

MISSION MODULE TS 003

LADY IN DISTRESS

By Mike Carr & Corey Koebernick

A TOP SECRET® Adventure for Intermediate Level Agents

**TOP
SECRET®**
ESPIONAGE GAME



TSR
The Game Wizards

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7602

**ADMINISTRATOR
FILE
003**

**TOP
SECRET[®]**
ESPIONAGE GAME

LADY IN DISTRESS

**CODE NAME: SKYHOOK
CODE NAME: JACKPOT**

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FOREWORD

Sometime last year, TSR Hobbies, Inc. initiated a program of customer response to TSR™ products. From a large group of surveys returned to us, numerous individuals were picked as quarterly winners of TSR products. One person was singled out from this group (by a random drawing) as the yearly grand prize winner. The winner, Stephen Jeu, received the honor of having his name in a TSR module and a gift certificate redeemable for \$200 worth of TSR products.

The role of the terrorist leader in this scenario is a key one, so with Stephen's permission we cast him in that role. While Jeu is a "bad guy" in this module, we show that he is a man who is ready to struggle for his ideals—an admirable trait in any individual.

We wish to thank Stephen Jeu and all those who provided TSR Hobbies with the feedback needed to help improve our products.

Mike Carr
15 January 1982

GEN CON® XIV TOURNAMENT MODULE

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TOP SECRET®

ESPIONAGE GAME



LADY IN DISTRESS CODE NAME: JACKPOT (CODE NAME: SKYHOOK)

By Mike Carr & Corey Koebernick

Mission Aborted! On their way to raid the secret headquarters of a gang of international terrorists, a group of top agents is diverted to an even more critical danger. A luxury liner carrying microbiologist Dr. Miguel Salcedo, and samples of a new and deadly strain of bacteria, has been captured by terrorists. The agents must race against time to neutralize the terrorists, rescue the doctor, and regain the bacteria before it can be released upon an unsuspecting world.

This module was originally used as the official TOP SECRET® Tournament at the GEN CON® XIV convention and includes a special section on tournament play with the original characters used in the tournament, a scoring system, and a special scoring sheet for the Administrator's use. It also contains a two-page map folder, player's map, and detailed information for the Administrator.



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Module 003

LADY IN DISTRESS

INTRODUCTION

This package forms the **TOP SECRET** Administrator File 003, a module for the play of TSR's espionage role playing game. It presents a complete mission scenario and setting for five, six, or seven players when used by the **TOP SECRET** Administrator (gamemaster).

Most information within this booklet is designed for use with the **TOP SECRET** game booklet. In some instances, new material may be included, and when this is so, every effort has been made to provide a complete explanation of important aspects and effects.

This module is designed to be both challenging and demanding for its players. The material given is open to expansion, change, or deletion at the discretion of the Administrator, who is the best judge of its suitability in light of the number of players and agents taking part, their skill level, and their experience. Changes should be made before the mission begins rather than during play, however. (No changes should be made for tournament play; what is here is the tournament standard).

A listing of pre-rolled agents and the ratings for their various personal traits is included within this booklet, as well as the equipment carried by each one. In addition, there is a master listing of personal trait ratings for all of the various persons within the game environment for easy reference during play. The player's informational outline (the **AGENTS' BRIEFING**, next column) includes the background briefing of the mission, and should be read aloud to the players prior to the start of the mission; the initial landing map outline of the upper deck should be given at the moment actual play begins.

The entire module should be read through at least once prior to play. The more familiar the Administrator is with the scenario and its details, the better the mission will be for everyone. The gray-shaded maps and charts found at the center of this booklet are designed for easy use and reference during play, and can be removed by opening the staples enough to pull them out.

While every effort has been made to include all information needed during play of the module, there are times when the Administrator must estimate or decide on pertinent details. The Administrator should use common sense, logic, and a knowledge of the module's setting to make appropriate decisions. The **ADMINISTRATOR'S NOTES** given after the **DECK KEYS** should provide some guidance.

This mission was designed as the official TSR **TOP SECRET** Tournament at the GEN CON® XIV Convention. To use this module in a competitive setting, see the section entitled **TOURNAMENT PLAY**.

AGENTS' BRIEFING

ADMINISTRATOR: READ THIS SLOWLY, ALOUD, TO THE PLAYERS ONCE ONLY. (In campaign play, this briefing supercedes the briefing given in AGENT FILE 003; in tournament play the AGENT FILE 003 is not used. In the following exchange, the agency pilot's code name is "Gull One" and team's code name is "Hatchlings.")

* * *

For the past several weeks, your elite team of agents has been preparing for a clandestine raid upon an enemy villa in the Spanish highlands outside Barcelona. The initial approach would be made via paraglider just before dawn. Shortly after takeoff, however, radio silence is broken by this urgent and unexpected communication from agency headquarters:

"THIS IS AERIE TO GULL ONE, AERIE TO GULL ONE. PRIORITY CODE ALPHA TWO NINE TRANSMISSION. ACKNOWLEDGE."

"Aerie, this is Gull One. Acknowledgement Tango Two Nine. Go ahead on Code Alpha Two Nine transmission. Over."

"ABORT PRESENT MISSION. REPEAT, ABORT PRESENT MISSION. ACKNOWLEDGE, OVER."

"Roger Aerie. Transmission received. Request further instructions. Over."

"GULL ONE, CHANGE HEADING TO ZERO SEVEN FIVE. STAND BY FOR NEW BRIEFING, CODE NAME JACKPOT. DO YOU READ?"

"Roger, heading Zero Seven Five acknowledged. Gull One and Hatchlings standing by for new briefing. Over."

"GULL ONE, THIS IS CODE NAME JACKPOT. PRIORITY CODE ALPHA TWO NINE. AT 0310 THIS MORNING, A GROUP OF UNKNOWN TERRORISTS SEIZED THE CRUISE SHIP *M/S CORONA* EN ROUTE FROM BARCELONA TO GENOA. PASSENGERS AND CREW MEMBERS WERE SET ADRIFT IN LIFEBOATS AND DISCOVERED SHORTLY THEREAFTER BY OTHER CRAFT. ONE PASSENGER KNOWN TO THIS AGENCY AS MARCELINA LOMAS HAS PROVIDED CRUCIAL INFORMATION ON HER EMPLOYER, DR. MIGUEL SALCEDO. DR. SALCEDO IS KNOWN TO US FOR HIS EXPERIMENTS IN GENETIC ENGINEERING AND MICROBIOLOGY. HE HAD BOARDED THE SHIP AND LEFT SPAIN FOLLOWING SEVERAL INCIDENTS WITH SPANISH AUTHORITIES OVER HIS REFUSAL TO ABANDON EXPERIMENTS WITH NEW STRAINS OF MICROORGANISMS HARMFUL TO MANKIND. MS. LOMAS HAS CONFIRMED THAT THESE SUBSTANCES ARE ON BOARD THE *M/S CORONA* IN THE DOCTOR'S POSSESSION. WE BELIEVE THAT THESE ARE THE OBJECT OF THE TERRORIST ATTACK. DO YOU FOLLOW, GULL ONE?"

"Roger Aerie. Continue transmission, over."

"THE MOST DANGEROUS PRODUCT OF DR. SALCEDO'S EXPERIMENTS IS THE MICROBE KNOWN AS *AQUA STAPHYLOCOCCUS*. THE NEW ORGANISM THRIVES IN WARM SALT WATER AND IS BELIEVED TO BE EXTREMELY TOXIC TO HUMANS. ACCORDING TO MS. LOMAS, THE MICROORGANISM IS ABSORBED THROUGH THE SKIN, CAUSING HIGH FEVER, CONVULSIONS, AND AN AGONIZING DEATH WITHIN FOUR DAYS. ONCE INFECTED, A HUMAN VICTIM WILL SPREAD THE ILLNESS THROUGH PERSPIRATION, MAKING

IT EXTREMELY CONTAGIOUS. MS. LOMAS INDICATES THAT THE ONLY WAY TO SAFELY STORE AND TRANSPORT THE SUBSTANCE IS UNDER REFRIGERATION AT LESS THAN 50 DEGREES FARENHEIT/10 DEGREES CELSIUS. THE SUBSTANCE ABOARD THE *M/S CORONA* IS BELIEVED TO BE CONTAINED WITHIN FOUR ONE-LITER GLASS BOTTLES, LOCATION UNKNOWN. IT IS IMPERATIVE THAT THESE CONTAINERS BE RECOVERED INTACT SO AS NOT TO ENDANGER HUMAN OR MARINE LIFE. DO YOU COPY, GULL ONE?"

"Affirmative, Aerie. Request further information on location of target and strength of hostile forces. Over."

"TARGET VESSEL HAS CHANGED COURSE TO HEADING THREE THREE FIVE, BELIEVED PROCEEDING TOWARD THE PORT OF MONTE CARLO. PROJECTIONS INDICATE PROBABLE E.T.A. IN THREE HOURS AND FIFTEEN MINUTES, MAKING IMMEDIATE ACTION IMPERATIVE. TERRORIST STRENGTH ACCORDING TO INFORMATION GATHERED IS ESTIMATED AT EIGHT TO TWELVE INDIVIDUALS, ARMED WITH AUTOMATIC WEAPONS AND SIDEARMS. NO COMMUNICATION HAS BEEN RECEIVED FROM THE TERRORISTS, THOUGH THE AGENCY BELIEVES THAT THE POPULATION OF MONTE CARLO IS NOW IN GRAVE DANGER. STAND BY FOR MISSION OUTLINE."

"Roger, Aerie. Gull One and Hatchlings standing by. Over."

"PROCEED ON HEADING ZERO SEVEN FIVE TO INTERCEPT TARGET AT GRID COORDINATE X SEVEN THREE ZERO ZERO, Y FOUR THREE THREE ZERO. ESTIMATED TIME TO TARGET FROM YOUR CURRENT LOCATION IS FIFTEEN MINUTES. HATCHLINGS MUST UTILIZE CURRENT EQUIPMENT TO ACCOMPLISH CODE NAME JACKPOT. MISSION OBJECTIVES AS FOLLOWS: RETAKE *M/S CORONA* IMMEDIATELY. SECURE ALL QUANTITIES OF MICROORGANISM *AQUA STAPHYLOCOCCUS* WITHOUT CONTAMINATION. RESCUE DR. SALCEDO AND ANY OTHER PASSENGERS AND CREW LEFT ON BOARD. PLEASE ACKNOWLEDGE, GULL ONE."

"This is Gull One. Message received and acknowledged. Proceeding to new target as ordered. Re-establishing radio silence."

"GULL ONE, GOOD LUCK. END CODE ALPHA TWO NINE TRANSMISSION."

* * *

THE SETTING

The mission objective is a modern cruise ship at sea, the *M/S Corona*. The Corona is a modern vessel, equipped with all the standard features of its type: individual cabins, restaurants, lounges, entertainment areas, swimming pool, theatre, and small shops. The ship is a comfortable vacation setting designed to provide its passengers with all the amenities of the deluxe traveler.

The vessel has five principal decks. The module cover shows a large keyed map of each deck for use during play. The numbered encounter areas are each described in this booklet, along with notes on individuals to be found in each location. The **MASTER CHARACTERISTICS CHART** gives characteristics and specifications for the individuals on board the vessel for quick reference.

PREPARATION FOR THE MISSION

The agents, who had planned and prepared for a different mission (see **Code Name: Skyhook** in the **OTHER MISSION** section), are forced to rely upon the equipment they have with them. This equipment is listed on the agent dossier for each character. No other items can be selected.

The agents will drop onto the ship by paragliding, using the paraglide gear on board the airplane. Each agent is assumed to be knowledgeable (if not expert) in the use of the paraglide equipment. Although dice can be rolled to deceive the players, for purposes of play it will be assumed that all agents will land safely aboard the ship. The mission begins from the time of landing.

Agents will have time to discuss the mission after hearing the **AGENT'S BRIEFING** and before beginning the assault on the ship. Since equipment is fixed, there can be no special preparation otherwise. The time spent in discussion (up to 15 minutes maximum in a tournament situation) will count against the total time allotted to the group.

For ease of play, agents should not be allowed to voluntarily split into more than 3 groups while on the mission. At the start, the Administrator should ask that the agents arrange themselves in up to three pairs.

THE SHIP

The *M/S Corona* is a Spanish-registered vessel of approximately 19,000 tons. Its mixed crew is of several nationalities, primarily Spanish, Italian, French, and English. The vessel is approximately 550 feet long, with a maximum width (or beam) of approximately 55 feet. It was built in 1971, and its normal bi-weekly cruise includes stops at the Mediterranean ports of Barcelona (home port), Genoa, Cagliari, Algiers, and Tangier.

The ship is well-constructed, with metal frame and plaster board walls. Most of the hallways, rooms, and cabins are carpeted. Doors are made of light metal. The vessel has numerous stairways and three elevators.

Because of the suddenness of the mission, agents have no maps of the ship or particulars on its design.

LANDING ON THE SHIP

The agents should inform the Administrator of their own pairings prior to play, and let him know when they are ready to begin. At that time, the Administrator should hand the player the **AGENTS' MAP** showing a rough outline of the upper decks. One player of each pair should roll a pair of percentile dice to give a number that will indicate where that pair of agents has landed according to the **INITIAL LANDING LOCATIONS MAP**. Each pair of agents is informed of their location on the map, and the mission begins.

This adventure begins at dawn. There will be some unlighted areas below decks, and these will require illumination by flashlights or other sources of light (see section on **LIGHTING**).

THE DECKS

The *M/S Corona* has five decks in all. From top to bottom, these are:

DECK LIST

Azure deck	"A"
Boat deck	"B"
Caliente deck	"C"
Diego deck	"D"
Engine deck	"E"

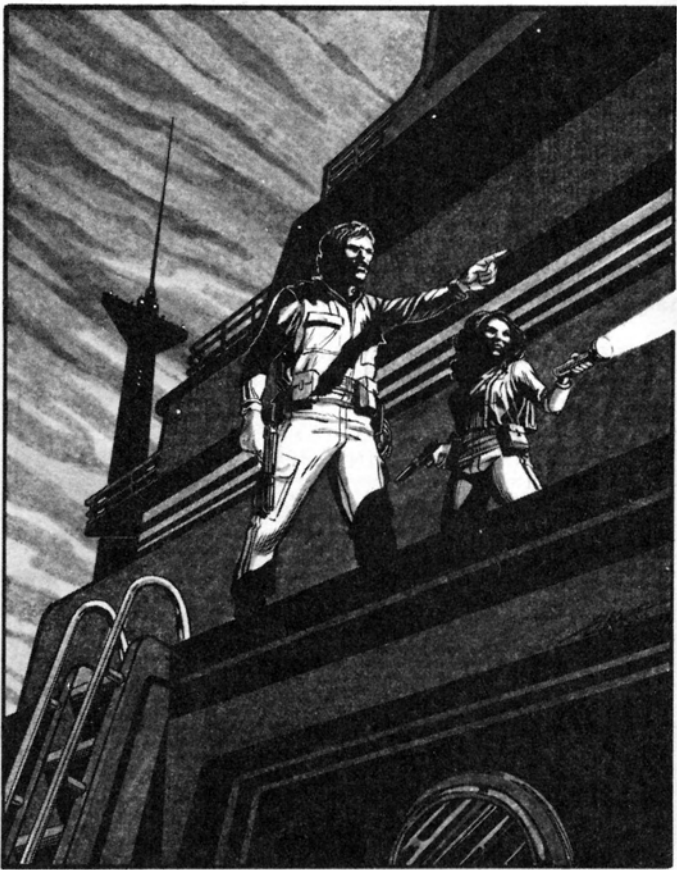
With the decks lettered **A** to **E**, the encounter area key in this book lists the rooms and areas of each deck by giving a letter and number for each (for instance, room **B19** is the one numbered **19** on the **BOAT DECK**). The rooms on the map have numbers without the letter prefix, but each deck map is identified by its letter to the left of the deck plan.

DOORS & WINDOWS

There are several standard types of metal doors on the ship. Guidelines are listed below:

All doors open in and to the right.
Connecting hallway doors are unlocked unless noted.

Locks on living quarters doors are (—/30).
Locks on "Authorized Personnel Only" doors are (—/50).

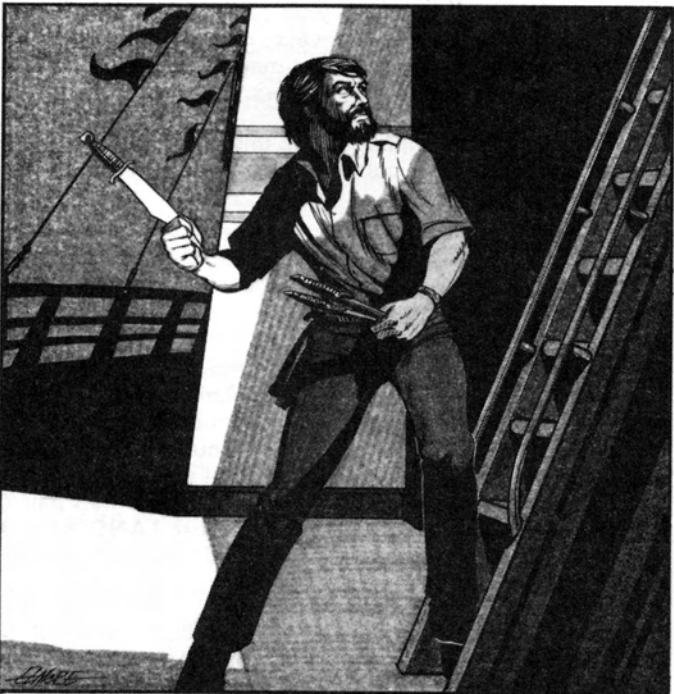


DOOR TABLES

The exact condition of a door or window is determined by die roll:

Door is:		Room is:		Window (if any) is:	
wide open	01-20	Lighted	01-50	Open	01-10
ajar	21-40	Unlighted	51-00	Closed	11-20
unlocked	41-70			Locked	21-80
locked	71-00				

Veranda doors (A DECK ONLY):	
metal door open/screen door unlocked	01-40
metal door open/screen door locked	41-60
metal door locked/screen door locked	61-00



ELEVATORS & STAIRWAYS

Passenger elevators are located near the bow of the ship and are marked with the letter "E." These elevators measure 5' x 5' x 10', and hold ten people comfortably. They have metal doors. Each elevator car roof has an access panel on the ceiling. Call buttons are located on each floor.

Every elevator itself has buttons for decks A-E. If an elevator's location is unknown, there is a 20% chance it will be at a particular floor when needed. Elevators will take from 5 to 25 seconds to reach a particular floor when called.

The freight elevator is located near the stern of the ship and marked with an "E." Access to the elevator is on D and E DECKS only. The elevator measures 10'x10'x10' and is used primarily for transfer of large pieces of equipment or food-stuffs. The exterior door for this elevator is wire mesh and provides 20% cover. Each of the decks has a call button. There is an up/down button in the elevator. There is a 50% chance the elevator will be at a particular level.

Stairways are marked as dark rectangles on the map. The width of the rectangles indicates whether they are single or double stairways. At the head of each stairway is a small plaque describing abandon ship procedures. This includes directions to B DECK via the nearest stairway, but no map.

KEY TO "A" DECK

A1. SUN DECK. The open-air SUN DECK is a mecca for sunbathers. Numerous chaise lounges are arrayed on the wooden deck around the outside railing. Patio tables are on either side of the deck, each with a canvas sun umbrella and five chairs. Two stairways lead down to B DECK. The SUN DECK is deserted.

A2. CHILDREN'S SWIMMING POOL. In the midst of the SUN DECK (A1) is the CHILDREN'S SWIMMING POOL, surrounded by an open railing and sunk about 2 feet below the level of the surrounding deck. Small wooden benches line the sunken wall along the railing. In the starboard corner of the pool area is a large sandbox filled with white sand and littered with assorted metal and plastic toys. A discarded towel and several inflatable plastic water toys are lying near the 2½-foot deep pool, and a single inflated swan toy is floating in the water. There is no one around.

A3. COSTA DEL SOL BAR. The COSTA DEL SOL BAR is located between the SUN DECK (A1) and the SWIMMING POOL (A4). It features a small, well-appointed bar with wall booths and a "Sun Coast" decor which features large color photographs of the French Riviera. Behind the bar itself is a locked storage cabinet for liquor, glassware, and supplies. There are also a glass washer, sink, and small refrigerator. The refrigerator holds chilled wine, sliced fruit garnishes, and several one-liter glass bottles of olives.

A4. SWIMMING POOL. The ship's main SWIMMING POOL is an oval-shaped pool approximately 30 feet long and 20 feet wide. The pool is sunk some 4 feet below the surrounding deck, and a double-stepped terrace surrounds it. The terrace is intended primarily for sunbathing, and three circular areas have large towels lying on the deck as testimony to their purpose. The pool has a diving board at its aft end, where the water is a full 9 feet deep. The bottom slopes gradually upward to the bow end, where the water depth is only 4 feet. The sides of the swimming pool are clear, heavy plastic, making swimmers visible from the ALCAZAR LOUNGE (B4) on the deck below. The pool is deserted, but a circular cleaning machine about 2 feet wide and 1 foot high is floating on the surface, humming away with a low-pitched sound. It is powered by an electric cord which runs to the side of the pool and then to an outlet on the face of the terrace steps.

Just off the aft starboard corner of the swimming pool is a very striking circular fountain which is 10 feet wide. The fountain is spraying several jets of water up to 5 feet in the air, and is illuminated from below by blue lights.

The deck surrounding the pool contains a number of patio tables with sun umbrellas and folding chairs. A stairway on each side leads down to B DECK.

There is a chance that an unfortunate team of agents will land in the pool. If so, they will be spotted by "Antoinette", who is patrolling the ALCAZAR LOUNGE (B4) on the deck below. "Antoinette" will move cautiously to investigate, staying in the stern half of B DECK. If she is certain that there is a hostile threat, she will alert her compatriots on the BRIDGE (B17) and (B18) via the telephone intercom system.

A5. KING'S SUITE. (Door unlocked, lights on.) The KING'S SUITE is one of two luxury cabins on board the ship. The room is large, has deep pile carpeting, and is opulently furnished. Along the whole wall astern is a full-length mirror from floor to ceiling, giving the illusion of great size to the cabin. The outside wall has two 14" diameter porthole windows, which can be opened from the interior or locked by a simple hinge mechanism. The opening to the veranda has a light metal door with an aluminum screen door on the outside (see **DOORS & WINDOWS**). There are two folding director's chairs outside on the large open-air veranda, which is separated and fully screened from adjacent areas by light metal walls.

The room features a large, plush sofa, a 6-foot mahogany table, oak cabinets and a desk, a phone and directory, a fully-equipped wet bar with a marble top, a large-screen video system, quadrophonic stereo equipment, two overstuffed chairs, two cherry wood end tables with glass lamps, and a king-sized circular water bed. A small bathroom features a shower and whirlpool/tub, a toilet, and a sink along with a decorated wall mirror and a marble shelf. The bed is empty, but the sheets are disheveled. One pair each of men's and women's dress shoes are lying casually on the floor alongside the bed. Two open suitcases are against a wall, containing the usual assortment of clothing and personal articles. The room is empty, and it appears that its occupants left in a hurry.

A6. QUEEN'S SUITE. (Door ajar, lights off.) The QUEEN'S SUITE is a double of the KING'S SUITE, being similarly furnished and equipped. The signs of a struggle are obvious once light exposes the evidence: a smashed lamp, a score of automatic weapon bullet holes in the mirrored and outside walls, and a young couple in bedclothes sprawled dead on the carpeted floor. Their suitcases are open but undisturbed, and contain the usual items.

A7. DELUXE CABIN. (Door unlocked, lights off.) This room is typical of most of the deluxe cabins on A DECK. It is to accommodate two persons, and includes an outdoor veranda which is fully screened from adjacent verandas by light metal walls. The exterior wall has two 14" diameter portholes, which can be opened from the interior or locked by a simple hinge mechanism. The opening to the veranda has a light metal door with an aluminum screen door on the outside (see **DOORS & WINDOWS**).

The room is well-furnished, and includes a double bed, a large wall mirror, a small desk with a lamp, a phone and directory, a dressing stand, a suitcase stand, a closet, and an upholstered chair. There are two folding director's chairs on the outside veranda. A small bathroom has a shower and tub, a toilet, and a sink, along with a decorated wall mirror and a mahogany shelf.

This particular room, like most of the others, has a disheveled bed, open suitcases, and discarded clothing to indicate that its occupants made a very hasty exit.

A8. TO A12. DELUXE CABINS. As A7.

A13. DELUXE CABIN. (Door locked, lights off.) As A7, except that this room is clean, neat, and undisturbed. It was not occupied on this particular cruise.

A14. TO A17. DELUXE CABINS. As A7.

A18. DELUXE CABIN. (Door ajar, lights on.) This room is furnished just as the other deluxe cabins are, but there are signs of a struggle. The upholstered chair is on its side, the bedsheets are on the floor, and the suitcase is overturned. Shards of a shattered liquor bottle are in one corner of the room (the label reveals it to have been a quality Spanish port wine). In the bathroom, wet washcloths show small splotches of blood, as if they were used to treat a light wound.

The desk is littered with medical and chemistry books in Spanish, as well as maps (of Spain, Italy, France, and the cities of Barcelona, Genoa, and Paris). If the items are examined, it will become evident that this is the cabin of Dr. Salcedo, for some of the items bear his name. One piece of paper among the maps is an abbreviated note on the ship's notepaper, with the words (in Spanish): "4 SAMPLES CHILLED, LABELS MAYONNAISE, BOX WITH SCUFFED LABEL." The doctor's passport will also be found if a search is made of the suitcase.

A19. DELUXE CABIN. (Door ajar, lights off.) As A7, except that the metal door to the veranda is riddled with 5 bullet holes and there is blood on the veranda.

A20. SMALL DELUXE CABIN. (Door unlocked, lights off.) The room is much like A7 and the others, only smaller.

A21. SMALL DELUXE CABIN. (Door unlocked, lights on.) This room is small, like A20. If the room is examined, there is a chance (40% if a quick look into the room is made,

100% if a thorough check is made) that motion will be noticed under the bed. A 7-year old Spanish boy, **Rafael**, is hiding there. He has been separated from his parents, who are now gone, and hides in fear of the terrorists. He has been traumatized by the events, and does not want to say much if questioned. He is of no assistance in providing information on the location of the terrorists, and will provide only the vaguest details if asked other questions. He will reluctantly accompany agents if they insist, or will otherwise continue to hide. If he does accompany them, there is a 30% chance he will make noise at an inopportune time during an encounter with the opposition.

A22. REST ROOMS. (Doors without locks, lights off.) These rooms are just off the SWIMMING POOL area. There is one room for each sex, and each room is equipped with toilets, sinks, and a single shower.

A23. DELUXE CABIN. (Door unlocked, lights off.) As A7, except there are no portholes or veranda.

A24. LINEN ROOM. (Door locked, lights off.) The door is labeled "LINEN ROOM" in Spanish. It contains supplies of towels, bedding, and other similar items for the deluxe cabins of A DECK.

A25. JANITOR'S CLOSET. (Door locked, lights off.) The door is labeled "JANITOR" in Spanish. It contains a large, deep sink as well as a full assortment of cleaning supplies and implements such as brooms, mops, brushes and a large vacuum cleaner.



A26. DELUXE CABIN. (Door locked, lights off.) As **A7**, except there are no portholes or veranda.

A27. STORAGE CLOSET. (Door locked, lights off.) The door is labeled "STORAGE" in Spanish. The room contains chairs, tables, cases of glassware, paper goods, tableware, and other similar supplies.

A28. DISCOTHEQUE. The ship's DISCOTHEQUE is a luxurious dance emporium which overlooks the bow of the vessel through large glass windows. A scenic promenade overlooks the top of the bridge and the bow from just outside the windows. The room has a semi-circular seating area with individual tables and chairs padded with fine leather coverings. The dance floor is a large, raised platform covering the center of the room. Its surface is a series of colored squares, each designed to be illuminated from underneath, and all are covered with a hard, clear plastic. Astern of the dance floor is a large bank of speakers to blare out the musical sounds of records and tapes played from the disc jockey's "desk" on the port side of the room. A series of ceiling lights over the dance floor blinks in rapid sequence, adding to the eerie atmosphere.

The entire area is empty and quiet, and only some recessed ceiling lights throw much light into the room. The tables are littered with abandoned glasses, many still containing lukewarm alcoholic beverages left in the hasty evacuation.

A29. GALLERIA BAR. The GALLERIA BAR is located off one corner of the DISCOTHEQUE (**A28**). The bar has a center island with surrounding stools, as well as open seating along the walls and a curved counter which overlooks the dance floor opposite. Half-consumed drinks are also evident in the subdued lighting. Behind the bar are a glass washer, a sink, and an empty bar refrigerator.

KEY TO "B" DECK

B1. PROMENADE. The B DECK is the Boat Deck, with a walkway (or promenade) most of the way around. Several metal doors with small single windows divide the promenade into sections. The lifeboats normally are suspended above this walkway, but every one of them on both sides is gone. Ropes, cords, and canvas covers from the boats are scattered along the promenade deck, along with an occasional life ring bearing the name "M/S CORONA."

B2. SNACK BAR. (Doors unlocked, lights on.) The SNACK BAR at the stern end of B DECK has a service counter and an open seating area with many tables and chairs. Large glass windows allow a wide view off the ship's stern. The service counter has a cash register (unlocked and empty), a soft drink fountain, ice cream freezers, and a storage cabinet for glassware and paper goods. A sectioned glass mirror is on the wall behind the service counter. The seating area is undisturbed, with the chairs placed upside-down on the tables from the prior day's closing and clean-up. The entire room is clean and neat in preparation for the next day's opening.

B3. SNACK BAR PREP ROOM. (Doors locked, lights off.) The preparation area adjacent to the SNACK BAR (**B2**) is a small galley, or kitchen. There are counter-top work areas along the wall, a microwave oven on the counter, a

small grill, deep fat fryers, a stand-up refrigerator, a meat slicer, and a small freezer. Paper and canned goods are stored under the counters, and utensils hang from a rack on the ceiling. Among the utensils is a large chef's knife (specifications as a hunting knife, weapons code jj). An assortment of convenience foods is in the refrigerator and freezer. There are several one-liter plastic jars in the refrigerator: three contain mayonnaise, two contain pickle chips, one contains sauerkraut, and one contains oil and vinegar salad dressing.

B4. ALCAZAR LOUNGE. (Doors unlocked, lights on.) This lounge is a large room with an unusual centerpiece—a bottom view through clear plastic of the underwater portion of the ship's main SWIMMING POOL (**A4**). The clear plastic wall is thick enough to be impervious to gunfire or similar damage, but will be susceptible to explosion. Any person or item entering the waters of the pool on A DECK will have an 80% chance of being observed from this room.

"Antoinette," a female terrorist, is relaxing in the lounge having a drink. She is seated at a middle table alongside the swimming pool and her .22 caliber Beretta pistol (d) is on top of the table. She carries a stiletto (hh) which is strapped to her left arm in a special leather holder. If anyone lands in the pool, or if "Antoinette" is alerted by a noise or other disturbance, she will move to investigate cautiously, staying in the stern half of B DECK. If she is certain that there is a hostile threat, she will use the telephone intercom to alert her compatriots on the BRIDGE (**B18**).

The room is furnished in a rustic wood and fake stone decor, with wall murals depicting famous Spanish castles. Four 14" diameter portholes on the port and starboard walls allow views of the sea, but the overall atmosphere is one of subdued lighting and earth tones.

A service bar (one without stools) is on the port side of the pool, with serving areas on each end. Behind the bar is a glass washer, wine cooler, and a pair of sinks. The room has a number of tables, and many have an assortment of half-consumed drinks upon them. A silent jukebox on the port wall astern stands near a small wooden dance floor.

B5. LIQUOR CLOSET. (Door locked, lights off.) The bar's liquor bottles and additional glassware are stored in this room along with various bar supplies and paper goods. Two broken tables are stacked in one corner.

B6. CINEMA BALCONY. (Door unlocked, lights on.) The upper level balcony of the CINEMA (**C5**) features a large circular open area. The terraced rows of balcony seating overlook the main floor of the cinema, which is on C DECK, some 15 feet below. A clicking sound is audible when the room is entered, coming from the corner where the PROJECTION ROOM (**B7**) is located.

B7. PROJECTION ROOM. (Door unlocked, lights off.) Two large movie projectors dominate this unusually-shaped room, which also contains gray metal wall racks holding numerous film cans. Two projectionist's stools are alongside the projectors, and one of the machines is humming and clicking as a film reel spins on its spindle with the end of the film slapping the machine on every turn. A half-eaten candy bar sits atop one of the stools, a testimony to the projectionist's sudden departure.

B8. **CHILDREN'S ROOM.** (Doors unlocked, lights off.) The doors of the room are Dutch doors, with upper and lower halves which open separately. The children's playroom is a long, narrow room with a bright and happy decor. Vivid colors and cartoon characters adorn the walls, and child-level portholes look out to the sea on the starboard wall. The room includes three playpens and an assortment of toys littering the floor—stuffed animals, inflatable toys, plastic learning tools, battery-operated electronic toys, wooden blocks, and balls. Two miniature tables with child-size chairs complete the furnishings. The room is empty.

B9. **BULLETIN BOARD AREA.** (Lights on.) At the end of the hallway is an open area featuring an assortment of bulletin boards. The corkboards are covered with various notices under the individual headings (in Spanish) of:

BULLETIN BOARD

- PORTS OF CALL●
- ACTIVITIES●
- TRAVEL●

The "Ports of Call" board has information on the cities of Barcelona, Tangier, Algiers, Cagliari, and Genoa. There are downtown city maps, restaurant listings, and information on local activities and sites of interest.

The "Activities" board features daily menus, schedules (of the open hours for the lounges, shops, pool, etc.), a crew telephone directory, and a listing of social activities on board.

The "Travel" board shows travel posters, assorted brochures, and airline information.

On the diagonal wall opposite the bulletin boards is a diagram of the *M/S Corona* which is painted directly upon the wall's surface. Any agent scrutinizing this room will discover the map if time is taken to do so. Agents passing through quickly will each have only a 10% chance, while those doing so at a more leisurely pace will have a 30% chance. The diagram shows all five decks of the ship and most of the rooms.

If the ship diagram is discovered, the agents in this room (and this room only) can examine it. A copy of the **SHIP'S WALL MAP** can be given to the agents in that room, so long as agents not in that room do not see it. The agents in the room can use the map as long as they remain in the room; once they leave, it may not be seen again unless they return there. Although the map given the players does not list details, the diagram on the wall does identify most locations accessible to passengers.

B10. **BEAUTY SALON.** (Door locked, lights off.) The ship's **BEAUTY SALON** is a typical shop of its type. There are three chairs, three portable dryers, a workstand, sink, manicurist's cabinet, display counter, and cash register (which is unlocked and empty). The back (port) wall has a large, sectioned mirror. A large glass window near the doorway looks out into the corridor.

B11. **BARBER SHOP.** (No door, lights off.) The ship's **BARBER SHOP** is an open alcove with a single chair. The back (stern) wall has a large mirror with a locked (—/20) storage and display cabinet. The port wall has a small sink.

B12. **GIFT SHOP.** (Door locked, lights off.) A folding divider door that slides upon a floor track separates this shop from the **CARD ROOM (B15)** and is locked (—/15). The ship's souvenir and gift shop has a full assortment of items: paperback books, magazines, candy, non-prescription drugs, tobacco products, toiletries, postcards, knick-knacks, and souvenirs.

B13. **REST ROOMS.** (Doors without locks, lights off.) A pair of men's and women's lavatories are side by side. Both are typical of their type.

B14. **BOUTIQUE.** (Door locked, lights off.) The locked "door" is actually an open aluminum bar curtain much like a portaculis (similar to those found in open shopping malls). The ship's deluxe gift shop has an assortment of high-priced merchandise of all types: wall furnishings, jewelry, hardbound books, leather apparel, pottery, wood carvings, and perfumes. These are displayed in and upon several glass cases, one of which holds the cash register (which is unlocked and empty).

B15. **CARD ROOM.** (No door, lights on.) This large, open, U-shaped room is the popular center for card playing on board the ship. Several interrupted games are evident, as face-up and face-down "M/S Corona" playing cards are scattered on several tables. Half-consumed drinks, now lukewarm with ice long melted, stand on some of the tables. One table in the center group has a black notebook upon it. Upon examination, it will be seen to contain nothing more than outlines of the rules of 25 popular card games, with versions in Spanish, French, Italian, and English.

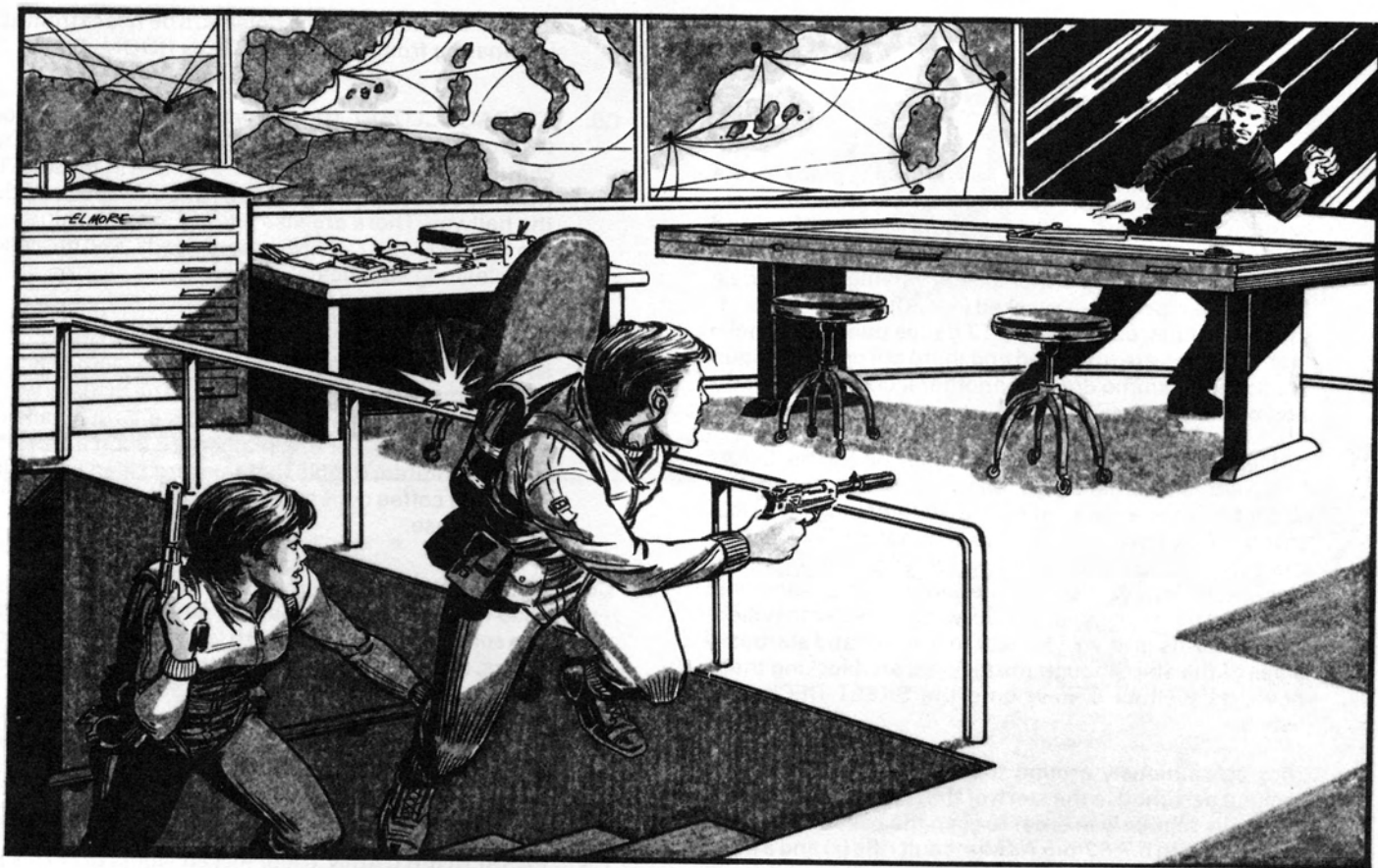
B16. **SAN PABLO LOUNGE.** (Doors unlocked, lights on.) This posh lounge is designed to feature live music, and the raised center stage bandstand dominates the large, open room. The bandstand shows evidence of a hasty departure—several musical instruments are lying about, and opened sheet music rests upon the music stands. One of the stands has fallen over, with the sheets of music lying on the floor. The tables are littered with abandoned glasses, napkins, and ashtrays.

The bar is situated immediately behind the bandstand and it, too, is raised a foot and a half above the main floor. There are two liquor bottles atop the bar, as well as several partially-consumed drinks. The faucet in the bar sink is running, and its sound can be heard if anyone comes within 30 feet of the bar. A refrigerated wine cooler is behind the bar.

A large double stairway leads from the lounge up to the **DISCOTHEQUE (A28)** on the deck above.

B17. **MAP & COMMUNICATIONS ROOM.** (Door from C DECK locked, lights on.) This large, open room is directly behind the **BRIDGE (B18)**. The stairway from C DECK is the only way to gain access to these two rooms. The stairway door is locked (—/30) and labeled "NO ADMITTANCE TO UNAUTHORIZED PERSONNEL" in Spanish, French, Italian, and English (see **C35** for further information).

At the top of the stairway is the **MAP & COMMUNICATIONS ROOM**, which is normally staffed by two or three crew members. On the starboard side is the ship's communications center. This has a large desk console containing radiocommunication equipment, a teleprinter machine, a surface radar screen to monitor other vessels' loca-



tions, and a map holder with a relatively current weather map of Europe. Two stools are at the console, and seated at one is "**Herve**," a terrorist who is guarding the BRIDGE by keeping a watch on the stairway while monitoring marine communications. "**Herve**" is armed with a 9mm Luger pistol (f), which he is holding in his hand. He also has 2 fragmentation grenades (see **ALARM REACTIONS**) on the console next to him.

The port side of the room holds a large 4' x 5' map table. A large navigator's map of the Mediterranean Sea is under glass, with a flexible drawing arm and marker to show the ship's position and course. Drawn upon the glass is the ship's intended route between Barcelona and Genoa, an "**X**" interrupting it, and a deviation toward Monte Carlo. It is apparent from the map that there are only a few hours until the port is reached.

The wall on the port side is covered with large maps of various Mediterranean ports, namely Barcelona, Tangier, Algiers, Cagliari, and Genoa. A large but low map cabinet with several flat drawers holds many more maps of seas, shipping lanes, and other ports such as Ajaccio, Bastia, Tunis, Palermo, Livorno, Naples, La Spezia, Nice, Cannes, and Toulon. Lying atop the cabinet is a large map of the port of Monte Carlo. Alongside the cabinet is a work table and a single chair. On the work table are various navigational tools, reference books containing tidal charts and other information, and a desktop calculator. There is a blank chalkboard on the wall, as well as several clipboards holding mundane notes on various aspects of navigation.

B18. BRIDGE. The BRIDGE of the *M/S Corona* is a large semi-circular room which has sectioned windows affording a wide view of the vessel's bow and the ocean. The only access to the BRIDGE is via the stairway leading up from C DECK and then from the MAP & COMMUNICATIONS ROOM (**B17**).

Much of the room is open, though there is a large console at the center and three large chairs. The console doubles as a desk and working area, with an array of dials, screens, and gauges to monitor the operation of the ship. Some of the most notable instruments are two large compasses, a surface radar screen like that in the MAP & COMMUNICATIONS ROOM (**B17**), a sonar screen, an engine speed stand, a heading indicator, and a ship's wheel. On the wall are several pairs of binoculars, fire extinguishers, a handheld sextant, and a set of marine flags. A cabinet holding codebooks, the ship's log, and other records is underneath the console. Atop the console is a microphone which allows communication with the engine room.

Sitting in the captain's chair is "**Jeu**," quiet mastermind of the ship's hijackers. Wronged by a cruel injustice, he has sought to strike back in this extreme manner for his unwarranted sufferings. "**Jeu**" is an accomplished seaman, and thus is skilled enough to command the hijacked vessel. He is armed with a 9mm Luger pistol. He keeps in touch with the rest of the terrorists over the ship's telephone system via "**Herve**."

Unless destroyed, or adjusted by an individual with a Transportation Engineering AOK of 85 or more, the ship's navigational system will keep the ship on a heading for Monte Carlo.

KEY TO "C" DECK

C1. SKEET DECK. Skeet shooting activities take place on the stern of the main deck, an open area where shooters stand at the rails to fire at clay targets thrown off the end of the ship. At the tip of the stern is a machine which propels the targets to either side at varying trajectories. Next to the machine is a locked (—/20) cabinet containing 3 shotguns, each being a 12 gauge pump, full choke (aa). The guns are unloaded and there are only 6 shotgun shells in the ammo drawer, another locked (—/20) portion of the cabinet.

C2. CADIZ LOUNGE. (Doors open, lights on.) The CADIZ LOUNGE is another large, open room with a bar. The decor features a nautical theme, with fishing nets, lobster traps, rowboats, and buoys dominating. Each side of the room has a divider door which slides upon a floor track to isolate portions of the lounge for privacy, and these are mostly closed. Windows bordered with pulled-back curtains give a wide view to the port and starboard sides of the ship (though the dividers are blocking these now), as well as a view onto the SKEET DECK (C1) astern.

Moving cautiously around the room is "Isadore", the lookout assigned to the stern of the ship. She checks the windows regularly in order to scan the ocean. "Isadore" is armed with a 7.62mm AKM assault rifle (x) and a 9mm Luger pistol (f), and she uses the assault rifle first if space permits. If she encounters agents, she will attempt to use her firepower to defeat them, then (if successful) will call the MAP & COMMUNICATIONS ROOM (B17) to report the incident. If she hears loud noises or gunfire elsewhere on the C DECK, she will call in first and then investigate.

The lounge features a central bar where glassware hangs overhead. There are several abandoned drinks on top of the bar and at some of the tables, partially filled with the remains of alcoholic beverages.

C3. SHOWROOM. (Lights off, stage spotlights on.) The *M/S Corona's* entertainment showcase is the SHOWROOM, where singers and comedians perform on the center stage. Seats for a small band are immediately astern of the stage, and banks of speakers are in the corners. Bar service is provided from the bar in the CADIZ LOUNGE (C2). There is a very large seating area which extends toward a double stairway at the bow end of the room. To the sides are two rooms which can be sectioned off by a sliding divider door which moves upon a floor track. The dividers are closed. Lighting in the room is off, except for the spotlights on the stage, which illuminate the surrounding area (up to 10' on any side) but little else.

C4. REST ROOMS. (Doors without locks, lights on.) A men's and a women's rest room lie on either side of the double stairway between the SHOWROOM (C3) and the CINEMA (C5). Both lavatories are typical of their type.

C5. CINEMA. (Door unlocked, lights on.) The main floor of the CINEMA is a spacious area with curving rows of plush seats and a raised screen. The rows are sloping upward, with those at the back of the theatre higher than those at the front. The back corner opposite the screen has a coin-operated popcorn machine and a soft drink dispenser alongside each other. If one is quiet within the

room, a constant clicking noise can be heard from above (emanating from the PROJECTION ROOM, B7).

C6. STORAGE CLOSET. (Door unlocked, light off.) The door to this room is labeled "STORAGE" in Spanish. This room contains extra tables and chairs for use in the MEETING ROOM (C7) and PARTY ROOM (C8) on opposite sides of the hallway. There are also piles of spare furniture from the PASSENGER CABINS, paper goods, and miscellaneous cleaning supplies.

C7. MEETING ROOM. (Door ajar, lights off.) This room has several conference tables, comfortable cloth chairs, and a coffee machine on a corner table. The exterior wall has 4 portholes, and the stern wall has a large chalkboard. Glassware and a serving pitcher are upon a tray on the center conference table, but they are clean and unused. A stack of coffee cups stands next to the coffee machine, awaiting use.

C8. PARTY ROOM. (Door unlocked, lights off.) This room is used for special private parties and gatherings, and has two sofas, two end tables with lamps, seven upholstered chairs, and a table. A small portable bar is in one corner of the room, but it is mostly empty and there are no bottles of liquor within it, only some cans of juice, bar napkins, straws, and the like. A single candle burns in a decorative jar on one of the tables, throwing an eerie light across the darkened room.

C9. PASSENGER CABIN. (Door locked, lights off.) This room is typical of the standard passenger rooms on C DECK. It features a single door to the hallway and two 14" diameter portholes on the exterior wall which open from the inside and lock with a simple hinge mechanism. The room's basic furnishings are a double bed, a mirrored dressing table, a phone and directory, a suitcase stand, a clothes rack, a chair, and a desk built into the wall with a lamp. There is a small bathroom in a corner of the room which has a toilet, shower, and sink as well as a single mirror on the wall.

Like so many other passenger rooms on board the ship, this one shows signs of a quick departure by its occupants. The suitcases are open, clothes are discarded on the dressing table and floor, and the bedsheets are askew.

C10. TO C15. PASSENGER CABINS. As C9.

C16. PASSENGER CABIN. (Door ajar, lights on.) As C9, except that the sound of running water is audible from the hallway. The shower is running, but empty.

C17. TO C22. PASSENGER CABINS. As C9.

C23. PASSENGER CABIN. (Door wide open, lights on.) As C9, except that the door knob is badly damaged by gunfire, having been shot to open the lock. The room is deserted.

C24. PASSENGER CABIN. (Door locked, lights off.) As C9.

C25. PASSENGER CABIN. (Door ajar, lights on.) As C9, except that the exterior wall is riddled with bullet holes from automatic weapon fire.

C26. TO C28. PASSENGER CABINS. As C9.

C29. **READING ROOM.** (Doors without locks, lights off.) This "quiet time" room is a favored spot for reading. There are three plush sofas and four overstuffed chairs, with several reading lamps. A large coffee table in the center of the room has current issues of popular magazines and newspapers upon it. The publications are of various languages, primarily Spanish, French, Italian, and English.

C30. **GYMNASIUM.** (Door unlocked, lights off.) The ship's GYMNASIUM is primarily an exercise room, with progressive-resistance machines, exercisers, a treadmill, a punching bag, and a chin-up bar. Several tumbling mats are on the floor. On the wall are sports posters, three jump ropes, two pairs of boxing gloves, and a drinking fountain. A small chalkboard is alongside the fountain, and written upon it is an outline (in French) of a 10-minute exercise routine.

C31. **LIBRARY.** (Door locked, lights off.) The door to the room is labeled "LIBRARY" in Spanish, French, Italian, and English. The LIBRARY features a collection of paperback books and magazines that cover the walls. Although there are many individual publications, the total number of titles is lessened by the fact that many of the works are in several languages, most commonly Spanish, French, and Italian. A special section on the Mediterranean Sea is the centerpiece of the display.

C32. **CAPTAIN'S OFFICE.** (Door locked, lights off.) The door to the office is labeled "CAPTAIN'S OFFICE" in the 4 languages.

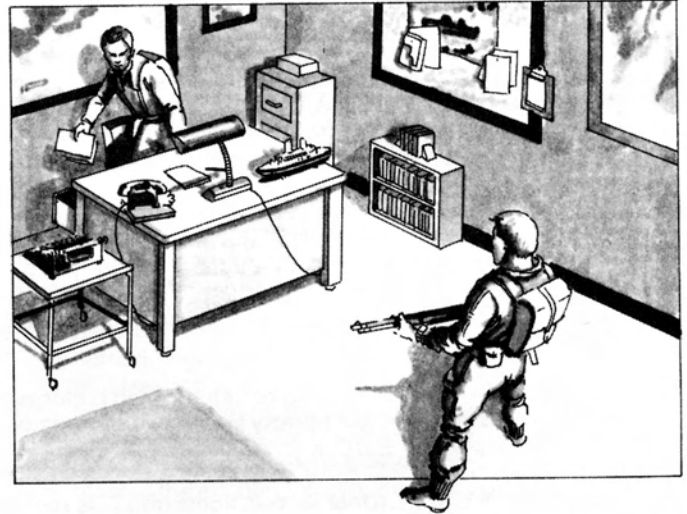
The CAPTAIN'S OFFICE is a small work area with a desk and lamp, a table, a telephone and directory, an upholstered chair, a file cabinet, a typewriter, and a bulletin board. A sizable plastic model of the *M/S Corona* is on top of the Captain's desk. There are papers scattered about, and if they are closely examined most will be seen to be routine. One, however, is a printed telex message from the Spanish government authorities which reads: "TO CAPTAIN PIETRO: BE ADVISED THAT ONE OF YOUR PASSENGERS, DR. MIGUEL SALCEDO, IS TO BE DETAINED IN GENOA BY ITALIAN AUTHORITIES. DO NOT ALERT DR. SALCEDO OF THIS IF HE IS ON BOARD. PLEASE CONFIRM HIS PRESENCE IF POSSIBLE BY YOUR EARLIEST REPLY. THANK YOU." Scribbled onto the message is a handwritten note by the Captain mentioning that confirmation had been sent.

On the wall are clipboards containing mundane matters such as filled-in forms and reports. A map of the Mediterranean Sea is on one wall, as is a framed photograph of the port of Cagliari, Sardinia. The bulletin board shows an *M/S Corona* poster in full color as well as an assortment of newspaper clippings in various languages showing the ship, the crew, and the captain.

C33. **CRUISE DIRECTOR'S OFFICE.** (Door locked, lights off.) The door to the room is labeled "CRUISE DIRECTOR" in the 4 languages.

This office is similar to the CAPTAIN'S OFFICE next door, but has two desks with lamps, a phone and directory, and three filing cabinets. Against one wall is a work table, and upon it is a desktop computer with a keyboard, a monitor, and a printer. Bulletin boards are upon the wall, and these are covered with a variety of items, including posters, travel brochures, lifeboat and other emergency procedures, a cruise schedule, a crew list, and a listing of

movie showings in the cinema. Several clipboards hang upon the wall, and all contain routine information. One of the clipboards will have a complete list of passenger names and assigned cabins, if a check is made. On top of one of the desks is a microphone, which ties in directly with the ship's public address system (see **INTRA-SHIP COMMUNICATIONS**, for more information on this system). The filing cabinets are not locked, and they contain only records and reports.



C34. **FILE ROOM.** (Door locked, lights off.) This room is the repository for all of the ship's routine records. There are 8 filing cabinets in the room, as well as a storage cabinet holding payroll records, crew lists, and other private records. A single table and chair stand in the middle of the room. On the wall is a map of Europe and North Africa alongside a poster showing the *M/S Corona*.

C35. **STAIRWAY TO THE BRIDGE.** (Door locked.) The door here on C DECK is locked (—/30) and is labeled "NO ADMITTANCE TO UNAUTHORIZED PERSONNEL" in the 4 languages. A button next to the door can be pressed to ring in the MAP & COMMUNICATIONS ROOM, where the door can be unlocked via a buzzer. The sole method of reaching the BRIDGE (B18) is via this stairway which leads up to the MAP & COMMUNICATIONS ROOM (B17).

C36. **WHIRLPOOL ROOM.** (Door locked, lights off.) Across from the GYMNASIUM (C30), this room features two showers and two whirlpools for post-exercise use. A set of a dozen lockers is against one wall, and there are towels in a rack alongside one of the tubs.

C37. **BOW DECK.** A large open area forms the BOW DECK, where passengers can enjoy the sea breeze and sunshine. The deck ends with a curved railing which overlooks the ANCHOR DECK (C38), an area which is not normally accessible. The drop to the ANCHOR DECK is some 6 feet.

C38. **ANCHOR DECK.** The ANCHOR DECK is an area that is not easily accessible, lying some 6 feet below the railing of the BOW DECK (C37). It is the farthest-forward area that is above the waterline, and contains nothing other than the access holes for the ship's two mammoth anchors. A closed but unlocked deck hatch gives access to a stairway which leads down to the bow area of D DECK. A three-foot bulkhead serves as a kind of railing all the way around the deck.

KEY TO "D" DECK

- D1. STERN STORAGE AREA. (Doors locked, lights off.) The doors (—/50) leading from the rest of D DECK are labeled on the outside "NO ADMITTANCE TO UNAUTHORIZED PERSONNEL" in the 4 languages. This large, open area is a storage room for heavy equipment and unused items.

The room contains machine parts from the ship's engine room, large stacks of pipes of varying sizes, coils of electrical wire, cans of paint, sections of chain, sheets of plasterboard stacked off the floor, several metal doors standing against a wall, a stack of bedframes, and a half-dozen wooden crates which contain brand-new bar and kitchen fixtures. In one corner are old cardboard boxes containing various items such as screws, parts of various furnishings, and miscellaneous junk. One prominent box with 3 empty one-liter bottles inside of it is labeled "MAYONNAISE." The label is faded, but not scuffed.

In the middle of the room is a floor hatch which is closed but unlocked. It opens to a narrow stairway which leads down to the stern of E DECK.

- D2. PASSENGER CABIN. (Door locked, lights off.) This room is typical of passenger cabins on D DECK. It features a double bed, a dressing cabinet with mirror, a phone and directory, a wall desk with a lamp, a clothes rack, a suitcase stand, and a chair. In the corner of the room there is a small bathroom with a toilet, a shower, and a sink. The room has opened suitcases, clothing lying about, and disheveled bedsheets, which indicates a hasty departure.
- D3. TO D23. PASSENGER CABINS. As D2.
- D24. LOADING AREAS. (Unlighted.) The D Deck's four LOADING AREAS are wide corridors where bulk materials, supplies, and heavy equipment are loaded onto the ship. These areas are unlighted.

- D25. LINEN STORAGE AREA. (Door locked, lights off.) The door (—/30) is labeled "KEEP OUT" in the 4 languages.

This large storage room holds the ship's supply of linen and cloth goods. The supplies are in racks along the 4 walls, and include large numbers of towels, bedsheets, blankets, uniforms, tablecloths, napkins, and the like. Most of the items have an embroidered "M/S Corona" label.

- D26. LAUNDRY ROOM. (Door ajar, lights off.) The door to the room is labeled "LAUNDRY" in the 4 languages.

The ship's LAUNDRY ROOM is designed to handle all the needs of the ship and its occupants. There is a large institutional-size washing machine along with a dryer of similar capacity. There are also two conventional washers and dryers and a dry cleaning machine. A wall rack holds detergents, fabric softeners, and other materials of a similar nature. One wall has a large clothes rack with uniforms and dress clothes on hangers. There is a large table in the center of the room, and numerous clothes bins with wheels and metal frames containing dirty and unwashed linen of all types — tablecloths, bedsheets, uniforms, towels, and so on.

- D27. STORAGE CLOSET. (Door locked, lights off.) The storage closet in this area is labeled "STORAGE" in Spanish. It contains a variety of items: hand trucks, tool boxes, rolls of carpet, carpet cleaning machines, mattresses, tables, chairs, light fixtures and lamps, bulk cleaning supplies, and cans of paint.

- D28. CHAPEL. (Doors without locks, lights off.) The door is labeled "CHAPEL" in the 4 languages. The ship's CHAPEL is an intimate place for worship and meditation. There are 4 rows of wooden pews and small altars for Christian, Jewish and Moslem worshippers.

- D29. PASSENGER CABIN. (Door ajar, lights off.) This room is like D2 and the other staterooms on this deck, but it contains a sleeping terrorist, "Carlos." He is sleeping on the bed while fully clothed, with his bandolier holding 5 throwing knives stashed under the bed. If agents pass this room and talk or make other noises in the vicinity, Carlos will have a 35% chance of awakening, and he will then try to surprise those he can identify as intruders, using his knives. If he himself is surprised, he will try to convince the agents that he is a passenger, hiding from the terrorists. He will give his name as "Santiago," one of the hostages he knows. He will tell the agents that this is not his room and beg them to protect him. At an opportune moment, he will try to escape to his comrades or assist them in a confrontation with the agents. (If an alarm has sounded, Carlos may have left the room. See **ALARM REACTIONS**.)

- D30. TO D37. PASSENGER CABINS. As D2.

- D38. PASSENGER CABIN. (Door wide open and dented, lights on). As D2.

- D39. TO D48. PASSENGER CABINS. As D2.

- D48. GAME ROOM. (No door, lights on.) The open game room is a 24-hour entertainment center which features pin-ball machines, electronic games, and other arcade devices. These are arranged along the walls, and there is a change machine which dispenses special tokens for use in the machines.

- D50. INFORMATION BOOTH. This open desk is an information center on all sorts of activities, schedules, and resources. There are filing cabinets, drawers, and a bulletin board in the area of the desk. The posted information describes meal menus, activities schedules, and ports of call. The switchboard for the intra-ship phone system is also located here.

In a locked (—/15) upper desk drawer, there is a passenger list for the current cruise, which gives names and room numbers (including a listing for Dr. Salcedo's room, A18).

- D51. PURSER'S OFFICE. (Door locked, lights off.) This office has the purser's desk, a filing cabinet, and a floor safe. The safe (—/55) is a sturdy model which weighs about 800 pounds. The safe contains the equivalent of \$800 in Spanish currency, \$200 in Italian currency, a diamond necklace worth \$900, and a set of master keys to all the doors of the ship. In a locked (—/15) desk drawer is a strongbox (—/30) that holds several boxes of ammunition for the shotguns on the SKEET DECK (C1).

- D52. TO D58. PASSENGER CABINS. As D2.

D59. JANITOR'S CLOSET. (Door locked, lights off.) This room is labeled "JANITOR" in Spanish. The room contains various items for maintenance, such as a vacuum cleaner, cleaning supplies, mops and buckets, etc.

D60. PASSENGER CABIN. (Door unlocked, lights off.) As D2.

D61. WAITING ROOM. (Door unlocked, lights off.) This room is the entrance to the HOSPITAL section of the ship. The door is a self-closing push door which opens inward. There is a padded bench-type seat, as well as two individual chairs opposite. Art prints in wooden frames decorate the walls.

D62. EXAMINATION ROOM. (No door, lights off.) This room has a counter with basic laboratory tools (microscope, centrifuge, test kits, EKG machine, etc.), as well as an examining table. Also present in the room are a blood pressure measuring device and containers of gauze, tongue depressors, and cotton balls.

D63. EXAMINATION ROOM. (No door, lights on.) This room is just like the other, except it is occupied. Unconscious on the examining table is "Giovanni," a wounded terrorist who is unarmed. Working on the victim is Olinda, the doctor of the *M/S Corona*, who is being held at gunpoint by "Dorita." "Dorita" is armed with a 9mm Browning pistol (c), and she has a billy club (rr) in her belt. She will stay in the hospital area even if alerted, in which case she will try to cover both the doctor and the entrance if possible. She is trigger-happy and nervous, so her fellow terrorists always identify themselves before coming into the area.

Olinda has been held captive since the takeover of the ship a number of hours before. Her face shows a fresh scar from being struck by a terrorist. She is scared by the ordeal, but can provide some guidance information if rescued, though she is reluctant to endanger herself any further.

D64. HOSPITAL ROOM. (Door unlocked, lights off.) This room is sparsely furnished, with a single hospital bed, a side table and a chair. A toilet and a wall sink are in one corner. The bed is made, and the room is neat and clean.

D65. HOSPITAL ROOM. (Door unlocked, lights off.) as D64, "As D64, except that there are several more beds in this room"

D66. WATER STORAGE AREA. This hallway area is surrounded by the ship's fresh water supply tanks. There is no access to the rest of D DECK from this hallway, only above to the ANCHOR DECK (C38) or below to the crew's quarters via the stairway. The hallway is lacking any detail, except for a few sets of gauges, piping, and twist wheels.

KEY TO "E" DECK

E1. POWER ROOM. (Doors unlocked, lights on.) The ship's POWER ROOM is an open area with a large diesel generator in the center of the room. This is the auxiliary power plant for the ship's electrical system, should the main engines fail. The generator is about the size and height of a large desk.

Elsewhere in the room are instrument panels, gauges, and the like mounted on the walls. There is a set of 8 automotive-sized batteries in a rack in one corner. In another corner is a desk and chair. Near the desk on the wall are several clipboards which contain instrument readings and other mundane recordings of information.

One panel in the room has meters and switches, as well as five switches labeled "MAIN SWITCH," each with a corresponding letter A to E. These are the master controls to cut power to particular decks. The terrorists will not use them, but agents can if they discover them.

E2. BRIG. (Door unlocked, lights on.) A holding room with a single cell serves as the ship's detention area. The holding room has a padded bench seat type of chair, and two other individual chairs. The area which serves as the cell has only a cot and a toilet, with a small wall sink. The room is empty.

E3. AIR SYSTEM ROOM. (Door unlocked, lights on.) This room contains a large heating and cooling plant, and the equipment fills most of the room. The unit is a combination heating and air conditioning system, with fans and blowers propelling the air into large ducts leading out of the room. There is an instrument panel which has gauges, meters, switches, and knobs. The unit occupies most of the middle of the room, with a walkway around it.

E4. STORAGE AREA. Near the elevator is an open storage area which holds sheet metal, piles of piping, drums of lubricant, and sections of aluminum ductwork.

E5. WORK ROOM. (Door unlocked, lights off.) The WORK ROOM is an open room with work tables, saw horses, and piles of wood within it. On the wall are carpenter's tools, electrician's supplies, and miscellaneous items like jars of nuts and bolts, rolls of heavy tape, cans of glue, and coils of wire. Sawdust litters the floor, and a hand saw is laying atop one of the saw horses.

E6. SHOP. (Door unlocked, lights on.) The SHOP is the center for metal working on the ship. A large work table with a metal top sits in the midst of the room, and there are several sheets of metal and a metal frame on its surface. In one corner of the room is a large metal lathe, while a welding bay is in another. The welding equipment is out in the open, but the oxygen and acetylene tanks are not connected—they are chained and locked to the wall about 5' away. A large metal tool chest is near the door, and it contains wrenches, hammers, wire cutters, screwdrivers, and all the other types of tools common to a machine shop.

E7. WATER & SEWAGE SYSTEM ROOM. (Door unlocked, lights off). The door is labeled "PUMP ROOM" in Spanish.

Large pumps throb away with a hum in this room as the ship's water system circulates. Two separate tanks, one for sewage and the other for waste water, fill most of the room. The pumps circulate the sewage as a part of its chemical treatment. A hallway within the room goes around the tanks, and is mostly barren except for metal pipes, a few gauges, a set of push buttons, and a couple of twist wheels on the large piping running along the walls.

- E8. ELECTRICAL ROOM. (Door locked, lights off.) The door is labeled "ELECTRICAL ROOM" in Spanish.

The ship's main electrical system is centered in this room, and there are large fuseboxes and wiring cabinets. Several breaker switches are on one wall, and a panel with a stool alongside it has numerous meters and switches. A work table is in one corner, and there are spiral notebooks stacked upon it, containing wiring diagrams and similar information.

- E9. FUEL STORAGE. No access.

- E10. ENGINE ROOM. (Door unlocked, lights on.) The ship's twin diesel engines dominate the ENGINE ROOM. They throb with powerful rhythms, and a terrorist, "Fernando," keeps a watchful eye on them. "Fernando" is armed with a 9mm PPK pistol (h) in a belt holster, and if he is alerted will be ready for action.

The engines are mounted several feet below floor level, so seeing objects across the room is possible. At the stern portion of the room is a control panel with dials, switches, and gauges. A control lever is noticeable as means of controlling engine speed. A stool and chair are placed near the panel, and the wall has a speaker and microphone for direct communication to the BRIDGE (B18).

- E11. CREW CABIN. (Door unlocked, lights off.) This typical crew cabin is furnished in a similar manner to the PASSENGER CABINS on the upper decks, although the decor is more spartan in appearance. Within the room are a double bed, a dressing cabinet with a mirror, a phone and directory, a clothes rack, a sea trunk, a small closet, a desk lamp, and a wall desk. A stereo tape player replaces the suitcase rack found in the passenger rooms. In one corner is a small bathroom with a toilet, a shower, and a sink. A hasty exit is evident from the look of the bed and the clothes lying about.

- E12. FUEL STORAGE. No access.

- E13. TO E22. CREW CABINS. As E11.

- E23. FURNITURE STORAGE ROOM. (Door unlocked, lights off.) This storage room for the ship's supply of spare furniture is mostly empty. It contains a few bedframes and mattresses, various types of tables, assorted chairs, a portable bar, and a wooden desk. Most of the items are dusty from prolonged storage.

- E24. LIQUOR STORAGE ROOM. (Door locked, lights off.) The door (—/50) is labeled "KEEP OUT. AUTHORIZED PERSONNEL ONLY" in the 4 languages.

This locked room is mostly empty, but still contains a good store of liquors and bar items to supply the ship's numerous bars and lounges. There are individual bottles on the shelves, as well as in cases underneath on the floor. The assortment of spirits includes whiskies, vodkas, gins, tequilas, rums, and a full range of cordials and liqueurs. In one corner is the wine collection, featuring a wide variety of types and vintages. In another section are the mixers and soft drinks. One set of shelves holds paper goods and miscellaneous bar supplies like filberts, pickled onions, cherries, bitters, and olives.

- E25. PRIVATE DINING ROOM. Next to the DINING ROOM is a private room for special groups and parties. There are two large tables, and a set of chairs. In one corner is an open cabinet containing silverware sets, napkins, water glasses, and condiments.

In this room are two terrorists, "Benito" and "Eduardo." They are guarding 12 hostages, both passengers and crew members (including the Captain) held on board when the others were cast away. The hostages are:

"Maggie" (cruise director)	"Umberto" (passenger)
"Nico" (chief engineer)	"Victor" (passenger)
"Pietro" (captain)	"Wells" (passenger)
"Quinn" (passenger)	"Xavier" (passenger)
"Santiago" (passenger)	"Yolanda" (passenger)
"Teresa" (passenger)	"Zorro" (passenger)

"Benito" is armed with a 20 guage pump shotgun (full choke, cc) and a stiletto (hh). "Eduardo" is brandishing a 9mm Browning pistol (e). If alerted, "Benito" will leave to warn "Louis" and "Konstantine" in COLD STORAGE (E31) of the alarm. "Eduardo" will remain with the prisoners. He will tend to shoot at agents first, unless it is obvious he is trapped and outnumbered.

If the hostages are freed, they will generally follow the wishes of the agents, except that they will remain as noncombatants. Crew members will try to help by providing information. If asked about Dr. Salcedo, they will mention that the terrorists bragged of stuffing him into a janitor's room.

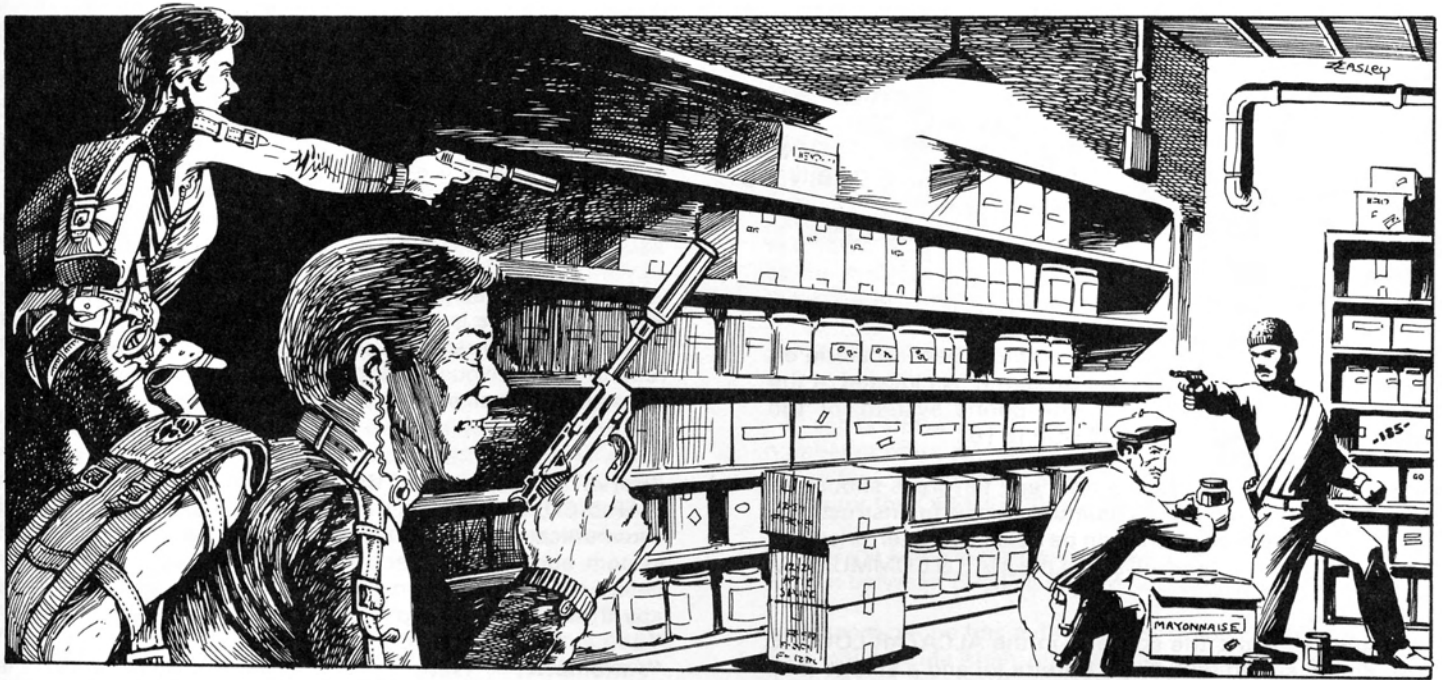
- E26. PRIVATE DINING ROOM. (Door unlocked, lights off.) As E25, but empty.

- E27. JANITOR'S CLOSET. (Door unlocked, lights off.) The door is labeled "JANITOR" in Spanish. This room contains a large, deep sink along with mops, buckets, and miscellaneous cleaning supplies.

Sitting unconscious in the corner next to the sink is Dr. Salcedo, who shows signs of fatigue and a beating at the hands of the terrorists. He was placed here after several hours of interrogation, only at long last revealing that the microorganisms were stored in a cold area. If discovered, Dr. Salcedo can be revived by splashing water upon his face. His reaction will be one of mistrust and belligerency, showing no thanks for being rescued.

- E28. MAIN DINING ROOM. (No doors, lights off.) The ship's dining area is a large double room in two sections. There are many, many tables and chairs, and all are arranged neatly for the next meal with peaked napkins, clean glassware, and full sets of silverware. A central walkway connects the two rooms, and there is a cabinet there with supplies of silverware, napkins, glasses, and condiments.

- E29. DRY STORAGE. (Door ajar, lights on.) The DRY STORAGE room contains food supplies in bulk, with shelves of bottles, cans, and boxes. Some of the supplies visible in individual containers or in cases on the floor include ground pepper, seasonings, cake and pie mixes, pickles, canned fruits, mustard and ketchup, soups, and sauce mixes. In one corner is a supply of dishes, bowls, and cups. Another corner has a stack of boxes containing new glassware of varying types.



E30. GALLEY. (Doors without locks, lights off.) The ship's kitchen is a large, open area with a full range of appliances. There is a stand-up freezer, a similar refrigerator, a full grill, a gas broiler, a convection oven, a microwave oven, and a blender. There are soup kettles standing on one end of the long work counters, and a milk dispenser alongside. A salad preparation area has a large cutting board and a stack of empty plastic bus tubs. In one corner is a large, sectioned L-shaped sink next to a commercial dishwasher. Overhead there are kitchen utensils and pots and pans hanging from a ceiling rack.

The refrigerator and freezer contain perishable goods like ground beef, steak filets, seafood, and salads. The refrigeration units hum noticeably from the sound of their fans.

E31. COLD STORAGE. (Door unlocked, lights on.) This area is a large walk-in cooler, with a separate walk-in freezer of smaller size. The room contains shelves of chilled foods such as cheeses, wines, salad dressings, ground beef, steak filets, and fresh seafood. There are about 150 1-liter bottles altogether in the room, most containing salad dressings. The bottles are on the shelves and within cardboard boxes on the floor. One cardboard box with a scuffed label reading "MAYONNAISE" has been already opened, and it contains 4 1-liter bottles of a cloudy liquid which is definitely NOT mayonnaise! This is the supply of the deadly *AQUA STAPHYLOCOCCUS*.

In the cooler (no matter when agents may arrive) are two terrorists, "Konstantine" and "Louis." They are frantically searching for the microorganism, pushing aside items and checking individual bottles and boxes.

The box with the scuffed label is placed on the second shelf off the floor in the section of the cooler just to the right of the door as it is entered. If gunfire is directed toward this area, each shot will have a 5% chance of hitting a bottle and causing breakage and contamination.

E32. STORAGE ROOM. (Door locked, lights off.) The door is labeled "STORAGE" in Spanish. This room contains spare furniture, lamps, and fixtures for the crew cabins, also paper goods and miscellaneous cleaning supplies.

E33. LINEN ROOM. (Door locked, lights off.) The door is labeled "LINEN ROOM" in Spanish. The room contains towels, bedding, and similar items for the crew cabins.

E34. CREW STORAGE ROOM. (Door locked, lights off.) This room contains miscellaneous crew possessions which are too bulky to be stored in the cabins (including one motorcycle), as well as additional recreation equipment for the crew's use.

E35. CREW STORAGE ROOM. (Door locked, lights off.) This room is similar to **E34**, but is currently empty.

E36. REST ROOMS. (Doors without locks, lights off.) A pair of men's and women's rest rooms are in the center of the hallway. They are typical of their type.

E37 TO E56. CREW CABINS. As **E11**.

E57. CREW LOUNGE. (Door without a lock, lights on.) This lounge is a well-furnished, comfortable room with two large and plush sofas, three overstuffed chairs, an oak center table, end tables with lamps, and a video projection system with large screen. A bookcase holds books and magazines, and a mini-refrigerator with a tapper holds a single keg of beer. A double row of shelves holds glassware and several kinds of liquors, as well as an empty ice bucket.

E58. CREW CABIN. (Door unlocked, lights off.) As **E11**.

E59. CREW CABIN. (Door locked, lights on.) As **E11**.

E60. CAPTAIN'S CABIN. (Door ajar, lights on.) The Captain's quarters is a more elegantly furnished room, with a large bed, full desk with a lamp, a phone and directory, a reclining chair, floor lamps, and a stereo tape system. A large dresser stands in one corner, and there is a sizable mirror on the wall. In another corner is a small bathroom with a tub/shower, a sink, and a toilet. The bedsheets are disheveled, nightclothes are scattered, and a drink is spilled on the floor, indicating an unwelcome intrusion and quick departure from the room.

ADMINISTRATOR'S NOTES

ALARM REACTIONS
CONTAMINATION
DEACTIVATION OF LOCKS
DESKS & FILING CABINETS
INTRA-SHIP
COMMUNICATIONS

KEYS
LIGHTING
THE 'OTHER MISSION'
SPECIAL AREAS

ALARM REACTIONS

There are three specific ways to sound a general alarm on board ship: the Public Address System (P.A.) located in the CRUISE DIRECTOR'S OFFICE, the phone system, or the emergency ship siren on the BRIDGE (B18).

When the agents are first spotted, any terrorists should attempt to contact "Herve" in communications, for instructions. From that moment on, alerts can be spread. Any terrorist who moves to a new location will notify the MAP & COMMUNICATION ROOM (B17).

"Antoinette" starts the scenario in the ALCAZAR LOUNGE (B4). She is armed with a .22 Beretta (d) and a stiletto (hh). Once an alarm is sounded she will hide in the lounge among the tables in order to ambush agents.

"Benito" is located on E Deck in the PRIVATE DINING ROOM (E25) with "Eduardo," guarding the hostages. He is armed with a 20 gauge, full choke shotgun (ee) and stiletto (hh). When an alarm is sounded, he will make his way forward to warn "Konstantine" and "Louis" in COLD STORAGE (E31). He will engage any agents he meets along the way.

"Carlos" begins the scenario in a PASSENGER CABIN (D29). He is asleep. He is armed with a bandolier of 5 throwing knives (ii). These are located under the bed. If surprised by agents, "Carlos" will attempt to convince them that he is a passenger hiding from the terrorists. He will give them the name of "Santiago," one of the hostages. He will tell the agents that this is not his room, and will beg them to protect him. When an alarm sounds he will awaken and move to the BRIDGE (B37) to help defend it. Since he has only knives, he will follow agents rather than engage them.

"Dorita" is located in the EXAMINATION ROOM (D63). She is armed with a 9mm Browning (e) and a billy club (rr). At the moment, she is guarding Olinda, the doctor. Olinda is attending to "Giovanni," an unconscious terrorist. Upon hearing an alarm, "Dorita" will switch her position to cover the entrance to the room. Being a bit nervous, she will have a tendency to shoot first and ask questions later. The other terrorists know this and will identify themselves before coming within her range. If trapped, she will attempt to bargain with the doctor's life, breaking her word in an instant, if it is to her advantage. She will not hear P.A. communication.

"Eduardo" is positioned with "Benito" in the PRIVATE DINING ROOM (E25). He is armed with a 9mm Browning (e). Both "Eduardo" and "Benito" guard the prisoners. If an alarm sounds "Eduardo" will stay and guard the prisoners. He will lock the door and take a position where he can cover the door, shoot the prisoners, or answer the phone. He takes his orders directly from the bridge and will not open the door without instructions from "Jeu."

"Fernando" is running the ENGINE ROOM (E10) prior to any alarm. When an alarm sounds he will lock the door(s) to the engine room and move to a place of partial cover. He is armed with a 9mm PPK (h). He can not hear the P.A.

"Giovanni" is the unconscious terrorist in the EXAMINATION ROOM (D63). He is in a coma and cannot be revived without complex medical care, not available on board. "Giovanni" will remain unconscious for the duration of the mission, and is disregarded for all scoring purposes.

"Herve" is in control of the communication console in the MAP & COMMUNICATIONS ROOM (B17). He is in charge of communication through the radio and the telephone intercom system aboard ship. Each terrorist contacts him by phone before changing position. It is his job to notify each terrorist of any threat to the group. He notifies everyone in this order: "Jeu," "Benito," "Eduardo," "Fernando," "Dorita," "Antoinette," "Isadore," "Carlos," "Konstantine," and then "Louis." "Herve" also guards the stairs to the communications room. The door below is locked, but can be opened by a buzzer on the communication panel. If "Herve" believes that agents are attempting a break-in, he will toss a grenade down the stairs and allow them to come in. Besides his two grenades he carries a 9mm Luger (f).

"Isadore" is on watch in the CADIZ LOUNGE (C2). She is armed with a 7.62mm AKM (x) and a 9mm Luger (f). When an alarm sounds, she will patrol the CADIZ LOUNGE and the stern portion of C DECK, in an attempt to locate and kill agents. She will check in every 10 minutes. If "Herve" feels more firepower is needed, she will be sent to the location to give assistance.

"Jeu," the leader of the terrorists, is located on the BRIDGE (B18). He will attempt to keep order in an emergency through "Herve." A cold leader, "Jeu" will allow the death of any of his group to further his revenge. If the bridge is in danger of capture "Jeu" can, in ten minutes, make the bridge's hydraulic steering system non-functional, so that the ship will travel in a straight line toward Monaco. Any agent with a Area of Knowledge (AOK) of 80 in Hydraulic Engineering will be able to correct the malfunction in fifteen minutes. "Jeu" is armed with a 9mm Luger (f).

"Konstantine" begins the scenario in COLD STORAGE (E31). He is armed with a 9mm PPK (h), a hunting slingshot (oo), and a pouch with 6 ball bearings. Both he and "Louis" are searching the COLD STORAGE ROOM (E31) where Dr. Salcedo told them the AQUA STAPHYLOCOCCUS is being stored. Dr. Salcedo did not divulge the exact location or manner of storage before lapsing into unconsciousness. At least one of the two terrorists will be searching this area at one time. After an alarm, "Louis" guards and "Konstantine" searches.

"Louis" is searching the COLD STORAGE ROOM (E31) with "Konstantine." He is armed with a .22 Beretta (d) and a hunting knife (jj). If an alarm is sounded, "Louis" will watch for intruders while "Konstantine" searches. There is no intercom in this room; the closest one is in the galley. "Louis" and "Konstantine" can not hear the P.A.

CONTAMINATION

There are several methods of contamination. If any of the bottles containing the microorganism should be broken by gunfire or violent mishandling, the microorganism will escape. Since it is not an airborne microbe, there is no great danger as long as no contact is made with the liquid. Even in its dormant state (50 degrees Fahrenheit/10 degrees Celsius or less), however, contact will prove deadly. If at any time the temperature of the containers rises above the safe range, the organism will begin to expand. In approximately 20 minutes the bottle will either shatter (50%) or explode (50%). After the container is broken, the life of the organism outside warm salt water or a host is 72 hours. It can infect dead hosts.

Dr. Salcedo has the following information available to counteract the microorganism. If, immediately after being infected (10-15 minutes), the affected area is immersed in hot salt water or the individual showers in very hot water, there is a 40% chance that the organisms will be removed from the body. After complete infection, there is nothing that can be done to lessen the severity of the illness.

When an individual is infected by the organism (through the pores of the skin), the effects will not be immediately noticeable. Once the organism reaches the blood stream some 2 hours later, the effects will appear. The first signs are a high fever and nausea, as the body attempts to clear the system of the invader. Then the sweating, stomach cramps, and convulsions begin. This is the most infectious stage. If a contaminated individual is touched by an unprotected person, there is a 60% chance the organism will be transmitted. The probability of death from infection is calculated from a 10% base, increasing at 10% each day until 40% is reached. If the individual survives the fourth day, the organism has failed to overcome the body's defenses and the individual will recover after two weeks' rest.

The permanent effects of the illness for survivors are as follows: loss of 1-10 points of Physical Strength, loss of 1-10 points of Coordination, and a 20% chance of the loss of 10 points of Intelligence due to brain damage. Areas of Knowledge are unaffected by the loss of Intelligence. Experience points may still be used to replace lost Strength, Coordination, and Intelligence.

DEACTIVATION OF LOCKS

Agents attempting to deactivate a lock must spend a minimum of 10 seconds for simple desk locks. Door locks take 15 seconds. Up to 60 seconds is required to deactivate the lock to the safe in the PURSER'S OFFICE (D51).

DESKS & FILING CABINETS

Unless otherwise stated, desks and filing cabinets contain office supplies and miscellaneous records pertaining to the room they are in.

Desks and cabinets in ship's offices will be locked (—/15) unless otherwise stated. Desks in living quarters will not be locked.

INTRA-SHIP COMMUNICATION

The ship has two methods of communication. The first, the Public Address System (the "P.A.") is based at a control board in the CRUISE DIRECTOR'S OFFICE (C33). This board consists of a hand mike and control switches to the speakers on each deck. These switches are marked with the letters A through E.

All switches are up, in the on position. Speakers for the system are located in each hallway. It is difficult to hear them in most rooms, unless the doors are open.

The second method of communication is by phone or intercom. In each cabin located by the bed is a small wall phone. These phones are also found on desks in the various offices. These push button phones have twelve buttons; ten numbers from 0 to 9; plus "*" and "*". Calls are made through a switchboard in the INFORMATION BOOTH (D50) which is manned during the day and placed on automatic between two a.m. to six a.m.

The system works as follows:

Push either "1" for A DECK, "2" for B DECK, "3" for C DECK, "4" for D DECK, or "5" for E DECK, then punch the room number or office number. The "*" is for ROOM SERVICE, the "*" is for EMERGENCY SERVICES in the doctor's office and "0" is for the OPERATOR.

Should the switchboard be destroyed, all communication other than between ENGINE ROOM and BRIDGE is cut.

Each room phone has a directory of regular numbers, which does not include such numbers as crews quarters, engine room, the captain's office and the like. These can be reached through the switchboard or by special numbers known to the crew. There is a 75% chance per projectile hit that a phone or intercom will be destroyed.

KEYS

"Jeu" and "Benito" carry a set of master keys. These keys open every lock on board. Every other terrorist has a set of keys which will open cabins and janitor closets. There is one set of master keys hidden in the PURSER'S OFFICE (D51).

LIGHTING

All corridor lighting on board ship is by means of recessed incandescent lights. These start at corridor intersections and are spaced every ten feet. Rooms are lit with incandescent ceiling fixtures, two per room. Every desk and night stand has a 60-watt table lamp. Hallway lights will be continuously lit; other rooms will be dark unless specified. A projectile hit has a 90% chance of destroying a light.

SPECIAL AREAS

Certain areas (like E1, E3, and E7-10) may produce extreme effects if an agent shoots, jams, sabotages, or tries to manipulate their controls. The Administrator should think about what might happen if agents try to interfere with these normal ship functions, and what AOKs are necessary for successful agent activities in this respect.

CREDITS

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Special Thanks: Maggie Buchholz, Dave Conant, Stephen Jeu, Express Travel of Lake Geneva, and Lesa Peters.

If you have rules questions, please write to TSR. Ask the questions so they can be answered by a "yes," "no," or short phrase. *You must include a self-addressed, stamped envelope.* Write to: TSR Hobbies, Inc., PO Box 756, Lake Geneva, WI 53147. ATTN: Rules Editor.

THE "OTHER MISSION"

This section is optional. It is for use by the Administrator, if he so chooses, in order to prepare campaign agents for a mission which will lead into this module.

In an effort to integrate this module into a campaign, a reason for the speedy arrival of the agents onto the *M/S Corona* is necessary.

The agents should be given the mission briefing prior to play. Treat this as their primary mission. It is only after the agents are prepared and in the air that the regular **AGENTS' BRIEFING** should be given. This should add an extra bit of realism to the situation. It should also test the flexibility of the group. If they have been allowed to select equipment other than that assigned in the tournament version, avoid letting the group of agents have more than a single automatic weapon (see 3 below for the rationale).

* * *

It has come to the attention of the agency that terrorism is on the upswing in the free world. Recently, special information has come to light on this subject.

This information shows that a Senor Manuel de Gama is acting as a recruiting agent for a terrorist training center somewhere in South America. De Gama travels around Europe and Africa searching for groups that wish to receive training.

De Gama has a large, well-guarded villa in the Spanish highlands near Barcelona. It is there that he is believed to be holding maps, lists, and information on the training center and the groups that use it.

Your team will paraglide into the villa with the following objectives:

1. Remove all terrorist information, and
2. Capture or kill De Gama.

Secrecy is of the utmost importance. If the terrorists believe their location is known, they will relocate. De Gama's disappearance must be explained, or his death must appear accidental.

Not much is known about the villa itself. The information available is as follows:

- #1) The villa is two stories, with a cellar of indeterminate size,
- #2) There is a staff of 12, including 6 to 9 armed guards,
- #3) Because of the area in which the villa is located, the guards are armed only with small arms (this is because automatic weapons attract unwanted government and military attention),
- #4) De Gama is planning to spend the next month at the villa.

With this information and the equipment provided, your team must complete this mission. There are numerous vehicles available at the villa with which to make your escape into Barcelona where you will be retrieved by the agency.

* * *

The Administrator is encouraged to give some thought to this mission. It is possible that the agents may wish to go back and complete this mission, after they rescue the *M/S Corona*.

OTHER ADVENTURES ON THE *M/S CORONA*

The cruise ship *M/S Corona* offers a myriad of possibilities for TOP SECRET missions. After the given scenario has been used, the cruise ship can function as a setting for many other secret agent assignments. To do this, the Administrator should simply modify the area and room descriptions as necessary to reflect the new situation. With a bit of thought and imagination, many types of conventional missions (especially those of a seek and find nature) can be placed in this unusual environment. Here are some samples for possible use and expansion by the Administrator:

Time is Running Out. Agents must locate a time bomb on board the ship before it explodes. Where is it? How much time do they have? The Administrator should prepare some clues (and some false leads) before the mission begins.

Monsieur La Porte is Missing. A kidnapped diplomat is being held on board, and he must be located before the ship arrives in port.

Mademoiselle Fouchard's Shadow. Agents on board the ship are assigned to a simple surveillance mission, watching a glamorous French television star suspected of involvement with opposing espionage agencies. But what about her stand-in "double?"

The Ice is Hot. A ring of jewel thieves is operating on board the ship, stealing valuable gems and replacing them with well-crafted fakes. Agents must discover the individuals responsible and how they operate in order to stop them.

A Message for Senor Fuentes. Agents with key information to relay must locate their contact, a mysterious "Senor Fuentes." The only problem is—there are three of them listed on the passenger roster and the cabin assignment list is missing!

The One-Way Cruise. A double agent who has betrayed the agency is believed to be on board and in disguise. Agents must locate and unobtrusively eliminate him without disrupting the ship's activities or arousing suspicion.

The Missing Pickup. Agents sent on board ship for a routine pickup discover that the package they were supposed to obtain is missing. Where did it go? Who has it? The package must be located before the ship reaches port, or it might end up in the wrong hands permanently!

The Phantom Photographer. Top-ranking diplomats aboard a pleasure cruise are being blackmailed by an ingenious photographer who has taken photographs of the previous night's private revelry. If these photos reach the wrong hands, it will be a diplomatic embarrassment of stunning proportions. Agents must find the photographer and the negatives. But how many negatives ARE there?

Sky Strike. Airborne thieves arrive by helicopter to rob the ship and its passengers in a twelve-minute raid. How much can they get before it is time to escape? And what unknown obstacles await?

Lady in Disguise. The "Cruise ship" is not what it seems. It is actually a secret front for an espionage operation. Some of the lower deck areas (like the E DECK storage areas) are packed with sophisticated and experimental electronic gear. The agents must close down the operation and bring back the details of the new gear.

The Bodyguard's Nightmare. Agents are assigned to guard a controversial politician who disdains protection but who seems to have a lot of enemies on board. Can the agents protect him while fending off threats to his life?

TOURNAMENT SECTION

In a tournament in which two or more groups compare their performances in this adventure, the Administrator should assign identical equipment to each team in an attempt to balance their chances. It is also recommended that the characters provided with the module (the original characters from the GEN CON® XIV TOP SECRET tournament) be used by all groups.

This mission scenario is most challenging when it is a timed event, since the pressure of time adds another dimension to the demands of the mission itself. Two or more player groups with identical time allotments can compete against each other using the scoring system which follows. Four hours is a reasonable amount of playing time. This allotment includes the handling of any preparation by the players, as well as the reading of the **AGENT'S BRIEFING**.

It is important for the Administrator to keep careful track of game time spent by the agents during the mission. The **TIME TALLY SHEET** is for this purpose, and the Administrator should check off the time as it is used.

All agents have synchronized watches, so they may ask about the exact passage of game time as often as needed. The agents in the scenario are equipped with radio throat mikes and ear-phones to facilitate communication among themselves at all times.

TOURNAMENT SCORING SYSTEM

Points awarded (and penalized) for actions:

Actions	Points
Each bottle of microorganism recovered intact	+15
Stopping or diverting M/S CORONA	+30
Each innocent person rescued	+4
Rescuing Dr. Salcedo	+10
Each terrorist neutralized (killed or captured)	+5
Each innocent person killed	-5
Each agent killed	-10
Organism released without contamination	-10
Contamination*	-20/-40/-50

Bonus points (Admin's discretion)

*More points are subtracted the closer to shore any container is dumped overboard (i.e., 2 hours from shore/1 hour from shore/near Monte Carlo).

In the GEN CON® XIV tournament, the ten team scores ranged from 10 to 210, with an average team score of 109.

TOURNAMENT SETUP

15 minutes

1. Get everyone seated comfortably. All players should be sitting in a group facing you. This makes player-to-player and Admin-to-player communication easier.
2. Introduce yourself and if time permits have each player introduced. Name badges will help.
3. When everyone is set, pass out character sheets. Give the group approximately 10 minutes to discuss and choose characters. If there is any disagreement, the roll of a die can be used to decide.
4. Inform the agents that the maximum number of groups will be three. Agents will start in pairs of their own choosing.

15 minutes

1. Be sure to state that the **Agents' Briefing** will only be read once. Allow agents to jot notes if they desire. Read the briefing slowly aloud.
2. Allow the remaining time to be used as preparation time. If the players do not want to use the full 15 minutes, begin the module. Remember that any planning once the agents land on the boat takes up game time.

3 1/2 hours

Run module.

5 minutes

Collect all character sheets and take comments.



LINKING TS 003 WITH OTHER MODULES

The following ideas are provided as suggestions to the Administrator, who may wish to link this mission with other TOP SECRET modules or an existing campaign. Administrators should use these ideas as presented, or devise their own connections for a particular campaign.

TS 001, OPERATION: SPRECHENHALTESTELLE (Code Name: Pisces)

Several of the terrorists on board the *M/S Corona* have spent time in the town of Sprechenhaltestelle and have various contacts in the secret organization based there. Administrators may wish to give only clues in this regard, rather than more complete information.

TS 002, OPERATION: RAPIDSTRIKE! (Code Name: Popeye)

Mademoiselle Larreau, arch-villainess, has recently contacted Dr. Salcedo in an effort to enlist his aid in developing a new microorganism for her use. Dr. Salcedo is not interested, and is fleeing from her organization. She may try to rescue, kidnap, or otherwise ensnare the Doctor to further her own plans.

TS MINI-MODULE, OPERATION: EXECUTIVE ONE (Code Name: Uncle Sam)

The terrorists seizing the *M/S Corona* are a part of a group which is involved in a plot to kidnap the President of the United States. These terrorists have been working in the employ of "The Cartel," the organization sponsoring the kidnapping. These terrorists cannot give specific details, but general information on the existence of the other plot may be disclosed.

THE 'OTHER MISSION' (Code Name: Skyhook)

These terrorists were recruited by a worldwide organization using the isolated villa in the Spanish highlands. Several of the terrorists have been there and could possibly provide details about its layout and operations. If these terrorists were trained at the secret training center, a few specific details can be provided.

TERRORISTS WITH WEAPONS

Name	Of	Weapon		Base Speed	Base Acc.	Range Mod (PB/S/M/L)	Total Ammo
Antoinette	(62)	.22 Beretta Stiletto	(d) (hh)	72 62	97 47	0/-50/-150/X -5/-47/X/X	2 clips 12 shots
Benito	(84)	20 gauge, full Stiletto	(cc) (hh)	79 84	156 69	+7/-8/-133†/X -5/-47/X/X	2 clips 10 shots
Carlos	(81)	5 throwing Knives	(ii)	86	78	-5/-40/-150/X	
Dorita	(61)	9mm Browning billy club	(e) (rr)	71 56	108 53	0/-50/-150/X 0/-50/-150/X	2 clips 26 shots
Eduardo	(68)	9mm Browning	(e)	78	115	0/-50/-150/X	2 clips 26 shots
Fernanado	(63)	9mm PPK	(h)	73	100	0/-45/-145/X	2 clips 14 shots
Herve'	(61)	9mm Luger grenade	(f)	71	108	0/-55/-145/X	2 clips 16 shots
Isadore	(83)	7.62mm AKM 9mm Luger	(x) (f)	78 93	168 130	+5/-10/-60/-175 0/-55/-145/X	2 clips 40 shots 2 clips 16 shots
Jeu	(83)	9mm Luger	(f)	93	130	0/-55/-145/X	2 clips 16 shots
Konstantine	(84)	9mm PPK hunting slingshot	(h) (oo)	94 81	131 84	0/-55/-145/X 0/-20/-150/X	2 clips 14 shots
Louis	(61)	.22 Beretta hunting knife	(d) (jj)	71 56	96 51	0/-50/-150/X -5/-42/-150/X	2 clips 12 shots

† The Range Modifier for all shotguns at medium range is as follows — at 51-150 feet the subtraction is halved, at 150-300 feet the subtraction is as shown, and shotguns have no effect beyond 300 feet."

MASTER CHARACTERISTICS CHART

Captives are in **bold**, Combatants have an asterisk (*) before their name

CHARACTERISTICS

Ps = Physical Strength
Ch = Charm
W = Willpower
Co = Courage
K = Knowledge
Cd = Coordination

O = Offense
Dp = Deception
Ev = Evasion
De = Deactivation
HH = Hand-to-hand-Value
SU = Surprise Value

SEX: M = Male F = Female
MV = Movement Value
LL = Life Level

KEY

LANGUAGES

E = ENGLISH
I = ITALIAN
P = PORTUGUESE

F = FRENCH
S = SPANISH
A character's main language is noted in **bold** letters.

	Sex	Ps	Ch	W	Co	K	Cd	Of	Dp	Ev	De	HH	SU	MV	LL	E	I	P	F	S
Dr. Salcedo	M	34	69	74	54	91	26	40	62	48	59	82	110	134	11	40		62	73	88
*Antoinette (terrorist)	F	88	38	96	99	63	24	62	69	31	44	119	100	208	18	40	40		83	
*Benito (terrorist)	M	81	97	33	95	79	73	84	96	85	76	166	181	187	11		91	69	77	40
*Carlos (terrorist)	M	91	89	40	99	55	62	81	94	76	59	167	170	193	13			70	77	
*Dorita (terrorist)	F	86	87	88	34	94	87	61	61	87	91	173	148	261	17	88		75	75	95
*Edvardo (terrorist)	M	98	98	98	61	27	75	68	80	87	51	185	167	271	20			60	79	
*Fernando (terrorist)	M	95	92	86	72	88	53	63	82	73	71	168	155	234	18	40		72	83	
*Giovanni (terrorist)	M	36	85	66	94	26	85	90	90	85	56	121	175	187	10		77	70		
*Herve' (terrorist)	M	92	88	64	88	90	33	61	88	61	62	153	149	189	16		40	50	81	75
*Isadore (terrorist)	F	21	99	63	86	97	80	83	93	90	89	111	183	164	8		40	40	89	76
*Jeu (terrorist)	M	78	55	32	67	72	98	83	61	77	85	155	138	208	11		50	73	87	
*Konstantine (terrorist)	M	65	37	93	90	66	78	84	64	58	72	123	122	236	16		61		82	50
*Louis (terrorist)	M	85	78	94	41	54	80	61	60	79	67	164	139	259	18			72	80	40
*Maggie (cruise dir)	F	26	99	62	25	00	41	33	62	70	71	141	132	129	4		90	70	70	65
*Nico (chief eng)	M	93	63	34	71	26	00	86	67	82	63	175	149	227	13			76		40
*Olinda (doctor)	F	31	88	55	97	76	81	89	93	85	79	116	178	167	9			82	65	70
*Pietro (captain)	M	37	72	63	99	89	77	88	86	75	83	112	161	177	10			79	80	83
*Quinn (passenger)	M	81	97	33	95	79	73	84	96	85	76	166	181	187	11	81	65	40		40
*Rafael (passenger)	M	22	36	35	52	21	64	58	44	50	43	72	94	121	6					76
*Santiago (passenger)	M	67	73	50	72	45	57	65	73	65	51	132	138	174	12			40	81	
*Teresa (passenger)	F	85	70	31	43	21	21	32	57	46	21	131	103	137	12					88
*Umberto (passenger)	M	43	92	67	67	81	55	61	80	74	68	117	154	165	11		89	40	65	40
Victor (passenger)	M	72	28	61	66	90	85	76	47	57	88	129	104	218	13	75	70	96	40	
Wells (passenger)	M	85	30	72	24	94	72	48	27	51	83	136	78	229	6	88		40	81	79
Xavier (passenger)	M	97	72	92	91	94	20	56	82	46	57	143	128	209	19			40	40	91
Yolanda (passenger)	F	30	58	89	25	64	54	40	42	56	59	86	98	173	12			40	65	79
Zorro (passenger)	M	41	65	98	51	27	92	72	58	79	60	120	137	231	14			40	81	

TIME TALLY SHEET

SECONDS

MINUTES

05	10	15	20	25	30	35	40	45	50	55	60
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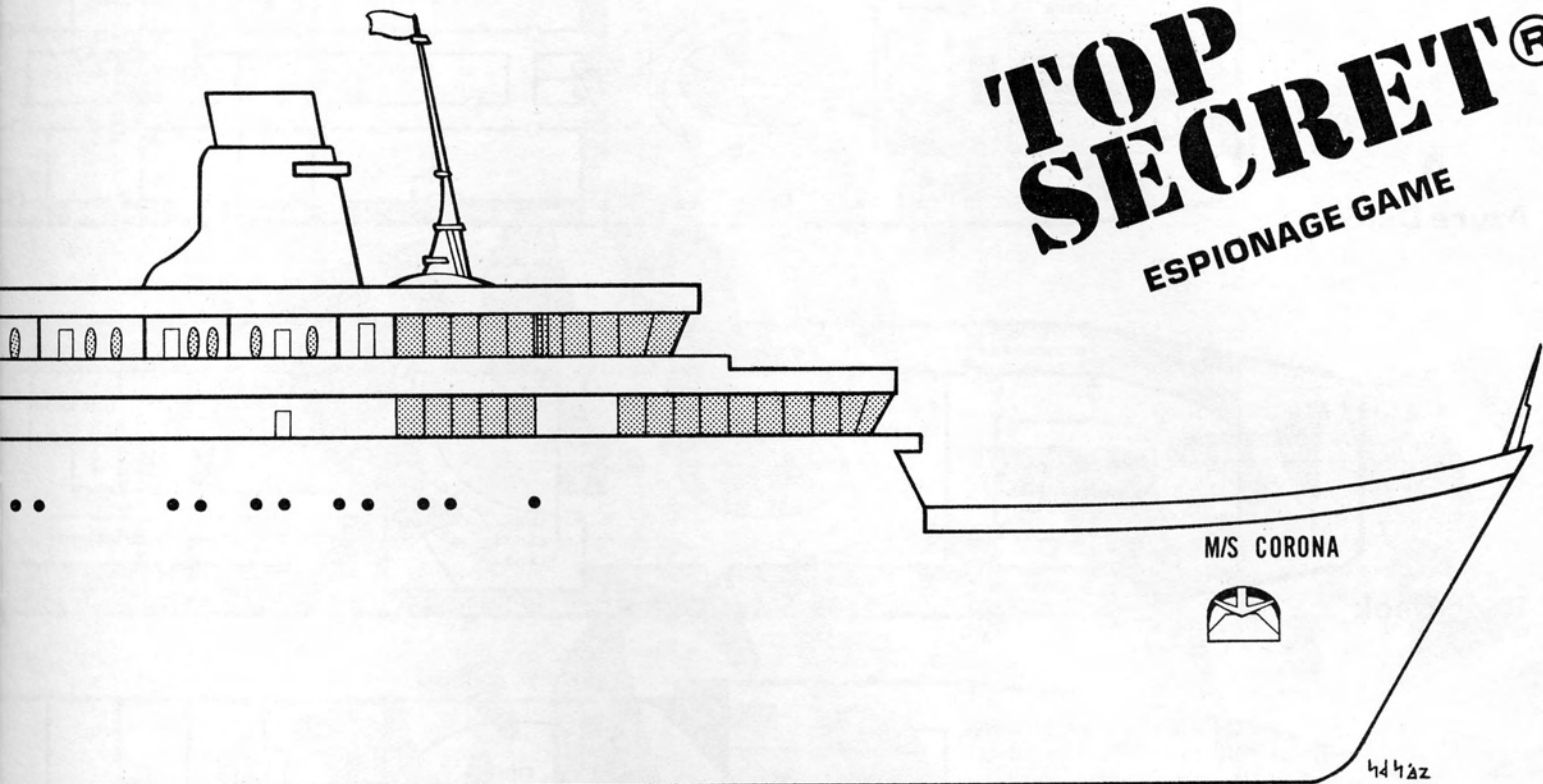
Judges

Players

Scoring:

TOP SECRET®

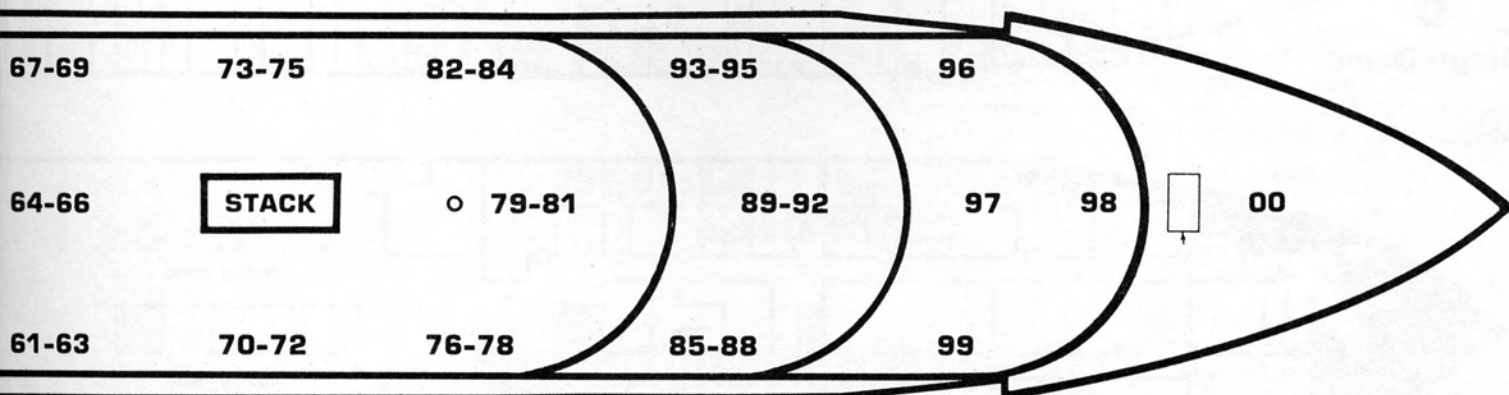
ESPIONAGE GAME



in groups of two, onto
hip. Landing sites are
percentile dice.

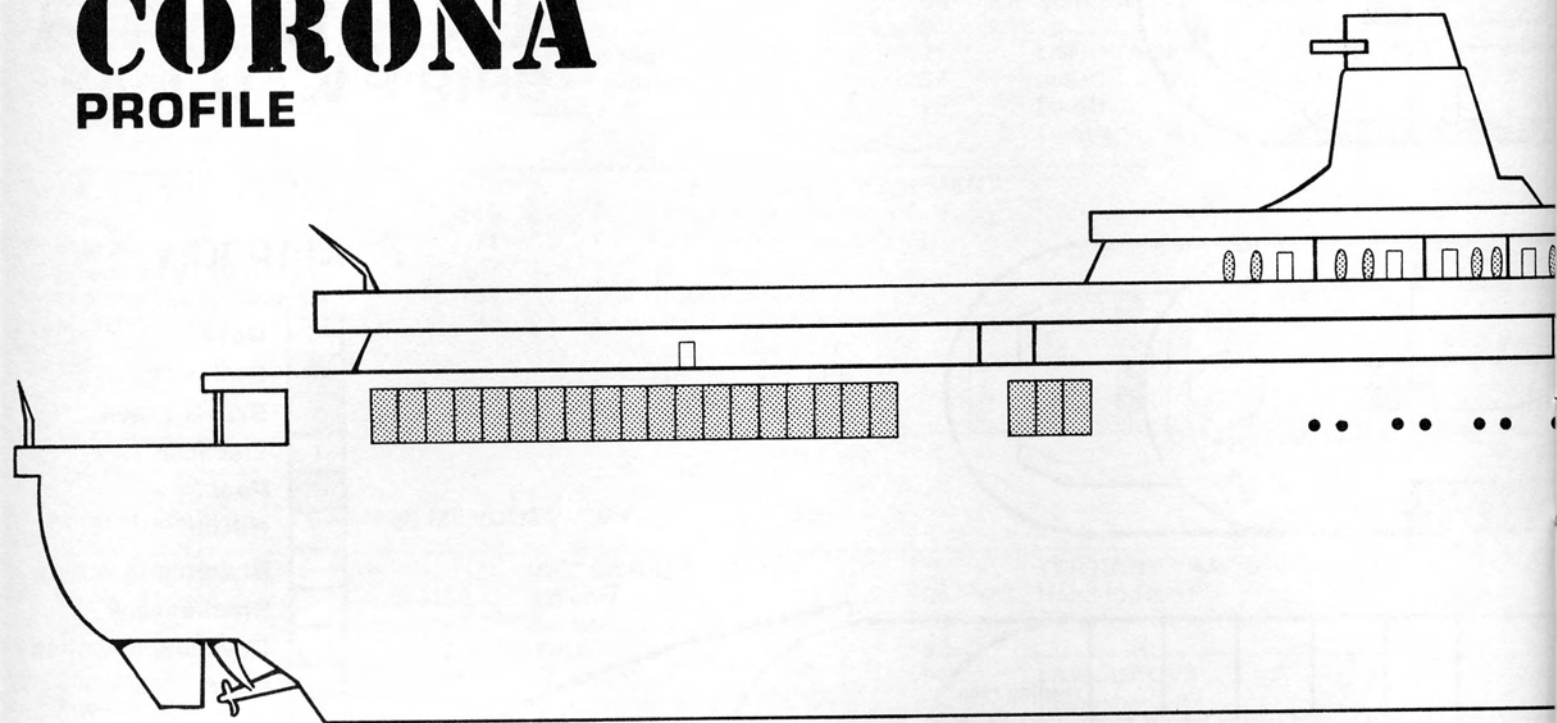


LANDING LOCATIONS



M/S CORONA

PROFILE

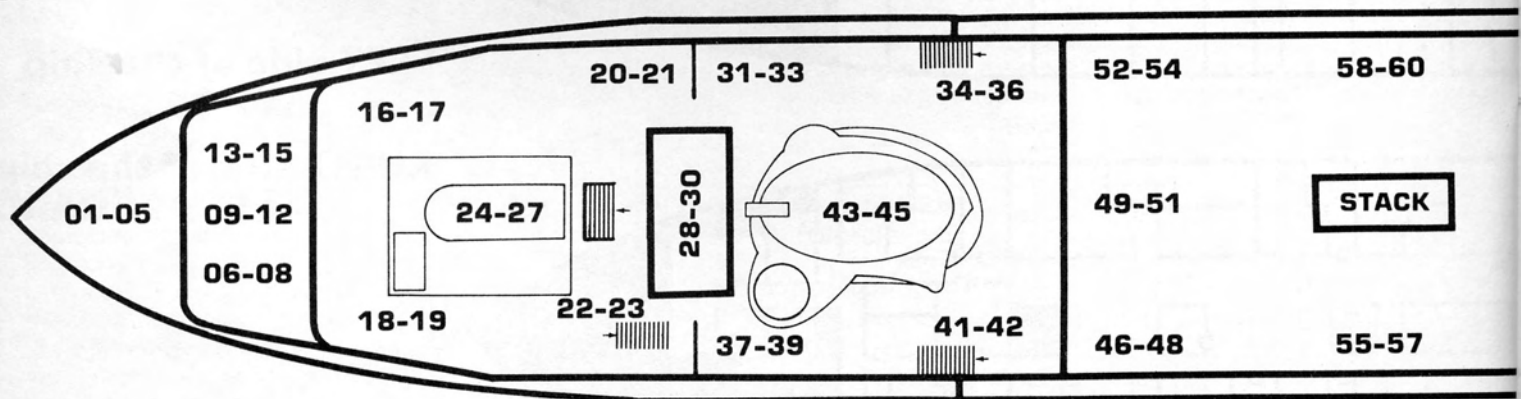


LANDING LOCATIONS

Agents will paraglide,
various areas of the
determined by rolling

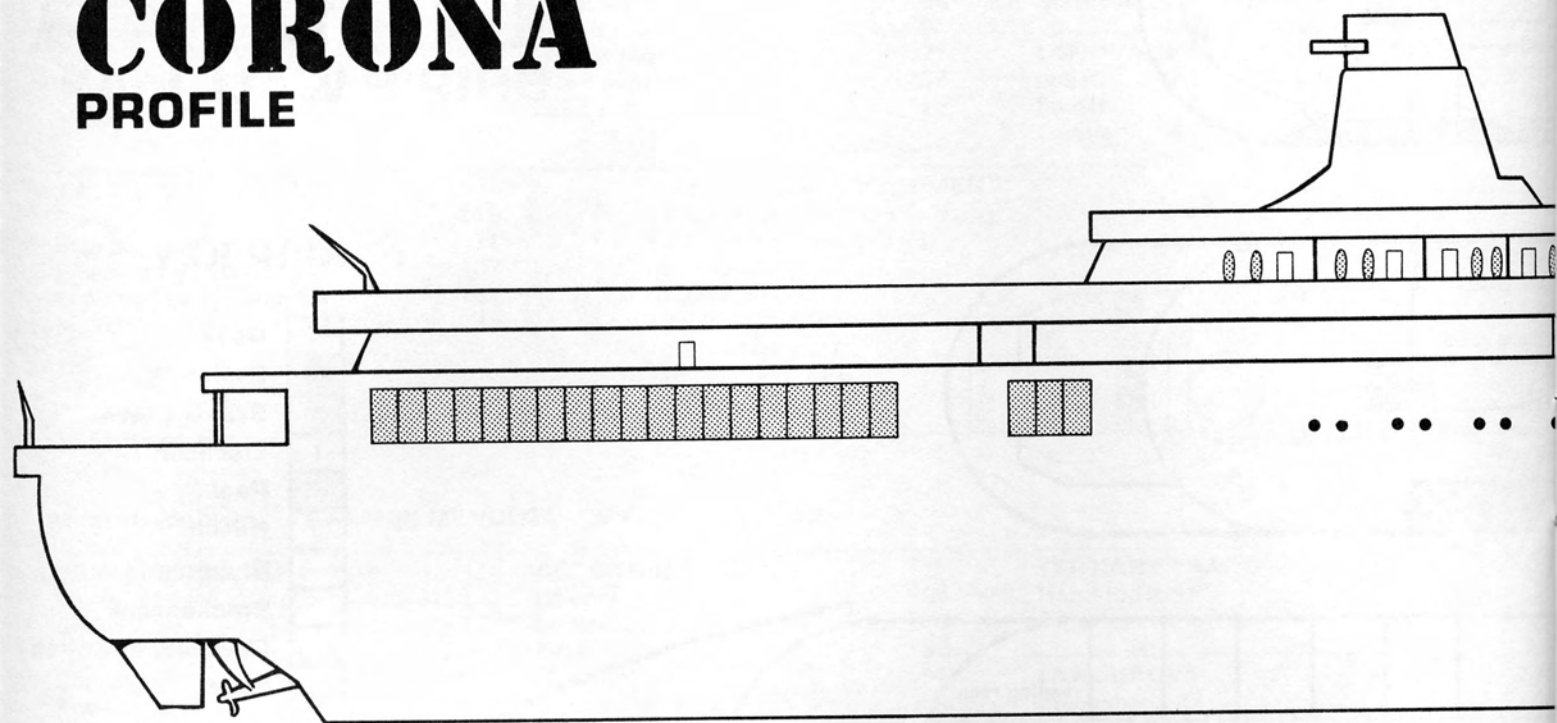
Roll	Room or Area
01-05	C 1
06-15	B 1
16-23	A 1
24-27	A 2
28-30	Roof of A 3
31-45	A 4
46-84	Roof of A DECK
85-95	Roof of B 17-B 18
96-99	C 37
00	C 38

INITIAL LANDI



M/S CORONA

PROFILE

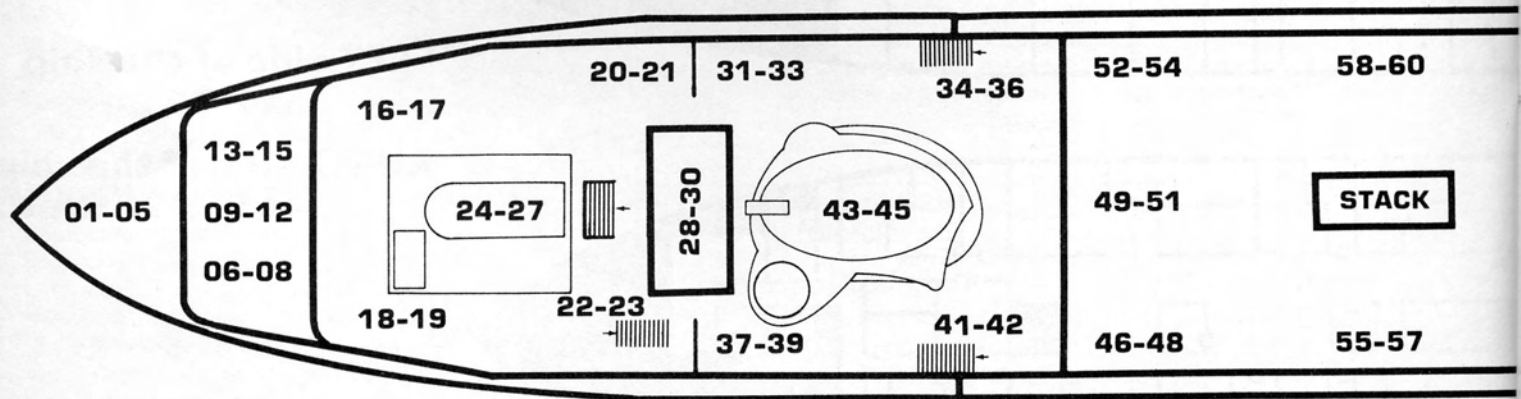


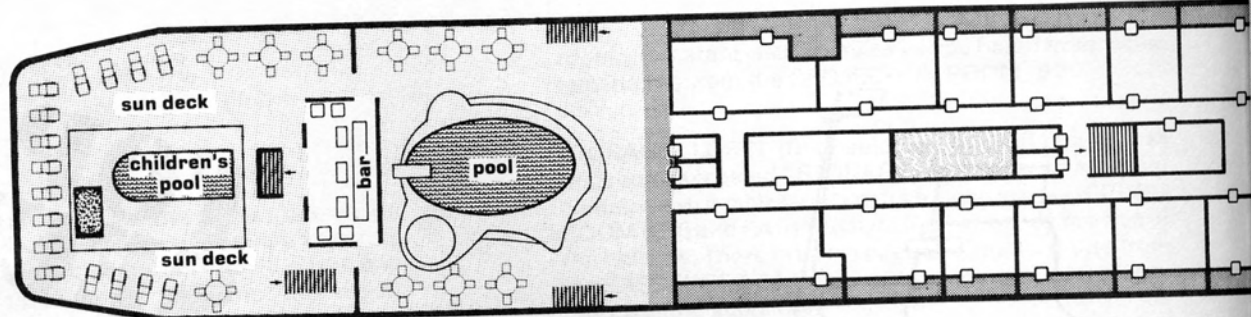
LANDING LOCATIONS

Agents will paraglide,
various areas of the
determined by rolling

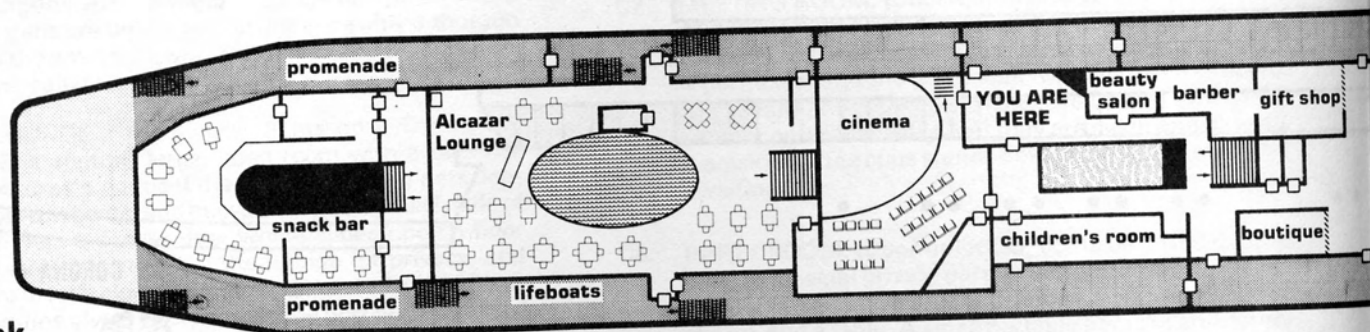
Roll	Room or Area
01-05	C 1
06-15	B 1
16-23	A 1
24-27	A 2
28-30	Roof of A 3
31-45	A 4
46-84	Roof of A DECK
85-95	Roof of B 17-B 18
96-99	C 37
00	C 38

INITIAL LANDI

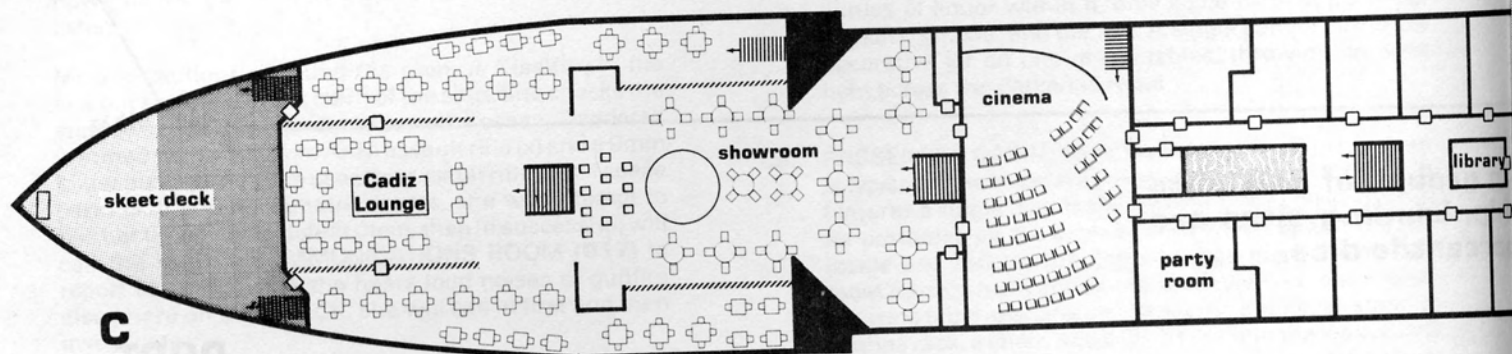




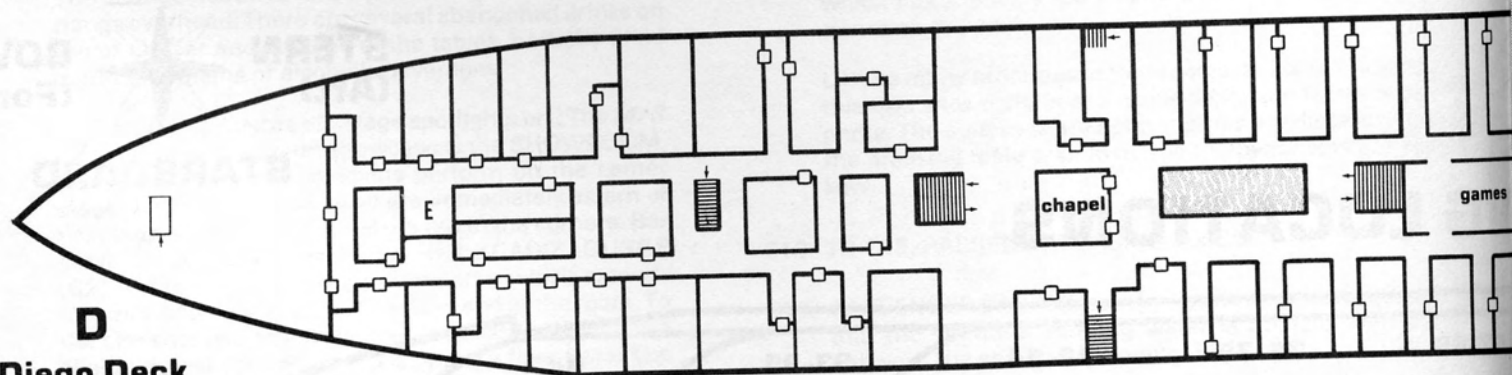
A
Azure Deck



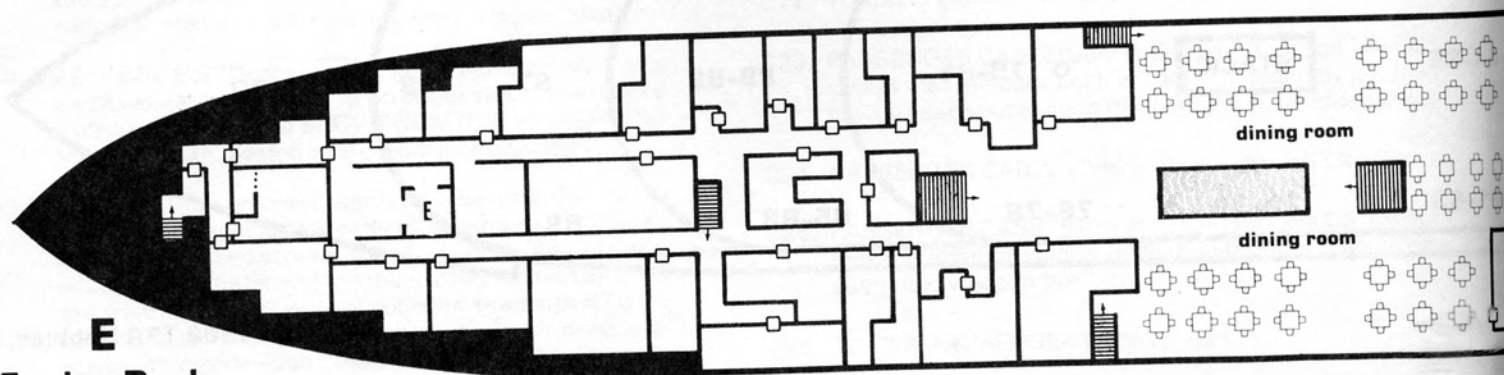
B
Boat Deck



C
Caliente Deck



D
Diego Deck

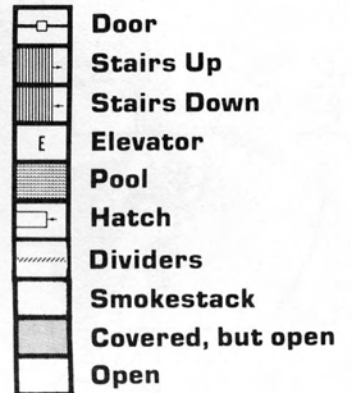


E
Engine Deck

M/S CORONA

SHIP'S WALL MAP

MAP KEY



PORT

STERN
(Aft)

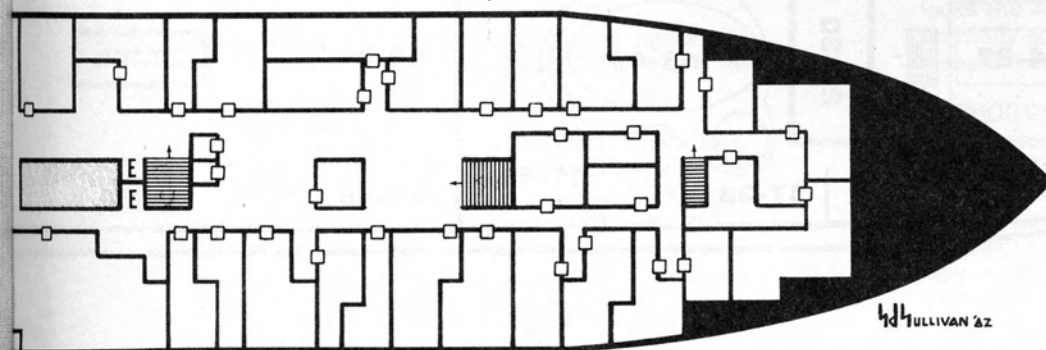
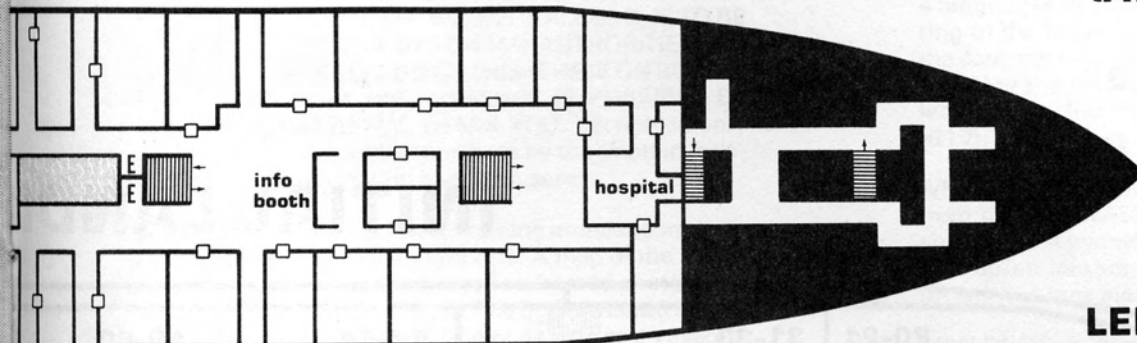
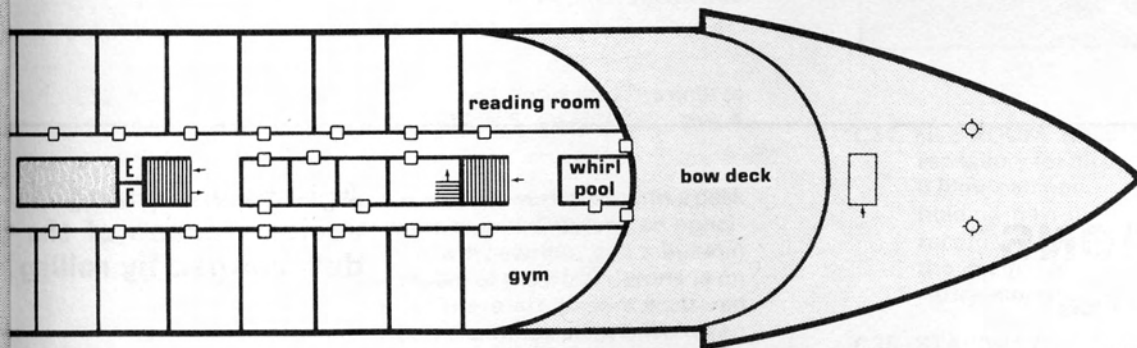
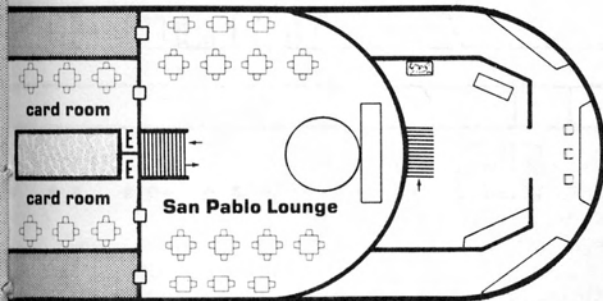
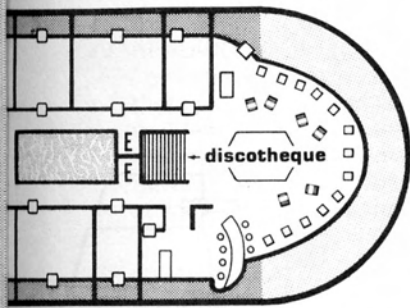


BOW
(Fore)

STARBOARD

LEFT side of the ship
is **PORT**

RIGHT side of the ship
is **STARBOARD**



**AGENT
FILE
003**

**TOP
SECRET[®]**
ESPIONAGE GAME

**MISSION BRIEFING
LADY IN DISTRESS**

CODE NAME: SKYHOOK

**DO NOT ACCEPT FROM COURIER
IF SEAL IS BROKEN**

**Agency courier is required by law to demand proof
of security clearance by seeing your card 7006.
This file cannot be relinquished without such posi-
tive proof of identity and clearance.**

TOP SECRET® AGENT FILE 003

AGENTS' BRIEFING

One of the most difficult situations now facing the free world is the increasing incidence of terrorist activity. Kidnappings, hijackings, and assassinations are becoming commonplace as individual gangs of international terrorists employ violence to make political statements without regard to life or property.

Recently, however, events have taken a more serious turn. This agency has evidence that a secret international cartel, whose existence has only been suspected, is supplying and arming individual terrorist groups, as well as providing professional military training.

Further, the agency has learned that a Senor Manuel de Gama has been acting as a recruiting agent for a secret terrorist training center located somewhere in South America. De Gama has been traced through Africa and Europe, apparently contacting groups interested in advanced guerrilla training.

The agency has since located de Gama's personal headquarters, a large, well-guarded villa in the Spanish highlands near Barcelona. Little information regarding the villa is available, however, the agency has established the following facts:

- 1) The villa has two stories, with a cellar of indeterminate size.
- 2) There is a staff of 12, including 6 to 9 armed guards. It is unlikely that the guards have automatic weapons, as de Gama is keeping a low profile.
- 3) De Gama intends to spend the next month at the villa.

De Gama has been careful to avoid the official attention of Spanish authorities. No help can be expected from local enforcement agencies, nor can this agency help you if you are arrested. Be advised that automatic weapons are highly illegal and that the penalties for possession are severe.

The countryside surrounding the villa is wild and deserted, except for a few small villages and scattered villas. The inhabitants are known to be suspicious and distrustful of strangers and some may be in league with de Gama.

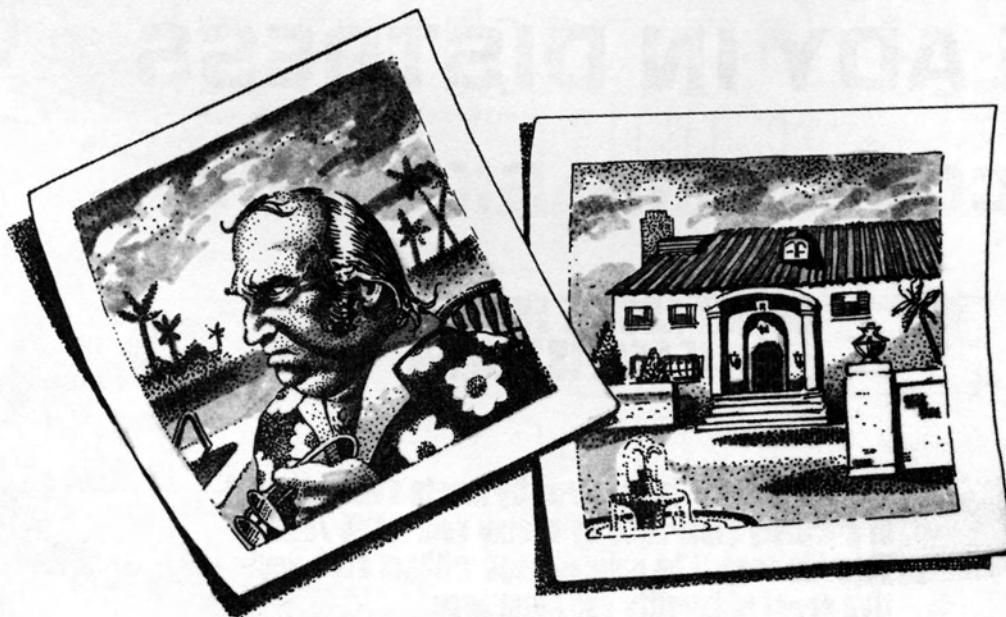
THE MISSION

It is believed that de Gama is holding maps, lists, and other vital information on the South American training center and the groups that use it. As de Gama's activities threaten the stability of the area and jeopardize agency operations in this region, your team will undertake the following mission:

- 1) Secure maximum information concerning the terrorist operations.
- 2) Capture or neutralize de Gama.

The team will approach the villa near dawn using paraglide equipment. After concealing your gear, you will penetrate the villa and accomplish your mission. You will secure one of the numerous vehicles at the villa to make your escape, then proceed to Barcelona, where you will be retrieved by the agency.

Secrecy is of the utmost importance. If the terrorists believe their location is known, they will relocate. De Gama's disappearance must be explained, or his death must appear accidental.



TOURNAMENT AGENTS

The following characters are the agents originally used in the TOP SECRET tournament at the GEN CON® XIV convention. Their levels range from sixth through eighth. They all have the following standard equipment in addition to that listed on their sheets:

Silencer for pistol
Extra clip for each gun
Belt/holster
Pack

Jumpsuit
Flashlight
Synchronized watch
Throat mike and ear jack

Note that the Administrator (or players) may wish to copy these characters onto TOP SECRET **Agent's Dossiers** before the start of the mission. The characters may be fleshed out to suit the player's needs.

Name/Code Name — HANS KOPPEL — LEADER			Level 8		Origin — Switzerland	
PRIMARY TRAITS		SECONDARY TRAITS		TERTIARY TRAITS		
Physical Strength	43	Offense	88	Hand-to-Hand	129	
Charm	86	Deception	89	Surprise	175	
Willpower	97	Evasion	86	LANGUAGES		
Courage	91	Deactivation	92			
Knowledge	99	Movement Value	225			
Coordination	85	Life Level	14			
AREAS of KNOWLEDGE		WEAPONS and EQUIPMENT				
Computer Science	103	12 gauge shotgun (full choke) (aa)				
Engineering, Aeronautical	93	9 mm PO-8 Luger (f)				
Law	123	binoculars				
Military Science/Weaponry	93	handcuffs				
Political Science/Ideology	123	lockpick set				
		rubber gloves				
		smoke grenade				

Name/Code Name — SARAH KING — WOLF			Level 7		Origin — England	
PRIMARY TRAITS		SECONDARY TRAITS		TERTIARY TRAITS		
Physical Strength	69	Offense	97	Hand-to-Hand	161	
Charm	89	Deception	94	Surprise	186	
Willpower	48	Evasion	92	LANGUAGES		
Courage	99	Deactivation	61			
Knowledge	27	Movement Value	212			
Coordination	95	Life Level	12			
AREAS of KNOWLEDGE		WEAPONS and EQUIPMENT				
Chemistry	74	7.62 mm NATO FAL (w)				
Medicine/Physiology	102	.22 Beretta (d)				
Military Science/Weaponry	113	medic kit*				
Psychology	83	rubber gloves				
World History/Current Affairs	93	handcuffs				
		small chemistry kit				

Name/Code Name — MAURICE DUMAS — BEAR			Level 6		Origin — France	
PRIMARY TRAITS		SECONDARY TRAITS		TERTIARY TRAITS		
Physical Strength	90	Offense	78	Hand-to-Hand	150	
Charm	26	Deception	45	Surprise	105	
Willpower	99	Evasion	60	LANGUAGES		
Courage	63	Deactivation	63			
Knowledge	33	Movement Value	282			
Coordination	93	Life Level	19			
AREAS of KNOWLEDGE		WEAPONS and EQUIPMENT				
Engineering, Hydraulic	129	9 mm FN Browning (e)				
Literature	57	billy club (rr)				
Military Science/Weaponry	104	hand grenade				
Political Science/Ideology	99	gloves				
		10' piano wire				

*Kit will restore 1-4 Life Levels in the same number of minutes on any abrasion or incision wound only (5 uses).

Name/Code Name — ALFREDO SALUDO — Tiger

Level 7

Origin — Italy

PRIMARY TRAITS		SECONDARY TRAITS		TERTIARY TRAITS	
Physical Strength	94	Offense	86	Hand-to-Hand	185
Charm	93	Deception	88	Surprise	169
Willpower	56	Evasion	91	LANGUAGES Italian 78 French 78 German 40	
Courage	83	Deactivation	71		
Knowledge	62	Movement Value	239		
Coordination	89	Life Level	15		
AREAS of KNOWLEDGE		WEAPONS and EQUIPMENT			
Chemistry	115	9 mm short Walther (h)			
Engineering, Electrical	71	4 throwing knives (4) (ii)			
Engineering, Industrial	107	binoculars			
Engineering, Mechanical	81	rubber gloves			
Military Science/Weaponry	85	electrical tool kit			
		mechanics tool kit			
		10'electrical wire			
		10' steel cable			

Name/Code Name — CARMEN MENDOZA — WEASEL Level 7

Origin — Spain

PRIMARY TRAITS		SECONDARY TRAITS		TERTIARY TRAITS	
Physical Strength	23	Offense	95	Hand-to-Hand	119
Charm	97	Deception	97	Surprise	193
Willpower	87	Evasion	96	LANGUAGES	
Courage	96	Deactivation	91		
Knowledge	88	Movement Value	204		
Coordination	94	Life Level	11		
AREAS of KNOWLEDGE		WEAPONS and EQUIPMENT			
Economics/Finance	92	.22 Beretta (d)			
Engineering, Aeronautic	106	hunting knife (jj)			
Fine Arts	108	handcuffs			
Military Science/Weaponry	63	35 mm camera and case			
Photography	124	lockpick set			
		sleep gas grenade			
		gas mask			
		gloves			

Name/Code Name — JACQUES RUNNE — OWL

Level 6

Origin — France

PRIMARY TRAITS		SECONDARY TRAITS		TERTIARY TRAITS	
Physical Strength	38	Offense	97	Hand-to-Hand	121
Charm	68	Deception	83	Surprise	166
Willpower	84	Evasion	83	LANGUAGES	
Courage	97	Deactivation	97		
Knowledge	97	Movement Value	219		
Coordination	97	Life Level	12		
AREAS of KNOWLEDGE		WEAPONS and EQUIPMENT			
Computer Science	110	9 mm Walther P-38 (g)			
Engineering, Mechanical	85	billy club (rr)			
Law	123	1 charge 8 oz. plastique			
Medicine/Physiology	111	1 radio detonator			
Military Science/Weaponry	121	electronics tool kit			
		lockpick set			
		lockpick, electronic			
		50' rope			
		grappling hook			