

MISSION MODULE TS 002

OPERATION: RAPIDSTRIKE!

By Mike Carr and Corey Koebernick

A TOP SECRET™ Adventure for Beginning to Intermediate Level Agents

**TOP
SECRET**
ESPIONAGE GAME™



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**ADMINISTRATOR
FILE
002**

TOP SECRET™

ESPIONAGE GAME

**OPERATION: RAPIDSTRIKE!
CODE NAME: POPEYE**

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FOREWORD

When Corey Koebernick and I set out to write our first TOP SECRET™ module, we were faced with a dual task: to prepare a challenging tournament scenario for use at the GenCon® XIII convention and do so with eventual publication in mind. The result is the module you are holding, and we sincerely hope that you and your players will find it enjoyable.

Tournament scenarios are usually tough, and this one is no exception. The numerous groups who have played it prior to publication — the testers and the tournament teams — all found it to be fun, but quite challenging and difficult. TSR's Development staff added some twists of their own to add to the test, so agents are now faced with plenty of danger, to be sure. As always in the game of espionage, mistakes can be fatal

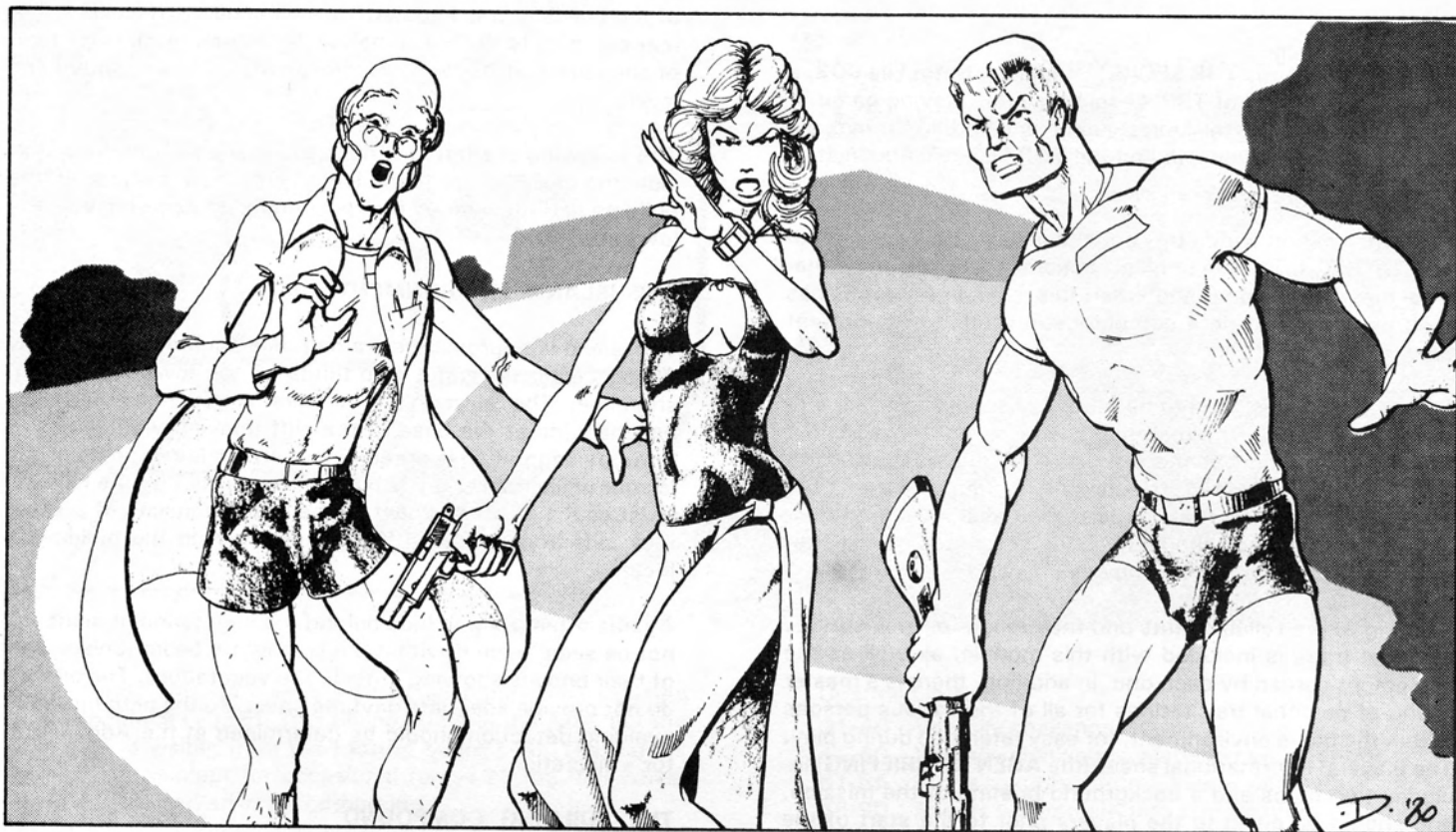
The scenario as written is a mission for five to seven agents, and in the rear of this booklet are the six pre-rolled agents used in the tournament (this and the other pages designed for player reference are shaded gray and can be easily removed from the booklet if desired). These can be used as a group if you wish to duplicate the tournament scenario, or can be used as "extras" to bolster groups of players taking their own agents. The number of agents taking part in the mission can vary, but no less than six agents should be taking part unless the players themselves are quite experienced.

The enthusiasm that you, as players and Administrators, have shown for the game has been very gratifying to all of us at TSR. This is just the first of numerous playing aids planned for the TOP SECRET game. We hope you'll enjoy it.

Mike Carr
18 November 1980

TOP SECRET™

ESPIONAGE GAME



OPERATION: RAPIDSTRIKE!

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The security of the world is now threatened by the discovery of a new mind-bending drug known as ZN-25, or "Zucor". This dangerous substance has been developed under the direction of the noted French villainess Genevieve Larreau. Mademoiselle Larreau intends to mass produce the drug and use it to advance her own plans for world domination. Your job is to stop her as quickly and efficiently as you can.

This module was originally used as the official TOP SECRET™ Tournament at GenCon XIII 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, detailed background information for the administrator and a special pull-out Agents' Briefing section to be handed to the players.



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Module 002

Operation: RAPIDSTRIKE!

INTRODUCTION

This package forms **TOP SECRET™ Administrator File 002**, 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.

A listing of pre-rolled agents and the ratings for their various personal traits is included with this module, 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 players' informational sheet (the **AGENTS' BRIEFING**) includes two maps and a background briefing of the mission, and should be given to the players prior to the start of the mission. The two Administrator maps are on the inside of the cover folder. This booklet contains descriptive material on each room and encounter area. 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.

This module is set up as a night mission; the Administrator may change it to a more difficult daytime setting if desired, but various details will have to be changed accordingly. During the day, for example, most of the non-player characters in the module would be at work in their respective areas. Guards Abel and Baumann would be asleep, and Chapman and D'Arcy would be the security team on duty. Edgar would most likely be in his office. Cover would be much harder to find on the island, and thus it would be virtually impossible to approach the complex without being seen.

While every effort has been made to include all information needed during play of the module, there are times when the Administrator must decide on pertinent details, or "guesstimate". The Administrator should use common sense, logic, and a knowledge of the module's setting to make appropriate decisions.

This mission was designed for use as the official TSR TOP SECRET tournament at GenCon XIII. To use this module in a competitive setting, see the section entitled **TOURNAMENT PLAY**.

The mission objective is a single-story building which is the only physical construction on a small island composed mainly of rock and sand. The island is relatively barren except for a partial covering of scattered shrubbery. The building is somewhat obscured by this type of vegetation, though a paved area (the helipad) is readily visible from the air.

The island map included with this module shows the location of the building. It is situated on a small hill with a cliff at the rear plunging to the ocean below. Nonetheless, the elevation of the island at its highest point is only 45 feet above sea level.

The following section describes the island environment outside the building. A more lengthy section describing the building and the various rooms comprising its two levels follows afterward.

THE ISLAND ENVIRONMENT

The island is approximately a half-mile square, with a sandy beach taking up about two-thirds of the lower (southern) shoreline. The surrounding waters are shallow near the beaches and at the base of the cliff (making wading easy). Scrubby vegetation is predominant on the lower areas of the island, while thicker growth is evident farther up the hillside. Most of the northern coast of the island consists of a sheer rock cliff from 30' to 40' high, near which the building is located.

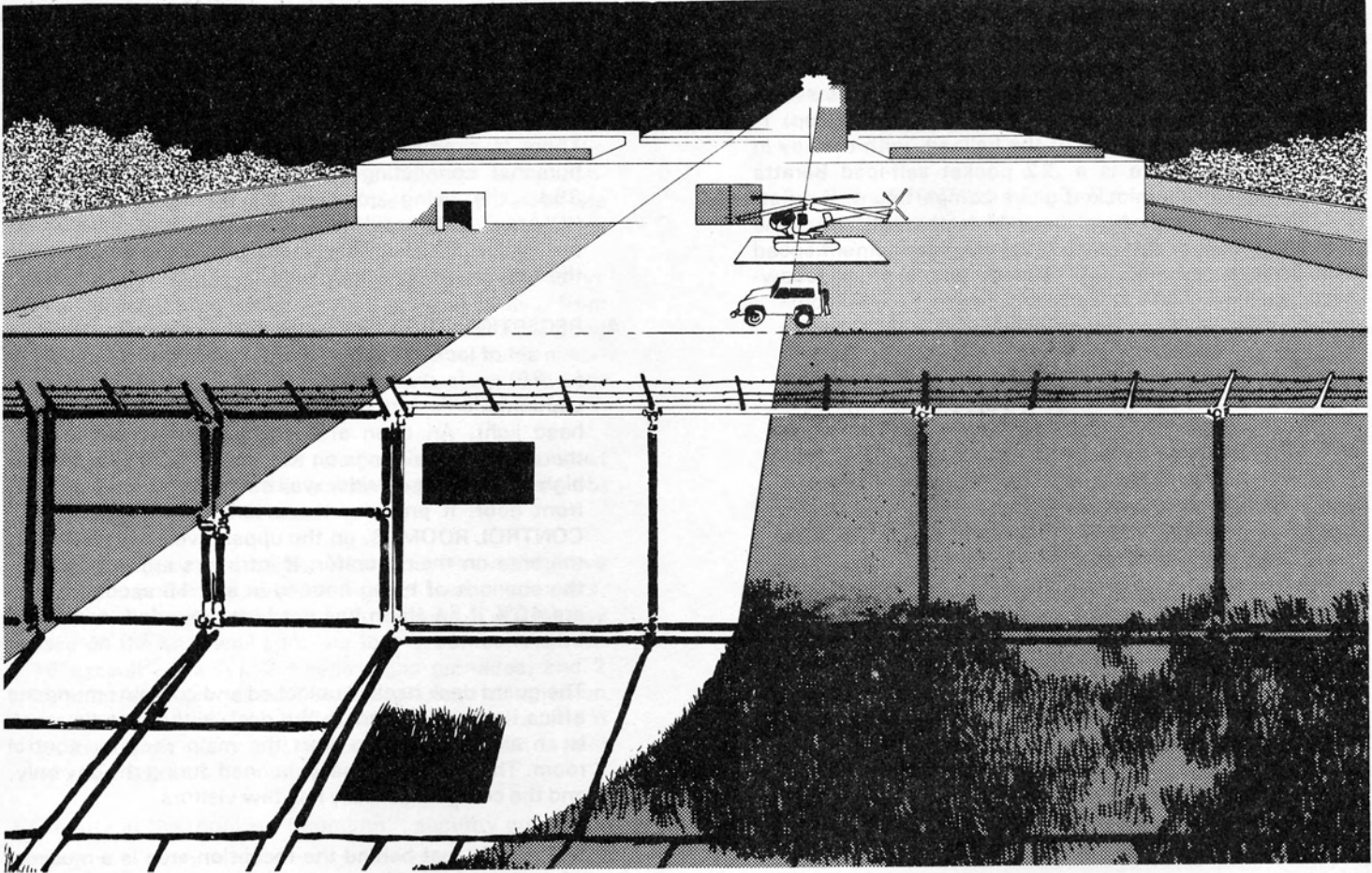
Agents attempting to hide behind the vegetation at night will not be seen, even if within the spotlight's beam (unless part of their body is showing outside the vegetation). The bushes do not provide adequate daytime cover, so the percentage of avoiding detection should be determined at the Administrator's discretion.

THE BUILDING COMPOUND

A six-foot high chain link fence topped with three lines of barbed wire (leaning outward) surrounds the building compound on all four sides, approximately 150 feet away from the exterior walls. The fence has signs upon it facing outward which read, in Portuguese, French, and English, "Danger: High Voltage. Do Not Touch! Restricted Area." Although this fence has insulators and is marked in this manner, it is not actually electrified. If agents study the fence, there is a cumulative 10% chance per agent that they will discover this fact (any agent with an Electrical Engineering Area of Knowledge rating over 50 will add 25% to the chance of discovery).

Attempts to scale the fence will run afoul of the barbed wire, unless it is cut first (this takes 10 seconds with the proper tools — including "Bigfoot's" tool kit). Due to the rocky nature of the ground, burrowing underneath the fence is not feasible. Going over the barrier will depend upon an agent's Coordination trait rating, and to do so successfully in a 15-second period requires a roll equal to or less than the agent's Coordination score. If the attempt fails, a further roll will determine the result: 01-94 the agent falls from the fence, 95-00 the agent falls with the loss of 1 Life Level. Agents falling from the fence must roll again in the next 15-second period, as they always fall to the outside if they fail.

The only access through the fence is a large gate on the rough access road that leads out of the south end of the



compound. This gate is locked at all times with a single heavy padlock (—/35). There is no guard at the gate, but the entrance is visible from the rooftop guard post. The gate is rarely used, except for occasional forays by the four-wheel drive vehicle parked in the compound.

The area between the fence and the building is mostly flat and devoid of vegetation, affording no cover. The area outside the fence is likewise cleared for a distance of 10 feet. The 20' nearest the building on all sides is unlit by the rotating spotlight.

The guard assigned to the rooftop guard post will maintain surveillance over the perimeter and the fence, sweeping the full area with a powerful, motor-driven dual spotlight during the night hours (this can be controlled manually if needed) and with high-power binoculars during the day. The dual spotlight creates an 80' diameter circle of illumination. While the motor is driving it, the circle is always centered on the fence. Agents in the 80' circle will have a cumulative 5% per agent chance of being spotted by the guard on each 15 second sweep (unless on the roof, where they have a cumulative 10% per agent chance if previously undetected, or 25% otherwise). If the spotlight has been knocked out and intruders are within the fence, they will have a cumulative 1% chance per agent of being seen from the tower (except 10% per agent if on the roof). If the guard sights suspicious activity, he will react according to the following table:

Armed Intruders (Weapons Visible)

- 01-40 Verbally challenges, alerts security control
- 41-60 Alerts security control, keeps watch
- 61-70 Shoots without alerting security control
- 71-00 Alerts security control and shoots

Unarmed Intruders

- 01-40 Verbally challenges
- 41-60 Verbally challenges, alerts security control
- 61-85 Alerts security control, keeps watch
- 86-90 Shoots without alerting security control
- 91-00 Alerts security control and shoots

The building housing the offices, living quarters, laboratory and other facilities is a one story cement block edifice with a flat roof holding eight large (100' square) solar panels, each about 4' deep. Atop the roof is a guard post that is elevated 13' feet above the surface, with direct access from the SECURITY OFFICE (room 8. on the first floor).

The tower is constructed of cement block (with no direct roof access) and has a small radar dish, intercom, meteorological instruments, a twin spotlight, and binoculars. The guard "Abel" is equipped with a .22 Galil semi-automatic rifle (n) with a 6x telescopic sight (adds + 60 to PWV), which is the weapon kept at the post. His orders are to remain at the post until relieved. The spotlight mechanically sweeps around the perimeter every 15 seconds; it can be controlled manually from the tower if needed. Two separate hits are needed to knock out the dual light; each hit will have a 40% chance of extinguishing half of the illumination.

On the north, east, and west walls of the building are numerous windows, spaced about 30 feet apart. Each window is for one of the living quarters and is standard heavy glass (breakable with a rifle butt or similar blunt instrument) containing functional tape alarms (—/25). The windows are large enough to allow a normal size man to pass through without difficulty. Since all have closed drapes, no light will be visible from outside.

UPPER LEVEL KEY

1. **HELIPAD:** The compound's helipad is a concrete apron measuring 90' x 360', extending along the entire front of the building. A four-wheel-drive vehicle (jeep) is parked at the south end of the helipad, with the key in the ignition. There is a .22 pocket self-load Baretta pistol (d) in the unlocked glove compartment. If an attempt is made to drive the vehicle through either the building wall or the fence (assuming a minimum speed of 20 mph or more), a roll is made on one of the following tables:

WALL*

01-35	Successful, no injury
36-50	Successful, each agent loses 1 Life Level
51-65	Unsuccessful, no injury
66-75	Unsuccessful, each agent loses 1 Life Level
76-85	Unsuccessful, each agent loses 2 Life Levels
86-97	Unsuccessful, each agent loses 5 Life Levels
98-00	Unsuccessful, vehicle explodes

*Subtract 20 through front doors

FENCE**

01-50	Successful, no injury
51-60	Successful, no injury, vehicle breaks down
61-70	Successful, each agent loses 1 Life Level
71-80	Successful, each agent loses 2 Life Levels
81-90	Unsuccessful, no injury
91-95	Unsuccessful, each agent loses 1 Life Level
91-00	Unsuccessful, each agent loses 2 Life Levels

**Subtract 10 through locked gates

The above charts assume that vehicle occupants are wearing safety belts or other restraints; add +25 and roll individually for each passenger not so restrained, ignoring possible explosion chance (the driver's roll will determine success or lack of it).

There is a helicopter (capable of carrying 6 persons including pilot) parked on the helipad just east of the main front entrance to the building. It is unlocked, but there is no key within it (see **ESCAPE FROM THE ISLAND**, page 21).

2. **ELEVATOR:** A freight elevator (10' x 20' in size) is enclosed in a small cement-block annex adjacent to the building at one end of the helipad. A 10' x 20' anteroom comprises the annex, and there is no exterior door. The elevator (with a heavy metal door) is key-operated (-/45) and leads to the lower level of the building. Keys are held by "Verne" and "Edgar". If the elevator is used, a monitor light will be activated in the MAIN SECURITY CONTROL ROOM (8. on the upper level) and there is a 95% chance this will be noticed by personnel on duty there, with 1 or 2 guards sent to investigate the occurrence. Agents who deactivate the locking mechanism might notice the alarm feature (50/50), which must be deactivated separately.
3. **KENNEL:** A dog kennel constructed of cement blocks with a surrounding chain link fence (measuring 30' x 20') is at the east side of the building just off the helipad. A single Doberman Pinscher "Brutus" (LL: 7) is asleep outside his pen. The dog is not chained, nor is the kennel locked. If the dog is aroused (whenever agents are within 200', check on the

INTRUDER DISCOVERY TABLE on page 40 of the TOP SECRET rule-book under **Solitary Guard**), he will respond according to the **ANIMAL GUARD REACTION TABLE** (same page).

There is a small "dog door" (passable for crawling humans) connecting the kennel building with room 35d., the living quarters for animal handler/guard "D'Arcy". "D'Arcy" will summon "Brutus" through this door if the alarm has sounded and the dog is still in the kennel.

4. **RECEPTION AREA:** Inside the building's main entrance — a set of locked (-/40) double doors with a tape alarm (-/25) — is the reception area. There is a guard/receptionist's desk there, unmanned, lit by a single overhead light. An open area contains three chairs, and there are two paintings on the wall. A television camera high on the east corridor wall surveys the room and the front door. It provides those in the MAIN SECURITY CONTROL ROOM (8. on the upper level) with a view of the area on their monitor. If intruders are in this area, the chances of being noticed in any 15 second period are 40% if no alarm has yet been sounded, or 90% if otherwise.

The guard desk itself is unlocked and contains mundane office items. Underneath the desk within hand's reach is an alarm button to alert the main security control room. The desk is normally manned during the day only, and the complex actually has few visitors.

5. **MUSEUM:** Just behind the reception area is a museum of sorts, where Mademoiselle Larreau has assembled monuments to her past accomplishments. The walls show photos, news clippings, plaques, and other mementoes from Mlle. Larreau's career, as well as some more recent items concerning Dr. Fendelmann — including several news stories dealing with his Nobel Prize award. The wall items are primarily in French and English; none give any particular information of use, except that one of the larger black and white framed photographs shows Larreau and Fendelmann holding hands (agents who study the items will surely notice this; if only a cursory glance is made, each will have a 30% chance). There are two chairs in the room.
6. **REST ROOMS (WC):** Two adjacent rest rooms are next to the reception area, and they are normal in every respect — one for each sex. The hallway outside the rest rooms ends with a locked (-/20) steel door which has a sign in the three languages reading: "Keep Out. Authorized Personnel Only."
7. **SECURITY OFFICE:** This is the office of "Edgar", chief of security in the complex. Edgar is in his living quarters (37e., upper level) at this hour, so the office is unoccupied.

The office has a desk/console in the middle of the room, with a control board which allows camera monitoring of any appropriately-equipped area of the complex (the shaded area on the map). The corner nearest the main building entrance has a secret one-way window used to observe the corridor and the entrance. A secret door (50/50) provides access to the main corridor, and can be used by guards to surprise intruders from behind (it may be discovered only if agents are examining the wall in the appropriate place).

8. MAIN SECURITY CONTROL ROOM: The building's security control room is a large, open area with several consoles for monitoring activity within the complex, as well as outside. This is done via warning and alarm lights, microphones, television monitors, radar screens for outside air traffic, public address system, and the like. Activation of any trap will be indicated on the console, enabling the guard to check the situation via camera and sound an alarm or dispatch men, as needed.

Two spiral staircases enter the room, one from above (the rooftop observation guard post) and one from below (the lower level corridor access). Both have open access at most times, but if there is trouble each can be blocked by a sliding metal cover on the appropriate floor surface.

A secret one-way window is a part of the room's west wall, and anyone in the corridor outside can be observed from within the room.

The security system utilizes three consoles which have various monitoring screens, control knobs, speakers, alarm and warning lights, etc. A locked (—/20) display case on the east wall contains four 5.56mm NATO M-16 assault rifles (v), 2 sleeping gas grenades, and 2 fragmentation grenades. The display case has a motion detector within the case; this alarm does not sound if the lock is picked or opened by the key (which is held only by "Edgar").

On duty in the room is "Baumann", security guard. He

carries a 9mm short Walther PPK self-load pistol (h), and sits at the middle console watching the various monitor screens. If an alarm is set off, he will alert the entire building and attempt to watch the intruders' actions via camera while summoning more guards.

8a, 8b, 8c. DETENTION CELLS: Three detention rooms are inside the main security control room to hold prisoners of Mlle. Larreau. Each cell has several cots, a toilet, a sink, and a lock on the door (—/30). Cells a. and b. are empty and unlocked. Asleep in cell c. is "Wombasa" (LL: 11), the kidnapped daughter of a local African political leader, held to insure that there is no interference from government authorities in the area. She is alive and relatively well, considering her 3-month captivity. She will beg to be rescued by intruders, and will join them, assisting as she can (even to the point of wielding a weapon if her requests to be given one are granted). She knows relatively little about the complex, although she can tell of the lower level and its manufacturing facility, since she was originally brought onto the island through the boat entrance. She knows that there are two elevators as well as the spiral staircase leading to the lower level, but she cannot be relied upon for directions to reach them. She does know the main corridor and the main entrance (and the fact that the corridor access room requires that both doors be closed to permit passage). "Wombasa" will be played by the Administrator, and she will generally follow reasonable instructions by the agents, assuming they do not recklessly endanger her.



9. **COMMUNICATIONS ROOM:** This communications center is one of the largest rooms in the building, with wide aisles and various islands of modern electronic equipment. Within the room are the following: several consoles for monitoring all kinds of communication transmissions (radio, television, microwave, satellite relay, etc.), a large radar scope, a visual display screen (on one wall), a master control board, and a large vertical display map of the world made of transparent plastic. The lighting is subdued.

On duty in the communications room is "Quillan", who is dozing in his chair with earphones on, tired from monitoring local AM radio chatter. He will awaken if an alarm is sounded or if "Baumann" or another person alerts him. Intruders in the room who are quiet may avoid disturbing him, but must check the **INTRUDER DISCOVERY TABLE** under **Solitary Guard**, each agent adjusting the dice roll by -30 to reflect the fact that "Quillan" is asleep. If loud noises are made, or bright lights are turned on, additional checks should be made at unadjusted chances.

As soon as the alarm is given, a series of scanners will be put into use. Each turn (of 5 seconds) that one of the attacking agents speaks into a walkie-talkie or other form of radio communication, there is a 15% (non-cumulative) chance that the conversation will be overheard. After the conversation is detected, the band on which it was heard will be constantly monitored and used for locating the agents.

On the east wall is a secret door (50/50) which is a sliding wall panel connecting to the outside corridor.

- 9a. **ELECTRONICS STORAGE ROOM:** In one corner of the communications center is a locked (-/30) room which contains all kinds of electronic equipment in storage, mostly components such as circuit boards, wire, switches, control instruments, etc. No items of particular espionage value are within the room.
10. **FILE ROOM:** This locked (-/30) room contains a desk and numerous filing cabinets with records and papers from Mlle. Larreau's past dealings. None are of any particular value to this mission, but if material from this room is retrieved and delivered to agency headquarters, it will be beneficial.
- 11a. & 11b. **TRAP ROOMS:** Near the end of a dead-end corridor is a door leading to two rooms. The first (11a.) is disguised as a type of waiting room, with two chairs, a table, and several magazines of scientific nature (in French) lying about. The room from the corridor is unlocked, and a nameplate upon it says simply "Larreau".

The interior door has a nameplate with the word "Private" (in French, English and Portuguese) upon it, and it is locked (-/20). Once this door is opened, the trap room is activated and may be subsequently triggered.

The interior room (11b.) is furnished as an office, supposedly Mlle. Larreau's. It has plush carpeting, a large desk, bookcase, filing cabinet, table, typewriter, and (in the northwest corner behind the desk) a safe. The floor around the safe (up to 6' in any direction) is equipped with concealed pressure pads (45/50) which will trigger the trap once anyone's weight is upon them. The safe (-/50) is empty.

The trap is a gravity mechanism that drops a steel door from the top sill of the doorway between rooms 11a. and 11b. This occurs instantaneously (anyone in the doorway will suffer the loss of 1-10 Life Level points when it drops), and activates a sonic device in the walls of room 11b. This is immediately noticeable, and the sound rises in pitch as seconds pass. In 5 seconds, it will be unpleasant, in 10 seconds painful, in 15 seconds unbearable, and fatal in 20 seconds. The door is impervious to normal attempts to raise or break through it, unless a minimum of 4 ounces of plastic explosive is used to destroy it. The ceiling is solid concrete behind a normal ceiling facade.

Agents trapped in room 11b. suffer the effects of the sonic trap depending upon how long they are in the room — each losing one tenth of their available Life Levels for every second over 10 that they are in the room (round up). Activation of this trap will alert the security control officer in room 8.

12. **VISITOR'S SUITE:** This suite, unlocked and unoccupied, is for visitors. It contains a carpeted floor, a small desk, double bed, toilet and sink, bookcase, table, and television.
- 12a. **VISITOR'S OFFICE:** A workroom or office is adjacent to the suite, designed for use by visitors or otherwise as needed. It is equipped with a table and chairs, desk, word processor, computer display terminal, chalkboard, and bookcase. The room is unlocked.
13. **COMPUTER ROOM:** The room housing the computer is locked (-/40), and the door has a nameplate reading "Computer" in French, English and Portuguese. The machine is not running.

Agents with a Computer Science AOK score over 90 might have a chance (given sufficient time — at least 10 minutes) to extract useful information (including the Zucor formula) from the computer. This percentage chance, checked for every 2 minutes over 10 spent trying to recover the data, is equal to one-half the Computer Science AOK score of the agent making the attempt.

The computer can be rather easily damaged, or possibly destroyed, by physical actions, gunfire, or explosives. Agents with the Computer Science AOK score over 90 will have the same percentage chance as given above to destroy its memory capabilities by tampering with the storage disks; a roll is made for every minute after the first which is spent in tampering.

If agents want to steal disks or magnetic tapes, they may take no more than 2 disks or 5 magtapes each, assuming they use both hands. Disks are about the same size as photograph records, but are 6" thick. There is a 5% (non-cumulative) chance per disk taken that the agents have taken the disk containing the Zucor formula. All the other disks contain personnel records, blackmail information, computer games, and the like. Note that disks are very easily broken, and any rough treatment will destroy both them and the information thereon.

Agents with a Computer Science AOK score over 90 may also transfer information on the disks onto magtapes (smaller and less breakable) in 8 minutes.

14. **WORK ROOM:** The unlocked work room has several large tables and chairs, a chalkboard, corkboard, bookshelf, and computer display screen within it. Some papers remain on one of the tables and they show various chemical formulae, but are of no particular value.
15. **GREGOR'S OFFICE:** This room is the accounting and bookkeeping office for Mlle. Larreau's various enterprises, and is used by "Gregor" in his role as her relatively new financial agent. (Formerly loyal, "Gregor" has had grave second thoughts about Mlle. Larreau's dangerous schemes and has tipped off certain sources about her plans).

The room has two doors, and both are locked (-/50). Each has a nameplate reading "Accounting". Within the office are a desk, table, chairs, calculators, bookcase, computer display screen, filing cabinets, and the like. A sunken floor safe is noticeable if examination is made behind the desk. The safe (-/70) has a combination lock (known only by Gregor and Mlle. Larreau) and contains \$22,000 in large bills of the local African currency, as well as 20 one-ounce Krugerrand gold pieces.

Open on the desk is a financial journal containing details of Mlle. Larreau's dealings over the past 5 month period. It will be valuable to the agency if retrieved.

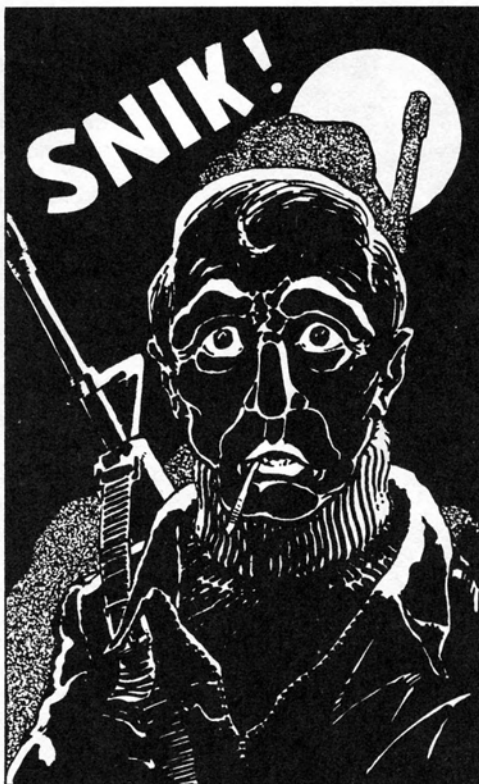
16. **STORAGE ROOM:** Two dry storage rooms across the hallway are labeled "Storage" in French, English, and Portuguese. Each one contains an assortment of mundane items: miscellaneous tools, building equipment, cleaning materials, supplies, paper goods, utensils, furniture, etc. Both rooms are locked (-/20).

- 17a. & 17b. **FOOD STORAGE ROOM:** Two food storage rooms are located across the corridor from the kitchen. Room 17a. is dry storage, and contains canned goods, bags and boxes of non-perishables, and other con-

tainers of edible and potable goods. Room 17b. is a walk-in refrigerator/freezer (with a door for the latter) holding fresh and frozen fruits and vegetables, as well as other appropriate food supplies in quantity. Both rooms are locked (-/20). The refrigerator hum from room 17b. is noticeable from outside the door. Room 17b. can be opened from the inside even if locked. The only way to trap someone in 17b. is to block the door.

18. **LIBRARY/CONFERENCE ROOM:** The building's library also doubles as a conference room when necessary, with many tables and chairs. Well-stocked bookcases on the long opposite walls hold a surprisingly large supply of books on many subjects, with translations in French, English and Portuguese bolstered by other works in German, Russian, Japanese, and other languages. A large world map is on the wall at one end of the room, while the other end has a large chalkboard. The room is unlocked and unoccupied.

19. **MEDICAL AREA:** The building's medical area serves as a sick bay for its residents and as the office for the physician, "Dr. Ulnick". The room is locked (-/40) and unoccupied, with a nameplate on the door reading "Doctor" in the three languages. It contains five cots, an operating table, an examining table, and several locked (-/20) cabinets containing, respectively: linens, miscellaneous supplies, medical instruments, and medicines. In the cabinet containing medical supplies, there is a large bottle of ether (treat as one capsule of highly flammable sleeping gas with a 3-turn delay on the effect). The doctor's desk is near the door, with a bookcase alongside. Other medical equipment for various purposes is within the room. A handwritten notebook labeled "ZN-25 Test Results" is in an unlocked desk drawer. It contains the doctor's findings on Zucor tests upon human subjects — of value to the agency if retrieved.



20. **LAUNDRY:** The building's laundry room is unlocked. It contains two washers and dryers, a dry cleaning machine, stacks of clean linens, a bin of unwashed clothing, and several racks of clean clothes. Detergents, bleaches, and fabric softeners are on a shelf next to a sewing machine.
21. **BAR:** A well-appointed, spacious bar area serves as the social center for residents of the building. In the middle of the room is a large self-service island with bar stools around it. The room is furnished in a nautical decor, and there are several tables and booths along the walls. The floor of the bar is one or two steps higher than the floor of the adjacent lounge (22.), and the two rooms are separated by a low wall, allowing those in the bar to look out into the lounge. The door to the bar is unlocked.
22. **LOUNGE:** The lounge (unlocked) is a large, carpeted room containing plush sofas, chairs, and various accoutrements of leisure: a large-screen television with video recorder and movie tapes, video computer games, and 3 billiard tables. The corner room contains several pinball machines.

Prior to any alarm sounding, there is a late night poker game going on in the lounge, with "Hans Schwebke", "Ivan", "Sarra", and "Dr. Ulnick" playing. Hans is armed with a 9mm P-08 Luger self-load (f) with a full clip; the others are without weapons. If an alarm sounds, "Hans" will move to the lower level (see **ALARM REACTIONS**, page 24); the others will stay in the room, locking all the entrances to the room (which will include the door into the bar and from the reading area). "Ivan" will station himself near an intercom on the south wall to report intruders, while "Sarra" will hide behind the bar. "Dr. Ulnick" will go to his office to get the bottle of ether and several thick cloths for use as makeshift gas masks. After returning to the Lounge, he will throw the ether at anyone who enters if he does not recognize them.



23. **READING ROOM:** The "quiet area" for the building is the reading room, which has a pair of sofas and a chair. A small table holds several current magazines of general interest, as well as a motion picture projector for viewing films.
24. **KITCHEN:** The building's kitchen is a large room with modern cupboards, counters, preparation areas, ovens (conventional and microwave), dishwasher, sinks, and storage cabinets. Adjacent along one wall are a refrigerator and freezer. Various utensils, including several kitchen knives (jj), hang from overhead near the preparation areas.

Elevators (of the walk-through type with access both ways) are at opposite ends of the kitchen. A large serving window opening into the mess hall (25.) is on the west wall. The kitchen is unlocked.
25. **MESS HALL:** The dining area for the building is a large room which doubles as a meeting room. There are numerous long tables and many chairs — more than needed for the current number of residents (total seating is 70). The walls are bare except for a large chalkboard on the north wall which proclaims the message: "Zucor — Key to Domination". A pair of restrooms are in the southwest corner.
26. **RECREATION COURT:** An open court for basketball and tennis fills this room.
27. **HANDBALL COURT:** This room has a closed court for handball and racquetball play.
28. **LOCKERS:** A divided section contains lockers for male and female users of the building's athletic facilities.
29. **STORAGE ROOM:** This room is a storage room for general use, with boxes of supplies (medical, electrical, and so forth) and personal possessions all clearly labeled. There is nothing that is useable for weaponry, and nothing of any particular espionage or monetary value.
30. **REST ROOMS (WC):** Two adjacent rest rooms are next to the locker area, one for each sex. Each has two doors, one from the corridor and the other from the athletic facilities.
31. **WEIGHT ROOM:** The weight room contains an assortment of weight-lifting and body-building equipment, including several progressive-resistance machines.
32. **SAUNA:** The sauna room is unlocked, unoccupied, and cool.
33. **WHIRLPOOL:** The whirlpool room is locked (—/20) and unoccupied. There are two whirlpool tubs in the room.
34. **MAIN POWER ROOM:** This room contains the main power sources for the complex — twin diesel generators. They run for 2 out of every 8 hours to charge the banks of batteries that line the room. The batteries are kept "topped off" by the eight 100-foot square solar panels on the roof. If the power is shut off here (rather than in the MAIN SECURITY CONTROL ROOM, 8.), the secondary power system downstairs (room 41.) will automatically begin to supply power in 1-10 turns (5-50 seconds). The power room is equipped with pressure pads (25/45) that sound an alarm in room 8. if activated.

35. **LIVING QUARTERS:** The many individual living quarters are all similarly furnished, with a bed, toilet, sink, bookcase, closet, cabinet, table, desk and chair. An intercom connects each room with the others.

Each living quarters has a letter, which corresponds to the name of the person occupying it (e.g. room 35b. is the living quarters for "Baumann") — only Dr. Fendelmann and Mlle. Larreau are the exceptions, with suites of their own. Rooms without letters are empty, spare rooms.

Living quarters doors are always locked — (-/20). Each room has a single 15' x 5' exterior window, shuttered by heavy curtains at night, made of heavy (but breakable) glass with a tape alarm (-/25).

LOWER LEVEL KEY

36. **SHOOTING RANGE:** This room is a 70' long combat shooting range. The door is locked (-/30) and the room is empty. However, the equipment has accidentally been left on automatic, and will begin to cycle as soon as someone opens the door. Five seconds later, human-shaped dummies will begin to pop up and fire blanks (1 target, 3 shots in 2 seconds). The dummies will not be immediately recognizable as such, especially if the lights are off. The targets will appear at various ranges, from behind simulated bushes and small mounds, for about ten seconds (5 targets). The cycle will pause while the shooter's score is calculated and recorded by the control panel on the north wall, and the cycle will then begin again with another series of dummies.

37. **SECURITY ACCESS:** The spiral staircase descending from the MAIN SECURITY CONTROL ROOM (8. on the upper level) leads to this location. A vertically opening steel door is here; it opens in the middle to give a 4-inch gun slit if desired, or will open fully for normal access according to a foot switch at the bottom of the stairway. The other side of the door has a key mechanism (-/60), which sounds an audible signal upstairs in room 8. when activated.

The steel door, when used as a gun slit, will afford protection from normal gunfire as an obscuring factor, -25 (rather than -10) on the **HIT DETERMINATION CHART** (page 24 in the TOP SECRET rulebook).

38. **STORAGE ROOM:** This locked (-/20) room holds miscellaneous equipment and supplies: tools, construction materials, empty chemical containers, paper goods, maintenance supplies, spare machine parts, etc.
39. **AIR SYSTEM ROOM:** This locked (-/40) room houses the heating/cooling system for the building. A large unit operates continuously, with a closed air recycling capability, plus isolation shutoff of certain ducts or room/corridor sections if needed. The system is controlled from the room, or from the MAIN SECURITY CONTROL ROOM (which has an override ability). Any tampering with the system from the lower level room will alert room 8.
40. **WATER SYSTEM ROOM:** This locked (-/40) room contains the building's closed water recycling system, as well as equipment for salt water purification. There are



large fresh water, sea water, sewage, and recycling tanks, as well as spigots, twist wheels, meters, valves, and piping throughout the room.

41. **SECONDARY POWER ROOM:** In this room, there are two standby diesel generators, with exhaust pipes which run under the floor and out the northern cliff face. The room is locked (—/40), with a pressure pad alarm (25/45) which sounds a bell and lights up a monitor in the MAIN SECURITY CONTROL ROOM upstairs.
42. **REPAIR OFFICE:** This locked (—/20) room is the office of "Folkes", the maintenance man for the complex. It contains a desk, bookcase, tool cabinet, and work counter (with several machine parts atop it). On the wall is a corkboard with repair information, exploded views of machines, records of work, etc. A small countertop file next to a microfiche reader contains parts diagrams, more exploded views, etc. — all on microfiche.
43. **REPAIR ROOM:** A broken-down forklift truck is in the center of this room, which is an open area with several workbenches (each with a vise). Parts, racks, machine tools (drill press, table saw, punch press, sander, band saw, lathes, etc.) and other similar pieces of equipment are around the room.
44. **RAW MATERIAL STORAGE:** This large, open room contains 55-gallon drums and other bulk containers holding various chemical substances (labeled only by their chemical symbols), a list of which follows. Those marked with asterisks are poisonous in one way or another. In general, they will not be useable as poisons

in the game, but will be clearly marked with a red skull and crossbones. The substances available are:

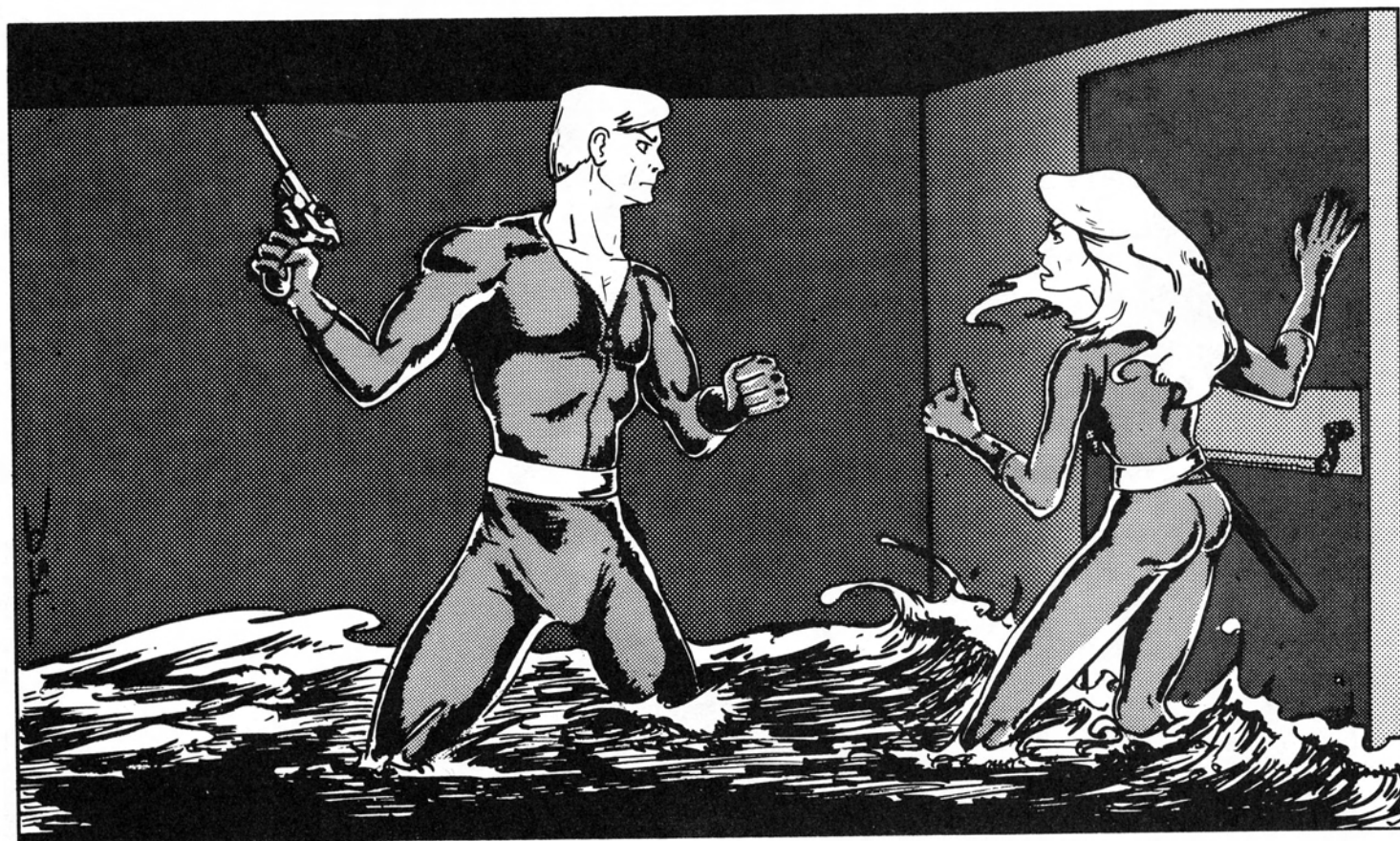
ZnO		Zinc Oxide
MnO ₂		Manganese Dioxide
C ₆ H ₆	F	Benzene*
NH ₄ I		Ammonium Iodide
(C ₂ H ₅) ₂ O	F	Diethyl Ether*
Li ₂ CO ₃		Lithium Carbonate
H ₂ O ₂	F	Hydrogen Peroxide*
K ₄ [Mo(CN) ₈].2H ₂ O		Potassium Molybdenum Cyanate

F indicates flammable.

There are also bulk containers of empty capsules, shipping cartons, and other similar materials. The items are stacked in groups, with aisles between. Access to the room is by the two unlocked doors or via the two walk-through elevators.

45. **WATER TRAP:** The door in the main corridor leading to this passage has a sign in the three languages reading "Restricted Area. Unauthorized Personnel Keep Out". It is locked (—/40). It opens to a hallway which leads 80 feet to another (fake) door. Thirty feet from the fake door is a sizable (10' x 10') but well hidden (50/80) pressure pad which triggers the trap.

When anything touches the pad, the hydraulic mechanism quickly raises the rear door sill (at the main corridor), sealing off the area. Floor panels just beyond the pressure pad pop open and volumes of sea water start issuing into the room. The room will fill in 10 minutes, drowning any remaining occupants. The water is pumped from the nearby PUMP ROOM (46.).

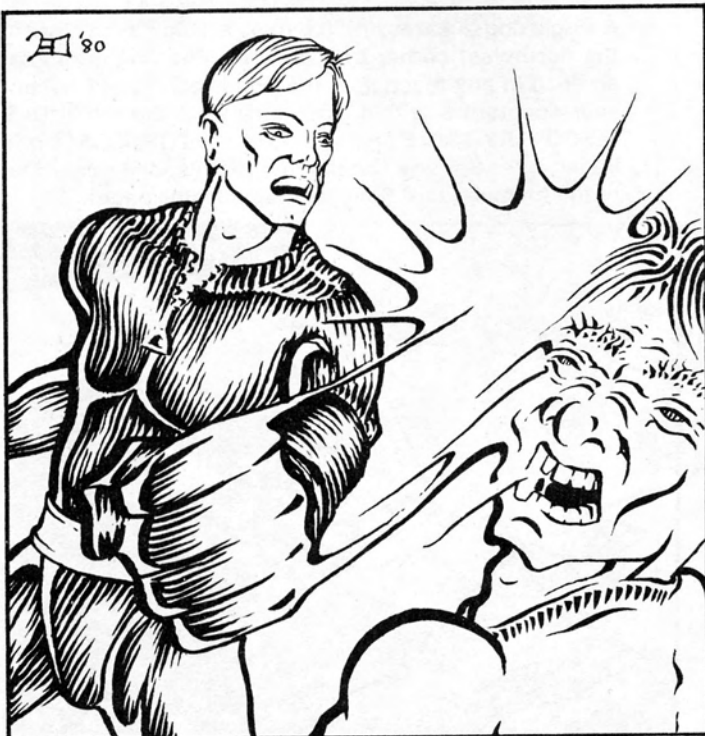


46. **PUMP ROOM:** This locked (—/20) room has a nameplate which says "Pump Room" in the three languages. Inside is a large pump which is set up to fill the water trap nearby, drawing volumes of sea water from near the dock and pumping them into the trap (the pump will not operate if power sources have been shut down). The pump also can drain the room if necessary.

A hidden wall switch (35/—) opposite the door operates the hydraulic mechanism which will lower the door sill in 45. (regardless of power source).

47. **MANUFACTURING AREA:** This large, open room is filled with different kinds of apparatus — chemical mixing bins (sealed), an assembly line to fill capsules, packaging machines, etc. The doors are locked (—/30). A pair of normal rest rooms is in one corner of the area.
48. **MANUFACTURING OFFICE:** This room is a typical office, with a desk, typewriter, filing cabinet, bookcase, and the like. On the wall is a map of Africa and an assortment of clipboards with manufacturing records thereon. The door is unlocked.
49. **LAB STORAGE ROOM:** This locked (—/30) room contains an assortment of laboratory equipment — glassware, tubing, test devices, and the like. These items are stored on several wall racks.
50. **LABORATORY —** The room is locked (—/30). The main laboratory is a large rectangular room with test stands, lab tables, equipment racks, chemical centrifuge, refrigerator, and test monitoring devices. The east and north walls have heavy glass windows which look out into Dr. Fendelmann's office and across the hallway.

Atop one lab table (nearest the door to the storage room) is a large red notebook with a cover reading "ZN-25 Formulation". Under normal lighting conditions; each agent within 5' will have a 50% chance of noticing it; under poor lighting conditions the chance is reduced to 20%.



51. **ANTEROOM:** This small 10' x 10' room is no hazard, but it does carry a sign reading "Danger" in the three languages. Its doors are locked (—/30).
52. **LIBRARY:** The chemistry library is sizable, with bookcases holding a large assortment of volumes in various languages. It is locked (—/30).



53. **DR. FENDELMANN'S OFFICE:** Dr. Fendelmann's favorite working area is his office, and this night he is again burning the midnight oil, hard at work on some new research. The office is typical, with desk, filing cabinets, bookcase, word processor, chalkboard, corkboard, work table, chairs, and the like. The door is unlocked.

Dr. Fendelmann's response to the presence of intruders in the complex may vary (see **ALARM REACTIONS**, page 24).

54. **DR. FENDELMANN'S SUITE:** Dr. Fendelmann's living quarters are similar to those of the other master suite (55.). The room is a richly furnished, carpeted room which has an open center with an upstairs balcony, or loft. Main access is to and from the lower level by a locked (—/40), ornately marked heavy wooden door, but there is also a secret (40/40) entrance wall panel giving entry from the upstairs corridor.

The suite has modern furnishings on both floors. Downstairs are an open kitchen, a dining table, plush chairs, a television, and bookcase. A double bed, desk, dresser, and night stand are upstairs on the balcony. The desk and dresser are empty. Agents looking around will notice that the suite has been vacant and unused, as a thin coating of dust covers the furniture. A framed photograph of Mademoiselle Larreau is on the nightstand beside the bed. It is signed in French with the words "Felix, mon amoureux, nous etions a la fois pour tout les temps", which means "Felix, my love, we will be together for all time".

55. **MADemoiselle LARREAU'S SUITE:** Mlle. Larreau's suite is furnished similarly to that of Dr. Fendelmann's (54.), with the addition of more communications equipment and a vault. In addition to the normal intercom, the room has a linkup to the main security system, including a television monitor. The vault (25/60) is in the middle of the north wall, behind a large hanging rug. It contains a notebook containing plans for future activities (of use to the agency), \$7,000 equivalent in French currency, and \$3,000 in assorted rare coins.

There is a secret door in the eastern section of the north wall that leads through a passageway to the dock area. Mlle. Larreau will use this secret door (50/50) to escape if necessary.

Mademoiselle Larreau is asleep at the time of the initial intrusion. Once an alarm has sounded, she will awaken and be in touch with the MAIN SECURITY CONTROL ROOM and the guards (see **ALARM REACTIONS**, page 24).



56. **MADemoiselle LARREAU'S OFFICE:** Mlle. Larreau's office is adjacent to her suite. The room has two locked (—/30) doors, and the corridor wall has a series of heavy glass windows which give a view of the hallway and the laboratory.

The office has a large desk with a telephone/intercom atop it, a console hookup to the security system (with a viewing screen), a bookcase, a computer terminal screen, a credenza, side chairs, and a couch. On the walls are several maps — one of France, one of Africa, and one of the world. In the wall behind the map of Africa is a small wall safe (—/60), which holds an assortment of worthless administrative papers and a set of passports (from France, Portugal, and Senegal) for various disguised identities — used by Mlle. Larreau for past travels. These are of no particular value.

57. **MADemoiselle RENNE'S OFFICE:** Mademoiselle Renne, Mlle. Larreau's personal assistant, has an office adjacent to her employer. It is a locked (—/30) room with a single door, having heavy glass windows which overlook the corridor, laboratory, and shipping/storage area.

The office has a desk with a telephone/intercom, an unlocked filing cabinet holding various kinds of mundane records, a bookcase, a photocopier, a drafting table, and several chairs. On top of the desk is a sizable martial arts trophy showing a karate fighter, with base inscription, in French, which reads: "Runner-up, National Womens' Karate Championship, Marseilles, 1978". On one wall is a corkboard with various routine papers attached, while the other wall has a single painting. This painting, surprisingly, is an original Monet — worth \$6,000. Since it is not a well-known work, this fact will only be noticeable if agents having a Fine Arts AOK over 70 examine it: the percentage chance is equal to three times the difference between the AOK and 70 (for instance, having a Fine Arts AOK of 85 would give a 45% (3 x 15) chance of recognizing the painting as an original Monet).

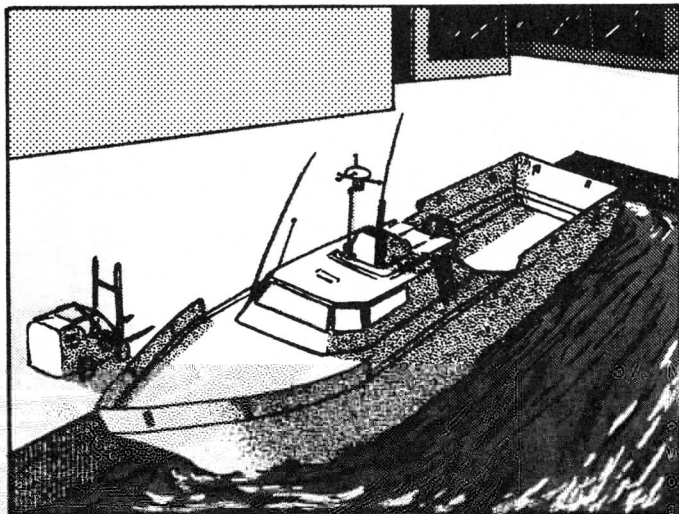
58. **SHIPPING OFFICE:** The shipping office is located next to the shipping and storage area. A nameplate on each of the locked (—/20) doors reads "Verne". The office is rather spartan, having only a desk, a typewriter on a stand, a single filing cabinet, and walls having only a corkboard and several hanging clipboards (holding mundane records only).

Two of the walls have heavy glass windows which look out into the hallway, the manufacturing area, and the shipping and storage area.

59. **SHIPPING & STORAGE AREA:** The incoming and outgoing shipments by water are handled through the shipping and storage area. This large, open room has little within it at this time, although a stack of empty crates is against the west wall alongside a large drum of some harmless chemical (Zinc Oxide).

A loading dock protrudes into the water area, and has a small winch and crane for loading or unloading boat cargoes up to 500 kilograms (1100 pounds). A forklift truck is also parked there. The motor is off, but the key is in the ignition. The machine is a standard industrial forklift (powered by a small liquid propane gas tank), and has a maximum speed of 10 mph (70 feet/turn).

A single dog, "Assassin" (LL 6), is asleep near a crate in the northwest corner of the room. The dog is not restrained in any manner. If the dog is awakened (when ever agents are within 150' check on the **INTRUDER DISCOVERY TABLE** on page 40 of the TOP SECRET rule book under **Solitary Guard**), he will respond according to the **Animal Guard Reaction Table** (same page).



**AGENT
FILE
002**

TOP SECRET™

ESPIONAGE GAME

MISSION BRIEFING

**OPERATION: RAPIDSTRIKE!
CODE NAME: POPEYE**

**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.**

AGENTS' BRIEFING

There is a new danger facing the civilized world: the incredible new chemical substance known as ZN-25, or "Zucor". This recent discovery, a mind-expanding drug of incredible power, has been developed under the direction of Genevieve Larreau, a noted French villainess who has long harbored elaborate schemes to subvert Western civilization. This latest plotting has dangerous undertones, however, because of the drug's peculiar properties and the mass subversions of the mind that are possible through its proliferation.

The substance has apparently been developed by Dr. Felix Fendelmann, the Nobel Prize-winning chemist who disappeared six months ago from his laboratory in Switzerland under mysterious circumstances shortly after a visit by Mlle. Larreau. Dr. Fendelmann is believed to be working at the island research laboratory of Mlle. Larreau, apparently against his will. Furthermore, the development of this powerful substance is directly attributed to Dr. Fendelmann's earlier research on chemicals and the mind, for which he was awarded the Nobel Prize several years ago.

The drug is known to affect several areas of the brain, causing greatly heightened sensory perception (hearing, sight, smell, taste, and touch). Initially, usage of the drug induces a euphoria of unbelievable dimension, causing users to demand further doses which shortly lead to addiction. The senses are sharpened to such a high degree that certain areas of the brain are overloaded, causing a mental "short circuit" after prolonged use. Withdrawal is believed to be fatal in some instances; others suffer greatly reduced sensory abilities when usage of the drug is stopped.

Word about the drug's incredible properties, and a small sample of capsules containing it, have reached our agency through a source on the island. This source, code-named "Gregor", has also furnished a hand-drawn sketch of the facility for reference. Unfortunately, it shows few details.

The island research facility is located off the western coast of Africa among the Archipelago Dos Bijagos. The island is small and relatively barren, though the research building itself is obscured by some amount of vegetation. The building is of fairly recent construction and seems to be self-sufficient and well-guarded. Local authorities avoid the area, and seem to take no interest in the activities of Mlle. Larreau.

Our agency has learned that Mlle. Larreau intends to mass-produce Zucor and make it available to dealers in cities all over the world. Not only will this distribution generate tremendous income, but the proliferation of the drug will advance her plans of subverting Western civilization. This development will lead the way toward her own plans for eventual geopolitical domination.

THE MISSION

Since the time is fast approaching when enormous quantities of this new substance will be shipped off the island, it is essential that the entire operation of Mlle. Larreau be neutralized. Your team of agents will undertake this mission with the following objectives, in order of priority:

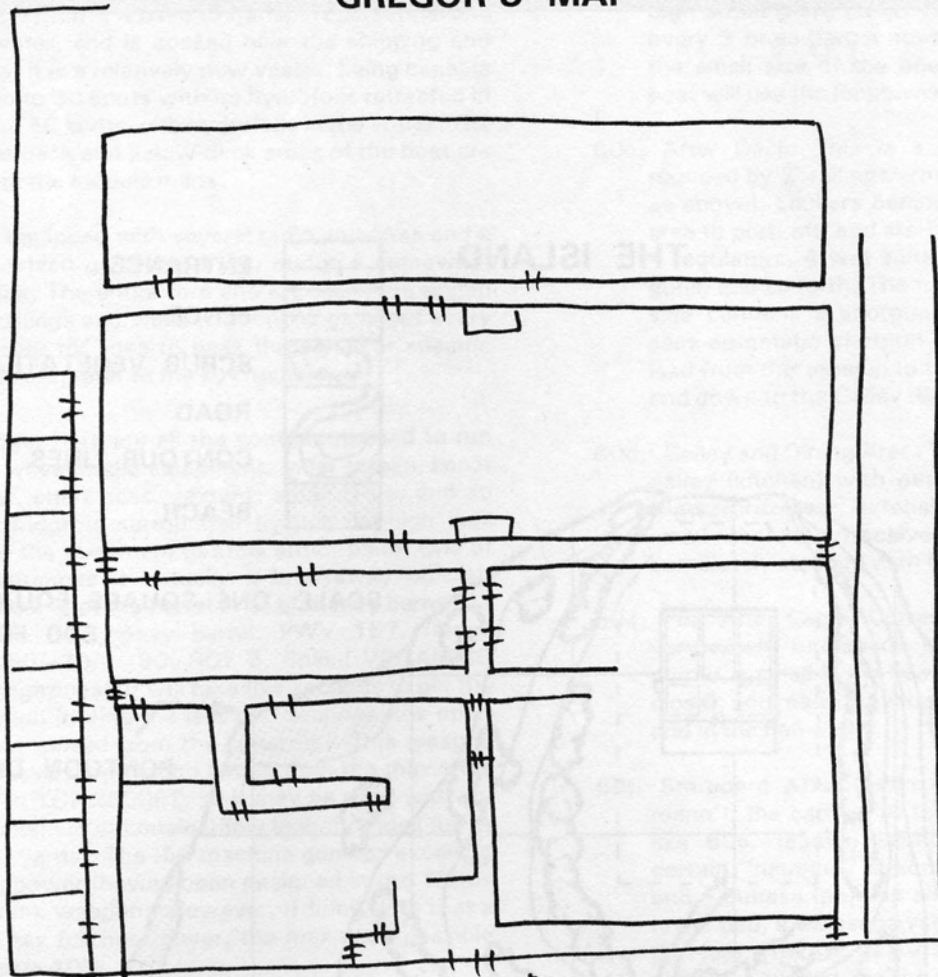
- 1) Destroy or neutralize existing quantities of Zucor.
- 2) Rescue Dr. Felix Fendelmann and retrieve any existing copies of the formula for Zucor.
- 3) Obtain information regarding Mademoiselle Larreau's current or future activities.
- 4) Locate and rescue "Gregor".

The team will approach the island at night using scuba equipment. After burying the gear, you will have a limited amount of time to penetrate the defenses of the research station and accomplish your mission. At a predetermined moment of your choosing — from 15 to 45 minutes (in game time) after beginning — a rescue helicopter will arrive at the research station's helipad to pick up your team of agents, Dr. Fendelmann, and possibly Gregor. If for any reason you and your team are not at the contact point, the helicopter has orders to leave immediately, stopping only to drop a small pontoon boat on the north shore of the island. The pontoon boat can be used to escape and rendezvous with the mother ship as an alternative. The area's reefs and tides make boating quite dangerous, so the pontoon should only be used in an emergency.

Intelligence places both Mlle. Larreau and Dr. Fendelmann on the island at this time. However, because of her many other activities, the length of her stay is undetermined.

THE TIME TO STRIKE IS NOW . . .

GREGOR'S MAP



Mlle. Larreau

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-Photo by Jeff Dee

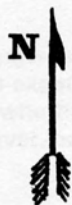
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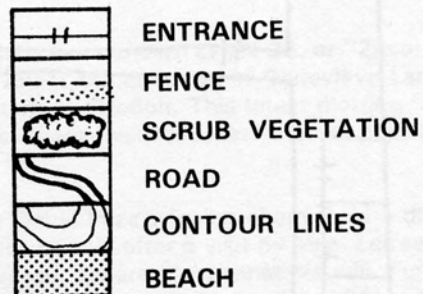
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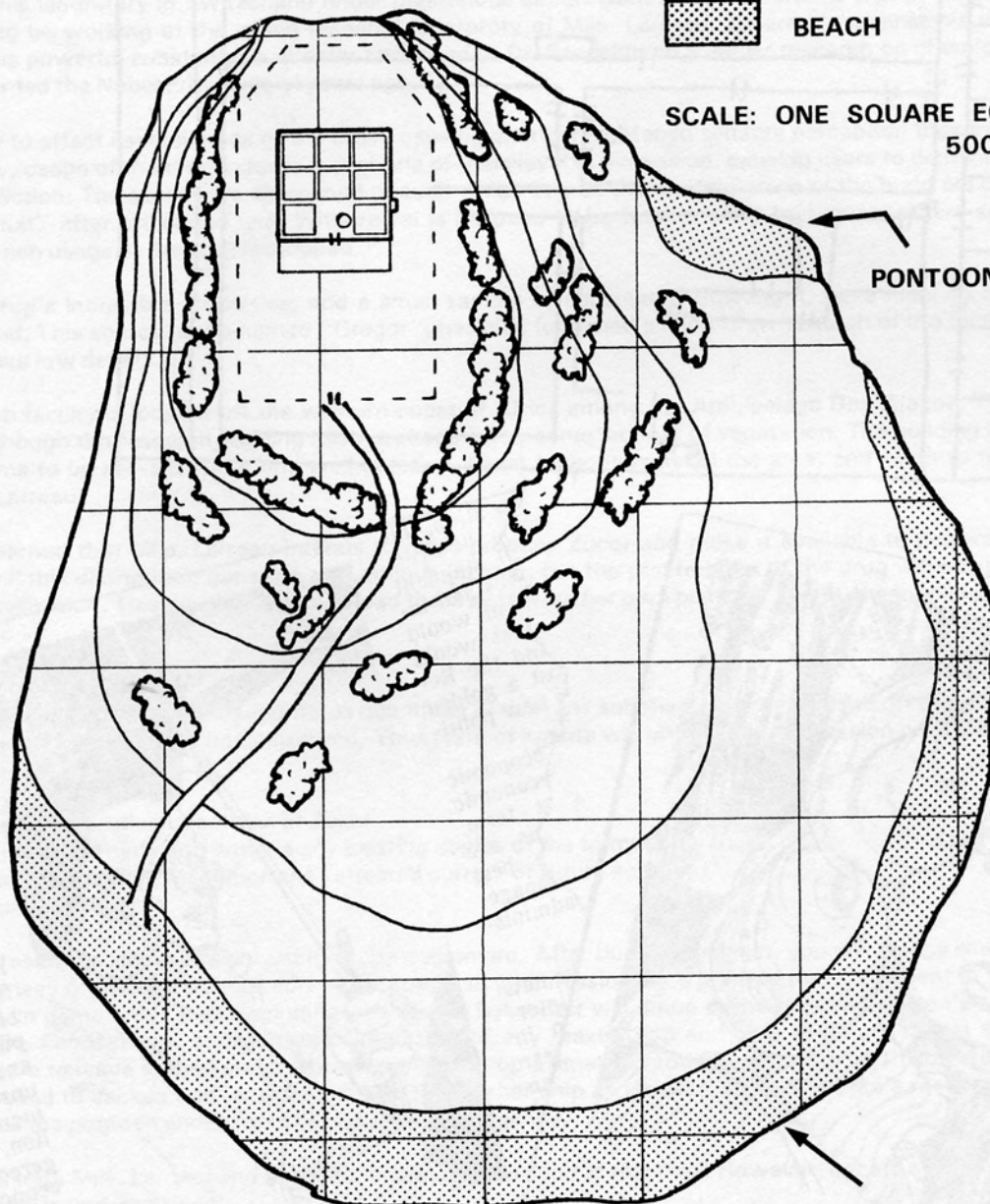
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THE ISLAND



SCALE: ONE SQUARE EQUALS
500 FEET



PONTON DROP POINT

MISSION START POINT

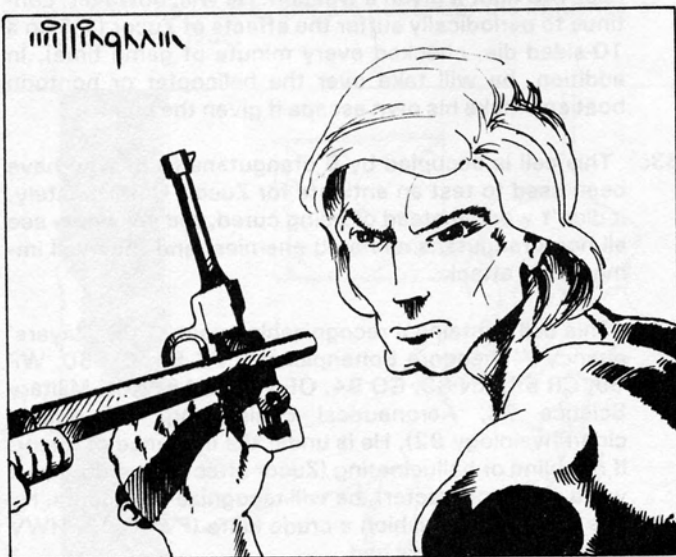
60. BOAT: The 50' cabin cruiser "La Voyante Volante" ("The Flying Witch") is used to transport personnel and goods by water, and is docked near the shipping and storage area. It is a relatively new vessel, being capable of speeds up to 30 knots with its hydrofoils retracted in the boat, and 50 knots with hydrofoils in the water. The layout of the deck and below-deck areas of the boat are included with the module maps.

The boat is equipped with several radio antennae and a radar dish, which gives the flying bridge a somewhat futuristic look. The entire fore and aft decks are ringed with 3'-4' railings and walls with openings about every 5', presumably for lines to pass through. For specific areas of the boat, refer to the key hereafter:

60a. Flying Bridge: Here are all the controls needed to run the boat — wheel, radio equipment, radar screen, sonar depth finder, chart case, sextant, small table, and so forth. The bridge is surrounded by a waist-high wall (cover up to the abdomen) of steel armor plate. One of the radio antennae is actually a breakaway unit attached to the end of the barrel of a .50 heavy barrel M2 machine gun (M2 heavy barrel: PWV 157, Range Modifiers -50/-30/0/-30, ROF 3, Speed VS, AMMO 20 round magazines). It will take five seconds to get the gun into action (during the last two seconds, the operator will be exposed from the chest up). This weapon has an effective range much longer than the maximum range used in TOP SECRET, so it may be used with appropriate modifiers at considerably longer ranges (up to about 1100 yards). The .50 machine gun has excellent penetrating power (having been designed in the 1930s as an anti-tank weapon). However, if firing with it at a target that has full hard cover, the maximum possible chance to hit is 40%.

Main Bridge: Directly underneath the Flying Bridge is the Main Bridge. It contains radio equipment, radar screen, depth finder, chart case and table, sextant, Radio Direction Finder gear, and so forth. The walls are armor plate up to waist level and bulletproof glass to the ceiling. The door at the rear of the cabin space is armor plate, but is well balanced and opens easily. A coffee maker stands in the after starboard corner. There are no firing loopholes in the walls of this area.

The bridge can be reached by ladders on either the port or starboard side, or by steep steps at the aft end.



60b. Foredeck: This is an open area surrounded by 3'-4' high armor plate walls. The armor has firing loopholes every 5' or so (target obscured, -25% to hit because of the small size of the opening). The occupants of the boat will use the loopholes if at all possible.

60c. After Deck: This is a slightly lowered space surrounded by 2' railings/armor plate (with firing loopholes as above). Lockers beneath the bench that circles the area to port, aft, and starboard contain 4 SCUBA tanks, 4 regulators, 4 wet suits, several diving knives, spear guns, and so forth. The forward locker on the starboard side contains a shotgun (aa — 12 gauge full choke semi-automatic shotgun loaded with #3 shot). Stairs lead from this area up to the Flying Bridge (60a., above) and down to the Galley (60d., below).

60d. Galley and Dining Area: This is a fully equipped modern galley (kitchen) with gas stove, microwave oven, refrigerator/freezer, extensive pantry, fold-down table, a small transmitter/receiver, and so forth. The boat is completely stocked with food and ready to set sail.

60e. Port After Cabin: Currently unoccupied, this cabin is very nicely furnished. There is a bunk bed set in a corner, a small table, hooks for hanging clothes, a small closet, and many drawers set below the two mattresses and in the hull wall.

60f. Starboard After Cabin: Currently occupied by "Niemann", the captain of the boat, this cabin is furnished like 60e. (above) except that Niemann has added certain "nautical" decorations, including a harpoon (ll) and a cutlass (pp). He also has, in a drawer under the lower bed, a 12 gauge variable choke pump action shotgun (aa). There is \$53 in small bills, of the local African currency, tucked into the pillow of the lower bed.

Niemann sleeps in the boat, and will use his shotgun to defend it if necessary. The chance of his awakening (assuming an alarm has not yet been triggered) is checked on the **INTRUDER DISCOVERY TABLE** on page 40 of the TOP SECRET rulebook, with a -20 subtraction applied to the **Solitary Guard** column (assuming that the agents exercise caution; any noise requires additional checks).

60g. Engine Room: Two powerful diesel engines dominate this room, which also contains tools of every description and a small diesel generator. It takes only 2 turns (10 seconds) to start the engines and begin to move the boat. The engines can be controlled either from this room or from the Flying Bridge (60a., above), as can the hydraulic controls that extend the hydrofoils into the water.

60h. Head: This is a bathroom. The door has a sign on it that reads "Occupied" if the door is locked, and "Empty" if the door is not. There is a chemical toilet inside, as well as a generous supply of both men's and women's toilet articles.

60i. Hallway: Aside from the doors to the cabins, this area contains only a fire extinguisher.

60j. Starboard Cabin: This cabin is very nicely furnished, with bunk beds, curtains of the finest quality (worth 250 dollars), a writing table, a closet, and many drawers in the space left over. The cabin is not occupied.

60k. Port Cabin: This cabin is similar in all respects (except for the expensive curtains) to the Starboard Cabin (60j., above).

60l. Forward Starboard Cabin: The door to this cabin is locked (-/40). This is the cabin occupied by Mlle. Larreau whenever she is aboard. There is a twin bed, fold-down writing table, extensive closet space, and a great many drawers in the room. Behind the folding table (which is against the hull) is a secret compartment (50/50) that contains the only existing supplies of finished Zucor capsules - 8 boxes of 500 capsules each. Under the bed in a drawer is a shortened 5.6mm NATO M16 (Colt Commando) which should be treated as an M16 (v) except at long range, in which case the modifier is -200. Mlle. Larreau will use this weapon if given the chance. Scattered throughout the room are disguised weapons (there is only a 5% chance that even a thorough search will reveal them, unless the agents say that they are looking for weapons in the places where the administrator has placed them). These include writing implements containing gas grenades, a book that fires six .44 magnum slugs, and so forth. This is left to the administrator's imagination. If Mlle. Larreau is cornered here, she should be very, very dangerous.

60m. Fore Cabin: This cabin is furnished much the same way as the Port Cabin (60k., above).

61. ELECTRICAL TRAP: This locked (-/45) metal door has a sign on it in Portuguese, English, and French which says "Restricted Area. Unauthorized personnel keep out." The floor, walls, and ceiling of the corridor are all metal. When the 10' x 10' pressure pad (25/45) before the false doors (which open to reveal blank walls) is stepped on, the entire corridor will become electrified. Any person touching a wall, ceiling, or floor with bare skin or a metal object, or otherwise not insulated (not wearing shoes with rubber or plastic soles) will take 1-10 points of electrical damage. The only outward indication of the electricity will be a humming noise similar to the sound of a refrigerator. Note that placing a metal object within half an inch of the electrified metal will cause an arc effect, having the same effect as touching the metal. Rubber gloves, boots, or a wet suit will insulate an agent completely.



62. GAS TRAP: When the 10' x 10' pressure pad (25/45) is activated, ducts in the ceiling will quickly introduce Zucor gas into the hallway. Any agent not wearing a gas mask will thus be exposed to the drug (see **EFFECTS OF ZUCOR**). Zucor gas is absolutely colorless and virtually odorless, so there is only a 5% chance per agent that one will notice a peculiar smell (the administrator should describe an odor). There is a concealed keyhole (50/50) behind the door when it is opened (on the right wall near the west end) that will deactivate the pressure plate.

63. ZUCOR VICTIMS: These rooms contain creatures upon whom Zucor (or variants of Zucor) have been tested. Due to the extensive dosages given to them, some of these people and animals have been permanently affected by it. Each cell is a 10' cube (except 63e., holding the leopard) and contains a bed, a sink, a toilet, and a table. The doors are locked (-/30).

63a. This cell contains a native fisherman ("Mambili") who has been examined to determine the tolerance of heightened senses to excessive stimulation. As a result, he is temporarily (for another 12 hours) deprived of all senses due to sensory overload. He is catatonic at the moment, and cannot respond to any stimulus less than a pistol or rifle shot.

63b. This cell contains a French mercenary soldier ("Francois Lafitte") who was captured several years ago. He is currently suffering from paranoid hallucinations and will attack anyone who enters the cell (LL: 12, AOK Military Science 130). If captured, he will be able to give information about the BOAT (60.), and will be happy to fight if given a weapon. He will, however, continue to periodically suffer the effects of Zucor (1-5 on a 10-sided die, checked every minute of game time). In addition, he will take over the helicopter or pontoon boat and make his own escape if given the chance.

63c. This cell is occupied by 6 orangutans (8/8) who have been used to test an antidote for Zucor. Unfortunately, it didn't work; instead of being cured, the apes now see all non-orangutans as hated enemies, and they will immediately attack.

63d. This cell contains a recognizable agent of the players' agency ("Theodore Boltenspicker": PS 58, CH 50, WP 89, CR 59, KN 83, CO 94, OF 77, LL 15; AOK Military Science 73, Aeronautical Engineering 127, Medicine/Physiology 92). He is under the influence of Zucor; if not blind or hallucinating (Zucor affects Theodore as it will a player character), he will recognize the agents. He has managed to fashion a crude knife (PWV -15, HWV 30) from a part of his bed.

63e. This room is filled with large potted plants and is very warm and humid. It contains a leopard (13/12) that has been treated with a Zucor variant (known as "ZN-30" or "Zucor Prime") which has been manufactured in small quantities elsewhere in the world by Mlle. Larreau's nefarious scientists. As ZN-30 is more stable than Zucor, the leopard has permanently heightened sensory abilities. The leopard will recognize high-ranking members of the installation (Mlle. Larreau, Dr. Fendelmann, Edgar, Hans Schwebke, Dr. Ulnick, and Yamara), and will not attack them or others with them unless ordered to do so. The leopard will attack any other persons, and will automatically attack first each phase.

63f. This cell is occupied by Mlle. Larreau's accountant ("George") from just before Gregor. He became disenchanted with her plans and contacted the agency by radio, but his transmissions were monitored, and he was captured while the agency decided whether his messages were authentic. He is a non-combatant but will be of some small use to the organization if rescued. He suffers from periodic hallucinations, and has permanently lost all sense of touch.

63g. This cell only contains the horribly mutilated body of Xavier Plozehun, who committed suicide last night during a particularly bad hallucination.

63h. The occupant of this cell is Richie R. Reiche III, the owner of a pleasure yacht (the "Lady Elfik") that came a little too close to the island. Reiche (LL: 10) was well known as an international playboy before his disappearance about a year ago. His cream-colored ascot, prominently displayed Buck sheath knife, and blue mirrored sunglasses were often seen in fashion magazines and gossip columns (the agents will recognize the tattered ascot and shards of sunglass frames that litter the floor of the cell). Reiche has not been used as a test subject for a month, and will be free from the effects of Zucor. He is asleep, but upon awakening will assist in combat if given a weapon.

63i. This cell contains the only survivors of Reiche's all-female crew: Yvonne Robinson (LL: 9) and Carin Hendryx (LL: 9). Yvonne is a robust California brunette, well skilled in navigation and the martial arts. Carin is a slender red-haired Scottish lass, whose knowledge of SCUBA diving and history are unparalleled. These two will fight if possible, and are not under the influence of Zucor at this time.

Several means of escape from the island are possible for the agents:

1) Helicopter pickup per schedule: At the prearranged time, the agency's helicopter will arrive. It carries a crew of three (pilot, co-pilot, gunner), with room for up to eight passengers.

The aircraft gunner is armed with a handheld 9mm Uzi sub-machine gun (t) with a 40 round magazine (plus 4 spares). He will use it if necessary to cover the escape, engaging the security tower guard if necessary.

The agency helicopter will arrive at the scheduled time, set down (if safe) on or near the helipad, and wait up to 30 seconds for the agents to emerge for boarding. If this does not occur, the aircraft will leave, dropping the pontoon boat at the pre-arranged location. The helicopter will not return.

2) Stealing the helicopter from the helipad: Mlle. Larreau's helicopter is parked on the HELIPAD (1.) throughout the scenario; in an extreme case, she may try to use it for escape herself (see **ALARM REACTIONS**). The ignition keys are held by "Mentzer" (the pilot) and "Edgar" (the head of security), and are carried on their persons at all times.

Agents attempting to circumvent the ignition system to start the helicopter must spend at least 1 minute examining the wiring, with minimum AOK knowledge in the following areas (any one exceeding the number shown):

Electrical Engineering	75
Aeronautical Engineering	80
Transportation Engineering	90

Assuming a minimum score as above, a roll is taken for each 1 minute spent at work, with a percentage chance equal to *half* the agent's particular AOK rating. If after 4 tries (5 minutes at work) the system remains inoperative, the agent will have no further possibility of starting the helicopter. Agents may work in conjunction if more than one has an appropriate minimum rating.

The helicopter (if started) can be flown by any agent with a pilot ability, or any Transportation Engineering or Aeronautical Engineering AOK score of 90 or better. The helicopter takes 10 turns (60 seconds) to start and warm up sufficiently for takeoff. Escape will take only 1 turn. The helicopter normally carries 4 passengers; no more than 6 may fit into it.



KNOWLEDGE CHART

3) **The dropped pontoon boat:** The agency helicopter will drop a small pontoon boat at the prearranged location on the beach. The pontoon is an inflatable craft which seats 6 comfortably, and up to 8 maximum. It is paddled by several oars, it takes 2 turns to get into, and 15 turns to escape.

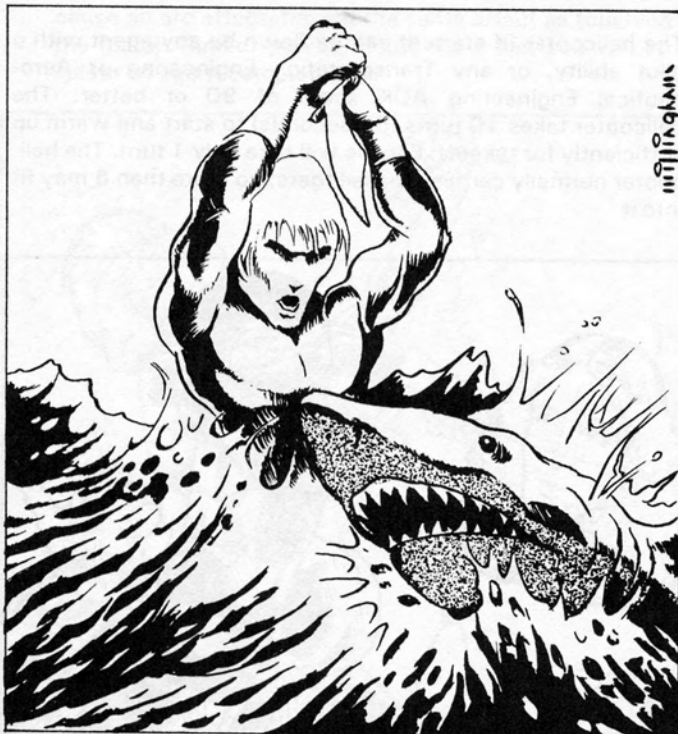
Due to currents and tides, there is a flat 10% chance that the boat will upset in the escape attempt (20% if carrying 6 or more persons). If this happens, all occupants must check according to the following table to determine their individual fate:

- 01-05 Attacked and killed by sharks
- 06-10 Drowned
- 11-20 Separated from pontoon, unable to be located; must swim to nearby island — chance of ultimate survival is equal to Physical Strength trait rating, minus 5% for every Life Level lost**
- 21-99 Pontoon regained
 - 00 Pontoon sunk (all passengers make check on 11-20 listing) — if any *one* occupant's result is 00, the pontoon is sunk

**Never less than 10% or greater than 90% chance.

4) **Swimming:** Agents can try to swim off the island. If they use the scuba gear previously buried, they check the 11-20 listing from the prior chart under 3) above, adding 20% to the survival chances (but never more than 90%). If they do not use the scuba equipment, they check on the 11-20 listing with no adjustment upward. There is always a minimum 10% chance of swimming, regardless of other considerations.

5) **Stealing the Boat:** Agents may steal the boat "The Flying Witch" from the SHIPPING & STORAGE AREA (59.). It will take two turns for the agents to escape once two turns are used to start the boat. The portcullis to the ocean must be raised before the boat can escape. The only way to raise it is by sounding the boat horn, which is done from the steering wheel.



This chart shows which inhabitants of the island know particular bits of information which would be useful to the agents. Coercing them to reveal this information is dependent upon the means employed and the Willpower of the individual possessing the knowledge.

KEY:

- W = Willpower
- LS = Mademoiselle Larreau's personal safe (room 55.)
- CF = Computer files of Zucor formula (room 13.)
- GS = Gregor's office safe (room 15.)
- UN = Dr. Ulnick's notebook of Zucor effects (room 19.)
- FN = Dr. Fendelmann's notebook of Zucor formula (room 50.)
- DC = Drug cache hidden in boat (60.)
- LR = Mademoiselle Larreau's records in file room (room 10.)
- OS = Office safe in Mademoiselle Larreau's office (room 56.)

	W	LS	CF	GS	UN	FN	DC	LR	OS
Mlle. Larreau	80	*	*	*	*	*	*	*	*
Dr. Fendelmann	72	*	*		*	*	*		*
Abel	82						*		
Baumann	72								
<i>Carin</i>	45								
Chapman	20								
D'Arcy	75								
Edgar	97	*		*			*		*
Folkes	46								
<i>Francois</i>	55								
<i>George</i>	79			*					
Gregor	63			*					
Hans Schwebke	60	*		*		*	*	*	*
Ivan	84					*	*		
Jenkins	89								
Kincaid	53								
Le Strand	89				*				
<i>Mambili</i>	40								
Mentzer	79								*
Niemann	98						*		*
Osaki	42								
Petrovick	41		*						
Quillan	42								
Renne	59	*	*	*		*	*	*	*
<i>Reiche</i>	60								
Sarra	27	*		*	*	*		*	*
Theodore	89								
Tiana	13	*		*					
Ulnick, Dr.	73				*	*			
Verne	25					*	*		
<i>Wombasa</i>	54								
Xerxes	61		*			*			
Yamara	84		*			*			
Yvonne	39								
Zapora	65		*		*	*			

Captives are in italics.



MASTER CHARACTERISTICS CHART

Captives are in italics. Combatants have an asterisk () before their names.*

KEY

SEX: M = Male F = Female

CHARACTERISTICS:

PS = Physical Strength
Ch = Charm
W = Willpower
Co = Courage
K = Knowledge
Cd = Coordination
O = Offense
Dp = Deception
Ev = Evasion
HH = Hand-to-Hand Value
Wr = Wrestling Value
Su = Surprise Value
LL = Life Level

LANGUAGES:

E = English
P = Portuguese
F = French
G = German
S = Spanish

a character's main language is noted in *italics*.

LOCATION: Where each character can be found (divided into Night and Day entries).

	Sex	PS	Ch	W	Co	K	Cd	O	Dp	Ev	HH	Wr	Su	LL	Languages					Locations	
															E	P	F	G	S	Night	Day
*Mlle. Larreau	F	41	94	80	72	90	93	83	83	93	134	124	176	12	67	—	97	72	91	55	56/54
Dr. Fendelmann	M	69	87	72	51	37	86	69	69	86	155	138	155	14	—	—	93	100	—	53	54/50
*Abel (sec.)	M	54	90	82	62	65	83	73	76	86	140	127	162	14	83	32	65	—	—	T	35a
*Baumann (sec.)	M	78	82	72	60	68	78	69	71	80	158	147	151	15	—	—	59	75	59	8	35b
*Carin (captive)	F	45	89	45	48	68	70	59	69	60	105	114	129	9	85	—	52	—	—	63i	63i
*Chapman (sec.)	M	83	60	20	61	89	86	74	60	73	156	157	133	10	89	47	60	24	—	35c	T
*D'Arcy (sec.)	M	69	60	75	61	50	73	67	60	66	135	136	126	14	—	83	94	—	—	35d	8
*Edgar (sec. chief)	M	94	45	97	85	53	86	85	65	65	159	179	130	19	88	—	70	20	—	35e	7
Folkes (mech.)	M	73	28	46	95	28	54	74	61	41	114	147	102	12	—	—	64	88	—	35f	42
*Francois (captive)	M	65	50	55	75	70	70	73	63	60	125	138	123	12	48	55	88	—	—	63b	63b
George (captive)	M	37	48	79	75	70	40	58	62	44	81	95	106	12	51	—	79	—	38	63f	63f
Gregor (acct.)	M	15	58	63	38	61	40	39	48	49	64	54	97	8	—	—	61	92	05	35g	15
*Hans Schwebke (scty.)	M	95	66	60	80	27	85	83	63	65	160	178	128	16	—	—	60	87	—	22	56/54
Ivan (head mfg.)	M	69	36	84	62	99	62	62	49	49	118	131	98	15	35	—	55	85	29	22	48
Jenkins (mfg.)	M	64	97	89	25	30	97	61	91	97	161	125	158	15	82	—	40	—	—	35j	47
Kincaid (mfg.)	M	28	89	53	42	26	39	41	65	64	92	69	129	8	83	—	63	—	—	35k	47
Le Strand (mfg.)	F	51	82	89	68	33	40	54	62	75	126	105	137	14	—	—	93	64	—	35l	47
Mambili (captive)	M	60	45	40	30	25	45	38	38	45	105	98	82	10	—	15	—	—	—	63a	63a
Mentzer (pilot)	M	39	45	79	85	93	55	70	65	50	89	109	115	12	91	—	92	95	55	35m	9
*Niemann (boat cptn.)	M	90	17	98	64	73	81	72	40	49	139	162	89	19	—	65	60	95	88	60	60
Osaki (cook)	M	41	66	42	71	36	67	69	68	66	107	110	134	8	91	—	61	—	—	35o	24
Petrovick (computer)	M	42	07	41	91	94	42	66	49	24	66	108	73	8	42	17	42	92	—	35p	13
Quillan (comm.)	M	06	64	42	76	101	67	71	70	66	72	77	136	5	99	87	84	91	81	9	35q
*Renne (Larreau asst.)	F	62	69	59	63	38	60	61	61	64	126	123	125	12	—	42	92	—	—	35r	57
*Richie (captive)	M	40	65	60	39	45	68	54	52	67	107	94	119	10	85	—	—	—	—	63h	63h
Sarra (gofer)	F	71	57	27	52	32	37	44	54	47	118	115	101	10	—	82	49	—	—	22	A
*Theodore (captive)	M	58	50	89	94	83	59	77	72	55	113	135	127	15	—	—	—	75	—	63d	63d
Tiana (maid)	F	45	92	13	05	46	64	34	48	78	123	79	126	6	—	—	61	—	96	35t	A
Ulnick, Dr. (doctor)	M	48	80	73	62	65	96	76	71	88	136	124	159	12	72	—	48	98	—	22	19
Verne (shipping)	M	92	92	25	39	47	82	60	65	87	179	152	152	12	—	51	81	—	—	35v	58
*Wombasa (captive)	F	59	71	54	60	31	63	61	65	61	120	120	126	11	—	96	59	—	—	8c	8c
Xerxes (rsch.)	M	48	35	61	83	91	51	67	59	43	91	115	102	11	89	59	70	—	87	35x	50
Yamara (rsch. head)	M	65	53	84	20	81	99	60	37	76	141	125	113	15	85	04	61	44	—	35y	50
*Yvonne (captive)	F	51	88	39	45	49	85	65	67	87	138	116	154	9	88	—	—	—	45	63i	63i
Zapora (rsch.)	F	25	89	65	23	93	61	42	56	75	100	76	131	9	49	09	81	31	—	35z	50

T = tower, A = anywhere



NOTES ON THE COMPLEX

Many standard procedures will apply to guards, dogs, alarms, and so forth. Details are arranged hereafter in alphabetical order, dealing with the following topics:

ALARM REACTIONS	DOORS
ALERTED PATROL CHART	EFFECTS OF ZUCOR
CAMERAS & MONITORS	ELEVATORS
DEACTIVATION OF LOCKS	INTERCOM SYSTEM
& ALARMS	KEYS
DESKS AND CABINETS	LIGHTING
DOGS	

ALARM REACTIONS

When the first alarm sounds, all guards not on duty will move (in 45 seconds' time) from their rooms (35c. to 35e.) through the sliding secret door in the COMMUNICATIONS ROOM (9.) and into the MAIN SECURITY CONTROL ROOM (8.). From there, extra weapons can be obtained from the display area, the situation can be examined using surveillance equipment, and guards can be dispatched to stop intruders if their location is known (or to various patrol places in the building if the locations are not known).

Each of the guards carries a 9mm short Walther PPK pistol (h) as a sidearm (with an extra clip), retaining it in a belt holster even if rearmed. Each also has a wrist radio walkie-talkie for instant communication (with voices recognizable to each other). After leaving the MAIN SECURITY CONTROL ROOM, each will also have a 5.56mm NATO M-16 assault rifle (v) with two extra clips, one tear gas grenade, a gas mask, a pair of handcuffs, a knife (jj), and a dog whistle.

Guard "Abel" starts the scenario in the security tower on the roof. He is armed with a .22 Galil semi-automatic rifle (n). He will stay there after the alarm is sounded unless the agents have killed one or more guards (and this is known), have used explosives, or have taken Dr. Fendelmann. After the alarm sounds, he will check in with the MAIN SECURITY CONTROL ROOM every five minutes, going there if a satisfactory response is not received. If agents enter the MAIN SECURITY CONTROL ROOM and are detected, there is a 90% chance that "Abel" will know of it due to this communication.

Guard "Baumann" is on duty in the MAIN SECURITY CONTROL ROOM (8.). He will stay there throughout the entire scenario unless ordered to leave by "Edgar" or Mlle. Larreau. He will try to coordinate the response to the intrusion and stay in communication with the guards and Mlle. Larreau.

Guard "Chapman" is asleep in room 35c. prior to any alarm. After the alarm has sounded and he has gotten his assault rifle from the MAIN SECURITY CONTROL ROOM, he will proceed by direct route to patrol the basement, or lower level (see **ALERTED PATROL CHART**).

Guard "D'Arcy" is asleep in room 35d. prior to any alarm. As soon as he awakens he will call the dog Brutus from the KENNEL (3.) and bring him into the hallway along with the dog Hades from his room. Brutus will patrol upstairs corridors A, B and C, while Hades will patrol upstairs corridors H, I, and J (see **DOGS**) unless the situation warrants otherwise.

Guard "Edgar", the chief of security, begins the scenario asleep in his room (35e.). After reaching the MAIN

SECURITY CONTROL ROOM he will try to find out all facts about the situation. If the location of the agents is known, he will take "Chapman", "D'Arcy", and the two dogs to attack the agents, unless ordered to do otherwise by Mademoiselle Larreau or Mademoiselle Renne. If the location of the intruders is unknown, he will dispatch all guards to their alert stations.

"Edgar" will always contact either Mlle. Larreau or Mlle. Renne after alert duties are assigned. If neither can be reached, he and "D'Arcy" will take Brutus and enter MLE. LARREAU'S SUITE (55.) via the secret door on the upper level, before beginning their patrol.

"Niemann", the boat captain, is asleep in a lower cabin of "La Voyante Volante", the BOAT (60.). If awakened by an alarm he will get up and seize his 12 gauge variable choke, pump action shotgun (aa) — fully loaded — from below his bed. "Niemann" is concerned only about his boat, and will not fire upon intruders unless they try to board his vessel. When it becomes apparent to "Niemann" that he and his boat are in danger, he will try to escape. In the meantime, he will try to remain hidden at the controls above deck. (If disarmed, treat "Niemann" as a non-combatant.)

It takes two turns for the boat to escape once two turns are used to start it. The portcullis to the ocean bars the way; the only way to raise it is by sounding the boat horn, which is done from the steering wheel.

"Gregor" is asleep in room 35g. prior to any alarm. After an alarm is sounded, Gregor will leave his door slightly ajar and peer out into the hallway. If two or more agents appear in the corridor, "Gregor" will reach his head and arm out to wave silently when they are within 30 feet. When challenged by the agents, he will quietly inform them of his identity and allow them to escort him off the island if this is possible ("Gregor" will not fight).

If agents escorting "Gregor" are attacked, he will pretend to be their prisoner. He will answer any questions about the upper level, replying according to his general knowledge at the Administrator's discretion (he knows little of the lower level). (For information on specifics, see the **KNOWLEDGE CHART**, page 22).

Dr. Fendelmann is working in the lab prior to any alarm, burning the midnight oil. When an alarm sounds, he will continue working, waiting for "Hans Schwebke" to come and protect him. If "Hans" has not contacted him after 15 minutes have passed, Dr. Fendelmann will go to MLE. LARREAU'S SUITE (55.) to seek her protection. If she is dead or missing, or elsewhere, he will wait there, attempting to contact security for more information. Despite rumors and information to the contrary, Dr. Fendelmann was not kidnapped, but has fallen in love with Mlle. Larreau — just as she has plotted (he being unaware of her true motives). He is thus completely unwilling to leave the complex, and must be coerced into leaving against his will.

Dr. Fendelmann will become violent if he believes the agents have harmed Mlle. Larreau in any way, seeking revenge immediately (though playing along if necessary to determine who is responsible). If he is in the laboratory when he finds this out, he will take a bottle of acid from the table there and use it to throw at the appropriate person (damage 2-12 on any hit); agents with an AOK rating in Chemistry may notice its composition from the chemical symbols on the bottle — this chance being equal to their AOK rating.

"Hans Schwabke" begins the scenario playing cards in the LOUNGE (22.). When the alarm sounds, he will move immediately to the LABORATORY (50.) to protect Dr. Fendelmann. If for any reason "Hans" cannot reach the lab promptly, he will attempt to call Dr. Fendelmann and direct him to Mlle. LARREAU'S SUITE, trying later to join him there.

"Hans Schwabke" is a ruthless killer. He will go out of his way to destroy agents, if he knows Mlle. Larreau and Dr. Fendelmann to be safe. He enjoys using his martial arts skills if practical. He will attempt to obtain a better weapon if possible, but will not jeopardize Mlle. Larreau or Dr. Fendelmann to do so.

Mademoiselle Renne is asleep in her room (35r.) prior to any alarm. Once an alarm is sounded, she will wait in her room with the door slightly ajar, closing it to allow agents to pass. At that time she will put on her gas mask, toss a smoke grenade out the doorway, and attack, using martial arts.

She will be in contact with Mlle. Larreau and the MAIN SECURITY CONTROL ROOM during an alert and will go to any location where help is needed once it is determined that there are no intruders in her area.

Mademoiselle Larreau is asleep in her SUITE (55.) prior to any alarm. After an alarm sounds, she will try to coordinate the defense from her room. She will leave only when she knows that most security guards are dead, Dr. Fendelmann has been taken by the agents, the boat is under attack, or if capture seems imminent. If the boat is safe she will use the secret passage from her suite to try an escape by boat. If the boat is under attack or not usable, she will escape through the upper level secret door and attempt to locate "Mentzer" to fly her away by helicopter (in either event, she will take Dr. Fendelmann with her if feasible; otherwise, she will abandon him. She does not really love him, but is simply using him to further her own plans for world domination).

Mlle. Larreau carries a 9mm FN Browning high-powered self-load pistol (e) loaded with dum-dum ammunition, which she will use when given the chance. She also has a small smoke bomb necklace that she will use to cover an attempted escape. She carries a wrist radio walkie-talkie for communication purposes.

All **non-combatants** (those on the **MASTER CHARACTERISTICS CHART** not marked with an asterisk) will stay in the area they are in if an alarm sounds, taking all precautions necessary to protect themselves. If attacked, however, non-combatants will defend themselves.

If a non-combatant is captured by agents and asked to give useful information (or coerced), a percentile dice roll is compared to the character's Willpower score: if the roll exceeds the Willpower trait rating, the character will talk; otherwise, he or she will refuse or profess ignorance. Knowledge of possible use to the agents is indicated for each character by the **KNOWLEDGE CHART** (page 22).

* * * * *

Characters will always try to find the best cover possible when endangered. They will try to avoid being trapped by leaving several escape routes open.

For purposes of simplicity, all personnel within the complex can be assigned a uniform **Movement Value** which is considered in the "Average" category.

ALERTED PATROL CHART

When the alarm sounds, the guards will first move to the MAIN SECURITY CONTROL ROOM (8.) to arm themselves with extra weapons, and then will move to meet the threat as they perceive it. Exact guard positions and movement can be plotted by the Administrator, or the following can be used as an option whenever agents move into a new corridor — especially if the guards do not know the intruders' location (roll a d10 and refer to the following chart):

1	A	6	F
2	B	7	G
3	C	8	H
4	D	9	I
5	E	0	J

If the chart indicates that a patrolling guard is in a corridor entered by agents, the guards are placed as far away from the agents as possible, but facing them.

Patrolling guards will have a tendency to investigate gunfire and explosions, and thus move toward agents' positions.

CAMERAS & MONITORS

The research facility has numerous fixed TV cameras located in hallways and other locations throughout the building. The cameras operate continuously and are monitored in sequence from several screens in the MAIN SECURITY CONTROL ROOM (8.) as well as Mlle. LARREAU'S SUITE (55.) and OFFICE (56.).

Cameras are denoted on the map by a triangle symbol, with a shaded area showing the area of coverage under normal lighting conditions. Cameras have a 90 degree viewing span with a range of 80 feet under normal indoor lighting conditions and 20 feet in darkness.

Cameras are mounted securely on ceilings or high on walls. Cameras can be put out of action by physical damage, either from striking or projectiles — for each hit by a bullet there is a 60% chance of camera failure, and for each hit by any other weapon there is a 40% chance of knocking out the apparatus. Cameras which are double mounted must be hit separately. Cameras can be shrouded to obscure the lens view if agents cover them with an opaque material.

If there is an unexplained camera failure prior to an alarm, the guard on duty will awaken "Edgar", who will investigate (leaving his room 45 seconds after receiving the message). If Edgar does not report in within 5 minutes after getting the message, the guard will sound the alarm.

Anytime prior to an alarm that one or more agents are within camera view, there is a chance that they will be spotted. A roll is made every 5 seconds that agents are within viewing range — initially there is a 10% chance that they will be noticed, with an increase of 10% each 5 seconds afterward. If agents leave the view of one camera and enter the view of another, the rolls begin anew at 10%. Anytime after the alarm has sounded, the chances are at 20% with like increases.

Initial sighting of the agents by camera from the MAIN SECURITY CONTROL ROOM will result in the alarm being sounded. Sightings made subsequent to the alarm will result in the dispatch of guards to meet the intruders, and defenders will monitor the agents' actions. Mademoiselle Lar-

reau and the other guards will be advised of such sightings and what is observed. The defenders will respond to best meet the threat as they perceive it (with appropriate decisions by the Administrator).

DEACTIVATION OF LOCKS & ALARMS

Agents attempting to deactivate locks or alarms must spend a minimum of 10 seconds for the simplest locks (desk drawers, etc.). Up to 60 seconds is required to attempt deactivation of the most complex alarms. The Administrator's discretion can be used in most cases.

DESKS & CABINETS

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

Desks and cabinets in personal offices will always be locked (—/25). Desks and filing cabinets in rooms other than living quarters will be locked (—/25) 25% of the time. Desks and cabinets in living quarters will not be locked.

DOGS

The three dogs can be commanded by any security guard or Mlle. Larreau; they will recognize familiar persons (those living within the complex) and only bother intruders. Dogs have been trained not to enter any rooms without a handler (guard) present. They will, however, go to a position of relative safety and begin to bark if intruders are in a room, seeking to keep them at bay.

Dog reactions can be determined using the **ANIMAL GUARD REACTION TABLE** on page 40 of the TOP SECRET rulebook. Dogs are trained to attack until dead once they engage opponents unless called off by a handler.

The dogs, pertinent details on them, and the areas they will patrol once loosed (unless adjusted due to circumstances by the Administrator), are shown below:

Name	Life Levels	Variable Damage Per Attack	Patrol (d6):		
			1-2	3-4	5-6
Assassin	LL 6	1-6	Lower	D	E F
Hades	LL 7	1-6	Upper	H	I J
Brutus	LL 7	1-6	Outside the building, within perimeter fence once awakened, or A, B, C Upper level		



DOORS

There are several standard types of metal doors in the building. Certain guidelines are consistent throughout:

All living quarters doors are locked (—/30).

Both personal suite doors (the only wooden doors) are locked (—/40).

All secret doors are locked (40/40 or 50/50), accessible from either side.

All connecting hallway doors in upper level CORRIDOR E are locked (—/40); the door near the REST ROOMS (6.) has a sign reading "Keep Out. Authorized Personnel Only."

All connecting hallway doors in CORRIDOR G are locked (—/50); normal passage through is by security personnel: both doors (without knobs) must be closed and locked, then one is activated from the MAIN SECURITY CONTROL ROOM when occupants are cleared.

The double glass front doors (main building entrance) are locked (—/30); with tape alarms (—/25).

All doors open in and to the right, except secret doors which slide to the side. Unless otherwise noted, doors will have an 80% chance of being locked.

EFFECTS OF ZUCOR

Zucor in manufactured form is a white powdered substance similar to common white flour. It can be ingested in several ways, but the easiest way is by capsule.

The drug Zucor will take effect in a number of minutes equal to the agent's Physical Strength score divided by 10 (rounded down). The effects of the drug will last for 15 hours minus 1 hour for every 10 points of Physical Strength the agent possesses (minimum of two hours). The effects of Zucor are highly variable, and change literally from minute to minute, so no generalizations can be made concerning the results of tests.

To determine the effect upon an agent, roll on the following table once for every minute of game time:

- 1-2 Nothing occurs
- 3-4 Heightened Sensory Ability (all)
- 5-6 Lowered Sensory Ability (one)
- 7 Loss of Sense (one)
- 8-10 Hallucination



EXPLANATION OF RESULTS

Heightened Sensory Ability (all) — duration 1-5 minutes.

This makes the agent roughly twice as sensitive to light, sound, vibration, etc. (applies to all senses, basically making the agent hear, see, touch, smell, and taste twice as well as he or she used to). This is subjective and must, in the long run, be left to the judgment of the Administrator.

Lowered Sensory Ability (one) — duration 1-5 minutes. This

is the reverse of Heightened Sensory Ability. However, it affects but one sense (determined randomly) at a time. It makes the agent see or hear or taste or smell or touch only half as well as he or she did before (thus neutralizing part of any previously acquired Heightened Sensory Ability).

Loss of Sense (one) — duration 1-5 minutes. This is the total

loss of one sense (hearing, sight, taste, touch, or smell) for the period indicated.

Hallucination — duration as necessary. These can be of any

duration and can be literally anything. Some suggestions for isolated hallucinations (listed, for convenience, by sense) are below, as are two complete multi-sense hallucinations. The most important part of hallucinations is to try to convince players that they are real.

Hallucinations are completely under the control of the Administrator, and can be utilized for much amusement and difficulty for the players. It should be noted that hallucinations will tend to be contagious among those susceptible due to the high suggestibility of someone under the influence of Zucor.

SUGGESTED HALLUCINATIONS

Smell: smoke; rotten meat; honeysuckle; chlorine; almonds.

Feel: chills; breezes; pressure change; vibration; heat; gelatine.

Hear: footsteps; gunshots; screams for help; large engine sound; rushing river.

Taste: oranges; cordite; onion; chocolate; coffee.

See: Man with weapon; Man with melted face; small child; grenade floating in the air; gas.

COMPLETE HALLUCINATIONS

A complete hallucination might begin with an agent hearing a scream for help from a random direction, followed by seeing gas in the corridor and feeling the vibration of heavy machinery. Upon investigation, the agent might see a small child being menaced by a man wielding an axe or gun.

Another hallucination might begin with the agent seeing Dr. Fendelmann dashing across the corridor ahead of him. Rushing to follow, the agent turns into the room the Doctor entered only to find it completely full of jungle growth, including deadly poisonous snakes and hungry jungle cats. Upon surmounting this obstacle, the agent finds him or herself in a maze, but can hear receding footsteps from ahead. Following as fast as possible, the agent soon reaches a blank wall, at which time a man comes up behind the agent with what is obviously a sleeping gas grenade . . .

The effects of hallucinations should not be as violent as the real thing. For example, "death" occurring during a hallucination would be very unlikely to cause the actual death of the agent. Rather, the agent would probably either fall unconscious or be rudely shocked out of the hallucination (causing large penalties to speed and accuracy for some period of time). However, as in the second example, if an agent sees what appears to be a sleeping gas grenade thrown at him or her, he or she might very well "think him or herself to sleep" (this would probably depend on the Willpower score of the agent). Note also that real-life objects and actions can influence hallucinations; if the affected agent sees a friend or fellow agent approaching him or her, his or her mind might see a menacing enemy approaching.



ELEVATORS

The three elevators which provide access to the lower level measure 20' x 10' x 10'. Access is by heavy cage doors (the FREIGHT ELEVATOR at 2. has an exterior metal door) on each 20' side which slide open to the side when the car is at a particular floor (they will otherwise lock for safety reasons with a mechanism that is on the wall of the shaft just around the corner from the door). The cage doors provide 20% cover to those behind them. The elevator car has a roof panel that opens to give access to the shaft. Call buttons are located on each floor, and there is an up/down button inside the car. Once the button is pressed, an elevator will continue up or down until it reaches the other level. If an elevator should jam for any reason or fail to operate, a light will flash in the MAIN SECURITY CONTROL ROOM, and a guard will come to investigate (at the Administrator's discretion). If unknown otherwise, there is a 50% chance an elevator will be at a particular floor when needed.

INTERCOM SYSTEM

The building's intercom system links all of its rooms. In each room, located near the door (determine randomly which door if there are several), is a small wall phone. This pushbutton phone has twelve buttons: ten numbers from 0 to 9, plus # and *. Calling is direct, and the system works as follows:

Pushing "##", then 1-59 will ring the phone in that location on the map (except 1, 6, 30, 51, and 60-63 which have no phone); numbers other than 1-59 or those without phones will produce no signal, as will numbers pushed without the "##".

Pushing "*", then 1-28** will ring the phone in the living quarters, starting at room 35a, then counting counter-clockwise; numbers other than 1-28 will produce no signal, as will numbers pushed without the "***".

All persons in the complex know the numbers for the doctor and the MAIN SECURITY CONTROL ROOM; otherwise, common sense can be used when determining whether or not a non-player character knows a particular number (e.g., the head of manufacturing would probably know the numbers for his personnel, but not for the plane pilot). There is a 75% chance per projectile hit that an intercom phone will be destroyed.

There is a list of numbers by each phone/intercom, and included below. All numbers are residences except those preceded by "work" or "office":

Abel	1	Ivan	9	Renne	19
Baumann	2	office	48	office	57
Chapman	3	Jenkins	10	Sarra	25
D'Arcy	4	Kincaid	12	Tiana	16
Edgar	5	Le Strand	13	Ulnick	7
office	7	Mentzer	14	office	19
Folkes	24	Osaki	18	Verne	17
work	42	work	24	office	58
Gregor	23	Petrovick	22	Xerxes	26
office	15	work	13	Yamara	27
Hans	21	Quillan	6	Zapora	28

KEYS

"Edgar" and Mlle. Larreau are the only two characters who carry master keys. All other individuals carry keys to their living quarters and work areas (the maid having keys to the visitor suites only). When in doubt, the Administrator should assume a 25% chance that a character will have a key to a specific room, assuming that chance is reasonable.

LIGHTING

All interior lighting in the complex is by means of recessed fluorescent panels. Hall lights start at each corridor intersection and are spaced every 10 feet. In rooms there are four overhead light sources for every 30 foot square area or fraction thereof — i.e., the living quarters have 4 each, the LIBRARY (which is 50' x 20') has 8, and the MESS HALL has 48. Hallway lights will be continuously lit; other rooms (since it is night) will be dark until a wall switch (always near a door) is turned on.

There is a 30% chance per projectile hit that a fluorescent bank will go out (while individual bulbs may be broken, the entire bank will not darken until all bulbs are destroyed or the starter is hit).

Every desk and nightstand in the building has a 60 watt table lamp. Each projectile hit has a 90% chance of destroying the lamp.





TOURNAMENT PLAY

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 (the prearranged pickup time selected by the players in game time being irrelevant). This time allotment includes the selection of equipment and handling of any preparation by the players, as well as the reading of the **AGENTS' 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. The pre-arranged pick-up time should also be noted on the sheet at the beginning of play.

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 can be equipped with radio throat mikes and earphones to facilitate communication among themselves at all times.

If two or more groups compete against each other, 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 modules (the original characters from the GenCon XIII TOP SECRET tournament) be used by all groups.



SCORING SYSTEM

Points awarded (and penalized) for actions:

ACTION	POINTS
Destroying/neutralizing Zucor stockpile on boat	+ 65
Capturing Mlle. Larreau and escaping with her	+ 25
Rescuing Dr. Fendelmann	+ 20
Escaping with 1 or more copies of the Zucor formula	+ 20
Killing Mlle. Larreau	+ 10
Rescuing Gregor	+ 10
Retrieving the Zucor test notebook	+ 5
Retrieving Mlle. Larreau's "new" file	+ 3
Retrieving Mlle. Larreau's "old" file	+ 2
Rescuing Wombasa	+ 2
Each agent surviving and escaping	+ 2
Destroying all means of escape from the island	+ 1
Each minute of game time used (round up)	- 1
Each non-combatant killed	- 1
Killing Gregor	- 5
Killing Dr. Fendelmann	- 20

* * *

CREDITS

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Special Thanks: Al Bucholz, Jeff R. Leason, Mike Price, Evan Robinson

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Art: Jeff Dee, David S. LaForce, Erol Otus, Jim Roslof, Stephen D. Sullivan, Bill Willingham

Development: Evan Robinson with Allen Hammack and Lawrence Schick

TIME TALLY SHEET

SECONDS

MINUTES

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

Players

Scoring:

TOURNAMENT AGENTS

The following characters are the characters originally used in the TOP SECRET tournament at GenCon XIII. All agents are fourth level. They all have the following standard equipment in addition to that listed on their sheets:

9mm P-08 Luger self-load (f) with silencer	Jumpsuit
2 extra clips for the Luger	Flashlight
Belt/holster	Synchronized watch
Pack	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 players' needs.

Name/Code Name — CLYDE BOTTOMS/BEAR

Origin — U.S.A.

PRIMARY TRAITS		SECONDARY TRAITS		TERTIARY TRAITS	
Physical Strength	96	Offense	85	Hand-to-Hand	165
Charm	64	Deception	80	Wrestling	181
Willpower	96	Evasion	69	Surprise	149
Courage	96	Deactivation	53	LANGUAGES	
Knowledge	31	Movement Value	266	English (native)	81
Coordination	74	Life Level	19	Spanish	31
AREAS of KNOWLEDGE		WEAPONS and EQUIPMENT			
Agriculture	86	billy club (rr)			
Animal Science	56	binoculars			
Ecology	82	grappling hook			
Physical Education	67	rope 50'			
		bag with 12 ball bearings			

Name/Code Name — CLAUDE BOUCHET/MONGOOSE

Origin — FRANCE

PRIMARY TRAITS		SECONDARY TRAITS		TERTIARY TRAITS	
Physical Strength	85	Offense	85	Hand-to-Hand	181
Charm	93	Deception	82	Wrestling	170
Willpower	73	Evasion	96	Surprise	178
Courage	71	Deactivation	69	LANGUAGES	
Knowledge	40	Movement Value	256	French (native)	92
Coordination	98	Life Level	16	Portuguese	75
				English	30
AREAS of KNOWLEDGE		WEAPONS and EQUIPMENT			
Medicine	55	.303 Lee-Enfield (p) with silencer 16 shots			
Military Science	101	Starlight 6x scope			
Physical Education	72	3 throwing stars			
Religion	35	garrote			
		rope 50'			

Name/Code Name — WERNER CLAUSE/CLONE

Origin — HOLLAND

PRIMARY TRAITS		SECONDARY TRAITS		TERTIARY TRAITS	
Physical Strength	52	Offense	60	Hand-to-Hand	107
Charm	55	Deception	60	Wrestling	114
Willpower	85	Evasion	55	Surprise	115
Courage	65	Deactivation	52	LANGUAGES	
Knowledge	50	Movement Value	191	Dutch (native)	93
Coordination	54	Life Level	14	English	60
AREAS of KNOWLEDGE		WEAPONS and EQUIPMENT			
Biology	125	hunting knife (jj)			
Chemistry	124	sleep gas capsule			
Computer Science	65	gas mask			
Medicine	101	extra eye-glasses			
Physics	120	small medic kit *			
		small chemistry kit			
		gloves			

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

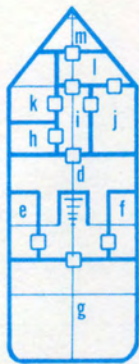
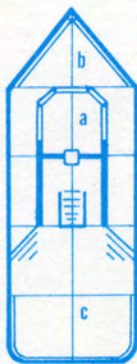
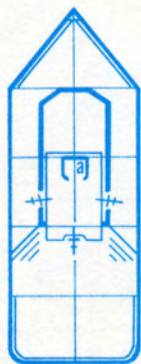
PRIMARY TRAITS		SECONDARY TRAITS		TERTIARY TRAITS		
Physical Strength	89	Offense	88	Hand-to-Hand	154	
Charm	44	Deception	67	Wrestling	177	
Willpower	65	Evasion	65	Surprise	132	
Courage	90	Deactivation	64	LANGUAGES		
Knowledge	43	Movement Value	239		English (native)	81
Coordination	85	Life Level	15		French	79
AREAS of KNOWLEDGE			WEAPONS and EQUIPMENT			
Ecology	54	billy club (rr)				
Engineering, Mechanical	104	mechanic tool kit				
Engineering, Transportation	123	mini cutting torch				
Home Economics	66	10' metal cable				
Physical Education	75	1 charge 8 ounce plastique				
		1 radio detonator				

PRIMARY TRAITS		SECONDARY TRAITS		TERTIARY TRAITS		
Physical Strength	86	Offense	86	Hand-to-Hand	100	
Charm	31	Deception	66	Wrestling	134	
Willpower	32	Evasion	52	Surprise	118	
Courage	100	Deactivation	85	LANGUAGES		
Knowledge	98	Movement Value	152		Italian (native)	93
Coordination	72	Life Level	12		English	79
					Greek	58
				French	14	

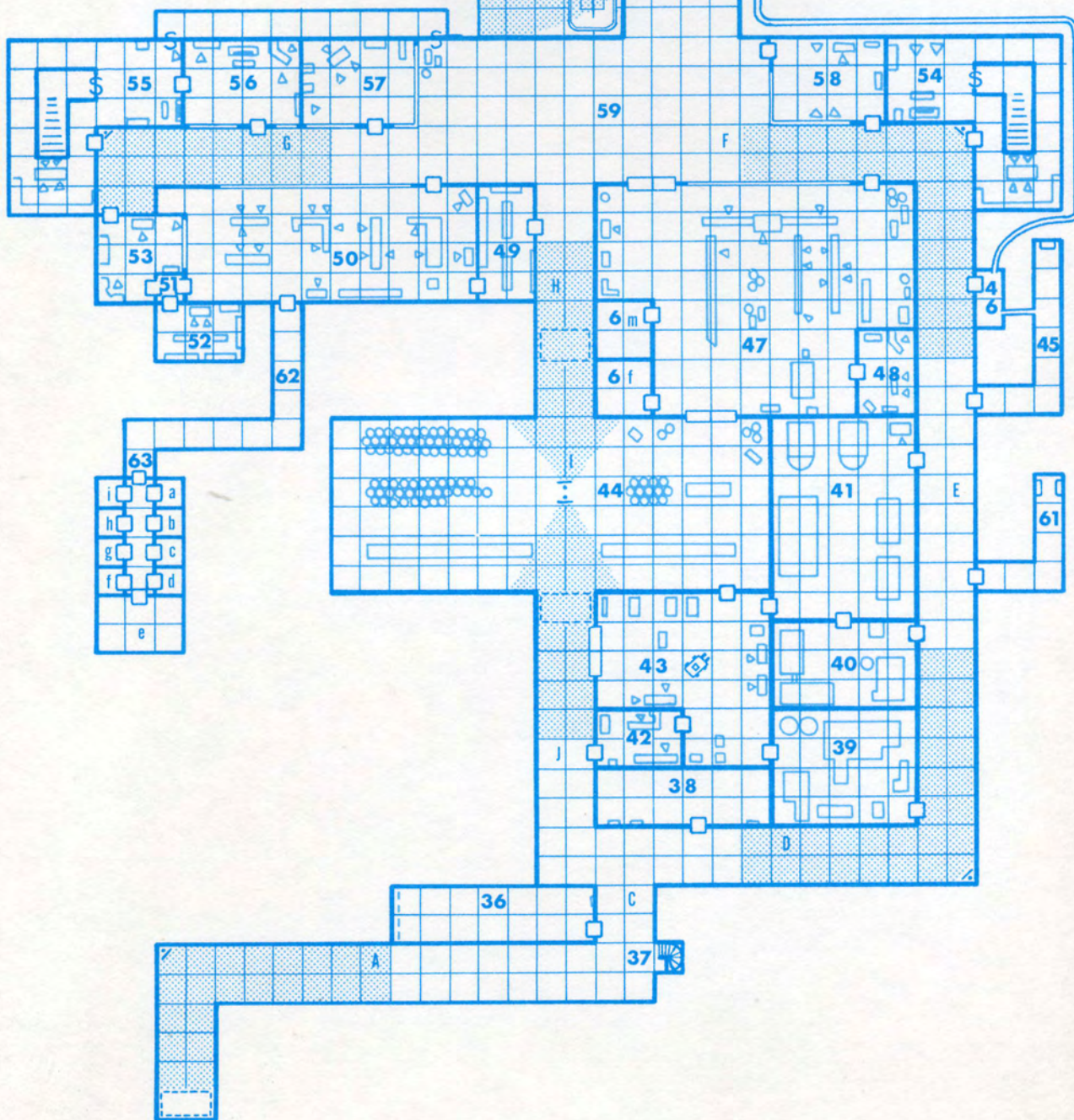
AREAS of KNOWLEDGE		WEAPONS and EQUIPMENT	
Astronomy	120	speargun (ff) 2 shots	
Computer Science	125	throwing knife (ii)	
Engineering, Electrical	98	small electronics tool kit	
Engineering, Industrial	77	magnetic tape eraser	
Mathematics	67	binoculars	
Medicine	56	handcuffs	
Military Science	57	rope 50'	
Physical Education	78		
Political Science	56		

PRIMARY TRAITS		SECONDARY TRAITS		TERTIARY TRAITS		
Physical Strength	40	Offense	76	Hand-to-Hand	109	
Charm	45	Deception	53	Wrestling	116	
Willpower	80	Evasion	69	Surprise	122	
Courage	60	Deactivation	86	LANGUAGES		
Knowledge	80	Movement Value	212		English (native)	89
Coordination	92	Life Level	12		French	80
					Spanish	66
					Latin	06
AREAS of KNOWLEDGE		WEAPONS and EQUIPMENT				
Animal Science	93	9mm Short Sterling (u) 32 shots				
Computer Science	52	1 extra clip (u)				
Engineering, Aeronautical	74	stiletto (hh)				
Engineering, Construction	107	flash grenade (2 turns blindness)				
Engineering, Electrical	127	small electronics tool kit				
Engineering, Mechanical	94	electrical wire 10'				
Military Science	70	1 charge, 8 ounce plastique				
World History	100	1 radio detonator				
		rubber gloves				

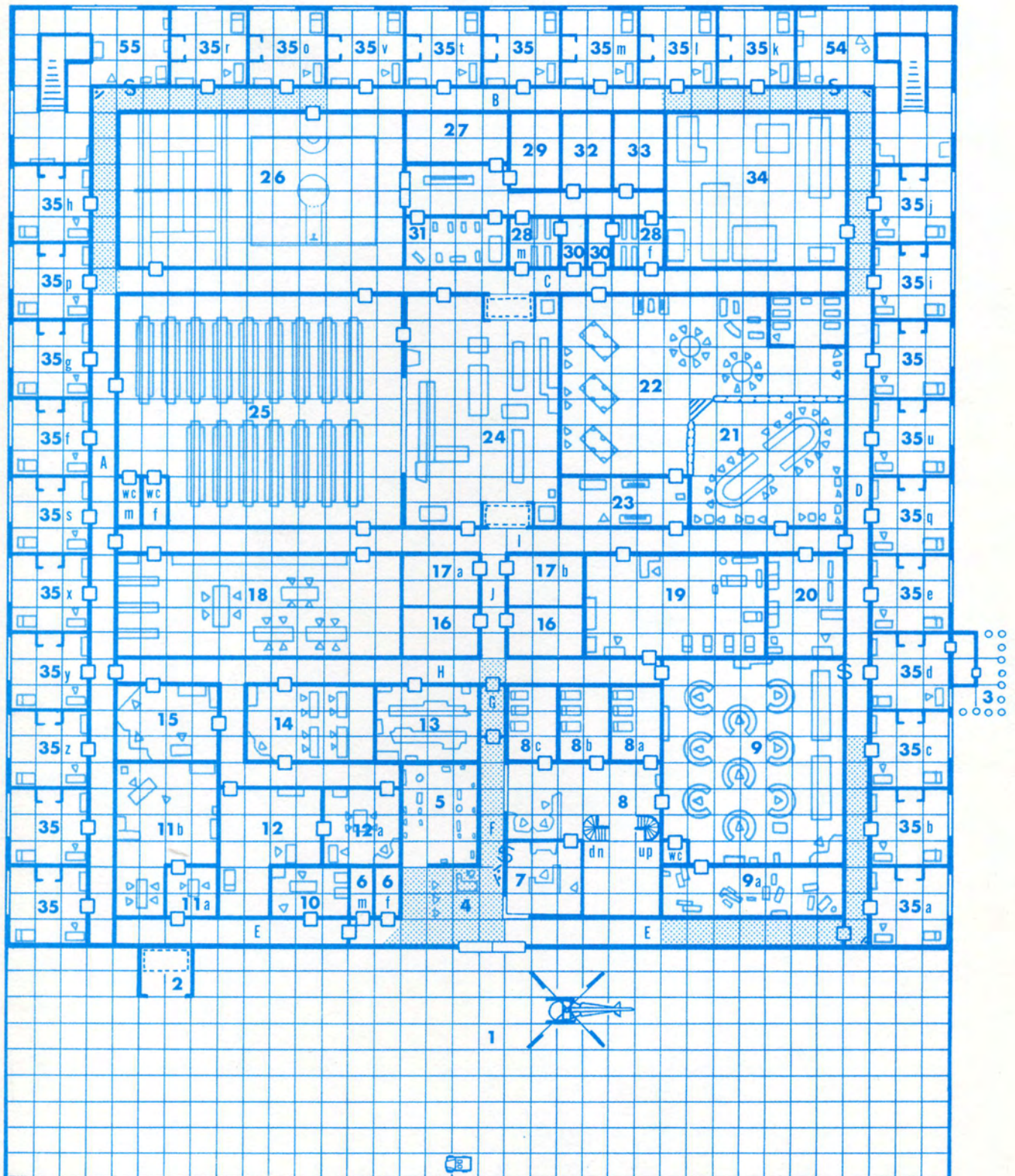
LOWER LEVEL



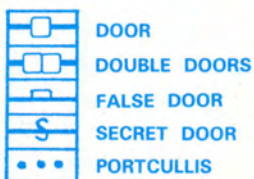
60



UPPER LEVEL



SCALE: ONE SQUARE EQUALS 10 FEET



AGENCY

COMPUTER PRINTOUT 002

DATA: Nobel Prize-winning scientist Doctor Felix Fendelmann has disappeared from his laboratory/retreat in Switzerland.

DATA: Genevieve Larreau — known to have contacts in the underworld, and suspected to have been involved in the industrial espionage of the Texacron Chemical Corporation — was sighted in the same area of Switzerland shortly before the disappearance of Dr. Fendelmann.

DATA: Mademoiselle Larreau is reported to have developed a new and potentially dangerous "mind-expanding" drug.

DATA: Dr. Fendelmann's Nobel Prize was for his research on chemicals and their effects on the mind.

DATA: Mlle. Larreau is known in international crime circles for her desire to subvert western civilization and her own personal goal of geo-political domination.

READY

COMPILE AND ASSIMILATE DATA

RUN

CONCLUSION: Mlle. Larreau has apparently kidnapped Dr. Fendelmann and forced him to develop this dangerous new drug. Her intent must be to somehow use the drug to further her plans for world domination.

MISSION: Neutralize Larreau and her operation at all costs.

END RUN

END REPORT

RAPIDSTRIKE!

A GAME MODULE FOR



By Mike Carr and Corey Koebernick

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