1% off food in the cafe for every Godless commie you turn in! Maximum 10% because we're not Goddamned socialists! Call 555-USSR-DIE"

Sneak around looking for clues – DEX SR 2

Success – Go to 65

Failure – Go to 31

OR

Head to the Security Office - Go to 54



24

You saunter over to the Security Chief's Office and knock.
There's no answer.

You hear a voice behind you.

"Ahem..."

Go to 53



25

You fail to break down the apartment door. The management must have replaced the usual cheap flimsy motel doors with solid metal ones.

You take 1 CON, 1 STR and 1 DEX damage for the rest of the adventure.

Go to 51



26

Chuck's security team tackles you before you can move and knocks you unconscious.

You wake up in the dark, realizing too late that you never showed Chuck your badge. Maybe it didn't matter, anyway, since from what you can tell you are tightly bound and gagged and locked in the trunk of a car. You can feel the desert heat and bumps and dings along a dirt road.

Someone might find your body in the next century or two. Maybe. Probably not.

The End

Retry? - Go to 1



"He showed up a few years ago after he was almost killed in the car accident that took the life of my dear Uncle Guido. Said he didn't want to be around Chicago no more. Guido mentioned him before his passing and said he was reliable. I took him at his word. But, now that you mention it, he never wanted to talk to anyone back home. Anyone."

Ask to look around Luigi's Office - CHR SR 1

Success – Go to 42

Failure – Go to 35

OR

"I have someone I can call to look up a thing or two." Call Sam Johnson – Go to 37



You find a customs clearance exemption sheet. It's been filled out and verified. A truckload of sterile medical supplies for an orphanage in Mexico City to go through the border town of Los No Existe.

Chuck verifies the Casino does charitable donations to the orphanage, "Luigi said he had never been there, so wanted to take the supplies himself. That mother used the kids to do the commie's dirty work. I'm making some calls when you leave; if your guys don't get him, ours will. Of course, he might trip several times and break his face and arms before we hand him over."

You also find a small carton for non-prescription contacts, the type actors use to change their eye color.

And in the back of the top desk drawer, you find a 7.62mm round. Russian made.

If you haven't searched the mini-bar for any additional clues and would like to do so.

Search Mini-Bar - LK SR 1

Success – Go to 57

Failure – Go to 39

OR

Head for Los No Existe – Go to 43



29

You are killed in a gun battle at the No Los Existe border crossing.

Unfortunately, the Soviets manage to steal the Styker and use it to help build their own force of stealth aircraft.

Your name will be put on a plaque for Those Who Gave the Ultimate Sacrifice at Agency Headquarters in a few decades once the mission classification lowers enough. Until then, it's blank.

Retry adventure? Go to 1



30

You enter the dimly lit apartment just as the sun begins to rise.

Inside the living room, you find Ted, dead, shot once in the head.

He still wears his flight suit; his helmet lays on the carpet next to him.

You put on gloves to get a closer inspection. There are powder burn marks around the bullet entry wound, which means he was shot at very close range. Looking through his pockets, you find a flier for the Senator McCranky Local Airport.

You pick up a phone on a small table next to Ted's body and call Sam Johnson, letting him know Ted's status.

Search the rest of the apartment - Go to 3

Go to the Senator McCranky Local Airport - 23

If you successfully searched Ted's car, you can also go to 52 (The Matchbook) if you want



31

You THINK you are being sneaky when from behind you hear,

“Hold it right there, Mister. Hands where I can see them.”

Turn around and shoot – Go to 21

Put your hands up and say, “I’m a federal agent” – Go to 5



Chuck stands silently for a few moments. "I always wondered about him. Some things just didn't add up. He liked real Russian vodka too much. I'll escort you to his office to see if there's anything to help find that bastard."

Go to 42



You manage to break into the car without setting off the alarm. The interior smells of cigarette smoke, but other than the ash tray the car is immaculately clean. Test pilots who live long enough to get to Ted's level are known to be an unusual combination of seat-of-the-pants daredevils and cross-t's-and-dot-i's perfectionists.

You do a thorough search of the car's interior.
Luck SR

Succeed – Go to 15

Fail - Go back to 63



34

The apartment manager is dead.

Dammit. This is going to require filling out the long form since he was an American civilian.

You get his master key and enter the apartment. You need to make this fast in case someone called the local authorities.

Go to 30



35

"Unless you have a search warrant, this is private property."

Pull your handcuffs and badge and attempt to arrest Chuck: SPD SR 2

Success – Go to 19

Failure – Go to 26

OR

Call Sam Johnson and try to get some leverage on Chuck (or a quick warrant) – Go to 37



"As a matter of fact, I vastly prefer capitalism to socialism. More bling and less borscht. I know many things your government would like to know. I'll give them out one at a time for the proper treatment and financial considerations. The first thing is the name of a mole at Los Vegas International Airport, run by the spymaster you know as Eleanor who will attempt to kill me when we arrive. She will not be pleased about this. She hated sleeping with that slimeball pilot."

You contact Sam and the mole is arrested. After you land at Las Vegas International, a team from Area 51 quickly takes over and unloads the Styker into a secured hangar.

There's initially a bit of an international squabble, but the cargo plane is returned with the cover story that a Soviet pilot on a training mission decided to defect.

Over the next few years, Luigi is given a new identity and proves a great source of information. He coincidentally said he was tapped out of information only a week before some of Chuck's associates finally caught up with him and presented him with concrete footwear. Oops, you knew there was some small detail you forgot to tell Luigi.

500 XP - Congratulations! Maximum Mission Success

The End (Until it's time to foil Eleanor's next Plan...)



You make the call. After a few minutes, Sam replies with, "I have something better than a search warrant. Luigi was a cover identity for one of our agents. He was killed in the car crash with Guido. We hushed up his death in case we ever wanted to use the identity again."

"We put out an APB. It would help if we could check his office." CHR SR 1

Success – Go to 42

Failure – Go to 35

OR

You tell Chuck. "I have some bad news about your cousin. The man is an impostor. The real Luigi died in the crash with Guido." - Go to 32



Luigi maneuvers the plane on a course directly for Las Vegas International.

"I will only tell you the name of a mole at Los Vegas International Airport, run by the spymaster you know as Eleanor who will attempt kill me when we arrive. She will not be pleased about this. She hated sleeping with that pilot."

You contact Sam and the mole is arrested. You land at Las Vegas International and a team from Area 51 quickly takes over and unloads the Styker into a secured hangar.

There's initially a bit of an international squabble, but the cargo plane is returned with the cover story that a Soviet pilot on a training mission decided to defect.

Luigi is interrogated but reveals no additional information; however the Soviets trained him, he's immune to every method. He was killed by an unknown assailant in a maximum security cell somewhere in the middle of the country, but sources indicate Chuck paid someone a significant amount of money shortly thereafter for "Very Personal Services Rendered."

450 XP – High Mission Success!

The End (Until it's time to foil Eleanor's next Plan)



39

Other than some illegal Russian Vodka (this is 1982, remember), you find nothing of interest on the mini-bar.

Search Luigi's desk LK SR Lvl

Success – Go to 28

Failure – Go to 60



40

You break down the door, making a lot of noise in the process.

You hear footsteps behind you.

Go to – 51



You arrive at the Plaid Flamingo Casino.

It's tempting to use valet parking, but you decide you want quick access to your car. You park in a handicap spot and put the fake tag on the rearview mirror. Several people glare at you as you walk into the Casino.

It's difficult to determine which atmosphere is worse: outside where it's starting to get warm enough to bake cookies in your underwear, or inside where apparently a majority of the total international tobacco crop is consumed.

Ask for the Manager – Go to 53

Get some chips and try to blend in at a Roulette table (even though you are wearing a suit and almost everyone else is in shorts and Hawaiian shirts) – Go to 66

Try to blend in with the other folk wearing suits at the Annual Brain Surgeon's Symposium being held in the convention area. – Go to 18

Go to the bar to rehydrate and see what you can learn – Go to 22



Luigi's office is textbook "70's Vegas." The lime green plaid carpeting makes you nauseous when you look at it for more than a few seconds. The two sitting chairs, couch, and desk chair (behind the desk, naturally) look made with very fine, hand-tooled leather. As you enter, some sort of electric eye activates a phonograph that starts playing a disco album. A line of television sets on one wall show views from various security camera while the opposite wall is a one-way mirror with direct views into the casino below.

The two likely places to find something would be the mini-bar or his desk.

Search the mini-bar LK SR 1

Success – Go to 57

Failure – Go to 39

OR Search his desk

LK SR 1

Success – Go to 28

Failure – Go to 60



After a few hours, you pull into Los No Existe. Two towns with the same name on either side of the border. A rather sleepy and boring place where little happened until today.

The sheriff's car is parked with full lights, along with an ambulance. The sheriff stands over a wounded border guard treated by two paramedics. You flash your badge.

"Sheriff Coleman," the sheriff, "Billy here is the only survivor. Some bastards shot up everyone else..

Billy motions. From the multiple bullet wounds, it's obvious he's done, "Oversized container semi. Claimed sealed medical supplies for orphanage. *cough* Forgot paperwork. *cough, cough* Pulled guns when we told them to open it..... *cough, ack*" He dies.

The paramedics wheel Billy away.

Suddenly, a Mexican Federal Police car pulls to the crossing. A man steps out. He's very pale with a Soviet-regulation haircut. He new arrival pulls his pistol and shoots Sheriff Coleman between the eyes.

SPD SR 1 to pull your gun and shoot first

Success – 62

Failure – 29



You approach the large cargo plane and try to hide until the shooting stops

DEX SR 1

Success – Go to 46

Fail (looks like you'll have to fight after all) – Go to 2



“Eleanor warned us about her psycho ex,” the Manager says .

SPD Check SR 1 to see who shoots first.

Success – Go to 34

Failure – Go to 59



46

You manage to keep out of the firefight as the crack-shot guard and the jeep's driver finished each other off. The cargo plane starts taking off with the back loading ramp still open.

You are next to the cartel jeep. It isn't going anywhere, but the small machine gun mounted on a swivel turret still looks intact.

Jump into the wrecked jeep and try to shoot down the plane
- Go to 64

Try to catch up to the plane and jump onto the loading ramp – *Go to 49*



47

Old Bill shot first.

There were no witnesses. Bill thinks he killed a godless commie spy, so he drags your body out into the desert and buries it without even bothering to look at your ID.

You are dead.

Retry? - Go to 1



He looks at you suspiciously and pulls an old .45 pistol from his desk drawer.

"I'm going to have to make a call."

Attack him – Go to 21

Let him make the call – Go to 14



49

You try to jumping onto the tail ramp.

STR SR 1

Success – Go to 56

Failure – Go to 50



50

You almost make the jump onto the tail ramp, missing it by mere inches. You tumble onto the playa and roll around a bit with more bruises to your ego than anything else.

The cargo plane does one close flyover. In the cockpit you see Luigi and a very attractive woman. Both smile as it breaks off and flies east-south-east, on a straight line to what you would guess to be Cuba.

You hear automobile engines and see several unmarked sedans dash onto the playa in your direction. As they get closer you see few familiar faces and US government plates.

A few months later the Soviets unveil a new fighter that looks suspiciously like the Styrker.

You are transferred overseas and spend the next year at a desk job in an embassy in the most backwater location on Earth.

50 XP

Retry? - Go to 1



51

A man wearing teddy bear flannel pajamas and carrying a large shotgun approaches you. He yells, "I'm the property manager. What the hell do you think you are doing?"

Convince him you are a federal agent CHR SR 1

Success – Go to 55

Failure – Go to 45



You leave Ted's apartment and get into your standard-issue agency sedan. The sun is just over the horizon and it is starting to get hot.

Looks like you have two places you can check:

Go to the Senator McCranky Local Airport – Go to 23

Go to the Plaid Flamingo Casino – Go to 41



You see an older gentleman escorted by two obvious bodyguards.

"I am Charles Embruliga, Owner and Proprietor. Everyone calls me Chuck."

"About time you guys showed up. I'm not too keen on calling the authorities, but my cousin Luigi didn't show up this morning, and I feared the worst. Sometimes nutsos go after casino security chiefs."

Ask to look around Luigi's Office - CHR SR 3

Success - Go to 42

Failure - Go to 35

OR

Attempt to handcuff Chuck and bring him in for questioning - Go to 9

OR

Ask Chuck "How well do you know your cousin?" Go to 27



You walk into the dusty Airport Security Office. It's already warm and the slowly turning ceiling fan looks almost as ancient as the man watching a small bank of television monitors. His name tag says, "Old Bill."

"May I help you?"

"I'm interested in renting one of the hangers. Can you show me around?" CHR SR 2

Success – Go to 65

Failure – Go to 48

OR

You flash your Badge. Federal Agent. Any aircraft land here around 3 o'clock?- Go to 48



"I knew there was something fishy about Eleanor," the Manager says.

"Eleanor?" you ask.

"Ted's live-in girlfriend. She was a real hottie, but always hated when someone tried to take a picture of her. I'll take you up to Ted's apartment."

You both go to Ted's unit. The Manager knocks, yells, "Management! Smoke detector in your unit. Gotta check it!" and opens the door.

The Manager gasps.

Enter Ted's Apartment – Go to 30



Like a scene out of an action movie directed by Alfred Hitchcock, or maybe a future one by Michael Bay, you manage to jump into the back of the plane. Good thing you had plenty of breakfast on the early morning flight to Vegas.

The Styker's fuselage is there, tied onto cargo holds via ropes.

As the transport approaches take-off speed, you have a decision to make.

Attempt to cut the ropes and roll the Styker out of the cargo hold – Go to 4

Make your way up to the cockpit- Go to 17



Other than some illegal Russian Vodka, you find nothing of interest on the top of the mini-bar.

On the bottom shelf of the mini-bar, however, you find some hair dye.

Chuck says, "Luigi told me he sometimes dyed his hair blonde. That bastard was blonde and dyed his hair black...."

Search Luigi's desk LK SR 1

Success – Go to 28

Failure – Go to 60



Other than some illegal Russian Vodka, you find nothing of interest on the top of the mini-bar.

On the bottom shelf of the mini-bar, however, you find some hair dye.

Chuck says, "Luigi told me he sometimes dyed his hair blonde. That bastard was blonde and dyed his hair black...."

Head for Los No Existe – Go to 43



59

The Manager shot first (In your defense, he IS retired Special Forces.)

You are dead.

Return to beginning to retry – Go to 1



There's a mostly-filled ashtray.

You find a filled out and officially verified customs clearance exemption sheet. A truckload of sterile medical supplies for Mexico City to go through the border town of Los No Existe. Chuck verifies the Casino does charitable work for the orphanage, "Luigi said he had never been there, so wanted to take the supplies himself. I'm making some calls when you leave; if your guys don't get him, ours will. Of course, he might trip several times and break his face and arms before we hand him over."

If you haven't searched the mini-bar for any additional clues. LK SR 1

Success – Go to 58

Failure – Head for Los No Existe – Go to 43

OR

Head for Los No Existe – Go to 43



61

The cleaners cleared out the garbage can, but they forgot to look underneath it.

You find a used matchbook to the Plaid Flamingo Casino.

Go to 52



Speeding down the highway, you see dust on a large salt flat to your right. It is flat and more than large enough to serve as a temporary runway. Several long tracks indicate drug smugglers do this all the time.

You drive onto the playa and see an unusual sight. A large Soviet cargo airplane with a tractor-trailer pulled up to the rear cargo doors. Two figures guard the plane. You can just make out two other figures rolling the fuselage of the Styker into the hold; the detachable wings must already stowed.

Then an old style military jeep approaches from the other side. The local drug cartel must have picked up chatter. The gunner on a small SMG on the back opens fire and one of the soviet guards goes down.

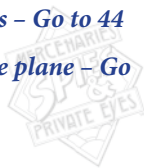
Unfortunately for machine gunner, he picked the wrong guard. The other one calmly pulls a large pistol, aims, and shoots the machine gunner in the head. The guard lowers his aim and shoots out one of the jeep's tires, causing it to spin and wreck into the playa.

You get out of your sedan.

Move in closer, but wait until the shooting stops – Go to 44

Try to sneak around the other way and onto the plane – Go to 13

Jump into the fight – Go to 2



You get to Ted's apartment complex at 6:45am just as the sun starts to rise. It's a nice but extremely unremarkable building most likely converted from a motel a decade or two ago. Many of the resident parking spaces have sedans similar to your agency one in them and more than a few sport government plates. You suspect a lot of the residents do a daily call-in.

Nothing on the outside of Ted's unit indicates anything unusual.

Attempt to pick the lock and sneak inside - Dex SR 1

Success – Go to 30

Fail – Go to 12

Try to break down the door into Ted's Apartment – Str SR 2

Success – Go to 40

Failure – Go to 25

OR

Look outside the unit for Ted's car – Go to 11

OR

Go to the manager's unit – Go to 20



Luck roll SR 0 (Don't roll a 5 or less).

Succeed - Go to 6

Fail - Go to 10



You look around the very quiet airport. Dust is everywhere, sometimes a heavy layer, sometimes a light layer.

Hangars 1-5 are locked and hold various private prop planes. Most likely weekend joy rides for retired mid-level execs.

Hanger #6 is unlocked and empty, but you find tire tracks in the sand leading into the hangar. The tight tripod arrangement would match the Styker. A quick check of the log indicates the entire building was rented two days ago by Ted Speed.

Tractor-trailer tracks lead into and out of the hangar. Among the tracks you find a half-used matchbook to the Plaid Flamingo Casino. The paper is still pliable and print still pristine. Given the sun and low humidity here, it would take less than a day for it to dry out and start fading.

Go to the Plaid Flamingo- 41



You enter the cigarette and spilled booze and cheap perfume haze of noise and neon.

After a few games, it is clear the thrill junkie next to you is a pilot.

"You know a guy by the name of Ted Speed?" you inquire.

"Who wants to know?"

You show your FBI badge.

"It's my day off. He hangs around here all the time. He and his hottie girlfriend are buddies with the Chief of Security. Look. I don't want to get him in trouble, or nothin'."

"Hottie girlfriend?" you ask.

"Yeah, she moved in with him a few months ago. Eleanor, I think. With looks like that, easy to see how she had him wrapped around her finger."

You can't help but give a sad grin. "Ted's definitely not getting into any more trouble. Thanks."

Talk to the Manager - Go to 53

Go to the Security Office - Go to 24



67

You are killed in the gun battle on playa. A few days after the incident, a Mexican Federal Police helicopter finds the burned out semi trailer and your body.

Unfortunately, the Soviets manage to steal the Styker and use it to help build their own force of stealth aircraft.

Your name will be put on a plaque for Those Who Gave the Ultimate Sacrifice at Agency Headquarters in a few decades once the mission classification lowers enough. Until then, it's blank.

The End

Retry ? - Go to 1



"Sigh. You will kill me no matter what. For Mother Russia!" Luigi screams as he pitches the control yoke forward. The plane spirals into the ground before you can pull it out of the dive.

You have died, but at least the Soviets didn't steal the aircraft

The End

Retry? - Go to 1

