TOP SECRET

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The Rasmussen Files:

In a dimly lit dormitory room, a young man scribbles feverishly . . .

by Merle Rasmussen
intercepted by Jerry Epperson

(Agent's Note— It was a gray, dismal Monday morning when I entered the residence of "The Administrator" for the last time. As his personal attache and bodyguard, I had seen how his operation worked and gained the experience needed to start my own organization. On this particular day, I was left in his office for several minutes alone. I quickly went through his files. Not the ones which have zero security clearance; the big ones! After I cracked the safe, a few of these documents were "accidentally" found in my briefcase and I feel it is my civil duty to publicize my findings. . .)

SECURITY CLEARANCE LEVEL: TEN IN ALL BUREAUS
BEGIN MESSAGE

TO: Operatives and Participants of *Top Secret*

BY AUTHORITY OF: Merle M. Rasmussen, Director of Administrations

PURPOSE: To inform *Top Secret* operatives and participants, throughout the world, of the secretive foundings of our organization and a brief history of its founder.

MESSAGE: The year is 1975. The location, a dormitory room on the Iowa State University campus. A would-be Civil Engineer (later a Pre-professional Medicine Major) sits at a cluttered, dimly lit desk, taking notes from an Ian Fleming novel and biology textbook. His pen feverishly scribbles down a preliminary draft of an untitled espionage simulation as the campus turns its decibels down for the night.

The student is Merle Rasmussen (known in inner circles as "The Administrator"), an Underwood, Iowa high school graduate from the class of '75. The simulation being written will become known as the contemporary espionage role-playing game, Top Secret.

A year passes. It is fall of 1976. Associates and trusted friends have playtested Top Secret, with favorable reactions. Now, sitting at a similarly cluttered and dimly lit desk, Rasmussen pens a letter of query to one E. Gay Gygax, asking of his interest in publishing such a game idea. The letter is sent. Time passes into oblivion.

Then, an innocent-looking business letter (with a lizardman logo—possibly a code of some sort) arrives at Rasmussen's mailbox. It contains a bomb. It comes from one Mike Carr, vice president of Production of TSR Hobbies, Inc., wishing to review the game idea. The letter is postmarked November 8, 1976.

Using a photocopying machine, Rasmussen plugs in nickels as his hopes multiply with each newly copied page. By the end of January 1977, his hopes begin to materialize. Top Secret becomes the simulation's working title and will be accepted for consideration as soon as a complete, typed manuscript is submitted.

Typists are contacted, including one who types two pages of script and quits

TOP SECRET

AGENT'S DOSSIER

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(This form may be reproduced for personal use in playing TOP SECRET)

CHARACTER NAME: MERLE M. RASMUSSEN
Player Name:
Alias: "The Administrator"
Code Name:

PRIMARY PERSONAL TRAITS
(If die roll is 01-25, add +25; 26-50, add +15; 51-70, add +10; 71-90, add +5; 91-00, add 0)

Physical Strength	55
Charm	70
Willpower	95
Courage	40
Knowledge	85
Coordination	60

SECONDARY PERSONAL TRAITS

Offense	Coordination + Courage / 2	50
Deception	Courage + Charm / 2	55
Evasion	Charm + Coordination / 2	65
Deactivation	Knowledge + Coordination / 2	73
Movement Value	Physical Strength + Willpower + Coordination	210
Life Level	Physical Strength + Willpower / 10	15

TERTIARY PERSONAL TRAITS

Hand-to-hand Combat Value	Evasion + Physical Strength	120
Wrestling Value	Offense + Physical Strength	105
Surprise Value	Deception + Evasion	120

VITAL STATISTICS

Height 5' 8" Age 22
Weight 140 Sex Male
National Origin United States
Handedness Right Race Caucasian
Glasses Yes [X] No [ ] Contacts [ ]

Languages Known	Fluency
1. (Native) English	85
2. French	06
3.	
4.	
5.	

CLASSIFIED INFORMATION

1. Bureau: Administration
2. Total Experience Points: 20,000
3. Level: 10th
4. Fame Points: 2
5. Fortune Points: 7 = ?
6. Experience Points Used to Increase Abilities: 0
7. Unused Experience Points: 20,000

WEAPON	Weapon Speed	Weapon Speed Modifier + Offense = BASE SPEED
Pen	F	
Tongue	S	
Eyes	VF	

WEAPON	PWV + Offense = BASE ACCURACY	Range Modifier (PB / S / M / L)	Rate

AOK: Arts & Crafts 135, Biology/Biochemistry 115, Education 115, Engineering, Civil 135, Engineering, Electrical 115, Fine Arts 115, Religion 115.

because of a duck bill infection at the National Disease Laboratory in Ames, Iowa. Gametesting begins. Rules are revised. Hopes dwindle.

Whenever hanging by the end of a hot steam pipe over a pool infested with hungry piranhas, there is a tendency to hang on just that much more, as hope disintegrates. Sometimes, just to see if anyone still cares, precious energy is expended to attract attention. Rasmussen does just this. For over a year he sends letters to TSR Hobbies, hoping to stimulate someone into action. In August of 1978, something did happen.

Top Secret is accepted for publication and a royalty contract is sent to be signed. Allen Hammack, a bearded Confederate Eagle scout from Alabama, is assigned to the top secret project as an editor. The manuscript takes shape under his guidance and perseverance.

The module, *Sprechenhaltestelle,* is designed with agent trainees in mind, so that they wouldn't have to create their own hideouts before knowing how to play the game.

A series of letters, phone calls, and personal visits between Rasmussen and Hammack, over the next eighteen months, lead to additional rule clarifications and editing.

Campaign playtesting and illustration work begins as the project nears completion. United States government officials become involved. The Treasury Department will not allow U.S. currency on the box cover; foreign currency is substituted.

January 17 of 1980, two FBI agents arrive at TSR's downtown Lake Geneva office. They are following a tip regarding an assassination plot in Beirut, Lebanon, of one William Weatherby. The agents have as possible evidence an intercepted piece of notepaper bearing the address of TSR's printer. The victim, Weatherby, is a character in Mike Carr's campaign version of *Top Secret.* The game has become so realistic that the FBI has become ensnared in its espionage plots.

By the end of February, 1980, the game sees print. Twenty-four copies are sent to Rasmussen and the first ten thousand copies hit the distributors. A second printing, future modules, supplements, and accessories are in the works; while the retailers are having trouble keeping *Top Secret* in stock.

In the meantime, Rasmussen works on the graveyard shift as an orderly in a Council Bluffs hospital and is a Production Technician in the Media Production Department of an educational agency in Southwest Iowa. Since June, 1979, he has moonlighted as the President of Game Room Productions, Ltd. in Minden, Iowa (an obscure retail/distributing firm that has produced one title, *Squrm,* and sells over a dozen others).

James (Pong) Thompson, an ex-roommate of Rasmussen's, who has played *Top Secret* since its inception, has compiled an Agent's Dossier for "The Administrator," Rasmussen.

Rasmussen, however, seems to disagree with Thompson's compilation, but then everyone has false impressions.

For interested personnel (and Section 00 agents), the Director of Administrations will be appearing at Origins '80 and GenCon XIII this summer. He also admonishes all agents in the field to be on the lookout for future *Top* Secret modules and accessories, that no agent should be caught dead without.

FINAL NOTE: Keep playing *Top Secret* and let TSR know of any problems encountered or changes that you think should be made in future editions. Fight on! That is all.

SIGNED: Merle M. Rasmussen, Director of Administrations.
END MESSAGE
STOP
END PAGE

(Agent's Epilogue—This is just one of the many files confiscated. If more information is necessary, contact TSR-Periodicals; otherwise, I'll take my information elsewhere.

SIGNED: Jerry Epperson, Former Attache to the Director of Administrations)

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THE MISSILE MISSION



THE MISSILE MISSION

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INTRODUCTION

"The Missile Mission" is an adventure designed for use with TOP SECRET, the espionage role-playing game produced by TSR Hobbies, Inc. As presented on these pages, it includes everything which players and the gamemaster will need to run the adventure, either as a one-time exercise or as an episode which takes place within the context of a larger campaign. The mission can be played by from two to eight players (a minimum of six players is highly preferable), with an Administrator who moderates the activities of the players and controls the activities of various non-player characters who may take a part in the proceedings.

Besides being usable by itself, "The Missile Mission" is designed to give TOP SECRET players and gamemasters an idea of the way in which they might construct their own scenarios. This is just one example of the many types of adventures which may be devised to be used with the game's basic rules and components.

BACKGROUND

The rivalry between Soviet and Chinese world goals manifests itself in many ways. The bitter competition between the Communist giants shows intensely in military, political, and propaganda circles. This of course carries over into the area of intelligence, where both adversaries strive to obtain useful information about each other's activities, aims, and plans. But the two countries also maintain an active espionage effort against other powers—and this time that is the arena where the competing agents will collide . . . .

* * * * *

The development of one of NATO's newest (and most secret) missiles has been the object of considerable interest by both the Soviets and Chinese for several years. Despite continuing efforts by the intelligence agencies of both countries, few details have been discovered. As the time nears for production and deployment of the missile, the interest in the weapon has grown, although most avenues of espionage have led to dead ends.

Luck, both good and bad, plays a part in the conduct of espionage. Whereas bad luck had before thwarted various attempts at learning more about the missile, good luck (of sorts) had just now provided a break. That is, if one team of agents could act quickly enough . . .

At last night's lavish New York City dinner party staged by the Defense Contractors Association, both Soviet and Chinese agents had been present. In the revelry which went into the wee hours of the morning, the drinking was heavy. The sales representative of the Dynamics Engineering Company, producer of the guidance system for the missile, was particularly fortunate, he thought, in persuading to his hotel room the young, attractive Oriental woman who had been so interested in him. With this encouragement and a tongue loosened by too much to drink, as well as the need to impress, talk turned to company matters and the work being done by Dynamics Engineering. Yes, the project was a success, and although security was tight, who knew that a duplicate copy of the plans was locked away in the safe at the Dynamics Engineering parts warehouse, in addition to the copy kept at the heavily guarded main plant? Who knew, indeed?!

The young Chinese woman knew now, and wasted no time in taking her leave to report the word to her superiors. At the same time, the Russian bug placed behind the wall painting in the same hotel room also carried the news to the appropriate ears. The race was on . . .

* * * * *

The Dynamics Engineering Company's parts warehouse is in a rundown section of the city's industrial district. It is a typical building of its type, constructed of cement-block walls and a flat, corrugated steel roof. There are two primary access doors, with several garage doors for the loading dock areas.

During the week, the warehouse is fairly busy, but on Saturday morning the crew is small: two shipping clerks working the forklift, a security guard, and two German shepherds. Of the three around-the-clock shifts, this is the smallest.

* * * * *

ADJACENT AREAS

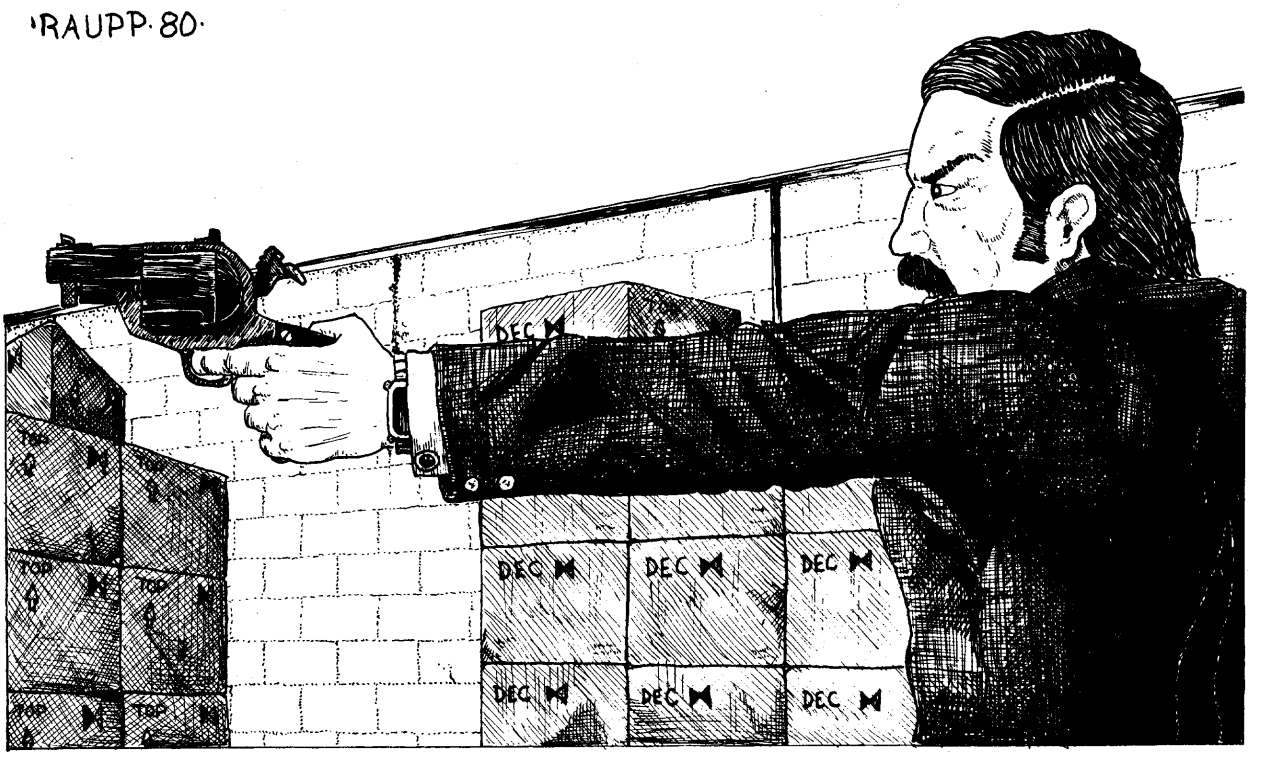
The rough map provided with this module shows the warehouse and its immediate environs, should such information be needed for reference during play.

DRAMATIS PERSONAE

The three groups represented in this scenario are the two opposing agent teams (Soviet and Chinese) and the unsuspecting employees of Dynamics Engineering Company who happen to be present when the mission is executed. The arrival of local police personnel is a possibility.

Depending upon the number of actual players, the agent teams can be handled as desired. Four agents are given for each side, with listings of the appropriate Personal Traits for each, and weapons or equipment carried. If this scenario is being used as part of a regular TOP SECRET campaign, the agents listed can be used or discarded as desired; in some instances it may be possible to simply substitute one or two player characters for names given here, if practical. The best scenarios will use either three versus three agents, or four versus four.

The Dynamics Engineering employees are played by the Administrator, who will determine their actions and reactions randomly, keeping in mind that initially they will not be aware of what is actually occurring. At first, they may accost intruders and inquire about why they are on the premises, asking them to leave (that is, unless player agents don't give them the chance. . .). Once aware of what may be occurring, they can react randomly (by interfering,



fleeing, or calling for help) according to dice rolls taken by the Admin at probabilities deemed appropriate.

The city police are not a regular part of the Scenario, but are included as extras. Should a call for help be made in time, or should the mission be unduly delayed, there will be a chance (at the Administrator's discretion) that the city police might arrive before the agents have departed the scene. Their roles are to be played by the Admin, and they will react appropriately to the situation as they perceive it.

THE SETTING

The Dynamics Engineering warehouse is a cement-block building divided into three primary sections: the main warehouse, the parts storage area, and the offices.

Main Warehouse

The main warehouse comprises the majority of the building. It is a large, open area where cases of packed machine parts are stacked on pallets. The stacks are of varying heights, ranging from 2' to 6' off the floor. Each box is approximately a foot square and weighs about 10 pounds. The boxes contain an assortment of different plastic and metal parts and assemblies. Bullets will pass through individual boxes fairly easily; it takes several boxes to stop such projectiles (the Administrator can determine such effects randomly in each case, depending upon caliber, distance, number of boxes the bullet must pass through, contents, etc.). Keep in mind that the game map shows stacks but not individual boxes.

Parts Storage Area

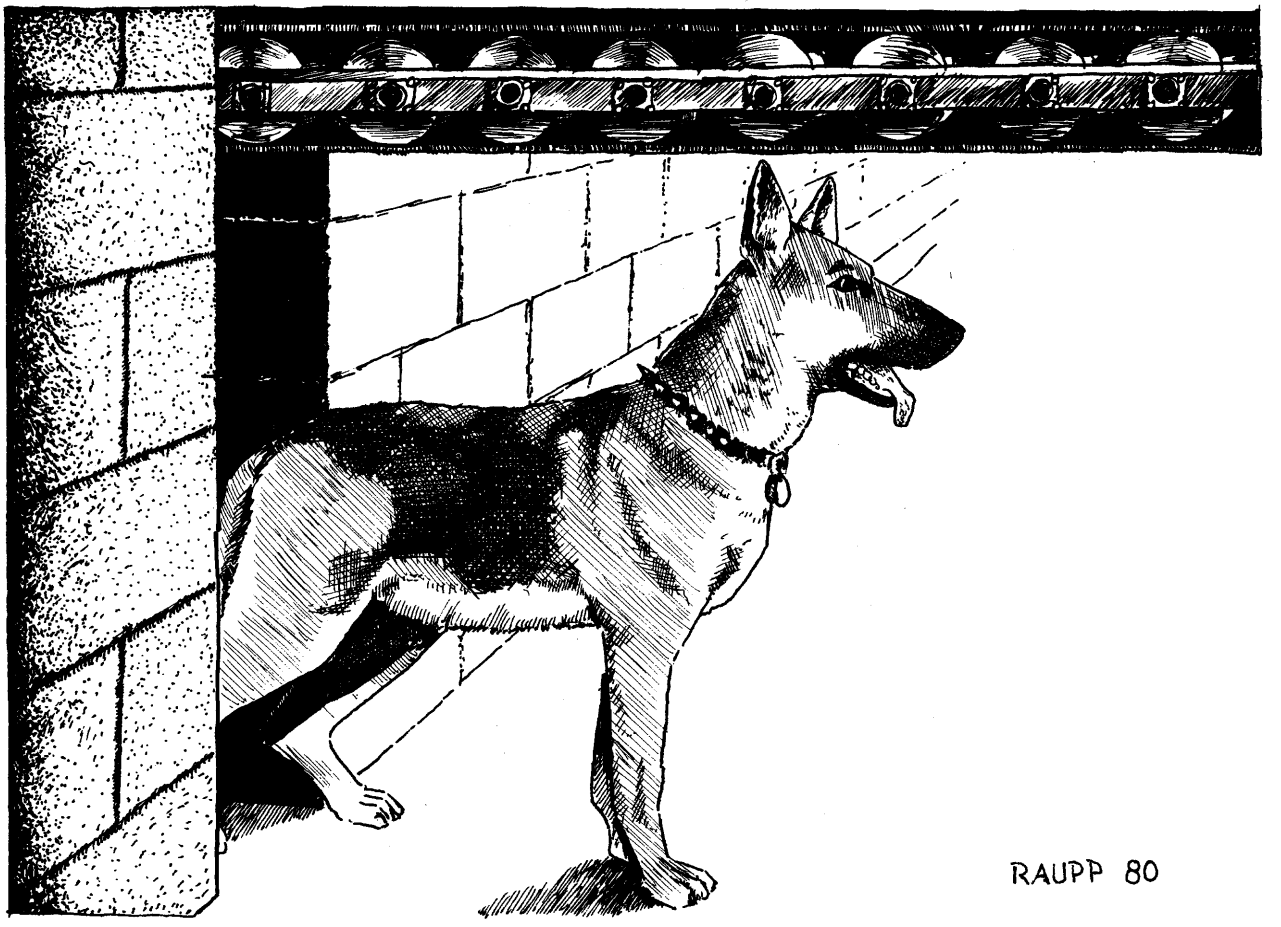
The parts storage area is a large open room containing numerous parts bins. Each parts bin is 3' in height, a metal container holding parts or assemblies of metal and/or plastic. An automated conveyor apparatus passes near each of the individual bins, and is part of an overall system which extends into the main warehouse. The system is designed to pick out parts and assemblies for packing and shipping, and deliver the packed boxes to the main warehouse for shipping. The conveyor apparatus is 3' off the floor, with supports located every six feet along its length, which allows easy crawling underneath; two "drawbridge" sections of the conveyor are at the main aisles to allow passage of the forklift truck, which operates in both areas.

Offices

The building's offices are located in the west/southwest part of the building. There are three individual offices, plus a traffic office with a window which looks out into the main warehouse. A supply room and file room are also part of this area, as are the two rest rooms. A receptionist's desk and sofa are in the hallway. The entire area has an 8' suspended ceiling.

The building has no security alarm systems. Many doors are metal fire doors with small wire-reinforced windows which, when locked, have a rating of -/40. Wooden office doors, when locked, have a rating of -/20. The larger doors are overhead metal garage doors which, when locked, have a rating of -/35 (and which will make some noise when opened, either manually or by pushing an electric wall button on the interior wall near the door). The garage doors also have wire-reinforced windows which are about 4' off the floor.

The building's telephone and electric lines enter on the west side of the building, at a point which is 12' off the ground and 35' from the northwest corner of the building.



ROOM & AREA DESCRIPTIONS

The various parts of the Dynamics Engineering warehouse are described below in some detail. Before using the mini-module, the Administrator should review the descriptions given here and study the playing map to familiarize himself with the setting and visualize this building as a place for the mission.

Effort has been made to provide as useful and complete a description here as possible; however, questions about the physical surroundings or equipment/furniture present may arise which are not covered in this outline. In such cases, the Administrator should feel free to describe the setting and such details as he desires, keeping in mind that the place is a rather mundane warehouse.

1. Parts Storage Area: This large open room measures 48' x 105', with a 12' ceiling. It is filled with numerous parts bins, each 3' high. An automated conveyor apparatus which is 3' off the floor runs alongside the bins, but is turned off.

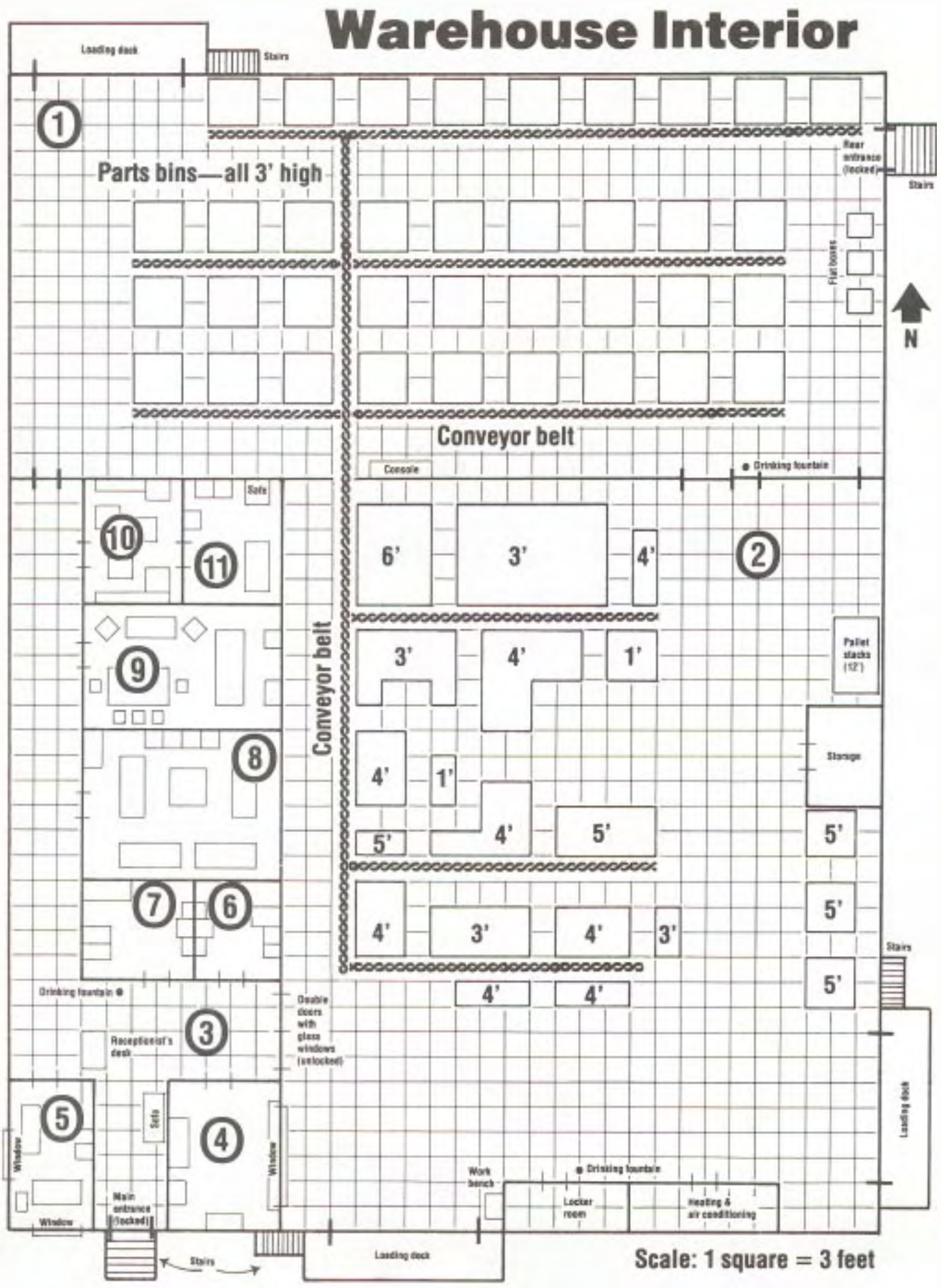
Access to the room is provided by five doors: an exterior garage door on the north wall (locked) which is at a loading dock, the warehouse's rear entrance on the east wall (locked), and three doors on the south wall—one without a window (locked) which leads to the office hallway, one which opens to the main warehouse for foot traffic (unlocked), and a small garage door alongside it which is for the forklift truck (unlocked). Additionally, there is an opening in the south wall which is approximately 3' wide and 6' high (up to 6' off the floor) where the conveyor passes into the main warehouse. The space is a passage for the guard dogs, as well (it could be a crawlway, too).

On the south wall just to the east side of the conveyor passage is a large computer console with a keyboard, printer and CRT screen, plus other assorted dials and knobs. This is the control board for the automated conveyor packing system. It is turned off.

On the east wall just south of the rear entrance are stacks of flat cardboard boxes, each stack approximately 6' high. The box flats are bundled in two dozen lots, and are the standard size cartons.

One guard dog ("Rex") is asleep at the conveyor passageway; if aroused, he will be able to go into either room (see the TOP SECRET rules section on page 40, AROUSING HUMAN OR ANIMAL GUARDS, and subtract 15 from any rolls on the ANIMAL GUARD REACTION TABLE to reflect Rex's tendency to growl and bark rather than attack strangers.). Rex has a Life Level of 7 and Injury Points of 4. He will respond to commands given by Chuck Evans, the plant security guard.

2. Main Warehouse: This large open room measures 90' x 72', with a 12' ceiling. It is filled with numerous stacks of packed cartons placed upon wooden pallets. The stacks are alongside the several arms of the conveyor system for the most part, awaiting shipment out of the warehouse. The stacks vary in height and size, and the height is shown upon the game map for each particular stack (the Administrator can use this information to determine visibility and line of sight as needed).


Warehouse Interior
Loading dock
Stairs
Parts bins—all 3' high
Rear entrance (locked)
Stairs
Flat boxes
N
Conveyor belt
Console
Drinking fountain
Sofa
6'
3'
4'
2
10
11
9
8
7
6
Conveyor belt
3'
4'
1'
Pallet stacks (12')
Storage
4'
1'
5'
4'
5'
5'
5'
5'
4'
3'
4'
3'
Stairs
4'
4'
Drinking fountain
Double doors with glass windows (unlocked)
Receptionist's desk
3
5
Sofa
4
Window
Window
Window
Main entrance (locked)
Work bench
Drinking fountain
Locker room
Heating & air conditioning
Loading dock
Stairs
Loading dock
Scale: 1 square = 3 feet

Access to the room is provided by five doors: the two entrances from the Parts Storage Area previously described, garage doors on the east and south walls which lead to the loading docks (the east door is unlocked and open, the south door is locked), and a set of double doors (unlocked) with large, wire-reinforced windows which lead to the office area. A large glass window just to the south of the double doors provides a view of the Traffic Office, and vice versa.

Along the east wall is a large stack of unused wooden pallets which reach nearly to the ceiling. They are next to a storage room (locked) which contains miscellaneous items: unused conveyor sections, cartons of paper goods, machine parts, tools, supplies, etc.

Along the south wall are two small rooms (unlocked). The first contains the heating and air conditioning equipment for the building and little else, while the second (nearest the loading dock door on the south wall) is an employee locker room containing lockers, vending machines, a table, and several chairs. Outside the door is a drinking fountain (one of three in the building) and around the corner near the loading dock door is a workbench which holds a pipe wrench (1-20/NC/), screwdriver (1-20/-4/) and hammer (1-18/NC/) within a tool box atop it.

A forklift truck is parked in the southwest corner of the room. It is off, but the key is in the ignition switch. It is a standard industrial forklift truck (powered by a small LP gas tank). It has a maximum speed of 10 mph. All three Dynamics Engineering employees know how to operate it; others have a percentage chance equal to their Knowledge rating to know how to use it.

Two Dynamics Engineering employees are in the main warehouse at the start: Ed Landers is at the workbench, looking over a mass of paperwork which describe the prior week's shipment orders; Mort McNally is near the eastern garage door (which is open), scrutinizing the shipping labels on the 5' high stack of cartons nearest the door. The room is relatively quiet except for Ed's radio at medium volume on the workbench and the sound of the air blowers which circulate the air in the warehouse.

If Ed and/or Mort perceive danger, they will undertake any number of possible actions: alert the others (including Chuck Evans, the guard), attempt to call the police (from a wall phone by the work bench, or from one of the offices), resist intruders who are hostile (unless bluffed), or perhaps simply flee. The Administrator can handle their actions using logic and appropriate dice rolls.

3. Office Hallway: The office hallway connects the main warehouse, the front entrance to the building, the various offices and rooms, and the parts storage area at the rear.

The building's main entrance is a steel fire door (locked) with a wire-reinforced window which is larger than the others of similar design. The words "Dynamics Engineering Warehouse Offices" are stenciled on the exterior of the glass.

The hallway is tiled, with lightly painted walls (the interior walls of the building are wood and fiberboard with decorative paneling, while the exterior walls and the walls separating the offices from the main warehouse and parts storage area are cement-block construction). A sofa for waiting visitors is in the front hallway, and a receptionist's desk is at the intersection. All drawers of the desk are locked (-/10). A drinking fountain is against the wall across from the receptionist's desk.

The second guard dog ("King") is asleep underneath the receptionist's desk. He, like "Rex", will respond as previously noted. King has a Life Level of 5 and Injury Points of 3.

4. Traffic Office: The Traffic Office is the nerve center of the warehouse. Within it is a long counter along the east wall underneath a large window which provides a view of activity in the Main Warehouse. The counter has numerous pigeonholes for all kinds of paperwork. Two desks with typewriters, a filing cabinet, and a computer terminal are within the office, and on the walls are an assortment of clipboards containing shipping orders, inventory reports, and other similar information. Both desks have telephones upon them.

Using one of the telephones is Chuck Evans, the guard for the building. He is talking to his wife while sitting on the edge of the desktop, gazing out of the glass window and into the warehouse. He will converse until interrupted by some occurrence, at which point he will investigate (with a 50% chance of telling his wife "There's a problem, I've gotta go . . ." before hanging up, and a 50% chance of telling her "Hold on, there's a problem"—in which case she will be on the line until he either returns or doesn't return and she becomes suspicious of trouble).

Chuck Evans will investigate trouble promptly and fairly aggressively, although he is not armed. He will ask that unauthorized personnel leave the building immediately; if they are discerned as hostile, he will either resist them (if feasible, unless obviously dangerous), seek to warn the others and notify police, or flee if in great danger. Both guard dogs will respond to his verbal commands (including "attack," if necessary).

The door to the room is wooden, without a window. On the hallway side it has a plaque reading "Traffic Office." It is open slightly, but mostly closed (sounds can be heard through the doorway depending upon proximity and loudness).

5. Traffic Manager's Office: The Traffic Manager's office has a wooden door (locked) without a window. The room itself is a typical office, with a desk, bookcase, table and chairs, typewriter, and stand. There is also a computer terminal atop a small filing cabinet (locked) which contains an assortment of business records, letters, and the like. A telephone is on the desktop.

The office has two exterior windows (the only windows anywhere on the outside of the building except for those on the overhead garage doors). The windows are fairly heavy glass and appear to have a tape alarm, but the tape is a ruse designed simply to discourage burglars.

A plaque on the hallway side of the door reads, "Traffic Office, R. Saunders."

6. **Men's Room:** This is a typical men's room with a sink, one stall, and two urinals.

7. **Women's Room:** This is a typical women's rest room with a sink, counter, two stalls, and a couch.

6. Central Office: This room is a typical office,

Russian Agents

Victor Drenovich

PHYSICAL STRENGTH	68	OFFENSE	56		
CHARM	97	DECEPTION	84	HTH COMBAT VALUE	137
WILL POWER	54	EVASION	69	WRESTLING VALUE	124
COURAGE	71	DEACTIVATION	52		
KNOWLEDGE	63	LIFE LEVEL	12	SURPRISE VALUE	153
COORDINATION	40	MOVEMENT VALUE	162		

SUPERIOR AREAS OF KNOWLEDGE:
Animal Science = 58
Economics/Finance = 78

WEAPONS & EQUIPMENT:
7.62mm AKM assault rifle (x) with 20-round magazine and spare magazine

Vladimir Kozenov

PHYSICAL STRENGTH	79	OFFENSE	84		
CHARM	29	DECEPTION	67	HTH COMBAT VALUE	125
WILL POWER	88	EVASION	46	WRESTLING VALUE	163
COURAGE	104	DEACTIVATION	55		
KNOWLEDGE	47	LIFE LEVEL	17	SURPRISE VALUE	113
COORDINATION	63	MOVEMENT VALUE	230		

SUPERIOR AREAS OF KNOWLEDGE:
Computer Science = 100
Physical Education = 82

WEAPONS & EQUIPMENT:
9mm FN Browning pistol (e) with silencer

Boris Cherovsky

PHYSICAL STRENGTH	40	OFFENSE	68		
CHARM	38	DECEPTION	57	HTH COMBAT VALUE	90
WILL POWER	72	EVASION	50	WRESTLING VALUE	108
COURAGE	75	DEACTIVATION	80		
KNOWLEDGE	99	LIFE LEVEL	11	SURPRISE VALUE	107
COORDINATION	61	MOVEMENT VALUE	173		

SUPERIOR AREAS OF KNOWLEDGE:
Astronomy/Space Science = 92
Engineering. Transportation = 70
Engineering, Industrial = 81
Metallurgy = 58
Physical Education = 91
Psychology = 89

WEAPONS & EQUIPMENT:
Switchblade (gg)
Sleep gas capsules (2)
Smoke grenade
Bulletproof vest
(Note: Coordination trait already adjusted)

Anton Kalenko

PHYSICAL STRENGTH	90	OFFENSE	67		
CHARM	75	DECEPTION	64	HTH COMBAT VALUE	168
WILL POWER	65	EVASION	78	WRESTLING VALUE	157
COURAGE	53	DEACTIVATION	67		
KNOWLEDGE	54	LIFE LEVEL	16	SURPRISE VALUE	142
COORDINATION	80	MOVEMENT VALUE	235		

SUPERIOR AREAS OF KNOWLEDGE:
Military Science/Weaponry = 108

WEAPONS & EQUIPMENT:
.357 snub nosed revolver (i)

and contains four desks (each with a telephone and typewriter), a computer terminal and printer, a photocopying machine, several filing cabinets (locked), a word processor, and a paper shredder (with a box full of shredded printouts of no value). On the walls are a large corkboard with various routine company memos attached, a calendar, and two sizable paintings, as well as a road map of the United States with pins marking various locales.

The door to the room (locked) is wooden and is

Chinese Agents

Chung Yee

PHYSICAL STRENGTH	88	OFFENSE	65		
CHARM	38	DECEPTION	60	HTH COMBAT VALUE	131
WILL POWER	90	EVASION	43	WRESTLING VALUE	153
COURAGE	82	DEACTIVATION	54		
KNOWLEDGE	60	LIFE LEVEL	18	SURPRISE VALUE	103
COORDINATION	48	MOVEMENT VALUE	226		

SUPERIOR AREAS OF KNOWLEDGE:
Physical Education = 94

WEAPONS & EQUIPMENT:
.22 pocket Beretta pistol (d)

Yung Kow

PHYSICAL STRENGTH	54	OFFENSE	70		
CHARM	86	DECEPTION	76	HTH COMBAT VALUE	134
WILL POWER	70	EVASION	80	WRESTLING VALUE	124
COURAGE	66	DEACTIVATION	62		
KNOWLEDGE	50	LIFE LEVEL	12	SURPRISE VALUE	156
COORDINATION	74	MOVEMENT VALUE	198		

SUPERIOR AREAS OF KNOWLEDGE:
Physical Education = 126
Military Science/Weaponry = 119

WEAPONS & EQUIPMENT:
Fragmentation grenade
Stiletto (hh)
Sleep gas capsule

Liu Lung Fu

PHYSICAL STRENGTH	65	OFFENSE	63		
CHARM	48	DECEPTION	60	HTH COMBAT VALUE	117
WILL POWER	80	EVASION	52		
COURAGE	71	DEACTIVATION	71	WRESTLING VALUE	128
KNOWLEDGE	87	LIFE LEVEL	15	SURPRISE VALUE	112
COORDINATION	55	MOVEMENT VALUE	200		

SUPERIOR AREAS OF KNOWLEDGE:
Architecture = 75
Astronomy/Space Science = 92
Engineering, Mechanical = 61

WEAPONS & EQUIPMENT:
9mm short Walther PPK pistol (h) with silencer

Sun Ming

PHYSICAL STRENGTH	44	OFFENSE	70		
CHARM	52	DECEPTION	66	HTH COMBAT VALUE	100
WILL POWER	78	EVASION	56	WRESTLING VALUE	114
COURAGE	80	DEACTIVATION	52		
KNOWLEDGE	44	LIFE LEVEL	12	SURPRISE VALUE	122
COORDINATION	59	MOVEMENT VALUE	181		

SUPERIOR AREAS OF KNOWLEDGE:
Animal Science = 55

WEAPONS & EQUIPMENT:
9mm Uzi submachine gun (t) with 25-round magazine and spare magazine

Naupp 81



marked with a plaque on the hallway side which reads, "P. Sloan, S. Miller, J. Slowinski, R. Ramsey."

9. Executive Office: The executive office is fully carpeted, paneled, and generally well-appointed. There is a small conference table with five chairs in the western part of the room, and a single desk at the eastern side opposite the door. The desk is walnut and is the most impressive of any in the building. Behind the desk is a credenza, as well as a small two-drawer filing cabinet (unlocked) which contains memos, letters, and the like. There are two side chairs and a plush sofa also within the room.

The north, east, and south walls of the room each feature a single oil painting. Behind the east painting (which is behind the desk) is a small wall safe (15/50) which contains $310 in cash, a certificate for 80 shares of Dynamics Engineering stock (worth $24 per share currently) in the name of William Ferris, and a single one-ounce gold coin.

The door to the room is wooden (locked) and the plaque on the hallway side reads, "W. Ferris, Manager."

10. Supply Room: The supply room contains miscellaneous items: several folding chairs and two tables stacked against the wall, shelves containing an assortment of paper forms (blank invoices, inventory reports, shipping orders, letterheads, envelopes, etc.), and a metal cabinet (unlocked) full of office supplies.

The door to the supply room is wooden (locked) and the plaque on the hallway side reads, "Supply Room/File Room."

11. File Room: A metal fire door (locked) gives access to the file room from the supply room. The room contains three large filing cabinets (locked), a desk with a chair, and a small but heavy (600 pounds) safe. The safe (-/50) carries a brand name and the word "tamperproof," but is in fact nothing extraordinary. A sticker near the combination lock reads "Dynamics Engineering Company policy limits the access to safeguarded material to those authorized employees with proper clearance as signified by the K300 yellow card. Others seeking access to safeguarded materials or documents will be subject to immediate dismissal."

The filing cabinets contain bundles of past invoices, shipping orders, personnel records, company memos, and the like. The safe contains $500 in cash, product drawings of several Dynamics Engineering machine parts, as well as an envelope with a copy of the blueprint plans for the new missile guidance system.

The safe will take a minimum of 20 seconds to open, per attempt.

SETTING UP & CONDUCTING THE MISSION

Depending upon the number of participants, the Administrator can run the mission as desired. Although four agents are listed for each opposing team, groups of three can be used. Additionally, substitutions of players' own characters can be made if the

Administrator is agreeable. Other adjustments may also be called for if the gamemaster deems them appropriate, as well.

Secrecy and limited intelligence are the keys to a successful and enjoyable mission, so it is strongly recommended that the Administrator emphasize that fact to the participants: that their own enjoyment will relate directly to their efforts to follow the gamemaster's instructions and that they should not discuss inappropriate information with the other players, even those on the same team.

Once sides have been chosen and agent identities assigned (if the number of players is few, one can control two agents, though one per player is preferable), the two groups should be briefed independently of each other. The PLAYERS' MISSION BRIEFING background (below) should be read to each group, and the information thus imparted will be the same for both teams. Although one group is Russian and the other is Chinese, they need know nothing more than the fact that their mission is to locate and retrieve the plans as soon as possible-mention of who or what might oppose them is not needed.

The "Warehouse Environs" map is used to pinpoint each group's starting location (where they have parked the car). It can be shown to both teams. The Soviet agents start in the parking lot just south of the building, and their car is parked near the sidewalk leading to the main building entrance. The Chinese agents start in the north parking lot, where their car is parked along the wall just around the corner from the building's rear entrance (both the main and rear entrances referred to are normal size doors, not the garage doors at the loading docks). The mission begins as both groups emerge from their cars alongside the building. Whether they wish to leave someone in the car or leave the keys in the ignition (or whatever) is up to them, but moving the car should be discouraged, at least initially. In any event, it is assumed that there are two sets of car keys and the Administrator should have the players decide who will have them.

Both groups will be armed and equipped as listed. Extra gear or weapons should generally not be permitted, as the mission has been quickly and hastily organized; the Administrator's judgment should prevail in this regard. Neither group will be familiar with the warehouse, its construction, or who or what is inside.

As the mission is played, the Administrator should be alone in a room which is separate from the other participants (who ideally should also be kept apart, with strict instructions not to discuss the game in progress). The Administrator should then conduct the mission by calling first one side and then the other into the room to handle their movement and actions, monitoring the time passage as desired while alternating "moves" of the Russian and Chinese protagonists (the pace can be slowed when encounters and fighting occur). In the meantime, the Administra-

City Police

Officer Milt Savage

PHYSICAL STRENGTH	81	OFFENSE	60		
CHARM	39	DECEPTION	52	HTH COMBAT VALUE	128
WILL POWER	75	EVASION	47	WRESTLING VALUE	141
COURAGE	64	DEACTIVATION	48		
KNOWLEDGE	41	LIFE LEVEL	16	SURPRISE VALUE	99
COORDINATION	55	MOVEMENT VALUE	211		

SUPERIOR AREAS OF KNOWLEDGE:

Military Science/Weaponry = 88

WEAPONS & EQUIPMENT:

.357 Police Magnum revolver (j)
Billy club (rr)

Officer Pete Lewis

PHYSICAL STRENGTH	60	OFFENSE	51		
CHARM	51	DECEPTION	55	HTH COMBAT VALUE	107
WILL POWER	77	EVASION	47	WRESTLING VALUE	111
COURAGE	59	DEACTIVATION	57		
KNOWLEDGE	71	LIFE LEVEL	14	SURPRISE VALUE	102
COORDINATION	43	MOVEMENT VALUE	180		

SUPERIOR AREAS OF KNOWLEDGE:

Law = 69
Military Science/Weaponry = 62
World History/Current Affairs = 75

WEAPONS & EQUIPMENT:

.357 Police Magnum revolver (j)
Billy Club (rr)

The officers will arrive on the scene in a standard police squad car, equipped with one 12 gauge shotgun (aa, full choke).

tor can handle the "neutral" non-player characters according to logic and common sense, determining their actions by appropriate dice rolls which reflect the existing situation and their perception of it. Agents within sight and sound of their fellows can act in concert and communicate, but those operating independently or away from others should be called into the room individually. The Administrator can handle this aspect as desired, depending upon the number of players, whether dual roles are being played, etc.

The game map should be kept hidden from the players at all times. Prior to the game, the Administrator can prepare several wall outlines of the exterior walls only, filling in the interior details (by tracing, perhaps, unless a gridded sheet is used) as they are "seen" by the exploring agents—each agent or team having their own floorplan outline. As an alternative, the Administrator can shield his own game map carefully, using paper sheets, and exposing what each agent "sees" by moving the shielding sheets as appropriate during play. In any event, the intention is clear; individual gamemasters can do as they wish.

The side removing the desired plans from the warehouse and making a successful getaway with them will be the winners, regardless of losses. If this mission is a part of a larger campaign, experience points and payoff amounts can be awarded as the Admin sees fit. Other adjustments in the background information, agent assignments, and other details can be altered as appropriate for campaign play, as well.

The Administrator should monitor time in handling play, but should keep in mind that many actions take time to accomplish. There is a normal tendency in games like this to allow players to do much more than otherwise would be possible in a short time span, so the actions attempted and the number of seconds passing in a "turn" should be considered.

PLAYERS' MISSION BRIEFING

The following mission briefing should be given verbally to both teams prior to play. If the Administrator wishes, he can give the impression that each team has their own briefing, though in fact they are identical . . .

In the war of intelligence between East and West, the information-gathering process is neverending. New weapons and new technologies are ever com-

Dynamics Engineering Employees

Ed Landers, Warehouseman

PHYSICAL STRENGTH	70	OFFENSE	59		
CHARM	42	DECEPTION	46	HTH COMBAT VALUE	125
WILL POWER	39	EVASION	55	WRESTLING VALUE	129
COURAGE	50	DEACTIVATION	52		
KNOWLEDGE	37	LIFE LEVEL	11	SURPRISE VALUE	101
COORDINATION	67	MOVEMENT VALUE	176		

SUPERIOR AREAS OF KNOWLEDGE:
None applicable

WEAPONS & EQUIPMENT:
Pocket knife (/-18/-l/)

Mort McNally, Warehouseman

PHYSICAL STRENGTH	88	OFFENSE	56		
CHARM	76	DECEPTION	75	HTH COMBAT VALUE	145
WILL POWER	60	EVASION	57	WRESTLING VALUE	144
COURAGE	74	DEACTIVATION	43		
KNOWLEDGE	48	LIFE LEVEL	15	SURPRISE VALUE	132
COORDINATION	38	MOVEMENT VALUE	186		

SUPERIOR AREAS OF KNOWLEDGE:
None applicable

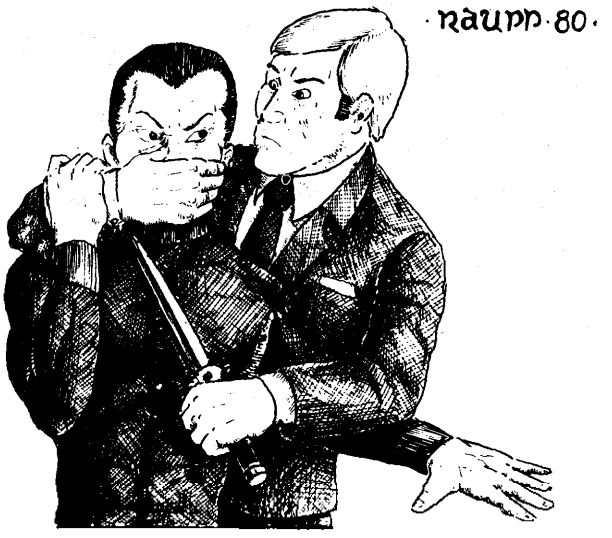
WEAPONS & EQUIPMENT:
None

Chuck Evans, Guard

PHYSICAL STRENGTH	58	OFFENSE	54		
CHARM	65	DECEPTION	57	HTH COMBAT VALUE	120
WILL POWER	41	EVASION	62	WRESTLING VALUE	112
COURAGE	48	DEACTIVATION	65		
KNOWLEDGE	70	LIFE LEVEL	10	SURPRISE VALUE	119
COORDINATION	59	MOVEMENT VALUE	158		

SUPERIOR AREAS OF KNOWLEDGE:
None applicable

WEAPONS & EQUIPMENT:
None



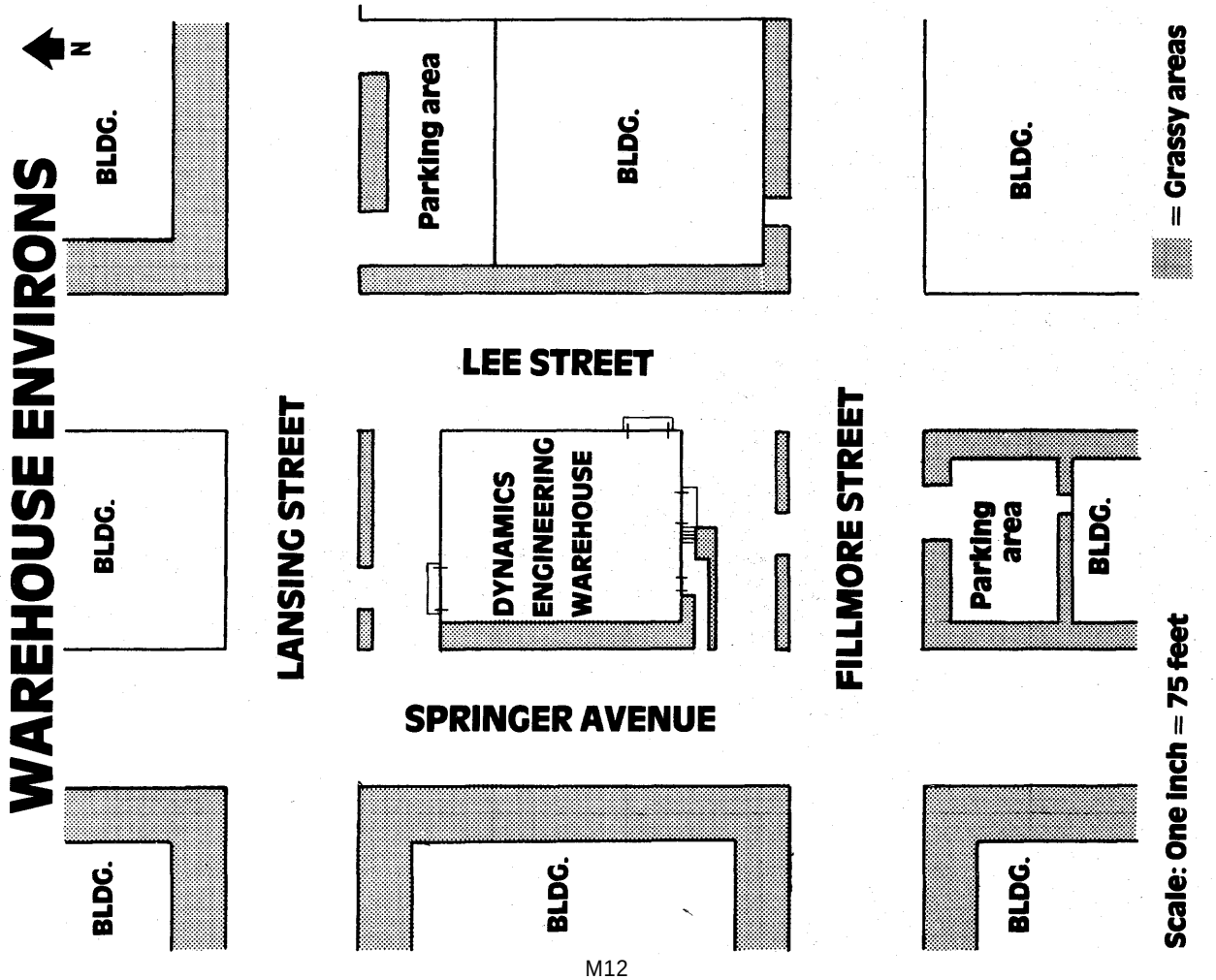
ing to the forefront, and it is essential that accurate first-hand information be obtained and relayed to the appropriate intelligence offices of the People's Government. As field agents for this noble effort, you have pledged your efforts and lives to ensure that the directives and aims of the central office are fully carried out.

The development of one of NATO's newest (and most secret) missiles has been the object of considerable interest by our government for several years. As you know, despite our continuing diligent efforts, few substantive details have yet been discovered. As the time nears for production and deployment of the missile, it has become more and more imperative that we obtain the necessary details, though our organization's efforts have so far been fruitless.

Just early this morning, however, our most recent effort provided an unexpected lead. A representative of the Dynamics Engineering Company, producer of the missile's guidance system, was encouraged to provide details about the location of a duplicate set of plans for the missile which are outside of the heavily guarded main plant. Our source indicates that the plans are also contained in a safe at the Dynamics Engineering parts warehouse in a rundown section of this city's industrial district. Since this is Saturday morning, there should be few people on duty and minimal security, since we know that the warehouse is not under the same heavy guard as the large main plant.

You are ordered to proceed to the warehouse immediately this morning, enter, locate, and seize the plans. Discretion is advised, of course, but you should not hesitate to act appropriately in doing whatever is necessary to complete the mission. The organization requires those documents (be they blueprints, microfilm, or whatever) at all costs.

Due to the haste with which this mission has been ordered, we regret that full preparation and briefing has not been possible. Use the tools you have been given and your own training and skill to reflect well upon the organization and our peoples. Good luck.



TOP SECRET

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The Rasmussen Files: From Spy World to Sprechenhaltestelle

by Merle M. Rasmussen
confiscated by Jerry Epperson

(Agent's Note— *The document you are about to read is one of the most incriminating pieces of evidence available linking "The Administrator" to his own* TOP SECRET *organization. If you found the first document—exposed in* The Dragon #38— *to your tastes, this one will provide a full course dinner!)*

SECURITY CLEARANCE LEVEL: TEN IN ALL BUREAUS

BEGIN MESSAGE

TO: TOP SECRET operatives and participants

BY AUTHORITY OF: Merle M. Rasmussen, Director of Administrations

PURPOSE: To provide an organizational history memorandum for *TOP SECRET* operatives and prospective participants.

MESSAGE: Since childhood, the clandestine lifestyles and adventures of espionage agents have held my interest. I grew up with Napoleon Solo, Illya Kuyakin, Maxwell Smart, Derek Flint, and of course, James Bond. Hours were spent in front of the television, watching their exploits, when I wasn't reading about them in books.

I tried to imitate their adventures by building electric eyes and alarms, picking locks, and practicing underwater swimming techniques. I became adept in archery and riflemanship and collected knives as a hobby.

By the time I went to college at Iowa State, I was spending my time matching wits with others in chess, *Third Reich, Diplomacy,* and *Clue.* It was during this time that a friend, James Thompson, showed me a copy of *Dungeons & Dragons.* I was very impressed with the idea of playing a single person (fighter, magic-user, or cleric) in a world of adventure, instead of just pushing a cardboard infantry division across a map.

Later, Thompson also showed me a copy of *Boot Hill.* Again, the idea of role-playing was awakening the muse inside of me.

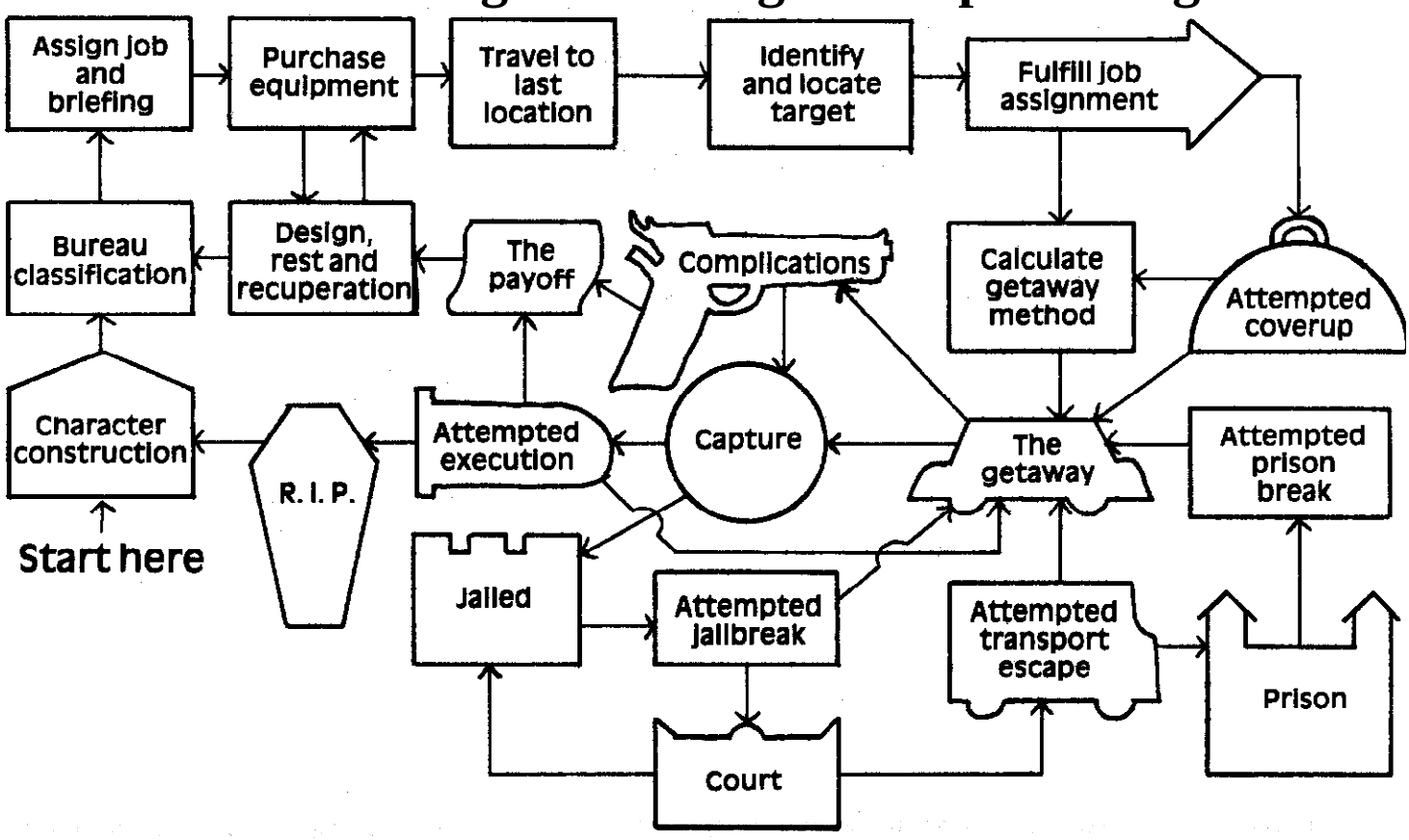
I began to wonder if the role-playing system could be used in other genres. It was then that the idea of an espionage role-playing game was born.

I put in many long hours of research. It is amazing what you can find on the back shelves of a library. Charts and tables on armor penetration and muzzle velocities captivated my interests. I blended into the college crowds, tailed indoor-track stars, and explored campus buildings and drainage sewers—by flashlight—in the middle of the night And after a few months, I had enough information to begin the writing process.

Further research began and continued for many months afterward. My files bulged with scraps of paper listing espionage activities, possible wages, price lists, and many, many flow charts. Most notes dated back to late 1975/early 1976, but the game continually expanded, right up to the time it was published in February 1980.

When first cataloguing the reams of notes into a form of playable game, I found it particularly helpful to use logical organization. Flow

Schematic diagram of original Top Secret game



charts helped to structure all facets of espionage activity, with very little difficulty. The entire process provided a sequence of events that could be followed from Character Construction to Rest and Recuperation, with each event having a separate sub-flow chart.

The player can follow the flow chart through its various events, using a marker to represent the agent. The agent would carry out the steps in the sub-flow chart and then proceed to another step.

The system worked remarkably well, but the game lacked the vitality of other role-playing games. The gremlin which had crept into the game was that of randomness. The way the game was built, Admins competed with Assassins and Confiscators; thus, the Admin could not be the gamemaster and set up the situations. So the system was handled randomly.

The problem was quickly remedied through playtesting, which began in mid-1976. James Thompson was the prime motivating factor in the removal of the Admin to gamemaster duties, through his assassination of several Administrators during payoffs.

Playtesting was the most important part of *Spy World's* (as it was originally called) development. Without it, I would have never found what ideas worked or failed. But through playtesting, several "bugs" were eliminated before they could ruin the game. To illustrate the game's development, I have found notes on playtesting sessions which point out the major difficulties encountered and the effect that each had upon the game.

CASE 1: Jackal's mission was to hijack a tank located on a fishing trawler off the coast of Asia. He would be paid $1140 for the completed job and spends $570 on equipment. Jackal, played by James Thompson, has a 35% chance of getting on the trawler and a 73% chance of unloading the tank.

The percentile dice would be rolled to determine Jackal's success or failure and that would be it: mission completed. But Thompson had other things planned and immediately undermined the simple, random chances of success through his self-instituted version of the game.

Jackal gained control of the trawler (killing everyone on it) and then steamed for shore, where he unloaded the tank. He then pirated the boat, rather than return for Rest and Recuperation. Using his ill-begotten craft as a vehicle of transportation on later missions, he plied the world's oceans, terrorizing coastlines like a 20th-century Viking.

EFFECT 1: Thompson's agents—Jackal and later Pong— helped to flesh out the skeletal rule system of *Spy World.* Do away with the Admin as a player character and institute a real role-playing game, rather than one which was based upon chance.

His conniving characters tested the validity of almost every rule in the game, and *Spy World* was much improved because of it.

After a year of pre-submission playtesting, *Spy World* was sent to TSR Hobbies, Inc. for possible publication. Once there, the title for the game was thrown out, but then no one could think of a good title. Finally, Mike Carr claimed the title was "top secret" and couldn't be revealed at the present time. The words "top secret" stuck and that became the game's working title.

It spent many months in development. Under the stem pen of Allen Hammack, the weapon lists were expanded, the combat system was worked and reworked, and a hundred pages of superfluous rules were deleted from the text.

CASE 2: In March 1979, *Top Secret* made its debut at Spring Revel II. I convinced one daring fellow from Pella, Iowa, to try my new spy game. We played Sprechenhaltestelle in a secluded area, since there was no space to play at the Rail Baron table, where I met him.

His solo mission went well and, I believe, he liked the game after only two or three hours. Soon, two other misplaced gamers found themselves in my alleyways and we played for a few more hours. Bursts of laughter, shouts of merciless glee attracted the attention of other gamers who were wandering down the halls. When the game ended, my three new acquaintances remarked that they couldn't wait to see it in print.

It was during the same convention that the Silencer, Tsuji, Wes Smith, the Inquisitor, Rachet, and the Shadow took to the darkened thoroughfares of Sprechenhaltestelle. They were each given a handgun, one special device, a small amount of money, and transportation to the city.

First, they scouted the crime district by van before parking it to cover the ground in detail on foot. They entered the area in small groups which communicated by walkie-talkie.

Eventually the groups approached a sparsely populated outdoor cafe. Some of the agents took up positions outside, sitting at the dining tables. The others entered the inner dining room and sat down.

The Shadow made her way to the powder room to investigate the kitchen, while the others distracted the waiter. Through some very fast talking, Tsuji made his way into the kitchen. He tried to fool the cook into thinking that he was a public health inspector, which tied the cook up long enough for the Silencer to sneak down the cellar stairs.

Bullets started to fly when the cook wasn't fooled by Tsuji's false cover. The wine steward, the cook, and the waiter all bought the farm on the cellar stairs in a wild turkey-shoot. During the combat that ensued, agents were seen tackling, dodging, and returning fire on the unprotected hirelings.

Meanwhile, one of the agents used a suggestion mentioned in a rumor to activate a sinking table in the outer cafe. It found its way below street level, where a mysterious woman and an unconscious man were rescued from prison cells.

The groups rejoined shortly thereafter and made for the van, which they had parked off the streets of Sprechenhaltestelle, with their rescued additions in tow.

Pursuit was heard but not seen as everyone was getting into the van. Once safely out of the district, the-woman was injected with truth serum (she lapsed into unconsciousness, but was later discovered to be a Soviet counterspy captured by accident). The unconscious man was found to be a valuable politician, but he died shortly after his rescue.

The task force was fairly successful at surviving and left behind them at least three enemy agents who would never live to tell about it.

In the infamous words of Tsuji, "This reminds me of a Spaghetti Western."

(Agent's Note— *This report was transmitted while I was under the employment of "the Administrator." The message was badly garbled and the task force, unfortunately, never made another report. We think that someone was extremely upset with their discoveries, but I think it was Rasmussen who masterminded their demise (?). It was the belief of the organization, at that time anyway, that some of the names were incorrectly deciphered.*)

EFFECT 2: Spring Revel II playtesting revealed many new ideas and also provided a good example of team effort and play. One of the most supported additions to the *Top Secret* rules was a section on a "technical bureau." Agents in this bureau are jacks-of-all-trades, but must pay for their training by attending "espionage college."

The technical bureau was an interesting concept which was not included in the *Top Secret* rules, but will probably find its way into a later addition, if interest is voiced in that area. The proposed idea was to present a college-style espionage coursebook, which agents could join. And in return for their time and money, they could gain valuable skills and training in such areas as Demolitions, Safecracking, Animal Handling, Acting (Disguises), Martial Arts, Weaponry Engineering, etc.

It wasn't until many months after Spring Revel that I decided to do some work on the subject, but the option to include it in *Top Secret* rested mainly with TSR; they vetoed it.

However, an example from the *Espionage College-Course Handbook* is shown for those persons interested in the idea.

CASE 3: By the time that GenCon XII was to be held, Allen Hammack and I were planning a double-blind tournament using *Sprechenhaltestelle.* Each team was designed to have four members (one agent on each side was a double agent, capable of contacting his teammates electronically) and conflicting objectives.

Eight lucky players were in attendance when the two judges split them into two groups and led them to separate rooms for the game

session. James Pong was present and served as a liaison, taking messages to each judge and relating the events between the two rooms. A bevy of onlookers had started to gather together, waiting for the action to begin. They didn't have long to wait.

Hammack's team was assigned the job of rescuing and escorting a Soviet defector out of Sprechenhaltestelle, while my team was to assassinate the same defector. The rescuers worked together (reminders of Spring Revel II) and, except for barging into a casino with guns drawn, completed their mission without much of a problem.

On the other hand, my group of torpedos wound up in a bar, plagued with paranoia. When one of the members tried to establish some sort of control, he was killed by the others. When the smoke cleared, two agents had died and the attention of Hammack's team was drawn toward their location (excessive gunfire).

When the rescuers arrived, they captured one of the assassins who was wounded and he talked his way out of being immediately liquidated. The last of the would-be killers is still squishing his way through the storm sewers of Sprechenhaltestelle, and probably will do so until the rats get up enough nerve to attack him.

EFFECT 3: It was discovered that through double-blind play the most enjoyment is derived from *Top Secret.* It was also discovered that the rules were fairly stable and covered most aspects of play. It also proved my basic theory that *D&D* players approach all role-playing games with the same philosophy of "hack and slay everything that moves," unless the players really work at it. *Top Secret* is a game that takes a little more finesse than is normally used in fantasy role-playing games.

In *Top Secret,* killing *anyone* just might destroy the most important contact (and inherent information) in a "web" of espionage agents. Information is usually more valuable than in other FRP games, as it will usually lead the agents to the important ringleaders behind the operations they are investigating. Of course, beginning agents should not concern themselves too much with collecting information before acting, but experienced agents should make

A page from the Espionage College-Course Handbook

CONFISCATION

Course: Animal Handling

cost: $5,000

Time: 5 weeks

Prerequisite: Knowledge 25 or above; Courage 25 or above; Animal Science Knowledge 50 or above; and Fish and Wildlife Knowledge 50 or above.

Ability acquired: Given six or fewer birds or mammals, the agent will be able to either make them attack or prevent them from attacking 75% of the time. Given a single fish or reptile, the agent will be able to overpower the animal 75% of the time. Courage + (l-10). Physical Strength + (l-10).

Area of knowledge increase: Animal Science + (l-10), Fish and Wildlife + (l-10).

Credit: 70 Experience Points

- -

Course: Cryptography & Forgery

cost: $9,000

Time: 6 weeks

Prerequisite: Knowledge 50 or above; Coordination 75 or above; Fine Arts Knowledge 75 or above; Metallurgy Knowledge 75 or above; Photography Knowledge 50 or above; Arts and Crafts Knowledge 75 or above.

Ability acquired: Given an original example of the printed material to be duplicated and the necessary equipment and supplies to work with, any signature, document, blueprint, or any other printed material can be duplicated with 95% accuracy (85% for paintings and sculpture). If given a simple code or cipher and at least a microprocessor and a sufficient amount of time, any code or cipher can be broken 75% of the time.

attempts to unravel the invisible communications web that is inherent in every espionage operation. They can then execute their missions in the area with full confidence that they have assassinated the key members of an organization, bombed the correct building, have established surveillance on the proper target, etc.

CASE 4: It was shortly after *Top Secret* was published in February 1980 that a group of players met at my home for one of the most bizarre games of Sprechenhaltestelle that I have ever witnessed.

The group made their way into Sprechenhaltestelle on foot, near the witching hour (most of them were avid *D&Ders).* They made their way, cat-like, to the back of a wine shop, where they broke in and killed the owner as he awoke.

They found a set of hidden stairs leading into the basement and tried to descend after tossing a gas capsule into the darkness. One lively confiscator, too eager to consider his personal health, entered the basement with no ill effects due to gas. However, the others who followed found the gas too strong for them. They shouted directions to the confiscator from the stairwell, waking up the sleepers in their hidden bungalow.

The confiscator opened a cask of wine, only to be met by an avalanche of dried and broken bones. Being a confiscator, he took one of them with him.

When the gas had cleared enough to allow passage through the room, the group dispatched a guard who waited in ambush. They then proceeded to open each cask of wine they found and discovered a passageway inside one of them.

The passage led to an underground shopping center full of weaponry, equipment, and special devices. The bone-wielding confiscator brutally murdered a half-asleep employee of the compound.

The other agents in the group began hurriedly filling their pockets and packs with a variety of equipment. They were so enthralled by the abundance of free gear that they didn't even notice one of their own number leaving them for the safety of the ground level. Moments later, tons of wall separated from the foundations and chocked the underground area with rubble and dust.

The evacuating agent, now wearing a smirk of satisfaction, has planted a demolition charge in the explosives area of the arsenal, touching off 45 pounds of plastic explosives. Ten feet of solid stonework slammed into four agents, killing one instantly and injuring the others.

The entire group evacuated the underground to track down the turncoat and in a later game riddled his flesh so full of holes that he could have been used to sift flour.

EFFECT 4: This is not the ideal way to carry out a mission, but it does help point out that *Top Secret* is very unpredictable. The players had more trouble in dealing with teammates than they did with the denizen of Sprechenhaltestelle. It was only after talking with the players afterwards that I found that the communication web, at least as it was explained to the players of *Sprechenhaltestelle,* was not a very clear description of what was actually going on. No one knew that a web existed for them to investigate; therefore, the group had no definite objective (sorry, guys).

My final advice to anyone who plays *Top Secret* is to just enjoy the game, without taking the outcome of each session too seriously. The result of paranoia is almost always failure, as it is for disorganization. But the rewards for success far outweigh the bad, so everyone should use a clear head when playing *Top Secret,* and enjoy. That is all!

END MESSAGE
END PAGE

(Agent's Note— *There is a lot more evidence of Rasmussen's corruption than that which is presented here, If positive feedback is received from readers, I will reveal more of his heinous secrets.*

Recently, I intercepted from "the Administrator" a message which was in code. Since his organization has changed the key to its codes, I have not been able to figure it out; perhaps some of you can. From past dealings with Rasmussen I would guess that this is a double cipher—it uses separate syllable codes and alphabetical codes—and a postscript. I will try to find the key, but I have doubts of my own success.)

* * *

"D.T. On ces teri ce ly erdastoan nder tureani ces weed neldatorb wond ly *Ced Degmen* horit. O ceca tirgvasep nder the ostsases ot tureani wcu qruwt ly dentanor tgcenari torto orv orgastoant ostu ly hori degaleny ceca uggasted palerb ly emderto. Gvude ntehh relwest sery ony dtedorigcoan hal ly dentanor horit tu O el rucohyorb orv hoivp eberst ce wergc hal haname Eplorontnecoan Mameea degaleny orhlerbirestt. Ortu, werge hal haname arhogoor *Ced Degmen* lupari meriesas hlal NTS Cummoas, 'The Bere Wofofpt'. Nder ot orv!"

And from Sprechenhaltestelle to . . .?

Paul Montgomery Crabaugh

"Space shuttles are built in California by Drax Industries?"
"Yes."
"Then California must be the place to start."
"Very well. Then off you go, 007. Oh, and James?"
"Sir?"
"No slip-ups. The situation is critical."

That was how the Moonraker affair began, as far as James Bond was concerned. It didn't stop in California, though. What he found in California led him to Venice; from Venice to Rio; from Rio to the upper reaches of the Amozoco; and from the upper reaches of the Amozoco to Near Earth Orbit.

This was hardly a pattern unique to *Moonraker.* One needs hardly do more than glance at the other James Bond movies, at the 007 books (by no means the same thing), at *Mission: Impossible* and *I Spy* and *The Man From Uncle* to see the same pattern of chasing a tenuous series of clues around the planet in search of the object of the exercise.

This element is generally missing from *Top Secret,* which tends to centralize around Sprechenhaltestelle. The agents in the game virtually have permanent residences in this minor slum; their assignments tend to boil down to house-by-house sweeps of the area, quizzing the rapidly depleting citizenry.

For beginning characters, this makes a certain amount of sense. The familiarity with the area improves their slim chances of survival; the fixed location eliminates the heed on the part of their agency to give all neophyte agents unlimited expense accounts—although that can happen occasionally, as in Harry Harrison's *The Stainless Steel Rat.*

But as the players advance (and they don't have to advance very far), they will begin to wonder why they are on permanent assign-

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ment with the Vice Squad of a nameless Central European city. Why aren't they being pushed out of airplanes at 20,000 feet by steel-fanged cybernetic Bigfoots—without a parachute? Why is life so dull?

The solution is to provide a structure to the game resembling SPI's John Carter, Warlord of Mars game, with a final goal for the agents being located at the end of a series of cities or locations—each providing a clue to the next. Each city or location could be the scene of a separate scenario like the introductory ones, where the players shoot at, get shot at, make arrests, get captured, interrogate, get tortured, seduce, get seduced (funny, that one looks the same from both sides), and so forth.

If you want a complete rundown on JC, WOM, go buy the game; the rules are very thick and copyrighted. For a fast version, simply 1d6+1; this is the number of steps in the daisy-chain of violence leading to the Goal. The Goal (and its hiding place) should be determined carefully by the gamemaster—generally it should involve either a person or an organization with a major stronghold, guarded by lots of faceless minions. which is the home of some evil intent or foul device.

And where are the intermediate situations to take place? Ah, funny you should mention that; now we come to the inevitable chart.

It's fairly straightforward—just a percentile chart with 100 fun places to visit, drawn from espionage literature, atlases (atlasi?) and imagination.

Some of the places probably should be explained, places whose importance may not be immediately obvious or generally known. Omaha is the headquarters of the Strategic Air Command. Colorado Springs (specifically Cheyenne Mountain, far enough down to resist a hit from a thermonuke) is the headquarters of NORAD. Vladivostok is the USSR's only year-round, open-water port, of great interest to their navy and the Chinese. Cape Canaveral was known as Cape Kennedy until a few years ago and is still home to KSE—the Kennedy Space Center. Sevastopol is home of the Soviet Black Sea fleet.

Die roll	Location	Die roll	Location
01	London	51	Singapore
02	Paris	52	Antarctica
03	Marseilles	53	Haiti
04	Amsterdam	54	Easter Island
05	Brussels	55	Rio de Janeiro
06	Berlin	56	Mexico City
07	Bonn	57	Havana
08	Copenhagen	58	Jamaica
09	Oslo	59	Bermuda
10	Reykjavik	60	Dover
11	Warsaw	61	Belfast
12	Prague	62	Brazilia
13	Vienna	63	Moscow
14	Geneva	64	Leningrad
15	Zurich	65	Riga
16	Athens	66	Antwerp
17	Rome	67	Monaco
18	Naples	68	Las Vegas
19	Messina	69	Detroit
20	The Vatican	70	San Juan
21	Cyprus	71	San Francisco
22	Corsica	72	Lisbon
23	Crete	73	Scapa Flow
24	Trieste	74	Kiev
25	Madrid	75	Fairbanks
26	Gibraltar	76	Colorado Springs
27	Alexandria	77	Cape Canaveral
28	Cairo	78	Seattle
29	Tel Aviv	79	Sevastopol
30	Jerusalem	80	Vandenburg AFB
31	Damascus	81	Edwards AFB
32	Ankara	82	Sri Lanka
33	Baghdad	83	Bombay
34	Montreal	84	Greenland
35	Ottawa	85	Danzig
36	New York	86	Constantinople
37	Washington, D.C.	87	Capetown
38	New Orleans	88	Montevideo
39	Chicago	89	Tibet
40	Omaha	90	Sydney
41	Los Angeles	91	Acapulco
42	Honolulu	92	Tahiti
43	Tokyo	93	Miami
44	Hong Kong	94	Beirut
45	Vladivostok	95	San Diego
46	Shanghai	96	Norfolk
47	Peking	97	Okinawa
48	Hanoi	98	Venice
49	Taiwan	99	Bear Island
50	Canberra	00	Kamchatka

An example might be in order. especially for anyone who has never seen John Carter being played. The gamemaster wishes to occupy the time of one David Linnet, an agent of the British Secret Service. He has a cast of NPCs from which he draws a villain, the mysterious Corwin, who. according to rumor, is going to release a virus deadly to grain crops, except for rice. The problem is to find him.

The first die roll is a 5, + 1, indicating that Corwin is located at the end of a chain of six locations. of which the first five are randomly determined: Shanghai, Geneva, Cyprus, Capetown and Baghdad. The Secret Service therefore knows of something linking Corwin to Shanghai. Our hero travels to Shanghai, engages in some action, and discovers something linking the Shanghai contact to Geneva. Exact details of the contact are up to the gamemaster. So it goes, until Agent Linnet discovers the last link in the chain—Corwin is (perhaps) located on a Pacific atoll in a Chinese nuclear submarine. Now all Linnet has to do is stop him . .

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by Allen Hammack
Developer & editor of *Top Secret*

While I was conferring with Merle Rasmussen (the author of *Top Secret)* during the game's development, he gave me a list of famous spies from television and movies with their abilities categorized into *Top Secret* ratings. I added notes here and there, and soon we had a large body of work that couldn't possibly fit into the already jam-packed rules booklet. That being the case, we decided to ask *Dragon* to present them to the public through these pages. As a cautionary note, we must emphasize that the superagents presented here should not show up with any great frequency or regularity in a *Top Secret* campaign. This would only be highly unlikely, but would also result in a much more deadly environment for player agents! After all, these folks don't lose very often . . . .

The following table lists the agents' Primary Personality Traits as estimated by our Intelligence Branch:

Name	Physical Strength	Charm	Willpower	Courage	Knowledge	Coordination
James Bond	105	156	113	157	128	158
John Steed	125	170	124	123	151	118
Emma Peel	84	142	111	111	110	130
Napoleon Solo	87	95	75	95	100	88
Illya Kuryakin	95	115	91	129	113	133
April Dancer	72	120	75	95	130	110
Matt Helm	88	129	88	123	109	105
Alexander Mundy	80	118	98	110	95	158
Derek Flint	110	153	129	145	163	161
Maxwell Smart	63	94	75	101	70	59
Agent 99	69	103	97	100	96	105
Jim Phelps	96	119	105	132	123	107
Modesty Blaise	84	140	120	108	100	137
Number 6	88	95	165	132	125	130

Agent dossiers

NAME Bond, James. CODE NUMBER: 007. (Double-0 signifies an agent who has killed and is allowed to kill on active service. It is believed that only two other British agents have this authority.) AFFILIATION: British Secret Service. COMMANDER: Admiral Sir Miles Messervy ("M"). ORGANIZATIONAL FRONT: Universal Export. INFLUENTIAL ACQUAINTANCES: Miss Moneypenny, M's secretary; Felix Leiter, C.I.A.; Marc-Ange Draco, head of Union Corse. MARITAL STATUS: Widower by Tracy Draco, who was murdered by Ernst Stavro Blofeld. FEMALE INTERESTS: Those who are beautiful and troubled, especially one Honey Wilder. MOTHER: Swiss. FATHER: Scottish. EDUCATION: Eton. CITIZENSHIP: Great Britain. RANK: Commander, Royal Navy. DECORATION: C.M.G., usually awarded only upon retirement from Secret Service — noteworthy accomplishment. SEX: Male. RACE: Caucasian. HEIGHT: 183 cm. (6 feet). WEIGHT: 76 kg. (167 lbs.) BUILD: Slim. EYES: Blue. HAIR: Black. COMPLEXION: Dark. DISTINGUISHING MARKS: 3-inch scar down right cheek; scars on left shoulder and lower left back; signs of plastic surgery on back of right hand and corners of both eyes. LANGUAGES: English, French, and German (others possible). HABITS OR VICES: Alcohol, but not to excess (especially cognac, champagne, and vodka martinis); tobacco (special cigarettes with three gold bands); gambling, for enjoyment; beautiful women, frequently attracted to him; food, the finest. DISTINGUISHING TALENTS OR ABILITIES: Extraordinary abilities through application of mind and body; all-around athlete; expert pistol shot, boxer, knife-thrower, and skier; does not use disguises; uses vast array of special gadgets and devices; not thought to accept bribes; patriotic Englishman; fights with tenacity and has a high pain tolerance; can easily dominate three ordinary men with his knowledge of judo and karate; known to have driven a pre-World War II Bentley with anti-personnel and defense devices including tire shredders, oil slick, ejection seat, back windshield armor, machine guns, and changing license plates; known to drive other automobiles similarly equipped, including Aston-Martin and Lotus. WEAPONS: Favorite is .25 caliber Beretta self-loader carried in chamois holster under left arm. Magazine holds 8 standard rounds; PWV is 57 and Deception is reduced by -4. Also uses .38 Walther PPK self-loader, 5 shots; characteristics similar to 9mm version listed in Agent's Manual. Has been known to carry knives in briefcases, strapped to left forearm, and in ankle sheath; has used steel-capped shoes; able to fashion weapons from found articles. CONCLUSION: This handsome, rugged, ruthless man of the world is a dangerous professional terrorist and spy. Although fallible, he has a strong tendency for good luck, droll humor, and brilliant timing. His popularity is nearly universal among Western governments and he is often a role model for other professionals in the espionage world. His chief opponents are most often associated with SPECTRE (the international terrorist extortion syndicate) or SMERSH (the Russian murder organization). Other enemies have included grotesque individuals bent on world domination.

NAME: Steed, John. AFFILIATION: British Ministry of Defence. COMMANDER: "Mother". NOTEWORTHY ACQUAINTANCES: Emma Peel; Tara King; Lady Diana Forbes-Blakely (all have assisted him on occasion); Vladimir Brodney (head of Soviet espionage in

Great Britain — an amiable distrust exists between the two); Dr. David Keel; Mrs. Catherine Gale. MARITAL STATUS: Single. EDUCATION: Unnamed English public school and some university work. CITIZENSHIP: Great Britain. HOME ADDRESS: Number Three Stable Mews, City of London. SEX: Male. RACE: Caucasian. BUILD: Medium. HAIR: Dark, wavy. DISTINGUISHING MARKS: None known. LANGUAGES: Fluent in English, French, and Latin; familiar with several others. PERSONALITY TRAITS: Polite, suave, stylish, old-world courtesy — the classic English gentleman; superficial motivation frequently used as a cover. HABITS OR VICES: Fine wines or teas for taste only, especially expert with champagnes; classic cars; carnation in lapel; bowler, shoes, and umbrella frequently match suit. DISTINGUISHING TALENTS OR ABILITIES: Developed the Steed Neck Grip and its reverse; fences; plays golf; excellent general knowledge; often carries an umbrella; deceptively strong (has been known to bend an iron bar double). WEAPONS: Umbrella sometimes hides rapier; bowler sometimes has steel top, used in hand-to-hand combat (HTH Value = 30); some knowledge of martial arts; excellent shot but rarely uses firearms. CONCLUSION: This dashing, debonair agent is known to exhibit latent abilities when solving bizarre crimes set against the British Government. Female agents are especially vulnerable to his charm, often defying years of training to aid him.

NAME: Peel, Emma. AFFILIATION: British Ministry of Defence. COMMANDER: "Mother". NOTEWORTHY ACQUAINTANCES: John Steed. MARITAL STATUS: Married to famous explorer Peter Peel, long thought dead, who recently returned from the Amazon jungles. CITIZENSHIP: Great Britain. SEX: Female. BUILD: Slender, tall, well-proportioned. HAIR: Long, dark — varies from reddish to black. DISTINGUISHING MARKS: None known. LANGUAGES: Chiefly English, familiar with others. PERSONALITY TRAITS: Brisk, outgoing, emancipated. HABITS OR VICES: Sheer love of adventure. DISTINGUISHING TALENTS OR ABILITIES: Independently wealthy, crack shot, fashionable dress, fences, some alcohol use; knows some judo and karate; excellent driver, often drives an MG (met John Steed in minor traffic accident). WEAPONS: Standard firearms, some martial arts, fencing and swordplay. CONCLUSION: This lovely woman is quite possibly the most dangerous female alive (KGB file cautions "handle with extreme care" on Steed, and "do not handle at all" on Peel). She is extraordinarily charming and intelligent — approach with caution.

NAME: Solo, Napoleon. AFFILIATION: U.N.C.L.E. (United Network Command for Law and Enforcement), a secret international organization that combats terrorism and subversion. HEADQUARTERS: Vast laboratories and nerve center hidden behind a three-story brownstone in Manhattan; four other major headquarters in other large cities of the world; Manhattan entrance through Del Floria's Tailor Shop & Drycleaning. CHIEF ANTAGONIST: T.H.R.U.S.H. (Technical Hierarchy for the Removal of Undesirables and the Subjugation of Humanity), an international organization bent on world domination using subversion and technological warfare. COMMANDER: Alexander Waverly (Section One, Number One) — elderly, benign. MARITAL STATUS: Single. CITIZENSHIP: United States of America. SEX: Male. HEIGHT: 5' $10^1/_2$" (179 cm). BUILD: Medium. EYES: Dark. HAIR: Black, some premature gray speckling. EXPRESSION: Bemused and sardonic. DISTINGUISHING MARKS: Handsome, sharp features. LANGUAGES: Chiefly English; others possible. VOICE: Soft, persuasive, dispassionate; known to laugh even when exposed to death. PERSONALITY TRAITS: Cool, steady, fearless, alert. HABITS OR VICES: Appearance neat and trim, excessively spruce and stylish, Italian suits; smokes and drinks, neither to excess. DISTINGUISHING TALENTS OR ABILITIES: Popular with women; knows judo and karate, known to have overpowered two armed opponents; known to use communicators disguised as cigarette lighters or fountain pens which beep when transmitted to. WEAPONS: Most often uses U.N.C.L.E. P-38, often with remarkably effective "mercy bullets" (anesthetic contained in plastic bullets); can use martial arts. CONCLUSION: This hypercool, fashionable dresser should be approached cautiously; he is an intelligent, experienced agent who can be persuasive verbally or through the use of force.

NAME: Kuryakin, Illya Nickovetch. (For organizational information see Solo, *Napoleon.)* MARITAL STATUS: Married; spouse unknown. CITIZENSHIP: Union of Soviet Socialist Republics. SEX: Male. RACE: Caucasian. HEIGHT: Below 6 feet (153 cm). BUILD: Slight. EYES: Cold, icy blue. HAIR: Straw-blond. FACE: Massy-jawed. DISTINGUISHING MARKS: None known. LANGUAGES: Chiefly Russian; fluent English, mildly accented; others possible. VOICE: Soft and controlled. PERSONALITY TRAITS: Somewhat self-centered; introverted; molybdenum composure; mysterious. HABITS OR VICES: Wears dark turtleneck sweaters, Leninist boots, and gold wedding band. DISTINGUISHING TALENTS OR ABILITIES: Speedy, catquick, nearly double-jointed, gymnastic; electronics wizard; expert crossbowman; highly secretive. WEAPONS: Almost invariably uses U.N.C.L.E. P-38, frequently with detachable stock and barrel extension/silencer, often with "mercy bullets" (plastic with highly effective anesthetic). Pistol is frequently worn in cross-draw or shoulder holster, has large white "K" initialed on gun butt. Uses crossbow very effectively. Good knowledge of martial arts. CONCLUSION: This economy-sized, quiet Russian should not be underestimated in any area, since he remains a mysterious character in most respects.

NAME: Dancer, April. *(For organizational information see Solo, Napoleon.)* MARITAL STATUS: Single. NOTEWORTHY ACQUAINTANCES: Mark Slade, U.N.C.L.E. agent often teamed with her; there is believed to be a mutual emotional attachment. CITIZENSHIP: United States of America. SEX: Female. BUILD: Attractively proportioned. HAIR: Dark to auburn, shoulder-length. DISTINGUISHING MARKS: None known. LANGUAGES: Chiefly English, some French, others possible. PERSONALITY TRAITS: Feminine, adventurous, calculating. HABITS OR VICES: Often takes foolhardy risks. DISTINGUISHING TALENTS OR ABILITIES: Good shot; able fencer; ability to use alluring feminine charms. WEAPONS: Uses many standard handguns; can use judo; can use swordplay. CONCLUSION: This beautiful agent is most effective when used against men, using her attractiveness and combining it with quick wits and weapons. Approach with caution.

NAME: Helm, Matt. CODE NAME: Eric. AFFILIATION: ICE, Organization for Intelligence and Counter-Espionage. BACKGROUND: Learned arts of spying and killing during WWII in a secret military organization. Summoned to serve his country and undertake special missions. FORMER CHIEF: Mac. OCCUPATION: Freelance writer of western novels; photographer of hunting and fishing subjects and calendars; retired government intelligence agent, military veteran turned private detective. NOTEWORTHY ACQUAINTANCES: Miss Kronsky, his lawyer and romantic interest. MARITAL STATUS: Divorced, family broke up, wife remarried. CITIZENSHIP: United States of America. SEX: Male. RACE: Caucasian. BUILD: Slim. EYES: Blue. Hair; black, COMPLEXION: Dark. DISTINGUISHING MARKS: None known. LANGUAGES: Chiefly English. HABITS OR, VICES: Alcohol, tobacco, and beautiful women, attracted to him. DISTINGUISHING TALENTS OR ABILITIES: Attractive; can swim; uses fantastic devices including delayed-action, reverse-firing gun, grenade buttons, moveable bar, a rotating bed that travels to poolside, and a car with many compartments, a portable bar and bed and control panel. Often drives an old beloved pickup truck on missions from Canada to Mexico. Has travelled to Hawaii; Scotland, and Scandinavia. Usually based in California. WEAPONS: When not using trick pistols, weaponry is standard and worn in shoulder holster. CONCLUSION: This glib, easygoing American tends to be overromantic up to the point of interfering with his missions, which are commonly global menaces. He, like Bond, has a special talent for droll humor, exceptional luck, timing, and beautiful women.

NAME Mundy, Alexander. AFFILIATION: SIA. COMMANDER: Noah Bain, chief of the SIA. BACKGROUND: Mundy, a sophisticated, cunning cat burglar, was granted a pardon from prison after agreeing to become a spy for the United States Government.

(Turn to page 77)

Top Secret
(From page 11)

COVER: International playboy. NOTEWORTHY. ACQUAINTANCES: Alistar Mundy, Alex's father, "the greatest thief of them all," retired and unreformed. MARITAL STATUS: Single. CITIZENSHIP: United States of America. SEX: Male. RACE: Caucasian. HEIGHT: Average. WEIGHT: Average. BUILD: Medium. EYES: Dark. HAIR: Brown. DISTINGUISHING MARKS: None known. LANGUAGES: Chiefly English. PERSONALITY TRAITS: Normally cool and romantic, occasionally given to a strong temper; cunning. HABITS OR VICES: Believed to both smoke and drink but neither to excess. DISTINGUISHING TALENTS OR ABILITIES: Comfortable living, somewhat romantic but not to extremes, pickpocket abilities, safe-cracking, may use picks for door locks, may request special equipment for special heists. WEAPONS: Not noted for carrying any. Standard types, if any, are used. Martial arts abilities questionable. CONCLUSION: This Government thief should be encountered with caution. He is a master at sleight of hand and should be dealt with at a distance.

NAME: Flint, Derek. AFFILIATION: ZOWIE (Zonal Organization World Intelligence Espionage), complete with vast computer system. CHIEF ANTAGONISTS: GALAXY, a mysterious organization planning to rule world by weather control, and "Fabulous Face," a beauty resort front for a secret society of women planning to conquer the world. COMMANDER: Cramden. MARITAL STATUS: Single. CITIZENSHIP: United States of America. SEX: Male. RACE: Caucasian. HEIGHT: Approximately 183 cm (6 ft). BUILD: Slim. EYES: Probably blue. HAIR: Silver. COMPLEXION: Light. DISTINGUISHING MARKS: None known. PERSONALITY TRAITS: Irresponsible, carefree, amiable, easy-going. HABITS OR VICES: Rich living; women, usually four at a time, exotic international beauties. DISTINGUISHING TALENTS OR ABILITIES: Frequent use of gadgets, usually for infiltration; lithe movement; wears a watch that physically probes him to wakefulness, especially after stopping his own heart and playing dead; watch also gives off flashes that he uses for hypnosis of others; believed to be able to communicate with dolphins; knows ballet; has special ability to sense chemical composition of rare poisons or foods and has knowledge of antidotes; has outer-space experience; has electrical equipment knowledge good enough to disrupt and destroy; believed to be an expert in the martial arts also. WEAPONS: Cigarette lighter with 83 functions, plus his knowledge of martial arts. CONCLUSION: This highly competent and dangerous agent appears not to be softened by his luxurious trappings of wealth. He was once chosen by computer as the human most capable of preventing a catastrophe, He seems to project an image of lazy, humorous sexuality along with a vast knowledge for trivia. Consider this somewhat arrogant, eccentric agent as highly efficient and deadly.

NAME: Smart, Maxwell. CODE NUMBER: 86. AFFILIATION: C.O.N.T.R.O.L., an international spy organization dedicated to combatting the diabolical objectives of K.A.O.S. HEADQUARTERS: 123 Main Street, Washington, D.C. (entered through a telephone booth with collapsible floor; exited via a series of large metal doors). COMMANDER: The Chief (Thaddeus). NOTEWORTHY ACQUAINTANCES: Admiral Harold Harmon Hargrade, former C.O.N.T.R.O.L. Chief; Dr. Steele, female, head of C.O.N.T.R.O.L.'s lab (located in a burlesque theatre); Conrad Siegfried, head of K.A.O.S., an international criminal organization. MARITAL STATUS: Married, to Agent 99 (Susan Hilton). COVER: Salesman for the Pontiac Greeting Card Company; The Chief (alias Howard Clark) is his alleged employer. CITIZENSHIP: United States of America. SEX: Male. HEIGHT: Less than 6 feet (183 cm). WEIGHT: Less than 167 pounds (76 kg). BUILD: Medium. EYES: Brown, beady. HAIR: Black. EXPRESSION: Comical. DISTINGUISHING MARKS: Rather long, pointed nose; weak chin. LANGUAGES: Chiefly English. VOICE: High, distinctive, nasal. PERSONALITY TRAITS: Determination, good humor, recklessness. HABITS OR VICES: Tobacco and alcohol, neither to excess. DISTINGUISHING TALENTS OR ABILITIES: Clumsy; extremely lucky; good shot with handgun; uses deplorable disguises; believed to be able to fence and fly an airplane; believed not to know how to swim; uses a vast array of weapons and tools disguised as ordinary objects; uses a shoephone which rings and can be dialed for communication; knows some of the basics of martial arts. WEAPONS: Range from standard to nonstandard, usually handheld weapons; some knowledge of martial arts. CONCLUSION: This sometimes romantic, bumbling klutz should not be taken lightly. He is noted for getting the job done, most often by unorthodox methods which complicate the solutions.

NAME: Hilton, Susan. CODE NUMBER: 99. *(For organizational information see Smart, Maxwell.)* COVER: Secretary to The Chief (alias Howard Clark). CITIZENSHIP: United States of America. SEX: Female. BUILD: Slim, well-proportioned. EYES: Brown. HAIR: Brunette, variable length. DISTINGUISHING MARKS: None known. LANGUAGES: Chiefly English. PERSONALITY TRAITS: Level-headed, bright, well-controlled emotions; occasional jealousy of other women. HABITS OR VICES: None known. DISTINGUISHING TALENTS OR ABILITIES: Strong, good boxing knowledge, can knock a man out with one punch; knows basics of martial arts; may know more than Maxwell Smart on most subjects; cares greatly about Smart; communicates via lipstick and compact. WEAPONS: Rarely uses standard weapons; fair shot; good with fists; some knowledge of martial arts. CONCLUSION: This attractive woman is competent in most everything she attempts. She is both bright and beautiful and should be approached with caution.

NAME: Phelps, Jim. AFFILIATION: Coordinator of IMF (the Impossible Missions Force), a clandestine operations unit of the United States Department of State counterespionage division. NOTEWORTHY ACQUAINTANCES: Believed to have a file on every available Western agent and/or specialist in unusual fields. MARITAL STATUS: Single. CITIZENSHIP: United States of America. BACKGROUND: Frequently gets instructions from an aide to the Secretary of State via self-destructing tape recording. SEX: Male. HEIGHT: 6' 3" (190 cm). WEIGHT: 167-187 pounds (76-85 kg). HAIR: Silver, lies



Tell them you saw it in Dragon magazine

with mathematical precision on a perfectly-shaped head. DISTINGUISHING MARKS: Nothing exceptional. LANGUAGES: Chiefly English; speaks German fluently; others possible. HABITS OR VICES: Exquisitely groomed. VOICE: Deep, forceful, resonating. DISTINGUISHING TALENTS OR ABILITIES: Smart, good general knowledge; excellent emotional control even under conditions of stress; good dilemma and problem solver; quick, cool thinker; some use of martial arts; uses various ingenious devices and designs incredibly complicated solutions; methodical planner; amazing talent for determining what skills will be needed on a mission; excellent judge of character, able to predict reactions quite well; near-photographic memory. WEAPONS: Standard in most cases if used, drugs and non-deadly ammunition popular. CONCLUSION: This man is powerful and brilliant. He should be regarded with great caution because he is devious and unpredictable.

NAME: Blaise, Modesty. AFFILIATION: Independent, former ringleader of The Network, an organization of art and jewel thieves, currency manipulators, smugglers, and spies (no known dealings in drugs or vice); sometimes works in cooperation with British Intelligence. COMMANDER: None. NOTEWORTHY ACQUAINTANCES: Willie Garvin, aide and devoted employee; Sir Gerald Tarrant, British Intelligence leader who occasionally recruits her; Sheik Abu-Tahir, ruler of Malaurak, a small Arabian oil sheikdom; many other influential people, most European or Middle Eastern. CITIZENSHIP: Birthplace unknown (possibly Eurasian); first record as a child in a Middle East refugee camp; married and divorced an Englishman in Beirut to gain current British citizenship. SEX: Female. BUILD: Medium, attractively proportioned. HEIGHT: 5' 6". HAIR: Black, generally arranged in a tall chignon which gives the impression that she is taller. EYES: Dark. COMPLEXION: Tan. LANGUAGES: English, spoken with a very mild non-distinctive accent; Arabic; French; Spanish; others possible. PERSONALITY TRAITS: Can be all business or all pleasure; quick, accurate judge of character; cool and quick-thinking in the face of danger. HABITS OR VICES: Alcohol and tobacco, neither to excess; love of danger and excitement. DISTINGUISHING TALENTS OR ABILITIES: Expert at judo and karate; good shot; skilled gemcutter; has been known to enter a room of enemies without upper clothing to freeze their reactions long enough for her to gain the advantage (technique called "The Nailer"). WEAPONS: Often uses MAB Brevette, a small, quiet self-loader with which she is very accurate. CONCLUSION: This gorgeous woman is capable of breaking a man's heart — or his neck — with equal ease. She is a most cunning adversary — thief, smuggler, guerrilla fighter — and should be approached with extreme caution.

NAME: Unknown. CODE NUMBER: Unknown. **ALIAS: The Prisoner: Number 6.** AFFILIATION: Formerly with British Intelligence; resigned when he became disillusioned with espionage. Currently detained in The Village, a secret location where spies of any nationality are placed who know too much to be allowed to go free. INFLUENTIAL ACQUAINTANCES: Number 2 is the human leader of The Village (Number One is suspected of being a computer); the position of Number 2 may be abruptly terminated if the officeholder is not successful in his or her duties (according to the whim of Number One); these duties often include "breaking" prisoners and extracting desired information (such as "why did Number 6 resign" — a question he has steadfastly refused to answer even under elaborate psychological schemes and torture). MARITAL STATUS: Single. CITIZENSHIP: Great Britain. SEX: Male. RACE: Caucasian. HEIGHT: Over 183 cm (6 feet). BUILD: Slender. HAIR: Sandy. EYES: Gray, piercing. VOICE: Hard, clipped, mild Scottish accent. LANGUAGES: Chiefly English; Russian; French; others possible. HABITS OR VICES: Prefers black clothing. DISTINGUISHING TALENTS OR ABILITIES: Absolutely trustworthy, cannot be broken by any torture or psychological technique yet devised; extraordinarily creative escape artist; some *martial arts use; can fly a helicopter; stubborn, individualistic, brilliant. WEAPONS: Standard if any — WARNING: Subject has been shown to be highly creative at fashioning weapons from available resources. CONCLUSION: This rugged individualist values his freedom more than his life. He has finally rejected the "system" after years of working with it, and now any effort to categorize or regiment this man will meet with instant and fervent hostility from him. He is always examining, always questioning, and always alert; agents are advised never to relax their guard when in his presence!

Strangely enough, many of these actual secret agents have been publicly revealed in books, movies, and on television, but this does not seem to have hampered their effectiveness. It is the feeling of our Bureau Administrator that study of these publicized fictions might still, in some way, contribute to our knowledge of the actual agent and thus allow us to deal with them more effectively should they be encountered. In accordance with this directive, the summary below is presented.

JAMES BOND — This daring agent's adventures were first recorded in the books of Ian Fleming, but the cinematic extravaganzas gave him his greatest popularity. Bond has been portrayed by Sean Connery, David Niven, George Lazenby, and Roger Moore in movies bearing the names of Fleming books but frequently very little of the story.

JOHN STEED and **EMMA PEEL —** This pair of agents were portrayed by the dapper Patrick Macnee and the beautiful Diana Rigg in the British television series "The Avengers." Wry humor and elaborate characterizations were hallmarks of this fine adventure series.

NAPOLEON SOLO, ILLYA KURYAKIN, and **APRIL DANCER —** These agents could all be found in the American TV series "The Man From U.N.C.L.E." Napoleon and Illya were both in the feature-length film *To Catch A Spy,* and April later had her own series ("The Girl From U.N.C.L.E."). Napoleon was portrayed by Robert Vaughn, and Illya (originally a minor character) was brought to life by the appealing Scotsman David McCallum. Stefanie Powers played April Dancer.

MATT HELM — In a surprise move, Dean Martin was cast as Helm. Martin had previously been stereotyped in the role of a bumbling alcoholic, but proved quite adept in capturing the essence of Matt Helm in movies such as *The Wrecking Crew,* et al.

ALEXANDER MUNDY — On American television, this thief-turned-spy was played by Robert Wagner in the series "It Takes A Thief". Mundy's father, Alistar, was played by Fred Astaire.

DEREK FLINT — Clearly the best American secret agent, Flint was convincingly portrayed by James Coburn in *Our Man Flint* and *In Like Flint.* Both movies were financial successes, and are rerun regularly on television.

MAXWELL SMART and **AGENT 99 —** This pair of agents was brought to American television in the series "Get Smart." Played by Don Adams and Barbara Feldon, the characters and their brand of tongue-in-cheek espionage became quite popular. 99 never revealed her real name until one show where, disillusioned with CONTROL and Smart. she planned to marry a wealthy European; it turned out her fiancee was with KAOS and Smart saved the day. Shortly after this episode they were married.

JIM PHELPS — Phelps gave new life to the practice of one-way drops, destroying the tape (and often the player) from which he got his weekly assignment in obscure locations. "Mission: Impossible" was the name of the series, and Peter Graves portrayed the machinelike Phelps as a master planner. This show was one of the best of the espionage dramas, hovering just beyond present-day technology in its use of devices.

MODESTY BLAISE — The novel Modesty Blaise by Peter O'Donnell introduced this charming female to the world, and a movie and a comic strip were spawned shortly thereafter. In the rather incomprehensible movie, Monica Vitti's attractive characterization of Blaise made up for the poor editing of the movie.

NUMBER 6 **—** This puzzling ex-agent was presented to television audiences in the British series "The Prisoner." Patrick McGoohan was the star as well as the creator and producer of this enigmatic show. "The Prisoner" was an unusual series, an allegory advocating freedom of decision; at the end it suggested that The Village wasn't fixed to a location, but rather was within all of us, and that it would come to the surface whenever we conceded or ignored the rights of free will and choice.

The Rasmussen Files

Top Secret reactions and rule additions

by Merle M. Rasmussen

SECURITY CLEARANCE LEVEL: ONE IN ALL BUREAUS
BEGIN MESSAGE:
TO: Operatives and Participants of Top Secret, especially first 21,699 recruits
BY AUTHORITY OF: Merle M. Rasmussen, Director of Administrations
PURPOSE: To clarify some *Top Secret* procedures, to define the use of certain espionage devices, and to disclose unofficial information concerning the Technical Bureau.
MESSAGE: Agents in the field have recently brought to my attention specific shortcomings or omissions in the *Top Secret* field manual. These oversights primarily appear in the first 10,000 copies printed and were corrected by "The Silencer" for the second printing. My compliments to those agents whose powers of observation brought these incongruities and deletions to our attention. My special compliments to those agents with the resourcefulness and bravery to forge ahead using the field manual as it appeared, correcting and improvising as they saw necessary for the completion of their assigned missions.

Much good agent input came from a last-minute *Top Secret* seminar held at GenCon XIII. I was glad to see many people interested in what Mike Carr, Corey Koebernick, Evan Robinson, Jerry Epperson and I had to say. Nearly everyone wanted to see more weapons, faster combat, rule expansions, campaign information, and less about me in *The Dragon.* (Developments at TSR will bring much of this to you, the agent, in 1981.) From the player response for the *TS* tournament, it looks like bigger and better competition will be offered at future cons. Mike and Corey wrote a fast but deadly module for the GenCon tourney which may be appearing in print in early '81.

Agents' evaluations

A few very good points were brought up at the GenCon seminar concerning the *Top Secret* game system. These observations and suggestions may help you to see what's happening with *Top Secret* around the county and to see if your organization behaves this way.

1. The mission itself, and not the personal improvement of character abilities or finances, is emphasized.

2. There seems to be a direct relationship between low-level characters and a low chance of survival. High-level characters are quite difficult to eliminate.

3. Groups tend to split up during missions, which slows play but allows characters more independent activity. Bureau, nationality, and level rivalry often causes backstabbing and distrust among teammates.

4. *Top Secret* is more "realistic and logical" than *Dungeons & Dragons*®. Technology replaces magic in *TS,* and NPCs are often more valuable alive than dead. Guards don't hide in dimly lit rooms along a passageway without food or water, waiting for agents to break in, attack, and take away their treasure.

5. *D&D* veterans tend to be paranoid playing *Top Secret.* People who have never played a role-playing game are often more successful than long-time gamers.

6. Some people are combining *Top Secret* with *Commando, Traveller,* or *Advanced Dungeons & Dragons*™.

7. Administrators should keep in mind what influence role-playing with rules concerning violence, sex, and drugs might have on young and impressionable persons.

8. Of 272 survey responses returned by players, it was found that the majority of persons playing *TS* are single, teenage males who earn less than $5,000 per year and own more than 20 games. They rated the game overall as excellent.

Rule additions, clarifications

For the 27 percent of the agents at GenCon who thought the rules were less than complete, here are some unofficial rulings, clarifications, and suggestions:

Purchased flashlights include batteries and do float. They're 55-75% waterproof.

Paper matches are free, and 250 wooden stick matches come in a non-waterproof cardboard box for $1. All matches should be kept track of according to number and moistness. A wet match will not light.

Butane lighters good for 1,000 lights apiece should cost $1 and are 50% waterproof.

Thermite bombs do not explode but burn for 5-10 seconds, like magnesium oxide, temporarily blinding viewers and melting through 1-inch plate metal or asbestos walls, thereby usually destroying paper contents of a safe or other heavy container.

Projectile combat is, in reality, very fast but plays very slow. Remember, bullets can be in flight even though the person who fired them can be wounded or dead. Yes, novice agents can be shot by persons with holstered or concealed weapons. This can happen even if the novice agent's gun is already drawn and aimed. As a novice, much inferior personal reaction time as well as emotions, training, determination, and movement are being staked against a superior opponent. Even point-blank targets should get a chance.



Unconscious characters can call on Fame and Fortune points if that option is being played; however, once you're dead, you're dead. (There is no reincarnation spell in Top Secret.)

Agents using Fame or Fortune points should give their Administrator a logical reason why their intended harm should not occur. (i.e. dud ammo, deflection off belt buckle, lack of fragmentation, remarkable resemblance to shooter's close relative, others possible) Admins should not allow the same logical reason to be used more than once per mission or game year.

Each person's body chemistry, build, and metabolism is different, so gases, explosions, wounds, or poisons may affect each agent differently.

International credit cards are difficult to come by and can't be used for buying espionage-related tools, equipment, or services.

Counterfeit money cannot be used to buy equipment at the start of a mission, nor should it be used to buy more bogus money. People who deal with funny money know it when they see it.

Nose filters and collar masks are expensive special devices and may clog 65-85% of the time under continued use.

Throat mikes and most other types of electronic equipment have a 75-95% chance of fizzling out each time they are immersed in water unprotected. Reduce these percentages to 24-45% if waterproofing precautions are taken.

Wet firearms or other powder-firing weapons are extremely unreliable and even when protected only fire 25-50% of the time after immersion. Condensation inside plastic sacks or wax after 15 minutes of immersion has the same effect on bullets and powder explosives.

Additional Bureaus, weapons, and devices are possible locally but are not yet officially defined or recognized. Your local administration may be organized in any way to complete its missions, but existing experience levels should never be compromised.

Paranoia is a common ailment among novice agents. Don't let it stand in the way of enjoying the rapid conclusion of a well-executed mission.

Further questions and/or suggestions, especially concerning other bureaus, personalities, and espionage techniques in general should be sent to *Top Secret* Questions, c/o TSR Games, POB 756, Lake Geneva WI 53147.

The Technical Bureau

More information on the Technical Bureau is presented below. These are not hard and fast rulings, but rather a framework for future information to be built upon. These ideas are not official rule additions

Section Q—Technical

Level	Designation	Exp. pts. needed
1	Trainee	0
2	Clerk	79
3	Tinker	157
4	Hobbyist	313
5	Apprentice	625
6	Journeyman	1250
7	Master	2500
8	Academician	5000
9	Consultant	10,000
10	Technician	20,000

10,000 experience points must be earned for every level above 10th.

Technicians often earn their first experience by attending espionage classes. Once trained in specific courses, they may occasionally be assigned to fieldwork and team with assassins, confiscators, and investigators. However, prospective technicians are warned that bureau procedures may limit their activities to subservient participation. Technicians are rarely placed in the field. Those few who are should strive just as hard as agents in the other bureaus to defend themselves and perform their function professionally even when under extreme stress.

The Espionage College

To learn specialized skills and/or increase specific Areas of Knowledge, an agent may opt to take any or all of the Espionage College courses listed below. Preceding any mission, an agent announces to the Administrator which course(s) he or she has selected. The cost and length of time the course will take to complete will be assigned by the Admin and adjusted according to the agent's experience level and the bureau he or she last worked under. If the agent is unclassified (never been on a mission), apply the basic charges. Class time (during which time the agent is not in the field) cannot be interrupted and then resumed unless the interruption is less than 7 days long. If an agent must go on a mission for more than 7 days, the money and time invested in the course is lost and cannot be regained. If the agent returns to class after 7 days absence, he or she must pay a new admission price and start the course work over. More than one course may be taken at a time if an agent fulfills the Knowledge Trait and course enrollment requirements. Courses are taught simultaneously, so interruption would disrupt all courses being taken no matter how the combined time in weeks breaks down. No finished course may be taken again! (For exception, see Specialization)

Course Enrollment

An agent may enroll in only one course at a time if his/her Knowledge Trait value is less than or equal to 84, two courses at a time if Knowledge Trait value is 85 through 97, and three courses at a time if Knowledge Trait value is greater than or equal to 98. Multiple course loads take as many weeks to complete as the longest single course. (i.e. If you were taking a 5-week course at the same time as an 8-week course, both courses would take 8 weeks to complete. If you had to go on a mission at any time over 7 days after beginning, both courses would be interrupted. To continue you'd have to start both courses over again.)

Course time

Course time begins at the moment the course fee is paid. In some cases, credit for the entire course is given at the moment of payment when the course time involved computes to zero or less weeks.

For taking a course under a bureau other than the one you last worked under, add one week of class time.

For unclassified agents who have never been on a mission, add two weeks of class time.

For taking a course while recovering from wounds received on your latest mission, add one week, if you're resting with hospital care or three weeks if you're resting without hospital care.

Modifications for agents with a Knowledge Trait value in the range:

01-03	add two weeks
04-16	add one week
17-84	add no weeks
85-97	subtract one week
98 or above	subtract two weeks

Course cost

Someone has to pay for this education whether it be the agent or his/her agency. Often an organization takes money collected by agents on missions and places it in an Educational or Developmental Fund from which the organization can later draw to pay for educational materials as well as weapons and equipment research.

Course fees are reduced 10 percent per agent experience level. (Unclassified agents are considered level zero.) For example, a fifth-level investigator pays 50 percent less than the listed course fee. In some courses, for some agents, no payment may be necessary.

There are no exceptions to the prerequisites for each course. If you do not meet the prerequisites, you *cannot* enroll in the course.

Credit

At the end of the course time, credit is awarded to each agent completing a course. Agents working under the Technical Bureau get an Experience Point bonus of + 100 for each course completed.

Specialization

Areas of Specialization may be listed (by the Admin). under some courses. The general course work is often so broad that only one area of the subject matter can be covered at a time. This specific area is taught just like any full course without Areas of Specialization, but is called a class. At the time of enrollment you must specify the particular area (class) under a course you've chosen, if that course offers Areas of Specialization. For example, an agent may choose Marine Vehicles as a course and Small Sailing Vessels as the class. This agent may take the Marine Vehicles course again later (or at the same time if Knowledgeable enough) but may not specialize in Small Sailing Vessels again. All costs, times, prerequisites, abilities acquired, areas of knowledge increased, and credits earned apply for each specialized class taken in a certain course.

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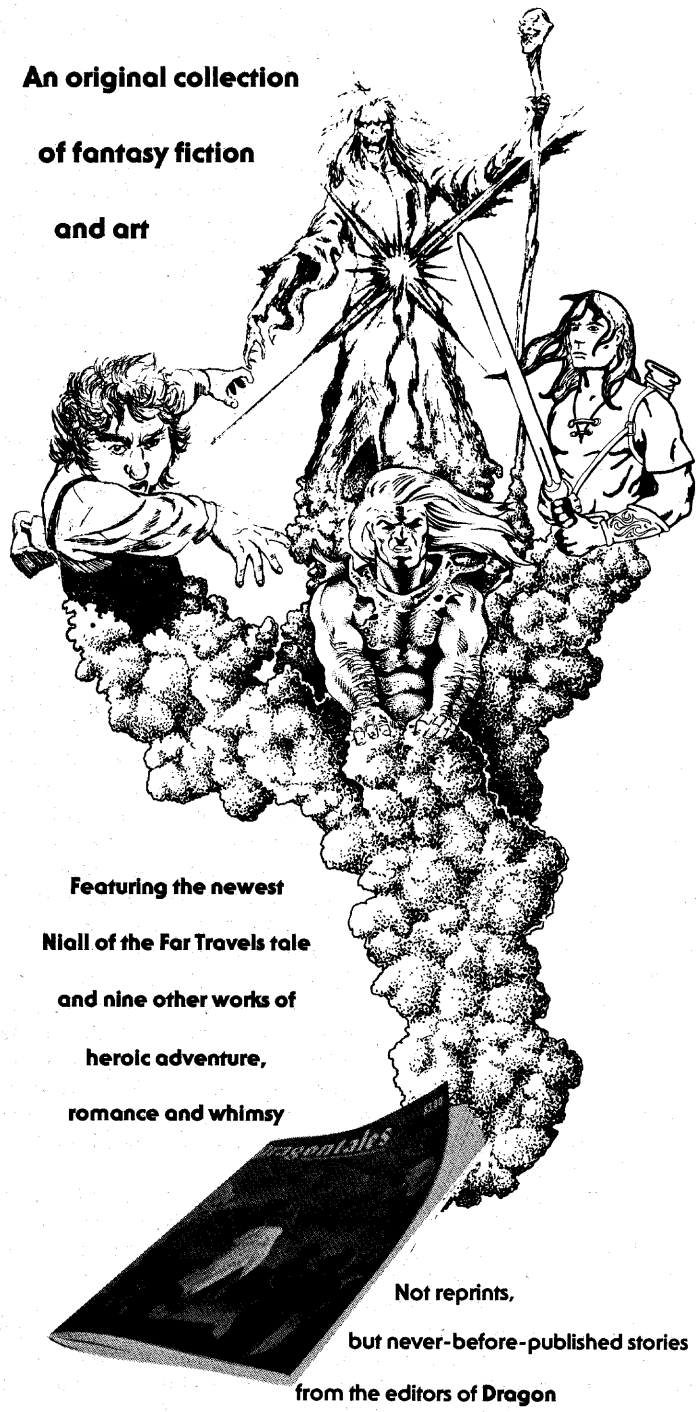
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Security Installation
Special Devices Manufacture & Duplication
Weapon Modification & Duplication

END MESSAGE

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The RASMUSSEN Files

TOP SECRET

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Basic bureaus and special agents

by Merle M. Rasmussen

SECURITY CLEARANCE LEVEL: One in all bureaus
BEGIN MESSAGE:
TO: Operatives and participants of *TOP SECRET,* especially the first 27,139 recruits.
BY AUTHORITY OF: Merle M. Rasmussen, Director of Administrations.
PURPOSE: To expand the rulings on Bureau Classification, to introduce and define new agent types and their specific roles, and to reveal course descriptions from the Espionage College Course Handbook.
MESSAGE: Operatives may work under one of four bureaus: Investigation, Confiscation, Assassination, or Technical. When a character is created, each player will decide which bureau his or her agent will be working under first. A character can only work under one bureau at a time and all experience gained must be applied to that bureau only. At any time between missions, a character may decide to change to another bureau. Already earned experience points apply only to the bureau they were earned under. A character may return to a bureau he or she has previously left and add any new experience points earned under that bureau to points earned earlier under that bureau. All beginning characters and characters attempting to earn experience under a bureau for the first time are considered 1st level with zero experience points in that bureau.

Characters who have earned experience points under more than one bureau are extremely valuable and talented. They are each given a special classification which defines their combination of talents. Level in the special classification is defined as the lowest level of the character in any of the bureaus they have gained experience in. Hence, if the character is a level-three Investigator and a level-two Confiscator, he or she qualifies as a second-level Magician.

Special Classifications

Magician — an agent with experience in Investigation and Confiscation.
Hunter — an agent with experience in Investigation and Assassination.
Sleuth — an agent with experience in Investigation and Technical.
Saboteur — an agent with experience in Confiscation and Assassination.
Wizard — an agent with experience in Confiscation and Technical.
Mechanic — an agent with experience in Assassination and Technical.
Operator — an agent with experience in any three bureaus.
Administrator— an agent with experience in all four bureaus.

Bureau member descriptions

INVESTIGATOR: This agent is the eyes and ears of an espionage operation. Primarily an information gatherer, an investigator observes, inquires, and examines the situation or target systematically, often using special surveillance equipment. The investigator should have a good memory, rate high in charm and knowledge, and should be proficient in electronics, languages, photography, and tailing. The irrepressible, often unarmed John Steed is a splendid Investigator — and performs his function to a tea!

CONFISCATOR: If the investigator is the eyes and ears of an espionage operation, then a confiscator must be the hands. A confiscator's main concern is seizing property—and that covers a lot of possessions. A confiscator should be well coordinated and familiar with all types of vehicles. Security detection, deactivation, and infiltration are a confiscator's forte, but picking pockets and gambling are done for fun. The role of Confiscator was stolen by Alexander Mundy.

ASSASSIN: The infamous yet regretfully necessary Assassin is primarily a cold-blooded murderer of prominent persons. Rating high in physical strength and/or willpower, this agent performs dangerous, often suicidal, tasks in the line of duty. Often an expert in explosives, poisons, and firearms, the Assassin must also know how to defend his or her party using unarmed fighting ability. Many an agent owes his or her life to an Assassin who used his body as a human shield during a mission. SPECTRE and especially SMERSH have been known to use many an Assassin against James Bond.

TECHNICIAN: Knowledgeable, courageous, and often highly coordinated, the Technician is usually only seen in a supportive role. When placed in the field, a Technician must perform his or her assigned function expertly even under extreme stress and adverse conditions. Usually not a weapon bearer, the Technician must rely on team members for defense as he or she operates equipment, bandages injuries, analyzes chemicals, punches a keyboard or studies a special device. Barney Collier of the IMF represents and epitomizes the Technician.

OPERATOR: In the field an operator literally calls the shots, leads the team, doles out payment, reprimands wrongdoers, and reports directly to the Administrator. Most Operator duties are mundane, bureaucratic functions necessary if new agents are to be recruited and trained. Many. Operators, tired of the constant danger in field work, strive to become Administrators where the life is safer, but lonelier. An Operator is personally responsible for the actions of an agent and the use of expensive or valuable special equipment. Jim Phelps of the IMF is definitely an Operator.

ADMINISTRATOR: Not officially an agent's role. This is theoretically where agents who have worked under all other bureaus come to retire. By having survived at least four missions to get this far in designation, the agent should have plenty of ideas on

how to design and moderate his or her own missions. Administrators often contact an operator to assemble a spy team and pay the operator who must then pay the agents, Alexander Waverly of U.N.C.L.E., "M" of the British Secret Service, and the Chief of C.O.N.T.R.O.L. fill this role.

Special classification descriptions

MAGICIAN: A master at sleight of hand and at conning everyone he or she meets, the Magician is a welcome agent on missions which are conducted in the public eye. The magician is an escape artist, a master of disguise, and an alluring entertainer all in one. The IMF utilizes Rollin Hand and his many faces as a Magician.

HUNTER: Not necessarily a killer at all, a Hunter traces the movement of prey, learns its habits, its strengths and weaknesses. The hunter is often a loner who blends in with the shadows, seeks to find the target, and often fascinates or forces the surprised target out into the open where an Assassin can get a clear shot. While investigating, James Bond is authorized to kill in the line of duty. Because of this, Bond is defined as a Hunter and hence is treated with respect and awe.

SLEUTH: Sherlock Holmes best typifies this agent. Brilliant, systematic, charming but never assuming, a Sleuth often solves the problems he or she poses. The Sleuth is cautious yet surprising and often fools those he or she comes in contact with. An information expert, the Sleuth is a valuable asset on highly technical missions where quick, clear thinking is a must. Wiretapping and codebreaking are just two of the Sleuth's strong points. Derek FIint is a modern-day, Sherlock Holmes-type Sleuth.

SABOTEUR: Not a mad bomber or a political terrorist, a Saboteur is a dazzling, fast-acting expert with a toolbox. Not only must a Saboteur know how to stop a machine or process, but he or she must know how the mechanism should work normally. On a series of machines, a Saboteur must remove the same part from all of them so some can't be repaired by "cannibalism." Often using herself as the "tool", Modesty Blaise has sabotaged men's hearts and cut gems with equal expertise.

WIZARD: At one time restricted to being a safecracker, modern technology has expanded the Wizard's role. The Wizard can deactivate a security system, hot-wire a vehicle, find hidden openings, and withdraw information from computer files in seconds. The Wizard nearly always uses tools and is welcome on delicate missions requiring a short amount of time. Wizards work well with sleuths, lllya Kuryakin of U.N.C.L.E. is believed to be an electronics wizard. (See *Dragon* #44, p.11)

MECHANIC: A mechanic is an agent whose role is to create "accidents," Like the Wizard reliant on tools, the Mechanic is concerned with subtlety and secrecy. Often working alone with explosives, gases, poisons and special devices, the Mechanic must rely on technical knowhow. Not all missions will be for assassination purposes, Mechanics work well with Saboteurs and Hunters. Willy Armitage of the IMF could perform the functions of a Mechanic quite naturally.

No specific role is all-encompassing, nor should it be. Each agent brings particular talents to a mission that often overlap another's talents. In the course of a mission it is best to let the most qualified individual perform any particular task, It is the operator's job to know the agents on the team and allocate them appropriately.

As an example of how the special classification works, imagine that Shadra, a new recruit, has decided to work under the Technical Bureau, She completes the ten-week Pyrotechnic Chemistry and Duplication course in nine weeks. (Where she received the $7,000 entrance fee is still a mystery.) She earns 90 experience points credit, plus 100 bonus points for working under the Technical Bureau. She is now classified as a level-three Technician and is designated as a Tinker.

On her first field mission she decides to work under the Confiscation Bureau, and she miraculously gains 425 experience points. She is now a level-two confiscator and is designated as a Pilferer.

Her special classification is a short description of her abilities. She is designated as a level-two Wizard (or Wizardess, if she prefers).

Physical Differences

The following optional rules can be used to randomly determine the gender and handedness of an agent. Depending on which sex an agent is determined to be, some primary personal traits will be modified as indicated,

Sex of agent: After an agent has rolled up all the primary personal traits, a roll to determine sex is made:

Dice roll	Result
01-49	Agent is female
50-98	Agent is male
99-00	Player's choice (see below)

The personal traits of female agents are modified as follows: The player rolls a 10-sided die twice, with the first number added to the agent's Willpower and the second number added to the agent's Coordination' Secondary and tertiary personal traits involving Willpower and Coordination are calculated using the modified scores.

The personal traits of male agents are modified as follows: The player rolls a 20-sided die and adds the number to the agent's Physical Strength, Secondary and tertiary personal traits involving Physical Strength are calculated using the modified score.

Agents with a roll of 99-00 on the table above have the additional talent of being a male/female impersonator, with a 75% to 95% chance to fool anyone, even at very close distances. (Don't laugh: The Chevalier d'Eon, a male, served as Maid of Honour to Tsarina Elizabeth of Russia quite successfully while on an espionage mission.)

To determine the handedness of an agent or individual, either a player character or a non-player character, roll percentile dice and use this chart:

Dice roll	Result
01-89	Character is right-handed
90-99	Character is left-handed
00	Character is ambidextrous

A Technical Bureau Course Offering from the Espionage College Course Handbook

Course: First Aid
cost: $1,000
Time: 2 weeks
Prerequisites: Knowledge 25 or higher, Courage, Coordination and Willpower all 50 or higher.
Ability acquired: Given a standard household first-aid kit, the agent who has completed the First Aid course will be able to aid 1-4 mortally wounded characters, raising their life levels back to 1 (unconsciousness) if reached within 5 minutes after being injured, The agent will be able to revive 1-6 unconscious characters in 1-10 minutes each. Injured but conscious characters cannot have their life levels raised by first aid. The agent cannot administer aid to himself or herself,
Area of knowledge increases: The agent will gain from 1-10 points in each of these areas of knowledge (amount of gain for each is determined separately): Biology/Biochemistry; Medicine/Physiology; Physical Education; and Psychology, In addition, the skills of bandaging, artificial respiration, cardiopulmonary resuscitation, splinting, the use of pressure points, and gagging will also be acquired,
Credit: 50 experience points

Special Weapons

Airguns and dart guns are intended to be used as non-

(Turn to page 57)

Top Secret

(From page 27)

lethal projectile weapons. All damage should be calculated as if they were regular weapons, and then halved to reflect the non-lethal nature of the attack. It is possible for a victim to receive a half-point of damage; persons with 1 point of life level may be unconscious, persons with ½ point are always unconscious, and persons with a life level of zero or less are mortally wounded and usually die within 5 minutes if left unaided.

Weapon statistics for an airgun are the same as for a dart gun, except that ammunition varies from 1-100 (pellets only). The effect of a substance contained within a dart should be considered when determining the damage done from a dart gun, Darts (like hypodermic needles) may be filled with just about any fluid, in the arbitrary amount of 1 dose. This substance may be poison, alcohol, truth serum, steeping gas, or any other more exotic drugs.

Non-lethal weapons such as rubber bullets, stun guns, brass knuckles, saps, nets, whips, cattle prods, ball bearings, lubricants and adhesives are still being investigated. Airborne chemical weapons such as mace, nausea gas, mustard gas, nerve gas, tear gas, phosphorescent dye, sneezing powder and itching dust may be considered in later reports.

Exam answers

1. False. Skeletons are mindless and thus not capable of malice.

2. True. Their ray of cold and other magic powers make them powerful in spite of their 5+2 hit dice.

3. False. There are six: Hill, Stone, Frost, Fire, Cloud and Storm.

4. False. All three reasons given are either wrong or irrelevant to the question. Nothing in the *Monster Manual* says that Red Dragons are more vicious than any other kind of dragon. They are not more common than the other kinds — see the *Monster Manual* at pp.31-34. The likelihood that a Red Dragon will be asleep is irrelevant to the degree to which it is feared when awake. Any of the following are acceptable reasons for fearing Red Dragons more than other kinds: larger size, larger breath weapon, greater likelihood of spell use, 1st-4th level spells usable, lowest armor class. If you answered "false" because you thought Tiamat was the most feared type of evil dragon, give yourself credit for answering the question correctly.

5. False. See DMG, pp.75-76.

6. True. The reason is that they get multiple attacks against Goblins but not against Orcs. If you were hung up on the fact that this does not hold true for 1st-level fighters, give yourself credit for the question,

7. True. See the appropriate *Monster Manual* descriptions.

6. True. Damage/attack for trolls was changed from 2-5/2-5/2-8 to 5-8/5-8/2-12 in the *Monster Manual* errata *(Dragon* #35) and in later editions of the Manual, making them much more powerful.

9. True. *See* the *Monster Manual* under lycanthrope.

10. False. The Mind Flayer's physical attack is deadly.

11. True. See *Players Handbook,* p.16.

12. True. See *Players Handbook* under the various major character classes.

13. False. *PH,* p.17.

14. False. *PH,* p.14.

15. False. The real reason is the anti-magical nature of these races; see *PH,* p.15.

16A. False. A new character cannot afford plate mail with the gold pieces given at start; see *PH,* p.35.

17A. False. The Fighter is AC -1.

18A. True as stated. Rangers get a damage bonus versus these creatures, and dwarves get an armor class bonus against giant-class creatures of Ogre site or larger. The latter are also +1 to hit against certain giant-class opponents.

19A. False. Fighters of 10th level or higher do not benefit: see *DMG,* p. 126.



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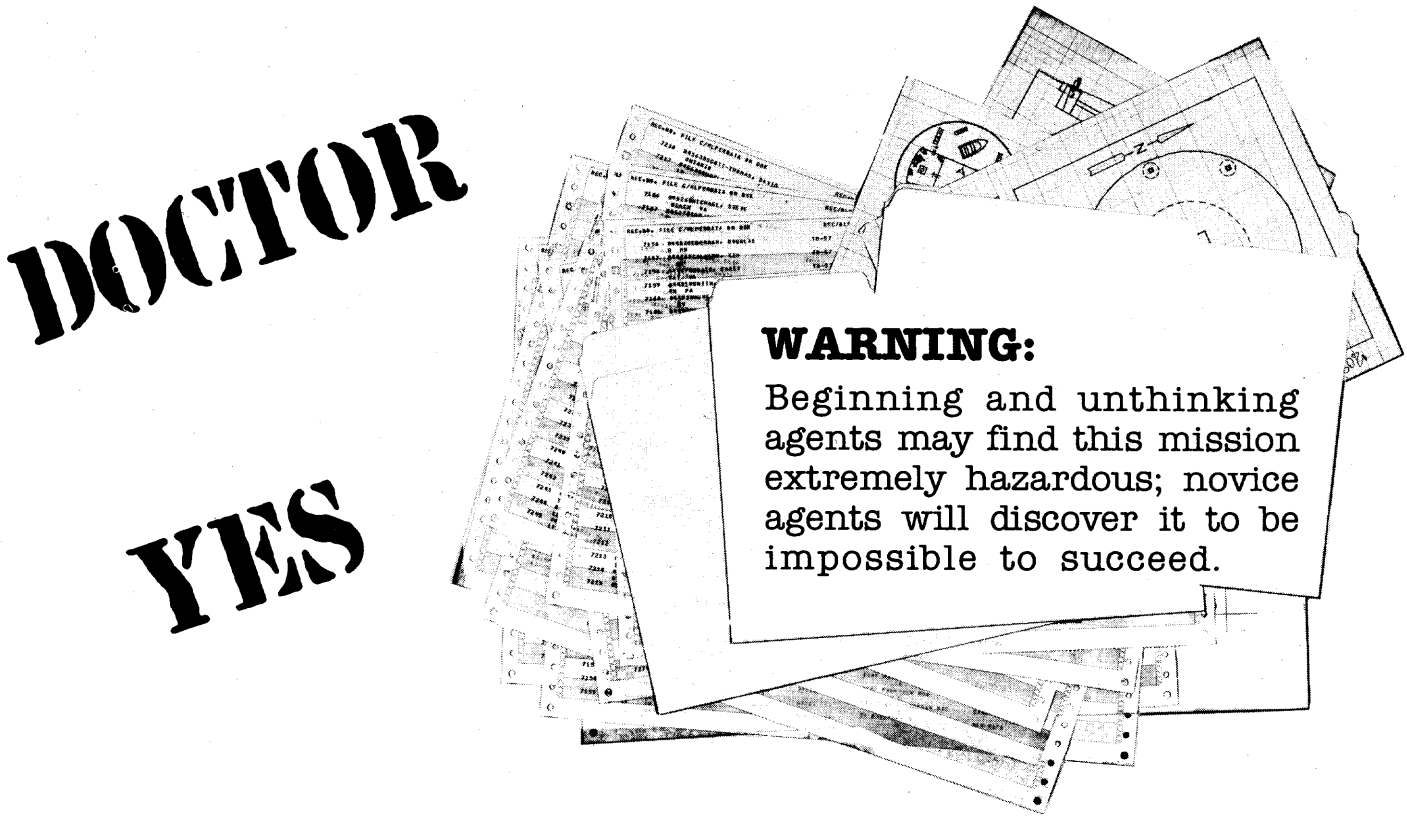
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THE FLOATING ISLAND MISSION

by Merle Rasmussen
and
James Thompson

"Looks like a floating death trap, if you ask me," observed Major K.

"I say swim in at night and blow the submarine doors," suggested Zebra Seven. "What do you think, Alpha?"

Alpha studied the map, glanced at her watch. "Too dangerous for one," she said. "I'll have my strike team assembled at once. Never been down under before . . . they say the fishing is superb."

So begins "The Floating Island Mission," an espionage adventure for the TOP SECRET™ espionage role-playing game. This is a complete mission for one to eight players. The mission can be a one-time adventure, or can serve as a small part of a much larger campaign designed by a gamemaster (Administrator). All that is needed is a TOP SECRET rulebook, an imaginative Administrator who has read the mission thoroughly, and approximately a half-dozen willing (suicidal?) players (agents) to participate.

Players are allowed to bring in their own, pregenerated characters on the mission, plus any equipment they have which they think will be necessary. As an added bonus, all players are supplied with an agent map (found on page 44 of the TOP SECRET rulebook). As long as there is lighting and the agents can see, they may refer to this map throughout the execution of the mission. From time to time the Administrator may describe or reveal characters or hardware encountered within the complex.

Reconnaissance Briefing

Located within a pocket of the Great Reef is a mobile island hideout. It is believed that the original plates used to print several denominations of Swiss francs (recently stolen from that government) have been spirited here. If someone were to produce mass quantities of counterfeit francs indistinguishable from the legal tender, the resultant effect upon the Swiss economy would be catastrophic. Also, the stabilizing influence of the Swiss franc is unquestioned; its demise as a viable medium of exchange would cripple other more erratic monetary systems such as the U.S. dollar, the British pound, and the Soviet ruble.

The architect, builder and owner of this floating island is a person known as Doctor Yes. The doctor's origins and current, as well as past, affiliations are unknown. The purpose of stealing the plates, whether it be blackmail or the destruction of the vvorld's economy, is also a mystery. Due to the limited information we possess, it is necessary to infiltrate the complex, ascertain if the plates are actually there, and if they are to recover them. The arrest of Dr. Yes and the other inhabitants of this complex for interrogation would be necessary.

The recovery of the plates is vital; therefore, a frontal, military-type assault on the complex would jeopardize the success of the mission. The inhabitants could be expected to destroy the plates in such a situation to keep them from being recovered.

Embarkation

Agents approach the island in any way they deem appropriate. It is recommended that the team should reconnoiter this complex from a distance first. Also, the team's approach should be subtle, so as not to alarm the inhabitants until the last possible moment: The recovery of the plates is vital.

A player/agent who plans to accept this mission should read no further. The information, maps and diagrams that follow are FOR THE ADMINSTRATOR'S EYES ONLY. Players stop reading now!

DOCTOR YES

For Administrator's eyes only! Player agents read no further

ADMINISTRATOR MEMORANDA

Contained in this module are the Administrator's maps, a list and description of the personnel that populate the island complex, and some drawings and statistics of the various ingenious devices invented by the inhabitants, plus a plot that weaves these elements together.

The environment in which this mission takes place is based on the maps found on page 44 of the TOP SECRET rulebook. It is left up to the Administrator whether or not to reveal this information to the players before the mission. The use of the maps is recommended, to prevent the Administrator from having to verbally describe all the basic features of the floating island, but it is not mandatory if the Administrator wants to keep agents as much in the dark as possible about what they are encountering.

If the TOP SECRET maps are revealed to the players, it would be logical to depict them as secret blueprints which came into the hands of the agents in a mysterious manner. The maps on page 44 do illustrate most of the essential physical features of the complex, but do not include any information as to the actual contents of any given room or chamber, and do not include many special features which are depicted on the Administrator's maps and described in the text which follows.

Agents should provide a specific time at which they are making their attack so the location of the characters within the complex can be known. Agents should be aware that leaving the area defined by the map by any means will end the mission for that particular character. The specific point of attack, especially the setting of an explosive or the cutting of a bulkhead, should be specified exactly, because this affects possible flooding and the status of internal hardware.

The agents' drop and pickup locations and methods should be specified before the mission because this may affect sighting, moment of detection, and strategy of defense if the invaders are seen on security screens.

Agents (and other characters) with a Fitness rating of Weakling cannot swim. Agents and others can hold their breath for as many seconds as their Willpower trait value. Heavily encumbered swimmers will sink, except that buoyancy and drag must be taken into account. All communication between divers underwater *must* be non-verbal. If a writing slate is used, the reader must be at short range. Expensive underwater speakers can receive voices from a surface location up to 1,000 yards away, but agents should be warned that use of such speakers may be detected by hydrophones located outside the island complex.

Agents may use any of the three types of scuba gear, but the following limits apply:

Closed-circuit systems make no noise and emit no bubbles but may only be used for thirty minutes at thirty feet depth or less. Semi- closed-circuit systems emit a constant stream of bubbles. Open-circuit, demand-type scuba gear only releases bubbles when the diver exhales. A trail of bubbles cannot be seen by cameras on the island, but bubbling may tip off guards in the complex once some chambers are flooded and agents are hiding in them. Agents wearing flippers will have to remove them if they intend to walk within the complex. All equipment will have to be carried on belt hooks instead of in a bulky backpack. Flashlights may be needed.

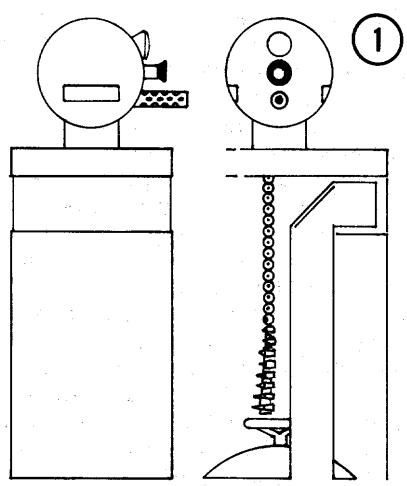
Agents may work for up to 35 minutes on the ocean bottom below the complex before needing to decompress. The following chart shows how long an agent can be underwater without needing to undergo decompression:

Depth in feet	Time limit* in minutes
33 or less	no limit
35	310
40	200
50	100
60	60
70	50
80	40
90	30

*Total elapsed time between leaving surface and beginning ascent, not just time at great depth.

If an agent must undergo decompression, his/her ascent is limited to one foot per second = 60 feet per minute.

In warm waters such as these, agents may be in the water for 3-7 hours before there can be a chance of exhaustion or unconsciousness. Death because of prolonged exposure in water of these temperatures is unheard of.



PHYSICAL DESCRIPTION (Exterior)

The island (see Adminstrator's Maps), if approached by day, appears to be a circular, sandy island (diameter: 140 ft.) with no vegetation. The sand slopes up slightly towards the center where a 25' x 25' x 15' metallic gray shed stands with two large solar panels serving as a roof. On the south side of the island is a rectangular inlet (25' x 55') that leads to a 15' double door. Equally spaced around the perimeter of the island are six sandy-colored outposts (See figure 1).

At night, each of the six outposts emits a powerful searchlight beam that completes a 360-degree rotation every minute. At 99 yards from the island, if the team is struck by the light, there is a 1 percent chance of being seen. Each yard closer to the island increases the chance of being observed by 1 percent (e.g. at 50 yards, the percent chance of being seen is 50 percent). The camera rotates with the light (as well as the gun). During daylight hours, every yard advanced closer than 99 yards increases the chance of being observed (by the camera) by two percent. Modifiers such as camouflage, size of craft, and the height of

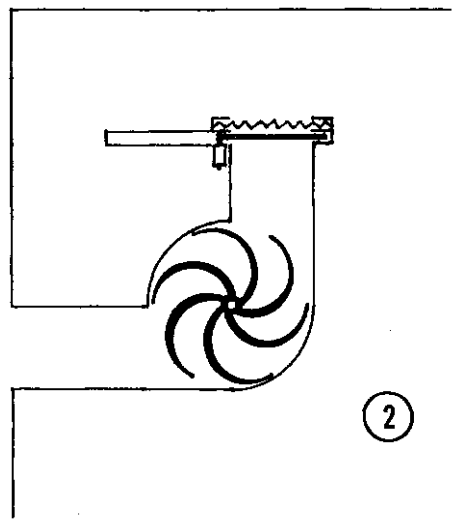
waves must be taken into account. Cameras and periscopes can ordinarily see from sea level to the eaves of the roof on the shed, a height of 15 feet above sea level. Guns can be lowered or elevated in an arc of 90 degrees centered around horizontal, or 45 degrees in either direction. If the island is approached from the south at night, it will be seen that the inlet is well illuminated by an underwater light located in the wall beneath the door of the shed.

An underwater approach would reveal to the agent a gigantic cylinder with walls of two-inch-thick plate steel, the bottom of which is more than sixty feet from the surface. During the day, sunlight easily illuminates the cylinder's entire depth through the clear water. On the top of the cylinder rests a large circular plate. Jutting out from the cylinder like spokes are six L-shaped pipes 8 feet in diameter and 2 inches thick. The surface of the cylinder is featureless except for the submarine doors (two swinging doors 12' wide) on the north side, and the seven 10' x 15' adjoining bulletproof glass panels on the south side. At night, light pours out of these windows; the glow is easily seen from the surface and even the air (from the right angles, of course). If an agent looks into these windows refer to the Living Area, Level six.

The ocean floor is twenty feet from the bottom of the cylinder. The area beneath the cylinder is covered with staghorn coral (a pointed variety) and sponges, and laden with brightly colored tropical fish — plus an occasional shark that will only be interested if the water is bloodied.

On the bottom of the cylinder is a large square elevator protrusion (See figure 2). This 25' x 25' structure extends 5 feet below the sixth level, allowing room for the elevator raft to descend and for the water pumps to be housed. On the west side of this structure is a port 3 feet in diameter for water input and there is another 3-foot-diameter port on the east side for the output. There is a ten percent chance per each ten minutes that water is being sucked in through the intake port. If an agent is within five feet of the opening and his Movement value is less than 300, he/she will be unable to resist the suction and will be drawn to his doom inside.

The outflow hole also has a ten-percent chance (per ten minutes) of functioning; if an agent is within ten feet of the opening he will be repelled five feet. Inside each hole (input or output) there is a pump something like a paddlewheel that regulates the flow of the water. All pump housings and major components are at least inch-thick steel plate. If the current pulls or pushes someone through the pump, he/she is crushed to death. The intake pump cannot operate at the same time as the outflow pump. Once having been drawn inside the intake port, no one can resist the current. A check for the pumping action must be made every ten minutes (intake port first). When the pumps are not in operation the opening inside the paddlewheel is closed off by a solid metal plate (inch-thick). The plate serves as a valve which automatically opens when the pump is running. Behind the plate is a filter, similar to a chain-link fence, to keep out larger objects which may be sucked through the paddlewheel.

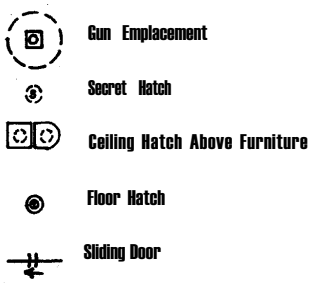


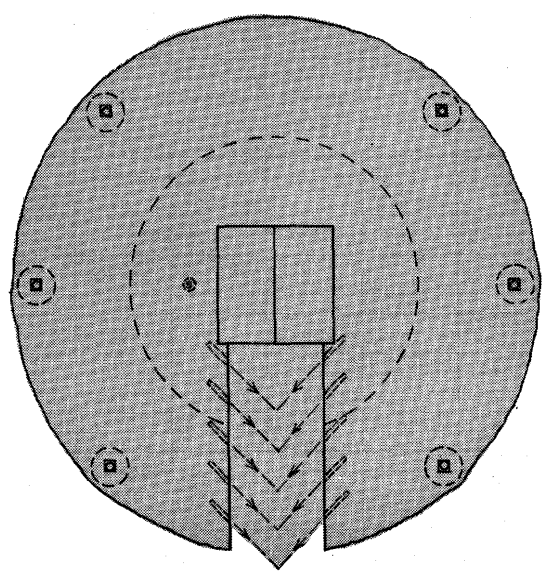
Also on the bottom of the cylinder are four slight indentations, one corresponding to each of the air locks. The hatches are 2-inch-thick armor plate (steel). If the agents attempt entry here, refer to the section on the airlocks.

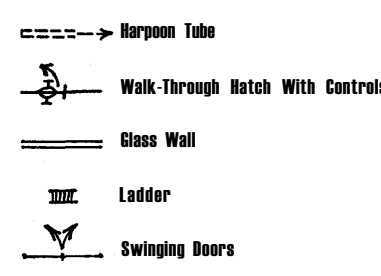
Because of the curved metallic structure of the complex, several strange effects occur:

1. Mine and metal detectors are ineffective since they are constantly registering a metallic presence.
2. Radio transmission and reception from inside the complex to the outside is impossible. Transmission and reception between points within the complex is frequently poor, but possible.
3. Thick-walled, curved metal hallways cause bullets, shotgun pellets, and especially flames and explosives to follow the curve of the wall. 90-degree ricochets are possible.
4. The sounds of explosions and loud noises are transmitted through the metal walls laterally and from level to level. The exact origin of a sound from another level cannot be determined, but those hearing it can tell if the sound is from above or below them,
5. Electricity will travel along the path of least resistance from its source to the salt water surrounding the complex and short circuits will generally stay within the metal walls.

TOP VIEW
Surface Level







HARDWARE DESCRIPTIONS

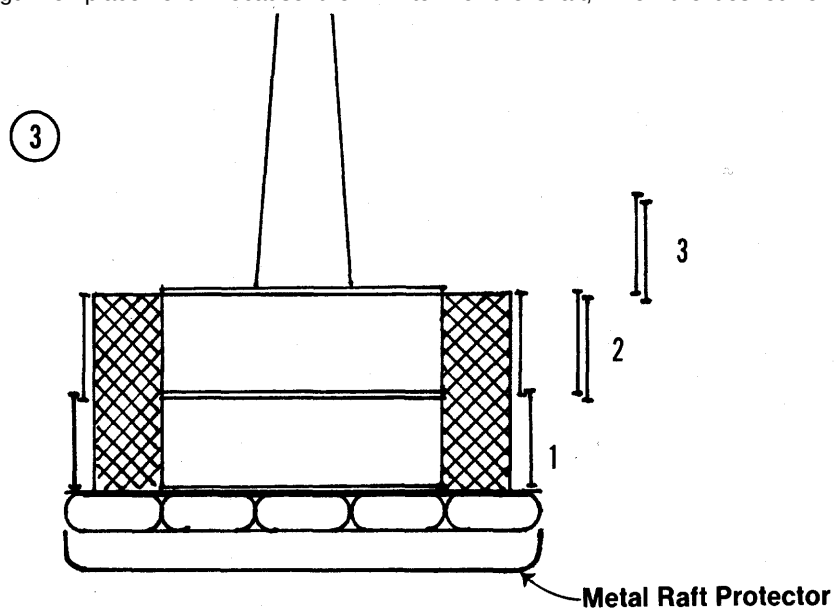
The Outposts: *(See figure 1)* 3 x 3 x 6 ft. Each of the six spheres atop the outposts possesses a camera, periscope, heavy machine gun, and a searchlight. The sphere makes a complete rotation every minute. A bulletproof glass window six inches wide allows the periscope inside the outpost to be used for manual surveillance if the camera ceases to function. Because of the rotation of the six outposts, all areas of the island and the surrounding water are covered at any given moment by at least one camera/gun emplacement. Because the guns can only fire in a 45-degree angle lower than horizontal, a man could hide right next to an outpost and not be in the path of fire from that gun.

Each heavy machine gun (PWV 95; PB 0; S-2; M-30; L-80; WS S; R 10.) is operated from the control room. A hand grenade landing within five feet of an outpost has a 30% chance of knocking out its camera, and a 20% chance of knocking out its searchlight at the same time or by a subsequent explosion.

An agent with a Physical Strength of at least 85 can knock over an outpost, which would reveal a horizontal hatch in the sand below it. This 30-inch-diameter hatch can be easily opened from the outside, and leads to a lo-foot-wide, 15-foot-deep circular chamber with a ladder. The upper end of the periscope extends 5 feet out of the sand beside the hatch. Knocking an outpost over will bend the periscope beyond use.

The Shed: It is constructed out of corrugated gray metal 25' x 25' x 15'. Two solar panels comprise the roof. In the attic is a crane motor with two cables leading down, a confusing array of copper wiring, an electrician's tool box, and a hammer with some nails. The space below the attic is the elevator shaft. When the elevator is fully raised, there is a five-foot space between the roof of the elevator and the ceiling of the shed.

The Elevator: (See figure 3) This is an engineering marvel designed by Doctor Yes. It is powered by water, and it floats on sea water, the level of which is controlled by the pumps below. When the elevator ascends, the valve below lets in water, the pressure pushes the elevator up the shaft until the desired level is reached, and then the valve closes. To make the elevator descend, water is pumped out the other valve at the bottom of the shaft; when the desired level is reached, the pump stops and the valve shuts. Underneath the elevator itself is a buoyant, 2-foot-thick "raft" that supports the cage and prevents water from splashing inside the cage. Attached to the roof of the cage are two cables that lead to the crane in the attic. The crane is used only as a safety device and stabilizer.



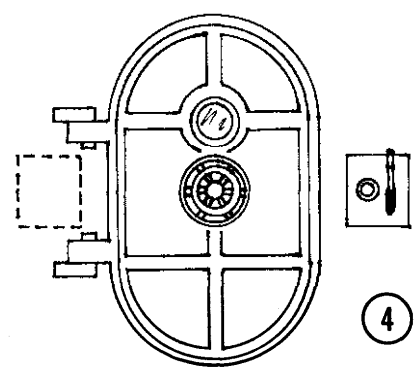
The entire complex is hooked to the bottom of the ocean by four chains. These chains not only anchor the complex but also prevent the island from bobbing up and down when great amounts of water are being pumped in and out of the shaft. If two adjacent chains are cut when under the greatest tension (when the elevator is down and the shaft empty of water) then the side of the complex which was cut free would bob up out of the water about eight feet. If two or more chains are cut under the least tension (when the cage is in the shed and the shaft filled with water), then the island would bob upward only slightly. If all four chains are cut, the island will float safely out to deeper water within 60 minutes.

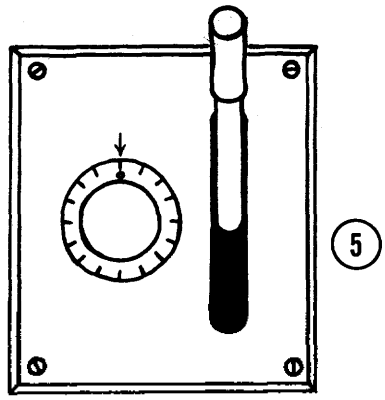
Each of the four sides of the elevator is a chain-link door. These 25-foot-wide doors consist of two five-foot-high sections. The bottom half slides up on the inside of the top half. The two sections can then be shoved up until the bottom of both is even with the ceiling of the cage, which is also chain-link. *(See numbered sequence in figure 3)* Lifting these doors is not a problem, since they operate on a system of pulleys.

The floor of the elevator consists of 70 sets of rollers which rotate east and west. These rollers aid in the loading and unloading of large objects. The guards and other inhabitants of the island have learned to stand on these rollers without falling, but agents with a Coordination of less than 50 must make a coordination roll. Rolling a number less than Coordination will result in 1 point of damage to the agent. There is a 25-foot-long rope coiled on the elevator floor. In the southwest corner is a control panel for the elevator. There are seven buttons, marked with the word "Surface" and the numbers 1-6, and an on-off switch.

When the elevator reaches the desired level, the door in the shaft wall will open automatically when the cage door on the side of the elevator is raised. The only exceptions are the control room and bedroom doors on the sixth level, which can only be opened normally from the room side.

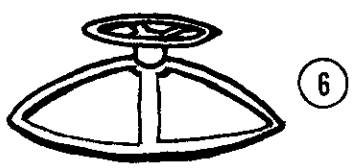
To summon the elevator from inside the complex all that is necessary is to press the button located on the wall to the right of the elevator shaft door. The shaft door will not open until the elevator arrives. It will take fifteen seconds for each level the elevator is distant for it to come to the level desired. For example, if an agent was on level 2 and pressed the button when the elevator was on level 6 it would take 15 seconds x 4, or a minute, for the elevator cage to arrive. The shaft door will open and close automatically but the cage door must be manually raised and lowered. The elevator will not travel unless both the shaft door and the cage are closed. There is a single light source in the middle of the cage ceiling which is always on. If the elevator switch is flipped off, the elevator will stop immediately, even between floors.





5

The Airlocks: *(See figure 4)* To gain access to any of the airlocks it is necessary to go through a special hatchway. These hatchways resemble those seen in submarines, featuring a wheel with spoke-like handles that must be spun several times to open the hatch and to fasten it shut. Opening or closing a hatch takes 5 seconds. There is a small window with bulletproof glass in the door providing a view of the airlock. On the right side of the exterior of each hatch is a control panel for that airlock. These panels consist of a switch and timer. *(See figure 5)* When the switch is up water drains out, and when the switch is down water is let into the room from a



6

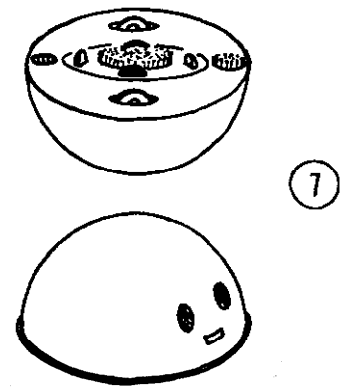
six-inch-square grated opening in the center of the floor. The timer is for decompression purposes; it can be set for up to an hour, although it is only necessary at the maximum depths in these areas to decompress for a minute and a half. The airlocks can fill up or empty out in a minute. Each airlock has a circular hatchway in its floor leading to the outside. *(See figure 6)* These hatches are 30 inches in diameter, have a wheel on the inside only, and no window. The hatch to the outside opens inward and is only left open when guards are outside and the airlock is filled with water. All airlocks may be controlled from the Control Room. All hatches must be opened or closed manually. Small arrows on the Administrator map indicate which way each hatch opens.

Sliding Doors: These doors slide open automatically when approached. They stay open for five seconds and then close. If something solid blocks them from closing, the doors will bounce open away from the obstruction every five seconds. There are sensors on the floor of each room which detect footsteps approaching a door, and other sensors which detect any significant amount of water in the room. The footstep sensors are 5 feet from the door. If the moisture sensors are activated, the doors will not open unless overridden by the control. room. The doors are one inch thick and can not be deactivated unless a cutting torch is used to melt a hole in the wall to expose the wiring. Some of these doors are slightly curved. Arrows on the Administrator map indicate which way each door slides to open.

The Bernies: *(See figure 7)* This device is a combination vacuum cleaner, trash compactor, and stereo. It also mops and waxes the floor. The mechanism resembles a three-foot-tall silver beetle. The "eyes" are not for seeing, but in reality are the cloth covering for the stereo speakers, and what appears to be a nose is actually a slot for eight-track tape cartridges to be plugged in. Prying open the nose slot will reveal a tape. Removing it will stop the music. There is a 75% chance for each Bernie encountered to contain a tape and be playing music. Tapes from other Bernies are interchangable. Around the bottom edge of the hemisphere is a rubber bumper; kicking the bumper will cause the Bernie to turn to the right at a 90-degree angle to the point of impact.

Bernie is impervious to all but armor-piercing bullets, and when such a bullet hits the device, it will stop 80 percent of the time and 20 percent of the time will be unaffected. If a Bernie is bombed by a hand grenade it will not be hurt; however, all other explosives will destroy it (a grenade exploding at the front of one will knock out its speakers). Smoke and sleeping-gas capsules will have no effect on the Bernie. The machines' batteries are well protected so they will continue to operate even in a flooded chamber. Bernies do not float. They are unaffected by power outages.

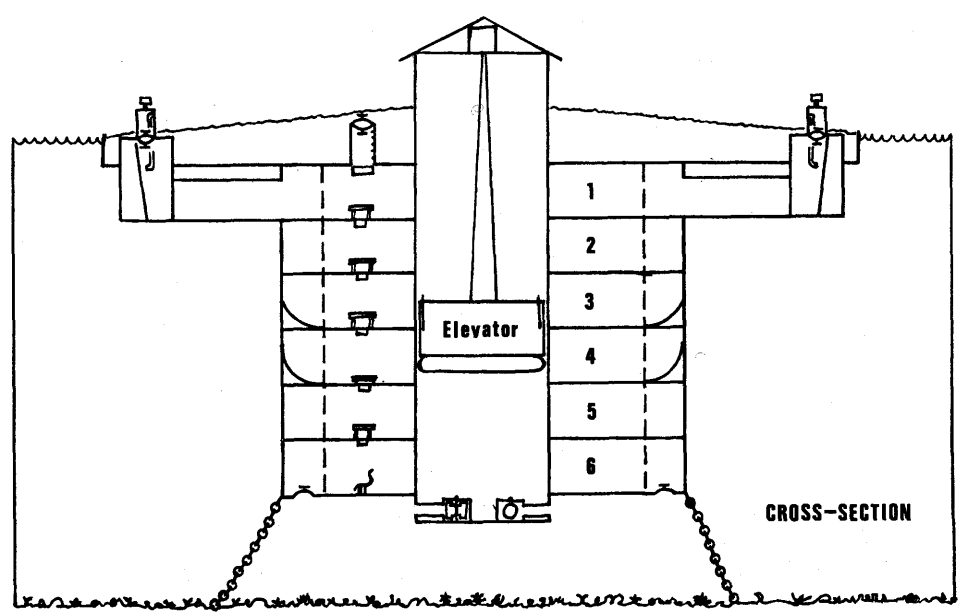
If an agent flips a Bernie over (Physical Strength 85 or better), the six wheels on the bottom will whirl in every direction. The agent will also see several holes of various sizes, a circular brush, and a hole in the center with a cylinder-shaped brush revolving. Air is sucked in through the center hole.



7

There is one Bernie per level; each room (excluding the airlocks and the elevator) has a ten percent chance of having a Bernie when an agent enters it. Once the agents find a Bernie on one floor they will find no others (except for the repair shop) on that floor. They will always find one in the last room they explore on a certain level, if a Bernie had not been previously found on that level.

The Bernies move (roll) at a normal walking pace. Usually, they will move at random, bouncing off walls and going down hallways; however, they will tenaciously follow any trail of dirt, water, or blood to its source. Upon contact with any solid obstacle, they will bounce and turn a different direction.



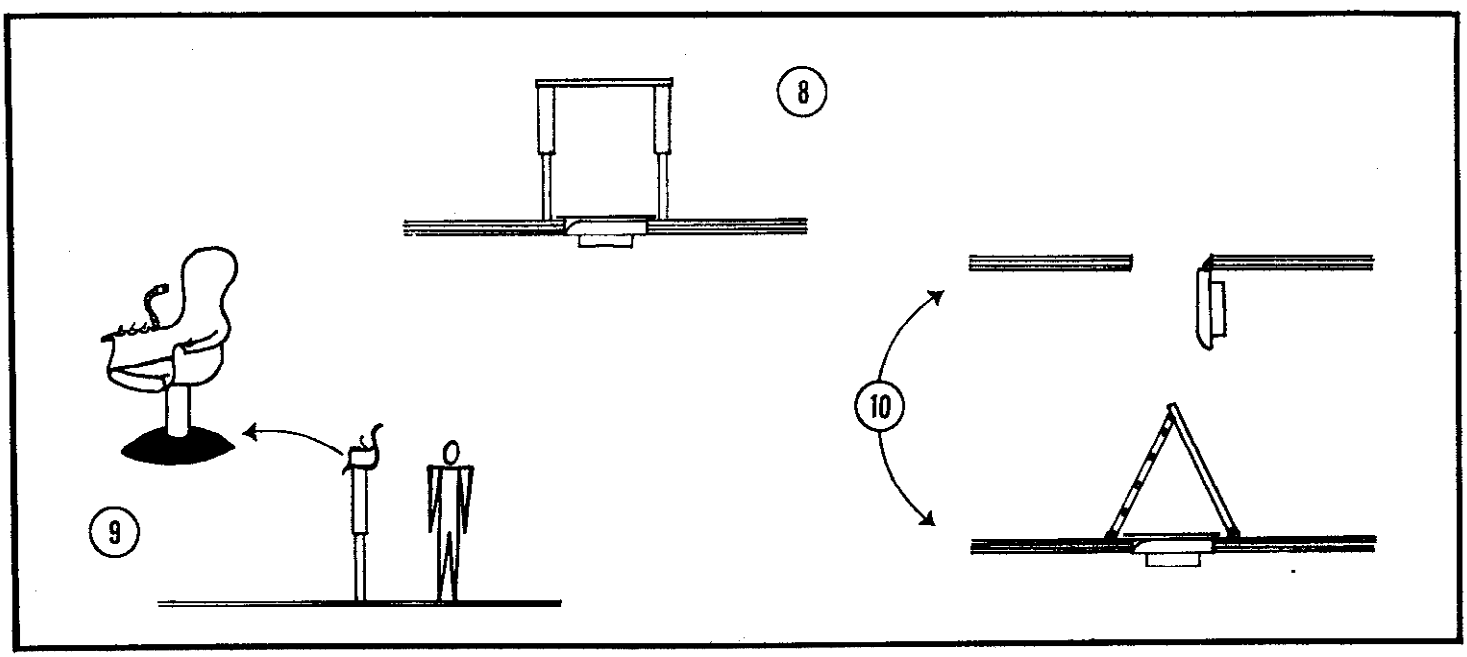
The Escape Route: The control room, laboratory, kitchens, tools and storage area, and the generator room are all connected by an emergency escape route. Each room has a table with some sort of mat below it and a light fixture on the ceiling directly above it. The tables are 30 inches high. When a person stands on the table and turns the light fixture counterclockwise, the fixture folds down revealing a 30-inch-diameter circular opening, and the table rises another 30 inches. (See Figure 8) Whoever is standing on the table is now five feet off the ground and his feet are five feet from the ceiling. The underside of another table can be seen through the circular opening. With a short jump, the person can pull himself up to the floor under the table on the next level. The only exceptions are 1) on the 6th level where there is a chair with a hydraulic pedestal instead of a table *(See figure 9);* 2) on the 4th level where the table is on the floor; it folds up from the floor on hinges revealing a five-foot-high step-ladder *(See figure 10).* The stepladder pops out either manually from the 4th level or automatically from the 5th level if the light fixture on that level is turned (leaving room for someone to crawl up from below); and 3) opening the light fixture on the ceiling of the generator room reveals a crawlway to a hatch on the surface. This hatch is lightly covered by sand and has a wheel on both sides. It opens upward. *(See figure 6)* All the inhabitants have memorized a path to the ocean which avoids land mines planted under the sand. Remember, escape is attempted upward and out of the complex if it should be infiltrated or flooded. Traveling downward through the Escape Route is difficult at best.

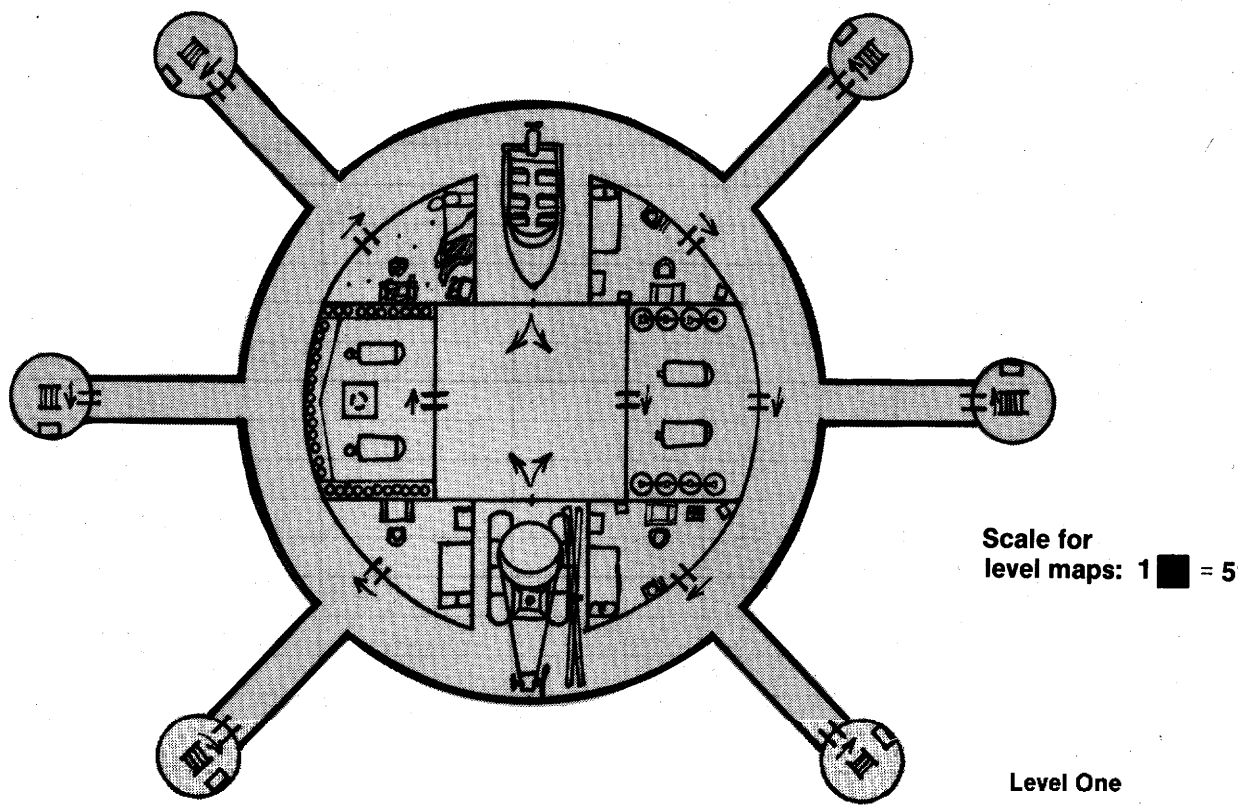
The Submarine: This minisub has room for two persons in its cockpit. Only the person in the forward position can pilot it. Underwater the sub will travel 290 feet in 5 seconds, or 370 feet in the same time on the surface. The cockpit can be pressurized, forcing water out. The glass top is bulletproof and latches from the inside. A control switch on the dashboard will electronically open or close the sea doors on level 6 when the sub is within 100 feet of the doors. To hang onto the sub from the outside, an agent must have a Coordination of more then 100 due to its streamlined design (very few hand holds and foot holds). Armament includes six pneumatically fired harpoons with explosive heads, an oil reserve, and a pointed ramming nose. Two of the harpoons are mounted to fire behind the sub, usually through the released dark oil cloud. The harpoons each have a PWV of 2, a point-blank modifier of +4 and a short-range modifier of -50. With the explosive head, they inflict a +6 on damage when they hit. The ramming nose has PWV of 0, and can only be used at point-blank range with a -6 modifier on damage. However, as long as the minisub can maneuver it can attack swimming agents in this manner. The harpoons and oil cloud can be activated by either occupant. Harpoons that miss their target continue on their path for 50 feet and then drop to the bottom, where they explode on contact. Only armor-piercing shells or at least 2 ounces of plastique will damage the minisub. Ten feet of chain or wire in the propellers will stop its forward motion. See page 41 and 42 of the TOP SECRET rulebook if the vehicle is attacked. Personnel from the complex will not surface within 3000 feet of the island, which is the range of the heavy machine guns on the outposts. There is enough charge in the batteries for an hour of travelling but only enough air in the cockpit for 15 minutes. Most occupants carry an air tank and wear scuba gear. If the engine ignition key is not in the lock, an agent with a 75 or better in Electrical or Transportation Engineering can hotwire the sub in 60 seconds,

Air Tanks: An air tank containing compressed air is a potentially dangerous weapon. For this adventure an air tank filled with one hour's worth of air (based on 71.2 cubic feet per tank at one atmosphere of pressure) will behave as follows: If the explosion of at least 2 ounces of plastique, a grenade blast, or an armor-piercing shell hits the tank *valve* there is a 90% chance that the tank will become an unguided missile with an effective range of at least 50 feet. If unconfined, the tank will be propelled along a straight path, covering 50 feet in about one second, and will then fizzle out and drop to the floor. If in a confined space, the tank will ricochet randomly off the walls, ceiling, and floor, smashing normal furniture, equipment, and glass in its path. Any character in the tank's path will not be able to stop it and will suffer 1-10 points of damage to a random body location. The tank will continue to ricochet until it has travelled at least 50 feet altogether, possibly hitting a person more than once in the process.

If the explosion of at least 2 ounces of plastique, a grenade blast, or an armor-piercing shell hits the body of the tank there is a 90% chance it will explode. The explosion will be equivalent to 20 ounces of plastique. Anyone within the blast radius should treat the fragmentation of the tank as a grenade.

Bloodthirsty Administrators may want to double the force of a one-hour tank to 100 feet and 40 ounces of plastique. Partially used tanks will have a reduced effect.





LEVEL DESCRIPTIONS

Puncturing the ceiling of Level 1 (with a hole big enough for a person to move through) will cause sand to pour down from the surface. This quickly forms a sand pile on the interior floor which agents with a Movement value of less than 300 will be unable to climb out of.

The six-inch-thick floors and ceilings of the complex are filled with masses of hydraulic lines, electrical conduit, moisture sensors, pressure sensors, ventilation tubes, hot and cold water pipes, and propane gas leads.

There is at least one light source in every chamber. The light switch to a chamber or hallway is always inside the door to the right after one has passed through the doorway. Sunlight filters down through the level 6 living area windows during the daytime.

The interior walls, ceilings, and floors are covered with buffed steel plate, generally one inch thick except near doors. At doors the inner and outer walls are each one inch thick and seperated so the doors can slide between them. Near hatches the interior walls are two inches thick. The walls of the elevator shaft are also doubly thick (two inches) to withstand outside water pressure and to reinforce the entire structure.

Surface Level: There is not much to add to the initial surface description except for the land mines. There is a 20% chance for every 10 feet an agent walks that he will set off a land mine that deals out 1-20 points of damage. (For a description of the gun emplacements see the Outpost section.) The escape hatch from the generator room is lightly covered by sand but cannot be located with a metal detector (nor will the mines be detectable, due to the metal of the island itself). If agents, for some reason, dig in the 5'x5' area the hatch is located under, they will automatically find it. It can be opened from either side but it hinges upward. *(See figure 6)* The five-foot-deep crawlspace ends at a hinged light fixture (See the Escape Route section).

LEVEL ONE

Periscope, Camera, and Gun Emplacements: These six ten-foot diameter chambers are unlit and seldom visited. They are connected to the main complex by 20-foot-long tubes eight feet in diameter.

Inside each 15-foot-tall chamber is a sealed wooden box containing 200 rounds of .60 caliber belted ammo for the heavy machine gun above. *(See figure 1)* A metal ladder in the center leads up to a hatchway beneath the sphere atop the outpost. Video cables and electric cord run across the ceiling from the hatchway into the wall. The lower end of a manual periscope extends down beside the hatchway and can be swivelled to view the surface level above by a person standing on the ladder. The periscope cannot be raised or lowered, and provides a view from sea level to 15 feet above sea level.

Opening the hatchway will reveal the inside of a sphere, where a belt of ammo will be hanging from the gun. Video cables and an electric cable trail down beside the upper end of the periscope. The 30-inch-diameter hatch has a wheel on both sides and hinges upward. *(See figure 6)*

The emplacements are named Northeast, East, Southeast, Southwest, West and Northwest. The guns can only be operated (fired) from the control room and if detached from their mountings will be too cumbersome to use.

Boat Area: A new speedboat resting on a two-wheeled trailer is stored here. There are five gallons of gasoline in the tank of its outboard motor. Elevator doors form one side of the chamber. Moving the wheeled trailer requires a Physical Strength of at least 65. The ignition key is generally not present but an agent with a 75 or better in Electrical or Transportation Engineering will be able to hotwire the boat in 60 seconds. Anyone can pilot the craft once it is on the surface.

Northeast Quarters: This is the private room of Bruce Nee, a security guard. It contains a single bed, 4-drawer dresser, chair, drawerless desk, and mirror, plus several kung fu-type wall posters and photographs of Nee in action. He also has a stereo, two speakers, and a collection of Oriental albums.

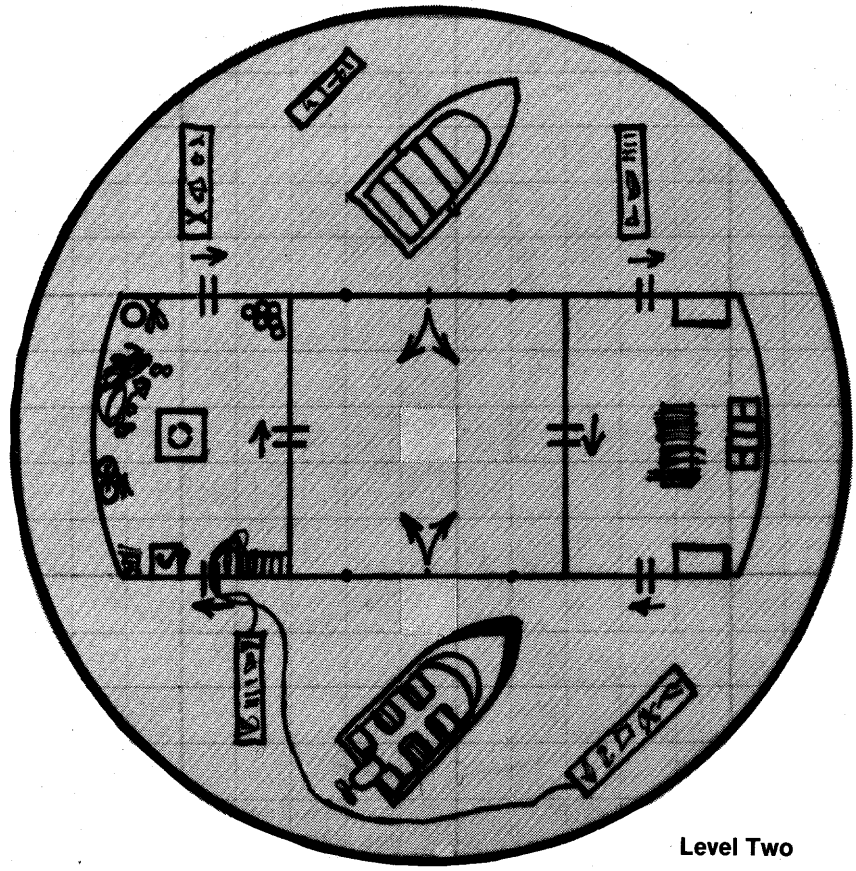
Fuel: The outer door to this room has a sign on it that says "Danger: No Smoking in this Area" in English. The north and south walls are each lined with four five-foot-tall liquid propane tanks. There is a 25% chance that an open flame against it or an armor-piercing shell hitting it will ignite one of these tanks, setting off a chain reaction. A tank adjacent to one which has exploded has a 50 percent chance of also igniting. Each tank will explode separately with a force equal to plastique ranging in quantity from 10 to 100 ounces. Two propane-powered standby generators are located in the center of the floor. If the main power supply from the generator room is disrupted, both of these generators will automatically start after five seconds of darkness. The north generator powers all the lights and the elevator. The south generator powers all other electrical devices in the complex. Electric cables and propane lines crisscross the ceiling and walls. An elevator door is found on the east wall of the room. An agent with an Electrical Engineering knowledge of more than 75 will be able to short out either generator seperately.

Southeast Quarters: Security guard Chuck Morris rooms in this smelly, musical cubicle. Besides a single bed, desk, chair, dresser, and mirror, Morris keeps an odorous pet gerbil in a cage on the floor. A clock on the desk is set ten minutes fast. His stereo is on and is playing "outer-space" music.

Helicopter Area: A pontoon helicopter on rollers stands in this space in front of the elevator doors. Its rotor is detached and is resting on the floor beside it. It takes only five minutes for two people to attach the rotor once the copter is out of doors. There are twenty gallons of gasoline in the gas tank. Two persons can be seated in the cockpit. Moving the copter over the rollers requires a Physical Strength of at least 75. An agent with a Transportation or Aeronautical Engineering knowledge of more than 75 will be able to pilot the two-passenger craft once it is out of doors. There are no keys in the ignition lock, but an agent with 75 or better in Electrical, Transportation or Aeronautical Engineering can hot wire the copter in 60 seconds. Once on the surface and assembled, the copter can be started. It takes at least two minutes for the rotors to warm up before takeoff can be achieved without crashing.

Southwest Quarters: Spartan neatness is exemplified in guard Mark Johnson's private quarters. There is only a single bed, the clothing in the drawers is folded, and there is a cleaning kit for a Luger in his bottom dresser drawer.

Generators: Unknown to the player characters using the maps on page 44 of the rulebook, there is only one door to this room. This door is from the elevator only The hallway outside the room Vibrates with an electric hum unless the generators are disrupted.



Level Two

Three of the room's walls are covered with shelves of silver solar battery canisters. These are all wired together and directed to either the north or south electrical generator near the center of the room. The north generator powers all the lights and the elevator. The south one powers all other electrical devices in the complex. If these generators are stopped or destroyed the standby generators (in the room on the other side of the elevator) will kick in after 5 seconds of darkness. Hot-water pipes enter the west end of each generator from the ceiling.

Anyone tampering with the electrical wiring or hot-water pipes who has a Coordination or Electrical Engineering knowledge of less than 75 will be shocked and harmed with W type of light damage to the hand or arms. An agent with a 75 or higher in Electrical Engineering will be able to short out the system safely.

In the center of the room is an immovable, four-legged, square metal table with a rubber mat underneath it.

Northwest Quarters: A sign on this door reads in English, "Disaster Area! Enter at your own risk!" This cluttered pit of a bedroom is the residence of Dale Craig, a security guard. Instead of the usual fluorescent white light, this room is lit with purple and ultraviolet (black light) tubes. Scattered papers and clothing glows eerily on the floor. On the ceiling above the bed is a full-length poster of James Pong shooting a gigantic revolver, autographed, "To Dale, an agent with potential. James Pong." The poster is worth $5000 unmarred, less if defaced.

The single bed is unmade; the dresser is crammed with wrinkled clothing. The chair is stacked with science-fiction books, and the mirror is smeared with fluorescent red and green paint which says "James Pong Fan Club" in English. Anyone with a Willpower of less than 75 who enters the room will get a mild headache from the ultraviolet rays. The headache will last for 1-10 minutes. Sixteen handballs lie scattered on the floor and anyone with a Coordination of less than 75 who enters the chamber has a 25 percent chance of stepping on one. If one is stepped on, there is a 10% chance of the victim falling to the floor.

LEVEL TWO

North Boat Repair: A rowboat on a two-wheeled trailer is stored here. There are three workbenches nearby which can be moved and contain all types of woodworking tools: hammers, planes, chisels, saws, and drills. Moving the trailer with boat or any of the workbenches onto the elevator requires a Physical Strength of at least 55.

Weapons: This arsenal would be expected to be well guarded — but the doors are not even locked. Inside, stacked against the east wall, are six wooden crates, each containing 200 rounds of .60 caliber belted ammo for heavy machine guns. These full crates will not float. On a wooden table in the middle of the room are twenty spears, five unloaded double-barreled spear guns, and two unloaded .16 gauge shotguns. Under the table are two flamethrowers complete with propellant tanks. All one needs to do to operate one is to strap it on, turn on the gas, and light the tip. The flame will travel for 50 feet including curves, which amounts to less than one quarter of the way around the outer hallway (outer circumference 235 feet). In a metal cabinet on the north wall are ten boxes of fifty shells each, of all of the following calibers: .22, 9mm, .357 magnum, and .45. Excessive heat in the area will cause bullets to explode. There is a 40% chance of one bullet hitting any agent in the room, a 30% chance of two bullets, 20% for three bullets, 10% for four bullets, and a 5% chance of five bullets striking any given agent in the room.

In the metal cabinet on the south wall are 4 unloaded .357 Police Magnums, one 9 mm short Walther PPK selfload, and a gun-cleaning kit.

South Boat Repair: A new speedboat with an outboard motor is stored here on a two-wheeled boat trailer. There are five gallons of gas in the mounted outboard motor. Moving the trailer with the boat on it requires a Physical Strength of at least 65. Two movable workbenches in the area contain wrenches, pliers, hammers, drills, and there is an extension cord stretching from each of them into the tool room. Anyone can pilot the speedboat on the surface but without an ignition key it must be hotwired. An agent with knowledge of more than 75 in Electrical or Transportation Engineering can do the wiring.

Tools and Storage: This room has a square, unmovable table in the center of it which is piled high with disassembled mechanisms awaiting attention. Under the table is a square rubber mat. Running from a socket in the south wall are two extension cords which stretch out to the workbenches in the South Boat Repair. The sliding door is pinching the cords and may have worn away the insulation.

The disassembled mechanisms include two .60 caliber heavy machine guns which are too heavy to fire since they are unmounted, plus a dissected Bernie, a broken bicycle, a twisted floorlamp, and a mangled boat propeller.

Also in the room are two pairs of oars for the rowboat, six cans of motor oil, a five-gallon drum of slippery hydraulic fluid, a 200 lb. welding machine, a welding rod, and a portable cutting torch. Assorted nuts, bolts, nails, washers, and insulators are in a bin along the south wall. The cutting torch acts like a flame thrower at point-blank range only.

Flat floors covered with oil or hydraulic fluid will cause running characters with a Coordination of less than 75 to fall 50 percent of the time. The oil or fluid can only be ignited by open flame, not a bullet or an explosion. Remember, oil floats on water!

LEVEL THREE

Outer Hallway: This 10-foot-wide concave hallway floor leans toward the center of the complex at a 30-degree angle, appearing as a continuously banked curve. The floor is wooden and gives slightly when stepped on. It is used as an indoor track for jogging.

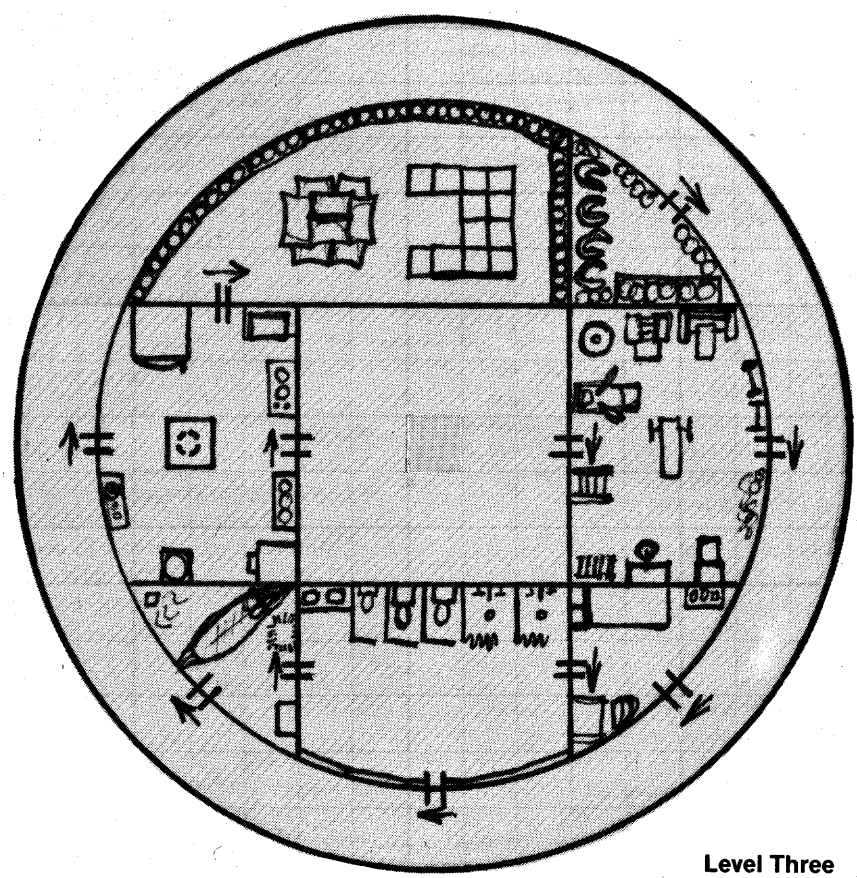
Food Storage: This dry storage area is lined with shelves of canned foods of all types imaginable. In the middle of the room are stacked boxes of cereal products and 50-pound sacks of sugar, flour, beans, coffee, potatoes, and salt.

Unmarked Northeast Chamber: This is a freezer full of hanging sides of beef, sausage, cheeses, poultry, fish, vegetables, pork, lamb, hamburger, steak, pork chops, and ice. The room has a thermostat control above the light switch which is currently set at 0 degrees Fahrenheit but will go from 5 below to normal room temperature.

Recreation: This is where employees can work off their frustrations and keep their muscles in tone. There are weight machines, barbells, a bench, 6 jump ropes, punching bags, and 3 sweaty towels thrown around the room.

Southeast Quarters: "Sweetbeam" Leotard rooms, here. In the room on his dresser are 3 boxing trophies, empty pop bottles, and a pair of boxing gloves. The single bed, desk, chair, and mirror are unremarkable. Yellowed newspaper clippings from his earlier boxing days are taped to the northern wall.

Bath: This common bath has shaving mirrors on the south wall with sinks,



Level Three

showers, toilets, and towel storage along the north wall.

Southwest Quarters: Mohammed Chang, a security guard, lives in this metal hovel. Instead of a single bed he sleeps in a hammock. His few personal belongings and clothing barely fill the top drawer of his dresser. The other drawers are empty. He has no desk, chair, or mirror in the room as the other guards do. The room smells of burning orange blossom incense and the incense burner throws flickers of orange light across the dark metal walls. The light switch doesn't work. On the north wall of this bizarre apartment are two posters, one of the Ayatollah Khomeini and the other of Confucius. A prayer mat rests on the floor near the eastern wall.

Kitchen: Aside from an unmovable square metal worktable in the center of the room with a rubber mat under it, the room is filled with customary conveniences. There is a microwave oven, a propane stove, a cabinet full of china plates, bowls, and cups. Also, there is a refrigerator full of milk, eggs, butter, cheese, lunchmeat, fruit, vegetables, and sausage. Near the refrigerator is a sink, a dishwasher, and a full trash compactor.

LEVEL FOUR

Unmarked Northeast Chamber: This is a refrigerated walk-in wine cellar. Along the west wall are racks of sake, cognac, champagne, and rare wines. The racks against the south wall contain bottles of beer, red dinner wine, white dinner wine, vodka, tequila, and carbonated mixers like tonic water and soda. Vodka and tequila can be ignited but do not generate much heat. The room is chilled enough that an occupant's breath will condense as a white cloud. The thermostat above the light switch is set above freezing but can be lowered to 20 degrees Fahrenheit or raised to room temperature.

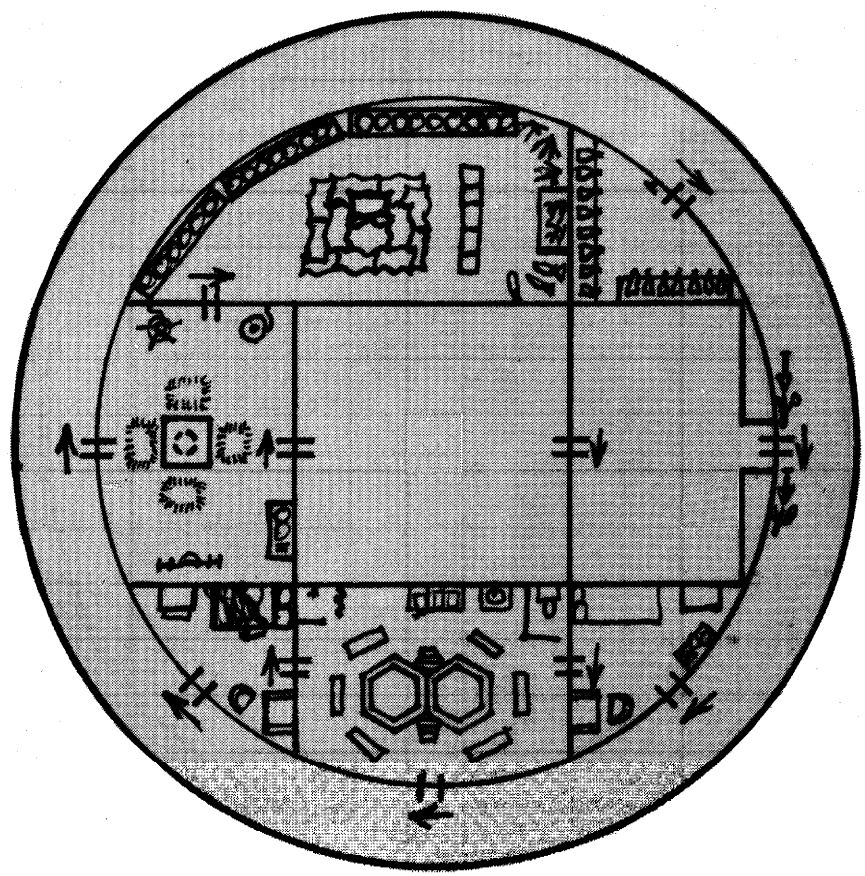
Recreation: This nearly empty room has dark spots speckled on the four white walls. One handball lies in the middle of the room. The room is an improvised handball court.

Southeast Quarters: This is the bedroom of Scotty Sparks. In addition to his single bed, desk, chair, dresser, and mirror, he keeps on a small workbench a pile of electronic parts. On the desk are several diagrams and circuit boards as well as a soldering gun (HTH value of 50).

Bath: This steamy room contains two large cedar tubs. The east one is full of hot (120 degrees F.) water, the west one contains cold (40 degrees F.) water. Wooden benches surround the tubs and drip condensed steam onto the slightly concave floor. The entire room is a sauna. There is also a sink, toilet, towel storage, and a shaving mirror.

Southwest Quarters: Ian Graves used to live here. The room is as he left it: bed unmade, dresser drawers open. The desk and chair are unremarkable. The mirror is cracked.

Kitchen: This room appears to be an eating area as well as a kitchen. The square metal table with six-inch-high legs has a hinged edge and a woven mat beneath it. (See figure 9) The room is decorated in Oriental Modern. Instead of chairs there are four cushions on the floor. An electric wok, chopsticks, a fondue set, authentic china dishes, and a miniature gong are stored in a cabinet along the south wall.



Level Four

Food Storage: This dry storage area is filled with vegetables, sacks of rice, bags of egg noodles, canned fruit juices, watercress, chestnuts, beans, bean sprouts, and warm rice wine. Dried octopus and fish hang from the ceiling. A lighted five-gallon aquarium along the east wall contains six live lobsters and a multitude of live snails.

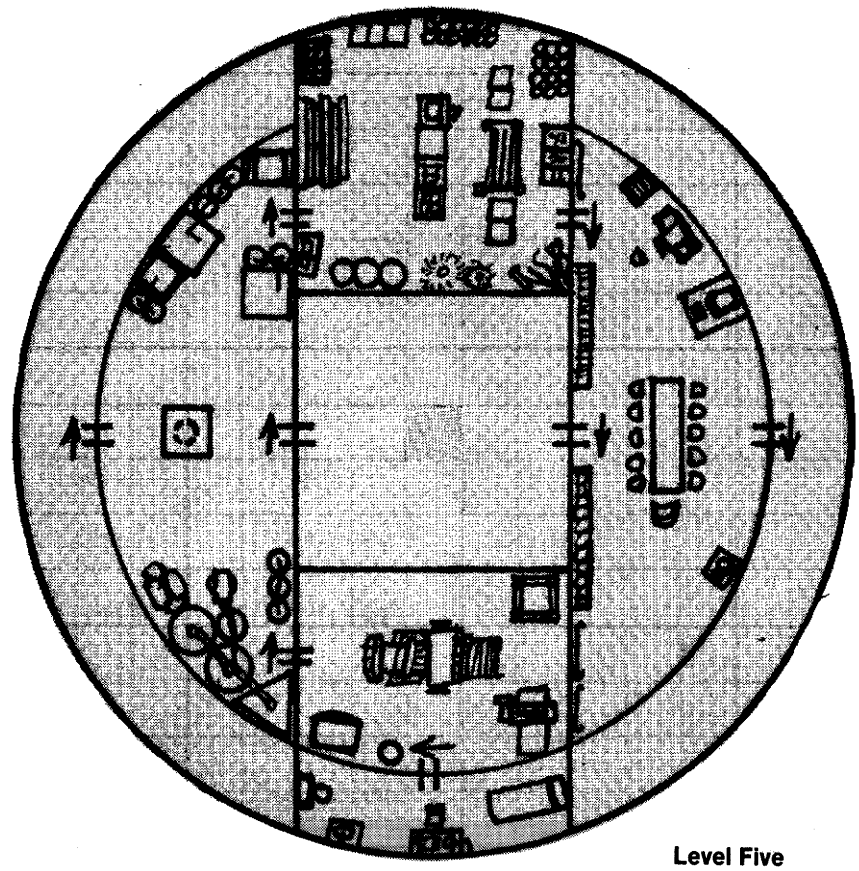
LEVEL FIVE

Storage: Stacked in boxes and bins throughout this area is a potpourri of supply items for the entire complex. These items include fluorescent light tubes, electronic parts, 24 one-gallon cans of motor oil, 24 one-gallon cans of hydraulic fluid, spark plugs, rubber hosing, metal pipes, clamps, circular brushes, nonflammable floor-cleaning solvent, twelve-volt battery packs, a clothes washer, a clothes dryer, bed linen, towels, toilet paper, lumber, and one-inch-thick metal plates.

Library: This quiet, carpeted area doubles as a meeting room. A long table surrounded by ten chairs is centered in the room. The west wall is lined with technical books, leisure magazines, and maps. The maps are of Australia, Switzerland, and the world's ocean bottoms. Along the curved east wail are a microfiche reader, a cabinet full of technical and engineering microfiches, a video console for gaming or education, and a small table holding an instant coffee maker, sugar, cream substitute, and styrofoam cups.

Print Shop: This room is set up to print counterfeit money. A large printing press, a hydraulic paper cutter, a horizontal drying rack, and a tall storage cabinet nearly fill all the floor space. In the storage cabinet are reams of special unprinted currency paper, 4 tubes of colored ink, extra ink rollers, five one-gallon cans of flammable ink solvent, and flattened corrugated cardboard boxes. There is a wastebasket near the door to the south, which leads to the brig. In the bottom of the basket, covered with crumpled paper, are the eight plates for printing Swiss Francs. Something is definitely wrong with them though. Running across the surface of all eight plates are deep fractures as if the plates had been dropped. Close inspection of the crumpled paper will show inked impressions made with the cracked plates. The uncut counterfeit bills are obviously worthless and unusable. The plates ordinarily would have brought a $5,000 reward from the Swiss government, if returned in mint condition. In damaged condition like this, the plates would be worth a substantially smaller reward ($2,000) — but a reward nonetheless.

Brig: The door to this chamber is locked. Inside this room is a single bed, a chair, a toilet, and a sink. On the desk are novels by Ian Fleming, an ashtray filled with cigarette butts bearing three gold bands, and a reading lamp plugged into a wall socket behind the desk.



Level Five

Laboratory: This area contains the life support systems for the complex. In the northern third of the room are tanks of oxygen, filter chambers, and air-conditioning units which make up the closed recycling system. Any agent with a Civil, Electrical, or Mechanical Engineering knowledge of more than 85 will be able to operate or shut down the system. Gas sensors within the ventilation system will automatically shut the system down for 30 minutes if any nonbreathable gas is introduced. These many sensors cannot be deactivated. The system cannot be restarted in less than 30 minutes.

In the southern third of the room are tanks, pumps, sediment chambers, and trickle filters which make up the closed water-recycling system. Any agent with a Civil, Electrical, or Hydraulic Engineering knowledge of more than 65 will be able to shut down the system. Salt water can be desalinized here. Fresh water can be cooled or heated at this location also.

In the center of the room is an unmovable square metal table. Underneath it is a square rubber mat. The cluttered tabletop contains an oscilloscope, unfinished electronic circuit boards, one wire rack with a dozen colors of wire, two soldering guns, a 2-way wrist radio which is tuned to the guards' frequency, and a small carbon-dioxide fire extinguisher.

LEVEL SIX

Airlock: For full description, see passage under HARDWARE DESCRIPTIONS. In each chamber is a full scuba suit, with flippers, mask, an air tank with an hour of air, a waterproof searchlight, and a depth gauge/compass wrist mechanism. Ian Grave is tied up in the west airlock.

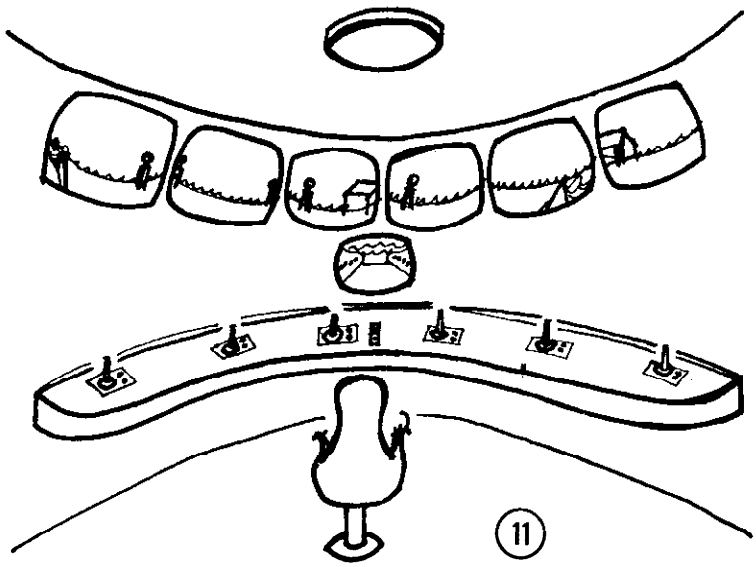
Submarine Dock: Poised on rollers in this humid compartment is a mini-sub with room for two. The glass top is usually open when the sub is unoccupied. A pair of metal sealed doors on the north side of the room open into the sea, creating a 25-foot-wide passageway. A control switch within the mini-sub electronically operates the sea doors. There is no access to the elevator from the lock.

Bath: Mirror tiles cover the walls and ceiling of this white-carpeted private bath. In the northern most corner is a white triangular tub. On the west wall is a white toilet and sink. On the east wall is a counter top with shelves for towels and toiletries underneath. The only door leads from the Wardroom to the south.

Wardroom and Bedroom: Dominating the center of this plush, dark-carpeted slumber room is an eight-foot-wide circular bed. The water bed is made of strong transparent vinyl, and a dozen tiny goldfish dart to and fro inside it. Above the bed is an ornately carved wooden Swiss cuckoo clock. To the north of the bed is a vanity with a lighted makeup mirror and a short chair. The vanity's two drawers are filled with cosmetics. On the west wall are four wooden clothes closets full of women's clothing. To the south of the bed is a writing table and chair. One of the drawers contains writing instruments. The other contains an envelope. In the envelope is a short note in English reading, "Dear Doctor: thanks for the blueprints. They'll be put to good use in my rulebook. Thanks again, MMR."

Living area: This is the private work and entertainment area of Doctor Yes. Seven thick panes of clear, bulletproof glass cover the floor, revealing the colorful coral on the sea floor twenty feet below the complex.

The area contains a well-stocked bar with five stools, a round card table with four overstuffed chairs, an eight-foot pool table with accessories, a foosball table, a six-foot couch with end tables, and a lit drafting table. In the four drafting table drawers (from the top down) are: drawing instruments, blank paper, preliminary sketches, and finished drawings for larger islands and floating city structures.



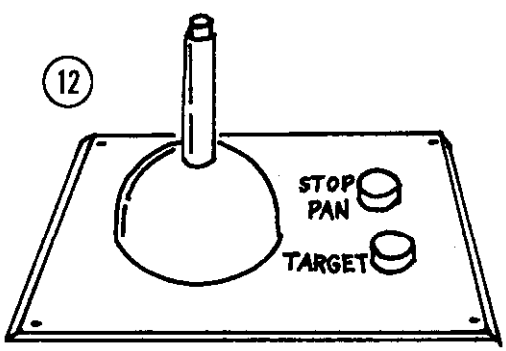
Control Room *(See figure 11):* A central swivel chair attached to the floor faces banks of monitors and controls on the west wall. *(See figure 9)* There are three colored switches and a microphone on the right arm of the chair and one white on the left. A red switch turns the lights in the control room to red. The blue switch turns on the microphone so the operator can speak to anyone in the mini-sub up to 3000 feet away. The yellow switch turns on a compressor to flood the control room with air at a great enough pressure to force any seawater out for 15 minutes. If the room is still watertight when this occurs, all occupants breathing room air will take 1-6 points of pressure damage. The white switch activates the hydraulic pedestal beneath the chair, raising it five feet straight up toward the light fixture. The chair will begin to rise immediately and reach its peak in 5 seconds. Flipping the switch back will lower it just as fast. The white switch cannot be operated when the chair is in motion.

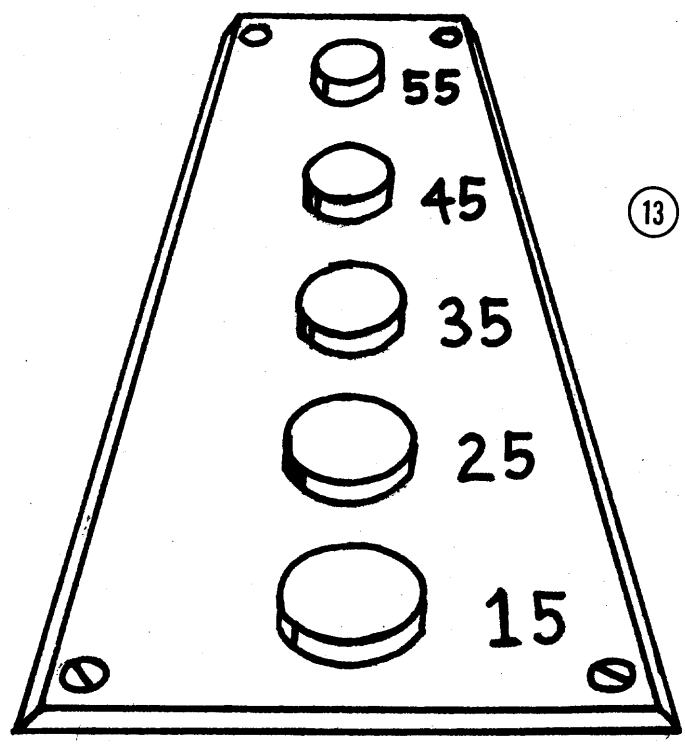
All controls are marked in English. Any agent with a Knowledge rating of more then 70 should be able to activate and operate each device in the room. A single well-aimed bullet will destroy one device or control. Six television-type screens dominate the upper part of the west wall. They each have a revolving view of the sandy surface of the island as seen from a camera in one of the outposts. Directly in front of each screen on the console is a joystick with a pair of buttons. *(See figure 12)* The "stop pan" button locks a camera onto a viewed target on the surface stopping the camera's circular rotation. The camera's motion is now controlled by the joystick. Pressing the "Target" button magnifies the image on the screen and places it on a crosshair grid for targeting with the joystick. The joystick is topped with a red thumb button which if pressed will fire a continuous stream of .60 caliber ammo from that outpost's gun for as long as it is pressed. All six outposts could be controlled simultaneously if enough people were inside the control room.

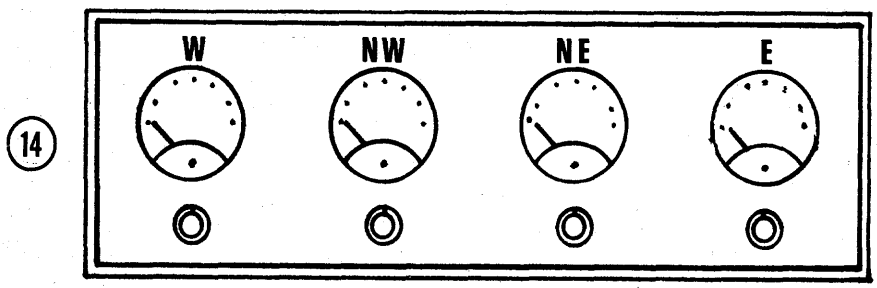
A seventh smaller screen centered beneath the outpost screens shows an underwater view of the 25' x 55' inlet. Instead of a joystick for this screen, there is a panel with five buttons. (See figure 13) Pressing one of these buttons will fire two harpoons at a 45-degree intersecting angle toward the center of the inlet. *(See the Top View, Surface Level map for details)* The pairs of harpoon tubes are spaced ten feet apart and their position is fixed. Each harpoon has a PWV of 2, a point-blank modifier of +4, and a short-range modifier of -50. Due to the narrow inlet and camera angle the harpoons are no good at medium or long range. They are barbed and inflict +2 points of damage when they hit.

On the east wall of the control room, north of the narrow elevator door, are four airlock master contols which allow any airlock to be flooded with water or filled with air up to 7 atmospheres in pressure for decompression use. A knob with a gauge above it controls and indicates the exact pressure in an airlock. *(See figure 14)* Any agent with a rating of more than 60 in Medicine/Physiology will be able to properly decompress someone in an airlock. Anyone else will inflict 1-10 points of damage to them.

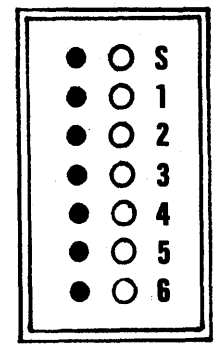
To the south of the elevator door is a master elevator control board which indicates which floor the elevator is on. It can override the controls inside the elevator







14



15

and other floors and force the elevator to go where the operator in the control room wishes it to go. *(See figure 15)*

Further south on the east wall is a master door and lighting control switch board. All switches are labelled. Refer to level maps and level descriptions for names and locations of chambers within the complex. Each chamber has a separate switch. Any elevator, chamber or hallway door may be electronically locked or hydraulically opened and closed anywhere in the complex as long as the main or auxiliary generators are still working. All doors and (including the escape route) hatches ordinarily have a 130 difficulty to deactivate and then a difficulty of 40 to force open. This is only after the one-inch plate metal has been cut away from the mechanisms in the doorframe. The entire escape route Or any segment of it may be opened or sealed shut with the flick of one of six switches, As long as there is electrical power any functioning light in any chamber, hallway, or elevator shaft may be turned on by using this master lighting panel. From the panel, power can be cut to any chamber or hallway device including the recycling systems and the escape route hydraulic system. Battery-powered Bernies are unaffected by any power shutoff. Airlock and gun emplacement hatches are always operated manually.

Prep Room: Departing and incoming aquanauts often use this chamber to dress in. Along the northernmost curved wall are six double-shot pneumatic spearguns loaded and ready to fire. Along the westernmost curved wall is a high-pressure compressed air system for filling air tanks. An agent with knowledge of 85 or better in Mechanical Engineering will be able to turn on the compressor and operate the mechanism. In lockers along the east wall are stored two wet suits, two sets of scuba gear with one-hour tanks (full), two sets of flippers, two weight belts, two diver's knives (-9/-6), two wrist-worn depth guage/compass mechanisms, and two portable underwater searchlights.

FLOODING

When any chamber below water level is punctured or opened it becomes susceptible to flooding. Three factors have to be considered each time a chamber wall is punctured or a door or hatch is opened:

1. Is the chamber adjacent to the outer perimeter of the complex or adjacent to a previously flooded chamber?
2. How far below the surface of the ocean is the chamber?
3. How large an opening was made into the chamber?

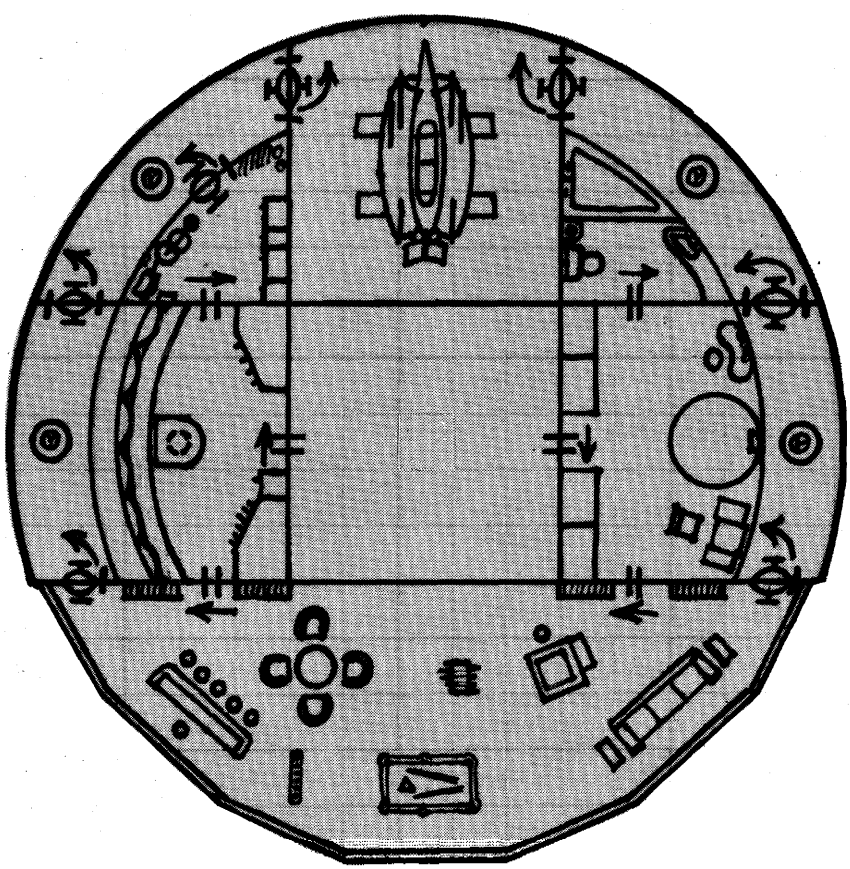
A flooding chamber will fill to either the top of the opening which caused the flooding or to the height given below, whichever is deeper. Trapped compressed air against the ceiling prevents water from coming in further.

Chamber flood depth

If the complex is still afloat, maximum flood depths for rooms and chambers is as follows: Level 1, 2 feet, 10 inches; Level 2, 4 feet, 2 inches; Level 3, 5 feet, 2 inches; Level 4, 5 feet, 10 inches; Level 5, 6 feet, 4 inches; Level 6, 6 feet, 8 inches. (Ceiling height on each level is 10 feet.)

If the complex is on the bottom or sinks after being partially flooded, all flooded areas will accumulate water beyond the "afloat" flood depth: Level 1, 5 feet, 2 inches; Level 2, 5 feet, 10 inches; Level 3, 6 feet, 4 inches; Level 4, 6 feet, 8 inches; Level 5, 7 feet; Level 6, 7 feet, 2 inches.

Remember that water flows downhill, and opening a flooded chamber from below will cause that water to pour down the lower chamber. Due to moisture sensors in each chamber, flooding will cause doors and ventilation shafts to automatically seal shut. There is always a 10% chance that the salt water in a flooded room will be electrified, causing 1-10 points of damage to an agent's body. Electrical devices used in a flooded chamber or taken from that chamber only operate 10% of the time.



Level Six

The speed at which a chamber floods to its maximum depth depends on the size of the opening made into it. If the chamber is adjacent to the outer perimeter of the complex, the depth affects the rate at which the water flows in. Flood time is in seconds and is calculated as follows.

Using the map containing the chamber being flooded, count all the full floor squares and partial squares (more than half of one) which the room includes. Using this number as a base figure, incorporate any of the following multipliers which apply:

Size of opening:

Hatch-sized (man-sized)	x1
Smaller than hatch-sized	x2
Larger than hatch-sized	x.5

Location of opening:

(First multiplier used if complex is afloat; multiplier in parentheses used if complex is on bottom.)

Level 1	x1.3 (x1.5)
Level 2	x1.4 (x1.6)
Level 3	x1.5 (x1.6)
Level 4	x1.6 (x1.6)
Level 5	x1.6 (x1.7)
Level 6	x1.6 (x1.7)

Note: These multipliers are only used far flooding which involves penetration of the outer perimeter of the complex's exterior walls. The first set of multipliers (for size of opening) is used to determine flood time for newly flooded compartments created by a rupture in an interior walk. The multipliers for location of the opening only apply when the opening is on the outer perimeter of the complex.

Example: Agents place 40 ounces of plastic explosive outside the brig on the fifth Level, six inches above the floor. They ignite it electronically and it punctures a man-sized hole in the two-inch-thick metal perimeter. From the Chamber Flood Depth information, the Administrator knows the chamber will fill with water to a depth of six feet, four inches. To find out how fast it floods, the Administrator applies the formula as follows: Number of squares in brig (5) x man-sized puncture factor (1) x Level 5 flood time factor (1.6) = eight seconds until room is flooded.

Example: Agents ignite 20 sticks of waterproof dynamite on the top edge of the outer doors to the submarine chamber on level 6. The explosion creates a larger than man-sized puncture in the two-inch-thick doors. The entire chamber will flood since the puncture is near the top of the door next to the ceiling. The time to flood the entire chamber is 25 (number of squares) x 1/2 (opening larger than a hatch) x 1.6 (Level Six flood time factor) = 20 seconds.

SINKING:

The entire complex will sink twenty feet to the bottom when 25 or more chambers and hallways of any size are flooded. This does not include the elevator shaft.

It will take two and a half minutes for the half-flooded complex to hit bottom. The complex will remain upright. During this time all flooded chambers will slowly fill to their maximum "bottom" depth. The floor hatchways in the four airlocks will be seated against the ocean bottom and cannot be used. The mines buried in the sand on the surface level will float up out of the sand filling the surrounding waters with approximately 35 live explosives. Rescue craft in the area as well as craft from within the complex will have to dodge these deadly hazards. Use the same odds for exploding these mines as when they were buried in the sand.

UNDERWATER ACTIONS

As explosions rip open the complex walls and chambers flood with sea water, within seconds the entire complex will rock and vibrate. On occasion, opening a hatch or door to a chamber will cause pressure changes which may affect your hearing. Releasing air from a flooded chamber wilt cause the water to rise to the top of the opening connecting it to the unflooded chamber. Water will try to fill the next chamber. The weight of water behind or above a hatch must be considered when agents attempt to enter a flooded chamber or exit the submerged complex from an air-filled chamber.

Throat mikes and electronic equipment will have a 75% chance of fizzling out each time they are immersed in water unprotected. Reduce this chance to 50% if waterproofing precautions are taken. Powder-firing weapons which get wet are extremely unreliable and even when waterproofed will only fire 25% of the time after immersion. If a shell fails to fire treat it as a misfire as explained on page 25 of the TOP SECRET rulebook. Condensation inside plastic sacks or wax after 15 minutes has the same effect as water on bullets and powder explosives. Remember to review the Explosives and Underwater Combat sections in the TOP SECRET rulebook.

SHARKS

If any agent or character bleeds in the water at any time there is a 10 percent chance per person per minute that 1-10 sharks will attack that agent or others in the water. Sharks may enter flooded chambers (one shark at a time) if blood streams from inside the complex and there is a man-sized or larger hole for them to enter. Each explosion will have a 25 percent chance of attracting 1-10 sharks. Each shark will have a Life Level of (1-10) +9 and an attack value of (1-10)+9 as the number of injury points it will inflict per attack. Agents cannot harm sharks with their bare hands but rolling their Offense value or less on percentile dice for each shark will drive that shark away or toward another person. Anyone attacked may only fight against two sharks at a time, all others getting a free bite. If someone injures a shark, one other shark will attack the injured one and wilt no longer be interested in humans. Once a shark attacks successfully, it will attack only that certain victim and will not also attack another person. A human cannot outswim a shark.

Sharks attack savagely, tearing chunks of flesh from the victim by thrashing their heads from side to side. Only about 20 percent of those attacked have survived. Heavy bleeding from gaping wounds and shock cause death in most cases.

Of the more than 225 known species of shark only 10 percent are believed to be dangerous to divers. They are especially dangerous off the coast of Australia, where this floating island is located. Naturally curious, cannibalistic, and possessing a rather one-track mind, they should be avoided when possible.

It is believed sharks are attracted to shiny objects, light-colored articles, splashing on the surface, explosions, but most of all....blood!

PERSONNEL

All personnel within the complex, including the prisoner in the brig, will know what each chamber is and how to operate ail hardware and devices. All personnel except the prisoner will know about the escape route and the safe path across the minefield to the edge of the island. They will also know which quarters are assigned to each person and each person's duty schedule, even during an alarm. Everyone *except* the prisoner will know that the plates were ruined by Ian Grave and he's being tortured by decompression in the west air-Lock by Doctor Yes. Each person wilt know the contents of his or her own quarters. Only Doctor Yes and the prisoner in the brig know that the prisoner is the Doctor's son, who infiltrated the complex single-handedly. All the guards will know that Dr. Yes will try to escape during an alarm via mini-sub. Mark Johnson and Chuck Morris each carry a key to the helicopter, and of all the personnel only they or Doctor Yes can pilot it.

Doctor Yes is the only one carrying a key to the mini-sub, but any personnel member may pilot it. Doctor Yes and the four guards each carry matching keys to the speedboats. Anyone may pilot these vehicles. Doctor Yes, Scotty, and the guards each wear a wrist radio (See Personnel Alarm Reactions). All personnel carry the equivalent of 1-100 dollars on their person at all times.

All personnel can swim. Guards will possess weaponry, protection, and ammunition randomly determined from page 16 of the TOP SECRET rulebook. Roll for each guard separately.

Personal traits of floating island's personnel

	PS	Ch	W	Co	K	Cr	O	D	E	HV	WV	SV	LL
Dale Craig	85	85	85	97	81	93	95	91	90	175	180	181	18
Mark Johnson	99	80	84	59	97	90	75	70	85	182	171	153	18
Chuck Morris	90	68	85	93	94	98	95	80	83	173	185	163	18
Bruce Nee	84	76	100	64	68	100	89	70	89	173	173	159	18
"Sweetbeam" Leotard	96	97	105	94	47	126	110	96	112	208	206	208	20
Mohammed Chang	50	50	50	50	50	50	50	50	50	100	100	100	10
fan Grave	63	37	50	33	84	23	28	35	31	94	91	66	11
Scotty Sparks	82	63	31	27	180	87	57	45	75	157	139	120	11
Doctor Yes	37	120	113	80	163	67	74	100	94	131	111	194	15
Prisoner	115	156	128	157	142	158	158	157	157	272	273	364	24

PERSONNEL DESCRIPTIONS

The Guards

Dale Craig: Height 5'9"; Weight 160 lbs; Nationality British; Race Caucasian. Very long brown hair, blue eyes (usually covered with mirrored sun glasses). Often wears blue denim jacket with silver chain over right shoulder. Across the back of his jacket is stenciled "THE EXTERMINATORS". He is a very sloppy dresser and looks generally unkempt. In his wallet there is no money (his currency is kept in a front pants pocket), but there is a card which says "James Pong Fan Club". When cornered with no way out he will threaten that his friend Pong will avenge his death. He doesn't like taking prisoners. Reward: $3500 alive.

Mark Johnson: Height 6'1", Weight 165 lbs.; Nationality British; Race Caucasian. Short blond hair and blue eyes. Shy and reserved, he detests Dale Craig but functions well with others, except perhaps Doctor Yes. There is a streak of humanity in him but it doesn't run too deep. He doesn't take prisoners. He is also extremely neat and punctual. No reward offered.

Chuck Morris: Height 5'8"; Weight 195 lbs; Nationality British; Race Caucasian. Medium-length brown hair, green eyes. He likes to order the others around, but usually does so without success. When the action starts he uses his head and sets traps against his opponents. He'll rarefy be surprised and his back is usually towards the wall. Chuck enjoys capturing prisoners and interrogating them. The other guards consider him strange but do respect him. He sometimes wears a blue denim jacket with "THE EXTERMINATORS" stenciled across its back. Reward: $3500 alive.

Bruce Nee: Height 5'10"; Weight 155 lbs.; Nationality British, Race Caucasian; Short brown hair, blue eyes. Often goes around the complex wearing shorts and nothing else. He often fakes punches and kicks towards the other guards; sometimes he will playfully punch Dale Craig in the arm. Although he irritates the other guards occasionally, he is accepted by them. When he does wear clothes he will put on his Exterminator jacket. In his shorts pocket are the keys to an automobile (obviously not on the premises); Reward: $3500 alive.

"Sweetbeam" Leotard: Height 5'5"; Weight 122 lbs.; Nationality Canadian; Race Negroid. Bald, deep brown eyes. The natural leader of the guards and the personal favorite of Doctor Yes. His language is never filthy, but his spontaneous comments often insult the other guards; his easy smile and quick hands make everyone very reluctant to fight him. He is very nostalgic about his boxing days. Sweetbeam enjoys killing and never takes prisoners. No reward offered.

Mohammed Chang: Height 6'6"; Weight 163 lbs; Nationality Swiss; Race Caucasian/Mongoloid. Long black hair, hazel eyes. He has been with Doctor Yes longer than anyone else on the island. Mohammed is a very withdrawn person and does not associate with the others frequently, although his admiration for Sweetbeam is very high. Doctor Yes seems to feel very protective toward Mohammed and looks upon his ambivalence with amusement. Mohammed rarefy makes decisions and tends to follow the others around. No reward offered.

The Others

Ian Grave: Height 5'10"; Weight 177 lbs; Nationality Swiss; Race Caucasian. Crewcut silver hair, brown eyes. He's currently in an air lock by the control room. His hands are bound and he is suffering from decompression sickness (the bends). He is doubled over and is in too much pain to communicate. If the agents help him to recover, fan will tell them that he was being executed for accidentally dropping all the plates and rendering them worthless. He will reveal that the cracked plates are currently in the wastebasket in the print room. Ian will also plead with agents not to kill his good friend Scotty Sparks. If the agents do not bring Ian back to normal slowly, he will be in too much agony to talk and will soon thereafter die. Ian Grave was the intended printer of the counterfeit currency. No reward offered.

Scotty Sparks: Height 5'8"; Weight 145 lbs; Nationality United States; Race Caucasian. Blond hair, blue eyes. An electronics genius, a coward and a very depressed man, Scotty Sparks has been unable to function since his close friend fan Grave was sentenced to die by Doctor Yes. He is impervious to the charms of Doctor Yes, but fears her instead. Scotty is usually in his bedroom or the laboratory, moping. When agents find him he will react very lethargically; however, Scotty will act much differently if he is taken to the sixth-level air lock in which his friend is imprisoned. Scotty will beg the agents to save fan, and if they do not he will risk his life in an attempt to rescue his friend. He does know how to operate the decompression equipment from the control room. Reward: $6500 for safe return,

Doctor Yes: Height 5'5"; Weight 118 lbs.; Nationality Swiss; Race Caucasian. Long white hair, pink eyes. Albinism apparent at short range even when she is in scuba gear. Her albinism and lisp seem to enhance her beauty rather than hinder it. This could be said about her age also; her sixty years have not marred her looks. Her anonymity in the outside world is due to her brilliance as a criminal. Not once have the authorities even suspected her in the many highly successful escapades she has masterminded. On this caper, however, luck has finally gone against her. The plates were destroyed by clumsiness, and her name is connected to the theft of them. She is in a foul mood and is usually in the control room, personally perpetrating and supervising the slow execution of fan Graves. If not there, she will either be in her bedroom or in the Living Area doing drafting work. Reward: $10,000 alive. Weapon: She will be armed at all times with a .22 pocket self-load Beretta. Engraved on the grip in English is "From J.B. to Mom with love."

The Prisoner: Height 6'0"; Weight 167 lbs.; Nationality British; Race Caucasian, Black hair, blue eyes. He possesses a cruel-looking mouth and often pops out. with subtle puns. Under his left arm is an empty chamois holster. His clothes fit well, and agents may note a certain arrogance in his actions. This man shows no fear when a gun is pointed at him and will usually joke about it. If there are any female agents in the group they will feel a very strong attraction toward this man. If a female agent is attractive, she will notice him eyeing her approvingly and he will try to engage her in conversation. In his shirt pocket is a package of cigarettes which bear three gold bands and in his pants pocket is a set of keys to a Bentley automobile. When this man is left alone with a single agent he will try to obtain possession of the agent's weapon. This prisoner will call Doctor Yes "Mother" if he comes upon her unex-

pectedly and will be definitely uneasy in her presence. If the agents will trust this man, he will aid them to his full ability. He will not give out his name. Reward: $11,000 alive (from the British Secret Service).

Personnel locations

The following information will provide the locations of each member within the complex during any given eight-hour period:

12:01 a.m. to 8 a.m.; Craig and Johnson in control room, Level 6; Morris in library, Level 5; Nee in Recreation area, Level 3; Leotard in Southeast quarters, Level 3; Chang in Southwest quarters, Level 3; Sparks in Southeast quarters, Level 4; Dr. Yes in Wardroom and bedroom, Level 6.

8:01 a.m. to 4 p.m.: Craig in Northwest quarters, Level 1; Johnson in Southwest quarters, Level 1; Morris and Nee in control room, Level 6; Leotard in Recreation area, Level 4; Chang in Southwest quarters, Level 3; Sparks in Southeast quarters, Level 4; Dr. Yes either in control room (70%), Wardroom and bedroom (20%) or Living area (10%), all Level 6.

4:01 p.m. to midnight: Craig in Kitchen, Level 3; Johnson in Library, Level 5; Morris in Southeast quarters, Level 1; Nee in Northeast quarters, Level 1; Leotard and Chang in control room, Level 6; Sparks in Laboratory, Level 5; Dr. Yes either in control room (70%), Wardroom and bedroom (20%) or Living area (10%), all Level 6.

At all times, fan Grave will be located in the west airlock, Level 6, and the Prisoner will be in the Brig, Level 5.

Personnel Alarm Reactions:

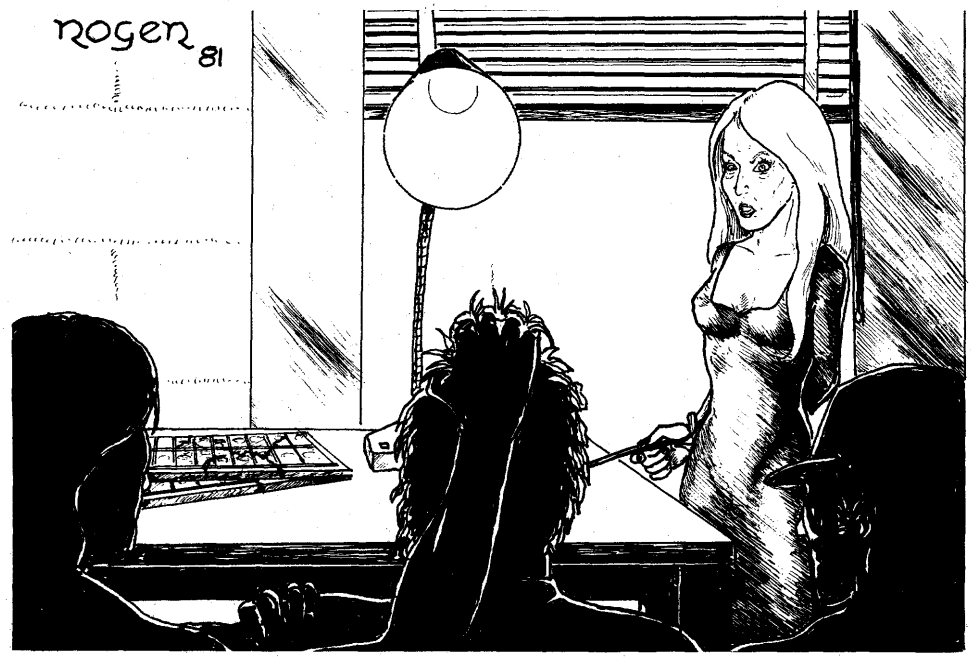
All guards, Scotty, and Dr. Yes communicate in English via two-way wrist radios. Due to the small size of the staff, all members recognize each other's voices.

As soon as the alarm is sounded (when anyone with a wrist radio notices an invading agent and alerts all staff members), the following actions take place:

1. Doctor Yes will immediately head toward an airlock, put on scuba gear, and attempt to escape via mini-sub. She will only return when she has received the coded signal, "The goldfish are swimming their little hearts out." A staff member must send this message from the control room. All staff members know this phrase.

If her submarine escape is thwarted she will attempt to swim out through the sea doors or a hatchway wearing scuba gear. If this is not possible she will try the escape route.

2. Guards located in the control room will try to hold that position at all costs and will direct the other staff members. Guards located on Levels 1 through 3 generally are sent to protect the generators and fuel room on Level 1. Guards located on Levels 4 through 6 generally are directed to the Living area and Bedroom on Level 6. Guards without ammo will head for the weapons room on Level 2.



3. Scotty Sparks will remain in the chamber he occupied when the alarm was sounded and will not be aggressive. If taken to the sixth level he will try to free Graves as described above.

4. Ian Grave and the Prisoner in the Brig will both be yelling for help in English. They can only be heard by someone on the level they occupy.

OPTIONAL RUMORS

At the discretion of the Administrator, rumors (both true and false) may be told to the players before the agents' assault begins. Each player should be taken aside and told one of the 10 rumors fisted below, determined randomly. Players may share their rumor information with other players if they so desire. In the fist below, rumors 3, 4 and 9 are false. Additional false rumors may be substituted for true ones on the fist by the Administrator.

1. A high-ranking British agent has been captured by Doctor Yes. Reward $11,000.

2. The only known picture of James Pong, an assassin to be killed on sight, is located somewhere in the complex. It is worth $5,000 to the U.S.

3. It has been heard that Van Gogh's ear is somewhere on the island. It is worth $8,000.

4. An extremely rare species of tropical fish is possessed by Doctor Yes. It is worth $8,000 alive.

5. Scotty Sparks, an electronics genius, is on the island. $6,500 will be paid for his safe return to his home government.

6. Doctor Yes is a woman.

7. There are secret hatchways finking the levels.

8. The guards race bicycles on Level 4.

9. All the printed Swiss francs are located on the submarine.

10. "The Exterminators," a terrorist group, form part of the guards. They are worth $3,500 if any one is captured alive.

EPILOGUE

Escape is defined as swimming, boating, or flying off the boundaries of the map on page 44.

If any agents escape with the plates, other valuables, or personalities. they receive their appropriate rewards and experience.

If agents are unsuccessful; (all killed, captured, or escaped without reward) the floating island will reappear somewhere else in the world one game week later. All captured agents will suffer the same fate as fan Grave. They will be placed in a chamber which will be pressurized for ten minutes and then suddenly depressurized. This will cause 1-10 points of damage each time it is performed. Decompression sickness is extremely painful, especially in the major joints of the body. Dizziness and nausea accompany severe cramps which will double over a victim in excruciating pain. So much for those who visit the floating island of Doctor Yes!

CREDITS

Initial Concept: James Thompson. Module Design and Development: James Thompson and Merle M. Rasmussen.

Helpful Suggestions: Mark Elliott, Christian Johansen, Mark W. Johnson, Scott Nelson.

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Art: Merle M. Rasmussen.

The RASMUSSEN Files

TOP SECRET

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DANGER: This document is loaded!

by Merle M. Rasmussen

SECURITY CLEARANCE LEVEL: Four in all bureaus
BEGIN MESSAGE:
TO: Operatives and participants of the TOP SECRET™ game, especially level 4 and above.
BY AUTHORITY OF: Merle M. Rasmussen, Director of Administrations.
PURPOSE: To introduce agents to new specialized types of bullets and their effects, to define and illustrate the term "stopping power," and to expand the effectiveness of shotguns through the utilization of modifiers.
MESSAGE: The following rulings are authorized but are not yet official TOP SECRET tenets. Incorporating all of the following rules will enhance realism at the expense of spontaneity. Administrator discretion is advised.

There are now 13 types of bullets available for general and specialized use. **Standard (S)** ammunition is inexpensive, intended for use against live targets and light objects, contains a lead alloy core, and is jacketed with a sleeve of cupro-nickel or gilding metal. Other solid metals and ice may be used instead of lead alloy and will perform almost identically.

Armor-piercing (AP) bullets are designed to penetrate steel plates of light armored vehicles. Inside the long, slim, flat-tipped metal jacket is a hardened steel or tungsten carbide core. AP bullets often pass through living targets without causing extensive damage due to their streamlined penetrating design.

Dumdum (DD) bullets may have a soft, hollow, or notched nose. They may have a partially split jacket or a jacket with the tip cut off. All of these variants cause the bullet to mushroom (50% of the time) on impact with a live target, tearing a large wound through the victim. Standard (S) ammunition of caliber .30 or less is often designed to tumble through the air to produce a similar effect. (+2 injury modifier).

Gyrojet (G) ammunition is self-propelled much like a miniature rocket. They hiss instead of bang and have 1/10 the kick of a .45 caliber pistol (+10 to shooter's chance to hit). At 100 feet the projectile travels twice as fast as a .45. Gyrojet pistols are light, insubstantial, and often made of two aluminum castings.

Duplex (DP) ammo contains two projectiles per cartridge. This is supposed to increase hit probability, but the smaller projectiles each cause less damage than standard ammunition. A .30 caliber duplex cartridge fired at a target 100 yards away will place one projectile inside a 5-inch-radius circle and the other within a 40-inch-radius circle 50-75% of the time. When firing duplex ammunition, subtract 10 from the chance to hit for one projectile and subtract 75 from the other projectile to hit. Anyone standing beside the intended target has a 50% chance of being hit by accident by each duplex projectile missing its intended target. The small projectiles may tumble as they pass through the air (+2 injury modifiers).

Flechette (F) ammunition contains a small metal dart with tailfins to keep it on target and prevent it from tumbling (+10 to shooter's chance to hit). The bullet's casing falls away after being fired and the dart continues to its target. On living targets, the wound is often superficial and nonpenetrating.



Merle Rasmussen, The Administrator

Microjet (M) ammo is actually a self-powered flechette. Thanks to its increased velocity and tailfins these propelled metal darts are more accurate than gyrojets but harm living targets only slightly more often than flechettes (+20 to shooter's chance to hit).

Incendiary (I) bullets are specialized projectiles which produce intensely hot flame upon impact. A mixture of barium nitrate and magnesium is ignited by the heat generated on striking the target and will burn for less than a second. Incendiary bullets are intended for use against fuel tanks, ammunition stores, and inside vehicles, where starting a fire is the main goal. Their major drawback is that minor cover or a pane of glass will stop them from striking their intended target.

Armor Piercing Incendiary (API) bullets are expensive but combine the best traits of AP and I bullets. They are very useful against vehicles, are not stopped by minor cover, and tend to stop more often inside living targets than AP bullets do.

High Explosive (HE) and **High Explosive Incendiary (HEI)** bullets usually only come in larger calibers. The bullet core is filled with the explosive or incendiary material. This can be ignited by the frictional heat of striking the target or by a small cap or detonator fitted into the nose of the projectile. Like the incendiary bullets, their minor drawback is that minor cover or a

pane of glass will stop them from striking their intended target.

Tracer (T) bullets contain a red light-producing mixture based on a strontium salt with magnesium. These chemicals are ignited by propellant gases on firing and trace the arc of the projectile both night and day. This allows gunners to observe and correct their aim. Because the tracer composition is less dense than standard or AP bullets, the flight paths are not the same. Tracers are usually mixed in a ration of one to four or one to six. The second and third shots following a tracer bullet have a +10 and +5 to hit, respectively.

Blank (B) or dummy (not to be confused with Dumdum) bullets are made of fragile, usually non-lethal material which breaks into fragments after being fired. Sometimes the bullet is replaced by a paper wad. Blanks are used in training to simulate combat and to safely practice loading.

With I, API, HE and HEI bullets the following effects occur: They detonate on hard surfaces, so the chance of a ricochet is nil. Against a living target there is low penetration causing super shocking power. Shots in the chest cavity are extremely lethal and generally do not exit. They will not detonate when dropped or stepped on. Except for the API, they are generally stopped by glass or minor cover but destroy that cover when they strike.

AMMUNITION COSTS (dollars per 50-round box; each box weighs one to six pounds depending on caliber):

Ammunition

Type	Caliber					
	.001-.100	.101-.200	.201-.300	.301-.400	.401-.500	.501-.600
S	1	1	1	1	1	1
AP	1	1	2	3	4	5
DD	2	2	2	2	3	4
G	5	5	5	6	7	8
DP	2	2	2	2	2	2
F	3	3	3	4	5	6
M	4	4	4	5	6	7
I	163	103	73	58	50	46
API	164	104	75	61	54	51
HE	165	105	75	60	53	50
HEI	164	104	74	59	5 2	48
T	2	2	2	2	2	2
B	2	2	2	2	2	2

OPTIONAL SPECIFIC INJURY DETERMINATION

Location	Injury Points Modification
Head/neck	+3
Chest	+2
Abdomen	+1
Arm	0
Hand	-1
Leg	0
Foot	-1

PISTOL, RIFLE, AND SUBMACHINE GUN AMMUNITION INJURY MODIFIERS

(Notes: Magnum ammunition adds +2 damage; tumbling bullets, such as the .223 caliber from the M-16, add +2 to damage.)

Ammo Type

	Caliber					
	.001-.100	.101-.200	.201-.300*	.301-.400**	.401-.500	.501-.600
S	-2	-1	0	+1	+2	+3
AP	-1	0	+1	+1	+1	+2
DD ★	0	+1	+2	+3	+4	+5
G ●	- 1	0	+1	+2	+3	+4
DP°	(-2) +2	(-1) +2	(0) +2	(+1) +2	(+2) +2	(+3) +2
F ●	(-2)	(-1)	(0)	(+1)	(+2)	(+3)
M†	(-2) -1	(-1)	(0) +1	(+1) +2	(+2) +3	(+3) +4
I	+1	+2	+3	+4	+5	+6



WIZARDRY

WIZARDRY...

That's one word for it; the fantasy role-playing system which offers both advanced and basic rules, adventure supplements and programmed adventures suitable for solo play... The system whose mechanics easily become second nature to players so that they can concentrate on role-playing instead of constantly searching through endless pages of rules for some obscure passage.

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BOOKLETS: In the Labyrinth ($4.95, Game Master's module for the advanced or basic games); Advanced Melee ($4.95, expanded and revised weapon combat rules); Advanced Wizard ($4.95, improved magic rules); Tollenkar's Lair ($2.95, ready-made adventure scenario).

MICROS: Melee, Wizard ($3.95 each, boxed MicroGames, each a game in itself as well as being basic magic and weapon rules); Death Test, Death Test 2, GrailQuest, The Treasure of the Silver Dragon, Security Station ($3.95 each, boxed MicroQuests, programmed adventures for one to six players with advanced or basic Fantasy Trip rules.

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API	0	+2	+4	+5	+6	+8
HE	+1	+3	+5	+7	+9	+11
HEI	+2	+5	+8	+11	+14	+17
T	-2	-1	0	+1	+2	+3
B‡	(-2)	(-1)	(0)	(+1)	(+2)	(+3)

( ) = Treat as one half (1/2) standard (S) ammunition injury, then include modifier.

* = Includes 5.56mm and 7.62mm ammunition.

** = Includes 9mm short and 9mm standard (Parabellum) ammunition.

• = Gyrojet and flechette ammunition adds +10 to shooter's chance to hit target,

† = Microjet ammunition adds +20 to shooter's chance to hit target.

★ = In actuality, Dumdum ammunition only expands 50% of the time within live targets. Roll percentile dice; 1-50 use DD modifier, 51-100 use S modifier.

° = Duplex ammo that hits adds +2 tumbling bullet injury modifier. One projectile is -10 chance to hit and the other is -75.

‡ = Injury at point-blank range only.

STOPPING POWER

Stopping power is the ability of certain types of ammunition or weapons to cause an opponent to cease offensive action by means of incapacitation. It is not always desirable to kill an opponent, but rather to stop an opponent from fighting back. If the "stopping power" option is going to be used during a TOP SECRET mission, play as follows:

At the start of the game determine each character's Traumatic Shock Resistance. When a character is hit, determine the injury location, type of wound, and injury points from the wound as usual. Optional Specific Injury Determination Modifiers from page 45 of the rule book may be used as well as a special ammo and buckshot modifiers from this article.

If the character dies of injuries, play continues as usual. If the character is still alive, stopping power rules come into play.

If the character *is not* hit in the head/neck, chest, or abdomen, refer to Temporary Losses on page 46 and then the Involuntary Hit Response charts in this article. If the character is hit in the head/neck, chest, or abdomen, refer to Temporary Losses.

If the character's wound *is not* a puncture, fracture, or internal damage refer to the Involuntary Hit Response charts. If the character's type of wound *is* a puncture, fracture, or internal damage refer to the Projectile or *Shotgun Stopping Power Chart* depending on what weapon they were shot with. Add the appropriate *Stopping Power Modifiers* and roll percentile dice to determine if the character is incapacitated. If the character *is not* incapacitated, refer to the Involuntary Hit Response charts. If the character *is* incapacitated, he/she cannot fight back. Refer to the Incapacitation Chart and roll percentile dice to determine how the character is incapacitated. If the character *does not* go into shock, suffer infernal hemorrhaging, experience difficulty in breathing, have broken ribs, or become paralyzed, he/she can fight back after referring to the appropriate Involuntary Hit Response charts,

If the character *does* go into shock refer to the Traumatic Shock Susceptibility chart and then refer to the Involuntary Hit Response charts if he/she survives the shock.

If the character *does* have internal hemorrhaging refer to the Hemorrhage Chart. IF he/she survives the hemorrhaging, then refer to the Involuntary Hit Response charts.

If the character does have difficulty breathing refer to the Difficulty Breathing chart. If he/she survives, refer to the Involuntary Wit Response charts.

If the character does have fractured ribs, movement beyond crawling will cause W type damage. Refer to the Involuntary Hit Response charts before attempting to fight back.

If the character does experience paralysis, the character cannot move his/her body from the point of injury down. Refer to the Involuntary Hit Response charts before attempting to fight back.

PROJECTILE STOPPING POWER

Type of Ammunition	Caliber					
	.001-.100	.101-.200	.201-.300	.301-.400	.401-.500	.501-.600
S	-70%	-30%	10%	50%	90%	50%
AP	-110%	-70%	-30%	10%	50%	10%
DD	-20%	0%	20%	40%	60%	40%
G	-60%	-20%	20%	60%	100%	60%
DP	-35%	-15%	5%	25%	45%	25%
F	-55%	-35%	-15%	5%	25%	5%
M	-45%	-25%	-5%	15%	35%	55%
I	-10%	10%	30%	50%	76%	50%
API	-120%	-60%	0%	60%	120%	60%
HE	-30%	10%	50%	90%	130%	90%
HEI	-40%	20%	80%	140%	200%	140%
T	-35%	-15%	5%	25%	45%	25%
B*	-190%	-150%	-110%	-70%	-30%	-70%

* - Values at point-blank range only.

STOPPING POWER MODIFIERS

Each point of gun's accuracy* . . . . . +1%
Tumbling Bullet . . . . . +20%
Magnum Ammunition . . . . . +20%
$175 Bulletproof Vest (chest, upper-back) . . . -20%
$250 Bulletproof Vest (chest, back, abdomen) . . . . . -20%
$75 Bulletproof Helmet (head/neck) . . . . . -25%
Weakling Fitness Rating of Target . . . . . +20%
Average Fitness Rating of Target 0%
Strong Fitness Rating of Target . . . . . -20%
Super Fitness Rating of Target . . . . . -40%

* — Use the Accuracy Rating of a weapon to modify the Projectile Stopping Power Percentage chance. Pistols range from 1-6 (+1-6%), Carbines 20 (+20%), Rifles 22-26 (+22-26%) SMG 10-13 (+10-13%), Assault Rifles 14-16 (+14-16%), Shotguns 24 (+24%) and Sawed-off Shotguns 4-23 (+4-23%).

INCAPACITATION CHART

Roll percentile dice for each of these incapacities.

Chance of Traumatic Shock: roll on *Traumatic Shock Susceptibility Chart.*

Chance of Internal Hemorrhaging: Chest = 40%, Abdomen = 20%, Head = 7%. If hemorrhaging, go to *Hemorrhage Chart.*

Chance of Difficulty Breathing: Chest = 30%, Head = 5%. If so, go to *Difficulty Breathing Chart.*

Chance of Broken Ribs: Chest = 70%, Abdomen = 15%. If so, movement beyond crawling will cause W type damage (1-4 points).

Chance of Paralysis: Chest = 20%, Abdomen = 15%, Head = 5%. If so, subject cannot move body from point of injury down, due to spinal cord damage.

TRAUMATIC SHOCK

Traumatic Shock Resistance (TSR) is a value used to determine whether an agent will go into shock when exposed to sudden physical injury or is subject to prolonged psychological damage. An agent's Traumatic Shock Resistance value is equal to the total of Courage plus Willpower divided by two.

TRAUMATIC SHOCK SUSCEPTIBILITY

Type of Wound	Agent's TSR 0-25	26-100	101-200	201+
Abrasion	30%	15%	0%	-15%
Incision	45%	30%	15%	0%
Laceration	60%	45%	30%	15%
Puncture	75%	60%	45%	30%
Fracture	90%	75%	60%	45%
Internal Damage	105%	90%	75%	60%

The number derived from the chart (perhaps modified by the conditions listed below) represents the percentage chance that the agent will go into shock. Roll percentile dice and compare. If the agent is in shock the modified percentage chance number is also the total in minutes the agent will remain in shock.

Shock Modifiers

Previously wounded: (cumulative)	
Abrasion	+50%
Incision	+10%
Laceration	+15%
Puncture	+20%
Fracture	+25%
internal Damage	+30%
Victim Depressed: (cumulative)	
1 Dose Alcohol	+1 - 10%
1 Dose Anesthetic	+1 - 10%
1 Dose Sleeping Gas	+1 - 10%
1 Dose Truth Serum	+1 - 100%
1 Dose Depressant Poison	+1 - 100%

Persons in shock experience the five *P's:* prostration, pallor, perspiration, pulselessness, and pulmonary deficiency. They are often incoherent or confused.

HEMORRHAGE CHART

Roll percentile dice 3 times for chance of unconsciousness, shock, and stopped bleeding.

Type of wound	Damage points per minute of bleeding	Chance of unconsciousness per minute	Chance of shock per minute	Chance of stopped bleeding per minute
Abrasion	0	0	0	60%
Incision	0	0	0	50%
Laceration	1	1%	1%	40%
Puncture	1	2%	2%	30%
Fracture	2	5%	5%	20%
Internal Damage	2	10%	10%	10%
Internal Hemorrhage*	+2	+20%	+10%	0%

*Internal hemorrhaging can usually only be stopped surgically. Damage points are cumulative (2, 4, 6, etc.) per minute, as are the chances of unconsciousness and shock, for internal hemorrhaging.

Hemorrhage Modifiers

Character in shock = -1 damage point, +10% unconsciousness, +10% stopped bleeding.

Each wound being treated by character or other = -1 damage point, -10% chance unconsciousness, -5% chance shock, +10% chance stopped bleeding.

Character in water or moving = +1 damage point, +1% chance unconsciousness, +1% chance shock, -10% chance stopped bleeding.

If unconsciousness or shock occurs, before bleeding stops, bleeding will continue. Refer to Unconsciousness Chart on page 38 of the rule book or Traumatic Shock Susceptibility Chart (above).

DIFFICULTY BREATHING CHART

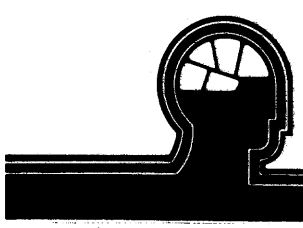
Roll percentile dice twice for chance of unconsciousness and shock.

Type of wound	Damage points per minute of difficulty breathing after unconsciousness	Chance of unconsciousness per minute	Chance of shock per minute	Chance of collapsing if moving per minute
Abrasion	0	0	0	0
Incision	0	0	0	1%
Laceration	0	1%	0	2%
Puncture	1	2%	1%	5%
Fracture	1	5%	2%	10%
internal Damage	2	10%	5%	25%

THE TRIBES OF CRANE

You, task chief of the Leopard people wandering tribe of crane, sit in your great wagon awaiting news from your swift searching outriders. Suddenly hoof beats approach. The outriders leap from their mounts to your wagon flushed with excitement for they know full well the meaning of their news. But one sector to the North the great merchant caravan of the Impala people has been spotted. The order is given, "To arms... to arms!" You snap your orders, "Gather my captains of hundreds. Let all know the tactic will be enfilade right. Now my arms, my mount." You heard that Kate, chief of the Impala people, has chosen a stand and defend tactic twice before; will he again? You know also that the Impala people are fine warriors as are all the people of the many tribes. This will be no raid of the strong on the weak, but rather a mighty clash of the **TRIBES OF CRANE . . .**

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The **Tribes of Crane** is a unique correspondence game, allowing for interaction between players and the fantasy world of Crane and each other through a continuous game that may be entered at any time.

As a new player you will start as the chief of one of the many wandering tribes of Crane. Perhaps your tribe will be of the Sea people or Caravan merchants.

As chief you will know many secrets of your people and their lands, but there will be much you have still to learn of the lost secrets of Crane. It will be you who decide if your people will remain in their familiar homeland or begin a journey to new lands as you strive to increase your herds, train warriors, and learn of the ancient lost secrets that can move your people toward prosperity and dominance.

The land of Crane is a complete fantasy world with a full range of geography from the permanent ice of the polar regions, to the deserts, and tropical forests of the equator.

Cities dot the continents of Crane providing centers of trade and homes for the powerful Shamans and KingLords.

The creatures of Crane are as varied as its geography. Cattle, goats, and the caribou are the mainstay of the tribes, depending on the geography. But horses and the great mancarrying war hawks are important to the fierce warriors. Many undomesticated creatures also inhabit Crane such as the Euparkeria, a huge bipedal lizard that feeds on cattle in the grasslands of Crane.

Interaction between players is very common. Alliance, trade, and combat are always possible. Combat is determined in part by a comparison of tactics used by the antagonists, the relative number of warriors, and the geography.

The games objective is to increase the relative strength and prosperity of your tribe which is measured by different criteria, depending upon the type of tribe, and thus obtain points. Players try to obtain high average points per turn thus placing new players on a par with those who have been playing longer.

The Tribes of Crane may be entered for $10.50 which includes the first two turns, set up turn, a rule book and all necessary material (except return postage). Thereafter, turns are $3.50 each. A rule book may be purchased for $3.50.

Difficulty Breathing Modifiers

Characters in Shock = -1 damage point, -1% chance unconsciousness.

Character being given artificial respiration = -1 damage point, -10% chance unconsciousness, -5% chance shock.

Character crawling = +1% chance unconsciousness, +1% chance shock, +1% chance collapse.

Character walking or wading = +5% chance unconsciousness, +5% chance shock, +5% chance collapse.

Character running or swimming = +10% chance unconsciousness, +10% chance shock, +10% chance collapse.

If unconsciousness or shock occurs, difficulty in breathing continues. Refer to Unconsciousness Chart on page 38 or Traumatic Shock Susceptibility chart.

INVOLUNTARY HIT RESPONSE CHART

Roll percentile dice once for each section of columns. Modifiers to the die roll may be applied if applicable. Possible modifiers are coded by letter following each section of columns, with a key at the end of the chart. Positions relocated depend on the path of the projectile. Character automatically performs action without hesitation because it is involuntary.

Location character hit	Character will not be moved	Character will be moved 1 pace	Character will be moved 2 paces
Head/Neck	01-73	74-91	92-100
Chest	01-43	44-81	82-100
Abdomen	01-46	47-82	83-100
Arm	01-79	80-93	94-100
Hand	01-94	95-98	99-100
Leg	01-55	56-85	86-100
Foot	01-91	92-97	98-100

Modifiers: A, C.

Location character hit	Character will remain standing	Character will be knocked to knees or sitting	Character will be knocked to to ground prone
Head/Neck	01-46	47-82	83-100
Chest	01	02-62	63-100
Abdomen	01	02-64	65-100
Arm	01-58	59-86	87-100
Hand	01-88	89-96	97-100
Leg	01-10	11-70	71-100
Foot	01-82	83-94	95-100

Modifiers: A, C.

Location character hit	Character will not be pivoted	Character will be pivoted 45°	Character pivoted 90°	Character pivoted 135°	Character pivoted 180°
Head/Neck	01-60	61-76	77-88	89-96	97-100
Chest	01-09	10-46	47-73	74-91	92-100
Abdomen	01-09	10-46	47-73	74-91	92-100
Arm	01-70	71-82	83-91	92-97	98-100
Hand	01-90	91-94	95-97	98-99	100
Leg	01-30	31-58	59-79	80-93	94-100
Foot	01-90	91-94	95-97	98-99	100

Modifiers: A, C.

Location character hit	Character will clutch what he/she is holding*	Character will drop what he/she is holding
Head/Neck	01-50	51-100
Chest	01-50	51-100
Abdomen	01-50	51-100
Holding Arm/Hand	01-25	26-100
Other Arm/Hand	01-75	76-100
Leg	01-50	51-100
Foot	01-50	51-100

*50% chance of pulling trigger.

Modifiers: A, B, C, D.

Location character hit	Character will ignore wound	Attempt to look at wound	Attempt to look at and cover wound	Attempt to cover wound
Head/Neck	01-49	50	51	52-100
Chest	01-34	35-56	57-78	79-100
Abdomen	01-34	35-56	57-78	79-100
Arm	01-34	35-56	57-78	79-100
Hand	01-34	35-56	57-78	79-100
Leg	01-52	53-68	69-84	85-100
Foot	01-67	68-78	79-89	90-100

Modifiers: B.

Location character hit	Character will remain silent	Character will gasp	Character will speak	Character will shout
Head/Neck	01-46	47-73	74-91	92-100
Chest	01	02-43	44-81.	82-100
Abdomen	01	02-46	47-82	83-100
Arm	01-58	59-79	80-93	94-100
Hand	01-88	89-94	95-98	99-100
Leg	01-10	11-55	56-85	86-100
Foot	01-82	83-91	92-97	98-100

Modifiers: B.

Key to Modifiers

A = Add Projectile or Shotgun Stopping Power percentage to die roll.

B = Subtract character's Traumatic Shock Response value from die roll.

C = Subtract character's Physical Strength trait value.

D = Subtract character's Coordination trait value.

Bleeding is always an *Involuntary Hit Response.* Refer to Hemorrhage Chart.

Modified numbers over 100 are equal to 100, results less than 01 are treated as 01.

SHOTGUNS

Shotguns are notorious for their stopping power at short range. In addition, except for slugs, they fire multiple projectiles. Use the following *Multiple Shotgun Projectiles* and *Shotgun Stopping power* Charts to determine if a living target is incapacitated when hit by a shotgun blast. Use the *Sawed-Off Shotgun Ammunition Damage* and *Slug and Buckshot Ammunition Damage* charts to determine specific injuries.

Multiple Shotgun Projectiles Chart

To determine how many hits a human target receives from a shotgun blast, find the appropriate row for the type of shotgun choke. Cross index the type of shotgun with the range and roll percentile dice to determine the number of hits,. At point-blank range with a shotgun set at full choke there is a 40% chance of being hit once. Determine an injury location for each hit. It is possible to be hit in the same location more than once.

	No. of Hits	Point-blank (0-3 ft.)	Short (4-50 ft.)	Short - medium (51-150 ft.)	Long (150-300 ft.)
Full Choke	1	1-40	1-50	1-75	1-100
	2	41-70	51-85	76-100	-
	3	71-90	86-100	-	-
	4	91-100	-	-	-
Moderate Choke	1	1-30	1-40	1-60	1-100
	2	31-60	41-80	61-100	-
	3	61-80	81-100	-	-
	4	81-100	-	-	-
Improved Cylinder	1	1-25	1-30	1-45	1-90
	2	26-50	31-60	46-90	91-100
	3	51-75	61-90	91-100	-
	4	76-100	91-10	-	-
Sawed Off	1	1-65	1-75	-	-
	2	66-90	76-100	-	-
	3	91-100	-	-	-
	4	-	-	-	-

SHOTGUN STOPPING POWER CHART

This chart should be used with the *Stopping Power* Modifiers to determine if a human target is incapacitated for each hit indicated on the *Multiple Shotgun Projectiles Chart.*

GAUGE	FULL CHOKE				MODIFIED CHOKE				IMPROVED CYLINDER				SAWED OFF			
	Slug or Buckshot No.				Slug or Buckshot No.				Slug or Buckshot No.				Slug or Buckshot No.			
	Slug-000	00-0	1-2	3-4	Slug-000	00-0	1-2	3-4	Slug-000	00-0	1-2	3-4	Slug-000	00-0	1-2	3-4
10	120	110	100	90	110	100	90	80	100	90	80	70	90	80	70	60
12	110	100	90	80	100	90	80	70	90	80	70	60	80	70	60	50
16	100	90	80	70	90	80	70	60	80	70	60	50	70	60	50	40
20	90	80	70	60	80	70	60	50	70	60	50	40	60	50	40	30
28	80	70	60	50	70	60	50	40	60	50	40	30	50	40	30	20
.410	70	60	50	40	60	50	40	30	50	40	30	20	40	30	20	10

GAUGE	FULL CHOKE				MODIFIED CHOKE				IMPROVED CYLINDER				SAWED OFF			
	Birdshot Size				Birdshot Size				Birdshot Size				Birdshot Size			
	1-2	3-4	5-6	7-8	1-2	3-4	5-6	7-8	1-2	3-4	5-6	7-8	1-2	3-4	5-6	7-8
10	50	40	30	20	40	30	20	10	30	20	10	0	20	10	0	-10
12	40	30	20	10	30	20	10	0	20	10	0	-10	10	0	-10	-20
16	30	20	10	0	20	10	0	-10	10	0	-10	-20	0	-10	-20	-30
20	20	10	0	-10	10	0	-10	-20	0	-10	-20	-30	-10	-20	-30	-40
28	10	0	-10	-20	0	-10	-20	-30	-10	-20	-30	-40	-20	-30	-40	-50
.410	0	-10	-20	-30	-10	-20	-30	-40	-20	-30	-40	-50	-30	-40	-50	-60

Sawed Off Shotgun Ammunition Damage Chart

Gauge	Slug or Buckshot No.				Birdshot Size			
	Slug-000	00-0	1-2	3-4	1-2	3-4	5-6	7-8
10	+6	+5	+4	+3	+2	+1	0	-1
12	+5	+4	+3	+2	+1	0	-1	-2
16	+5	+4	+3	+2	+1	0	-1	-2
20	+4	+3	+2	+1	0	-1	-2	-3
28	+4	+3	+2	+1	0	-1		-3
.410	+3	+2	+1	0	-1	-2	-3	-4

Slug and Buckshot Ammunition Damage Chart

(Note: Magnum ammunition adds +2 to damage.)

GAUGE	FULL CHOKE				MODIFIED CHOKE				IMPROVED CYLINDER			
	Slug or Buckshot No.				Slug or Buckshot No.				Slug or Buckshot No.			
	Slug-000	00-0	1-2	3-4	Slug-000	00-0	1-2	3-4	Slug-000	00-0	1-2	3-4
10	+15	+14	+13	+12	+11	+10	+9	+8	+7	+6	+5	+4
12	+14	+13	+12	+11	+10	+9	+8	+7	+6	+5	+4	+3
16	+12	+11	+10	+9	+8	+7	+6	+5	+6	+5	+4	+3
20	+11	+10	+9	+8	+7	+6	+5	+4	+5	+	4+	3+2
28	+9	+8	+7	+6	+6	+5	+4	+3	+5	+4	+3	+2
.410	+6	+5	+4	+3	+5	+4	+3	+2	+4	+3	+2	+1

Current U.S. Buckshot Loadings

Buck No.	4	3	2	1	0	00	000
Diameter (in.)	.24	.25	.27	.30	.32	.33	.36

Commercially loaded buckshot is available in these cartridge combinations:

Gauge	Length	Buck no.	Total pellets
10	3½"	4	54
12	2¾"	4	27
12	2¾" mag.	4	34
12	2¾"	1	16
12	2¾" mag.	1	20
12	2¾"	0	12
12	2¾"	00	9
12	2¾" mag.	00	12
Gauge	Length	Buck no.	Total pellets
12	2¾"	000	8
12	3" mag.	4	41
12	3" mag.	1	24
12	3" mag.	00	15
12	3" mag.	000	10
16	2¾"	1	12
20	2¾"	3	20
20	3" mag.	2	18

Bulletproof vests and helmets affect the amount of damage the wearer receives by the percentage indicated on the *Projectile* or *Shotgun Stopping Power* charts. in most cases the damage is less (1%-99%) than what the wearer would have received. in some cases (0% or less %) no damage occurs. Occasionally the projectile is so powerful (101% or greater) that fragments of the vest or helmets harm the wearer rather than help. Rarely, the vest or helmet are useless and the projectile does normal damage (100%). Remember to always round damage up to the nearest half point. (Yes, you can have a half point of damage.)

When using special bullets against vehicles, use the following modifiers on the die roll.

Special Bullet Use Against Vehicles Modifiers

S	0	I	+10
AP	+10	API	+20
DD	-20	HE	+20
G	+10	HEI	+30
DP	-30	T	0
F	-10	B	-70
M	0		

Magnum ammunition in the .41 or .44 caliber is not satisfactory for combat use. It is so powerful that it has great stopping power but is difficult to control in fast, multishot action. The muzzle flash is so bright and the blast is so loud. that one shot will alert everyone in the area as to your location. In poor light the flash will be easy to see. (The same goes for tracers.) Because of the lack of control due to the power of magnum ammunition, multiple targets with smaller arms may have the advantage.

Weapons using magnum or tracer ammunition should have their hit determination modified, in the *Hit Determination Chart* under *Miscellaneous,* add the following modifiers.

Second consecutive shot by one character using magnum ammunition = -5.

Each additional consecutive shot by one character using magnum ammunition = -5 per shot (cumulative).

Second consecutive shot by one character following a tracer = +10.

Third consecutive shot by one character following a tracer = +5.

Information on special types of shotgun ammunition is still needed. Besides pellet, slug, and non-lethal beanbag types, there are probably many others. Grenades and canisters launched from shotguns tend to be in the realm of military and para-military weaponry, not espionage. However, the agent may encounter these devices in the line of duty and familiarity with them may prove beneficial.

STOP

END MESSAGE

The RASMUSSEN Files

College courses and Vital statistics

TOP SECRET™

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by Merle M. Rasmussen

SECURITY CLEARANCE: One in all bureaus, especially Technical.
BEGIN MESSAGE
TO: Operatives and participants of the TOP SECRET™ game, especially the first 30,890 recruits.
BY AUTHORITY OF: Merle Rasmussen, Director of Administrations.
PURPOSE: To give examples of courses which could appear in the Espionage College Course Handbook and to add new details to the agent's personal traits.
MESSAGE: The following course descriptions are excerpts from the Espionage College Course Handbook.

Keep in mind, as with anything that appears outside the TOP SECRET rulebook, that these suggestions are authorized, but are not official TOP SECRET policy. Your organization or administration may adopt any or all of these courses into its educational program. Although the courses are extremely expensive and time-consuming, the, costs in time and money should not be reduced. This will force agents to come in out of active field duty, actually learn a new skill (or polish up an old one), and earn credit for the course. Agents never know when they may need that bit of expertise later in their career.

Completing a course permits the agent, his or her operator, and his or her Administrator to know exactly what that agent can perform in the tine of duty. Specific learned abilities and mastered Areas of Specialization should be listed on the agent's dossier. Some Espionage College courses not listed below may appear in later issues of DRAGON magazine. Further course descriptions designed by you, the agent in the field, should be submitted to this magazine at your earliest convenience. Such submissions will aid other Administrators compiling Course Handbooks throughout the world. Your consideration will be appreciated, and may even bring you financial remuneration from the publishers of DRAGON magazine.

ASSASSINATION BUREAU COURSES

Course: Boxing
Cost: $4,000
Time: 4 weeks
Prerequisite: Knowledge 60+, Physical Education AOK 75+, or Military Science AOK 75+.
Areas of specialization: None.
Ability acquired: The use of boxing. Physical Strength +(1-10) and Willpower +(1-10).
Area of Knowledge increase: Physical Education +25 +(1-10), Military Science +25 +(1-10).
Credit: 50 Experience Points.

Course: Demolition with Explosives
Cost: $11,000
Time: 5 weeks
Prerequisite: Coordination 75+.
Areas of specialization: Buildings; Bridges and Trestles; Tunnels and Arches; Towers and Aerials; Roads and Rails; Vehicles; and Miscellaneous Structures.
Ability acquired: Given dynamite, blasting cap, a plastic explosive, a thermite bomb, or a grenade, plus the necessary wiring and/or fuse materials and ignition mechanisms, the agent will be able to explode any device in the position required 95% of the time. Given sufficient explosives and time, the agent wilt be able to demolish a particular type of structure 85% of the time.
Area of Knowledge increases: Military Science +25 +(1-10), Construction Engineering +25 +(1-10).
Credit: 110 Experience Points.

Course: Judo
Cost: $5,000
Time: 6 weeks
Prerequisite: Knowledge 85+, Physical Education AOK 100+, Military Science AOK 75+.
Areas of specialization: None.
Ability acquired: Use of judo. Physical Strength +(1-10), Willpower +(1-10).
Area of Knowledge increases: Physical Education +20 +(1-10), Military Science +20 +(1-10).
Credit: 70 Experience Points.

Course: Karate
Cost: $8,000
Time: 8 weeks
Prerequisite: Knowledge 110+, Physical Education AOK 125+, Military Science AOK 100+.
Areas of specialization: None.
Ability acquired: Use of karate. Physical Strength +(1-10), Willpower +(1-10).
Area of Knowledge increases: The agent will gain from 1-10 points in each of these Areas of Knowledge (each determined separately): Physical Education, Military Science, Medicine/Physiology, and Psychology.
Credit: 110 Experience Points.

Course: Projectile Weapons Practice
Cost: $1,000 per week
Time: 1 to 10 weeks (agent's option, announced in advance)
Prerequisite: Physical Strength, Knowledge, Courage, and Coordination all 35+.
Areas of specialization: Pistols; Carbines and Assault Rifles; Submachine Guns; Rifles; Shotguns; Bows and Crossbows; Blow, Air and Dart Guns; Flamethrowers; Spear; and Miscellaneous Projectile Weapons.
Ability acquired: Given a particular type of projectile weapon that operates properly, the agent will be able to increase his or her Hit Determination Modifier. The amount of improvement will be 1-10 points per week of practice with that particular type of weapon only. For example, if an agent took a class in Pistols for 5 weeks, that agent's Hit Determination Modifier for pistols only would be +(5-50).
Area of Knowledge increase: Military Science +(1-10).
Credit: 140 Experience Points.

Course: Wrestling
Cost: $3,000
Time: 2 weeks
Prerequisite: Knowledge 35+, Physical Education AOK 50+, Military Science 25+.
Areas of speciaiization: None.

Ability acquired: Use of wrestling. Physical Strength +(1-10), Willpower +(1-10).

Area of Knowledge increases: Physical Education +25 +(1-10), Military Science +25 +(1-10).

Credit: 40 Experience Points.

CONFISCATION BUREAU COURSES

Course: Animal Handling & Riding

Cost: $5,000

Time: 5 weeks

Prerequisite: Knowledge 35+, Courage 35+, Animal Science AOK and Biology/ Biochemistry AOK both 45+.

Areas of specialization: Any single genus of semi-intelligent animal life. This includes cattle, horses, dogs, cats, elephants, ostriches, camels, reindeer, alligators, crocodiles, falcons, llamas, porpoises, and apes. This does not include most birds, reptiles, fish, and invertebrates.

Ability acquired: Given six or less particular domesticated animals, the agent will be able to keep them from attacking 75% of the time. Given six or less particular wild animals, the chance of stopping them from attacking is 25%. Given six or less guard animals, the agent should subtract 50 from the die roll for the animal guard reaction table. Given a particular type of domesticated animal capable of carrying a human, an agent will be able to ride the creature 75% of the time. The agent has a 50% chance that a particular type of domesticated animal can be loaded and used as a pack animal. Roll once a day for each animal handled or ridden. Increase Courage and Physical Strength by 1-10 each.

Area of Knowledge increase: Animal Science +(1-10).

Credit: 70 Experience Points.

Course: Driver Training

cost: $11,000

Time: 9 weeks

Prerequisite: Coordination, Courage, and Knowledge each 75+, Transportation Engineering AOK 50+.

Areas of specialization: Automobiles; Specialty Vehicles; Two-Wheel Vehicles; Large Vehicles (See Vehicle Movement Rate Table).

Ability acquired: Given a particular type of land vehicle capable of being driven, the agent will be able to start, drive, and stop the vehicle safely each with a 95% chance of success. Difficult manuevers such as driving backwards, driving on two wheels, jumping chasms, spinning sideways, and crashing safely are dependent upon the vehicle's ability to perform the feat modified by one half the agent's Offense. For example, there is a 10% chance that an agent's snowmobile can jump the crevasse. The agent's Offense is 96, so the chance for the agent to safely jump the crevasse is 48 + 10 = 58%.

Note: The vehicle must be physically able to perform the stunt. The agent's additional value is for safety. A vehicle may perform the stunt but the agent may be injured. Increase Courage 1-10.

Area of Knowledge Increase: Transportation Engineering, Military Science, and Physical Education all +(1-10).

Credit: 130 Experience Points

Course: Marine Vehicles

Cost: $11,000

Time: 8 weeks

Prerequisite: Coordination, Courage, and Knowledge each 75+, Transportation Engineering AOK 50+.

Areas of specialization: Person-Powered Vehicles (PPV's include canoes, rafts, rowboats, gondolas, and kayaks); Small Sailing Vessels; Small Motorized Craft (includes speedboats, small hydrofoils, motorized ski-craft, and airboats for swamps); Small Submarine and Amphibious craft (includes 1-4 person subs, open and closed cockpit); Medium-sized 'Sailing Vessels; Medium-sized Motorized Vessels (includes yachts and medium-sized hydrofoils).

Ability acquired: Given a particular type of vehicle capable of being piloted, the agent will be able to start, maneuver,

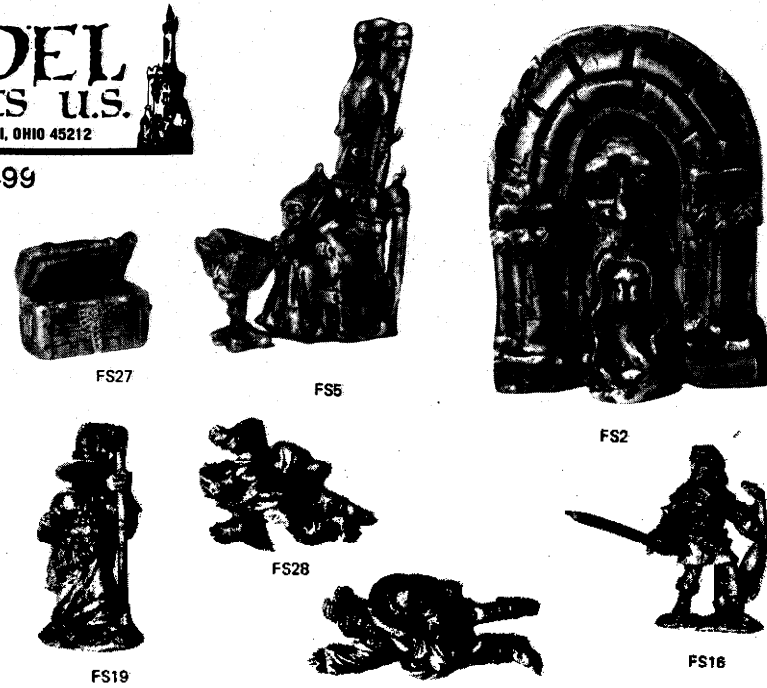
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dock, and if possible, submerge or surface the craft safely, each with a 95% chance of success. For difficult and stunt maneuvers such as jumping land or capsizing safely, see the "Ability acquired" section of Driver Training. Increase Courage 1-10.

Area of Knowledge increases: Transportation Engineering, Military Science, and Physical Education all +(1-10).

Credit: 130 Experience Points.

Course: Pilot Training

Cost: $12,000

Time: 10 weeks

Prerequisite: Coordination, Courage, and Knowledge each 75+, Transportation Engineering AOK and Aeronautical Engineering AOK each 75+.

Areas of specialization: Helicopters/ Gyrocopters; Small Propeller Aircraft; Small Jet Aircraft (includes 1-person jetpack); Large Propeller Aircraft (includes gliders, balloons, and hang gliders). Large jets and dirigibles require specialists to pilot them.

Ability acquired: Given a particular type of vehicle capable of flight, an agent will be able to take off, fly, and land safely, each with an 85% chance of success. For difficult and stunt maneuvers such as barnstorming, power driving, looping; stalling, or flying upside down safely, see the "Ability acquired" section of Driver Training. Increase Courage 1-10.

Area of Knowledge increases: Aeronautical Engineering and Transportation Engineering each +(2 x (1-10)).

Credit: 150 Experience Points.

INVESTIGATION BUREAU COURSES

Course: Disguises

Cost: $9,000

Time: 4 weeks

Prerequisite: Knowledge 35+, Arts & Crafts AOK, Fine Arts AOK, and Home Economics AOK each 50+.

Areas of specialization: Cosmetics; Costuming.

Ability acquired: After specializing in Cosmetics, an agent given the necessary materials will be able to disguise any face beyond recognition 85% of the time. Disguising animals or parts of the human body other than the face has a 90% chance of success. An agent specializing in Costuming, given the necessary time and materials, will be able to reproduce or modify any costume or uniform, which will pass unnoticed as an imitation 95% of the time.

Area of Knowledge increases: Arts & Crafts, Fine Arts, and Home Economics each +(1-10).

Credit: 60 Experience Points.

Course: Elint (Electronic Intelligence)

Cost: $11,000

Time: 8 weeks

Prerequisite: Knowledge, Courage, and Coordination each 50+. Electrical Engineering AOK, Law AOK, and Military Science AOK each 50+.

Areas of specialization: None.

Ability acquired: Given the necessary electronic surveillance and detection equipment, the agent can operate it 16 out of 24 hours a day with 95% efficiency. The agent will be able to install and remove electronic equipment undetectable to the eye 90% of the time. This ability includes the use of wireless mikes, phone taps, drop mikes, and de-bugging equipment. This ability does not include photography, radio operation, or computer tie-ins. Increase Willpower 1-10.

Area of Knowledge increases: Electrical Engineering, Law, and Military Science each +(1-10).

Credit: 90 Experience Points.

Course: Languages & Culture

Cost: $1,000 per week

Time: 1-19 weeks (agent's choice, announced in advance)

Prerequisite: Knowledge 75+, Charm 50+. Agriculture AOK, Architecture AOK, Economics AOK, Education AOK, Fine Arts AOK, Geography AOK, Law AOK, Literature AOK, Medicine AOK, Political Science AOK, Psychology AOK, Religion AOK, Social Sciences AOK, World History AOK all 50+. No courses may be taken in conjunction with this one.

Area of specialization: A specific language. (See Appendix Three: Major Languages of the World) Languages include sign, Braille, and lip reading discussed later in this article under Vital Statistics. Only one language may be taken at a time.

Ability acquired: For each week of education in a particular language and culture selected by the agent in advance, that agent will learn enough to speak and act like the natives of that culture with 1-5% authenticity per week. The most an agent can learn is to within 95% authenticity, but that may take 19 weeks or more. The authenticity percentage is equivalent to the agent's fluency in that language and may exceed the agent's native fluency rating. The agent may take the Language & Culture class to improve his or her native fluency rating. Knowledge and Charm are increased by 1-10, no matter which language is taken.

Area of Knowledge increases: All Areas of Knowledge listed under Prerequisite are increased by 1-10.

Credit: 200 Experience Points.

Course: Mountain Climbing & Wall Scaling

Cost: $7,000

Time: 4 weeks

Prerequisite: Physical Strength and Coordination each 50+, Willpower 75+.

Areas of specialization: None.

Ability acquired: Given the proper climbing equipment, the agent will be able to scale any incline 85% of the time per attempt. The agent will be able to descend any incline 95% of the time safely. Safety rolls should be made every 100 feet of movement up, down, or across the incline. Slick or rocky surfaces and belaying should always be considered by the Administrator during a climb. Increase Physical Strength 1-10.

Area of Knowledge increases: Ecology, Geology, Military Science, and Physical Education each increased 1-10.

Credit: 50 Experience Points.

Course: Parachuting

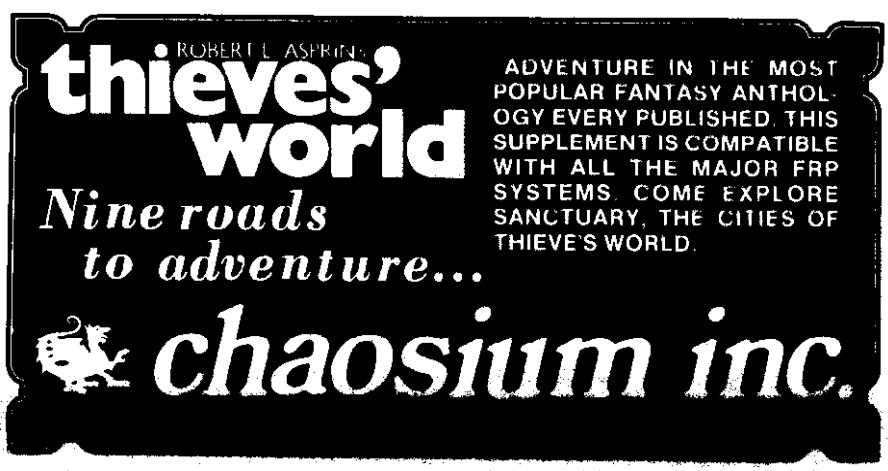
Cost: $9,000

Time: 4 weeks

Prerequisite: Physical Strength and Willpower each 25+, Courage 75+.

Areas of specialization: None.

Ability acquired: Given the proper parachute equipment, the agent can jump from an airborne vehicle above 2,500 feet and land safety 85% of the time, within 1 foot of the target for each 100 feet of altitude fallen with the parachute open. Roll for the, direction off target. High-altitude skydives, acrobatic maneuvers, and jumps from less than 1,000 feet reduce the safety factor of 85% by a value equal to 150 minus the agents coordination. Unsafe landings with the parachute



open will cause 1-20 points of damage. If the parachute fails to open, see the results for Thrown from a Height on the Execution Table. Increase Courage 1-10.

Area of Knowledge increases: Military Science and Physical Education each increased 1-10.

Credit: 60 Experience Points.

Course: Scuba Diving

Cost: $8,000

Time: 4 weeks

Prerequisite: Physical Strength 50+, Willpower 75+.

Areas of specialization: None.

Ability acquired: Given the proper scuba diving equipment, the agent will be able to dive to a maximum depth of 151-250 (150 +(1-100)) feet and swim a distance of 5,001-6,000 (5000 +(1-1000)) feet 85% of the time safely. An agent will be able to hold his or her breath for a number of seconds equal to his Willpower. Increase Physical Strength and Willpower each 1-10.

Area of Knowledge increases: Military Science and Physical Education each +(1-10).

Credit: 60 Experience Points.

VITAL STATISTICS

The following optional rules are presented to further "flesh out" player and non-player characters. These rules deal with weight, blood type, and visual and auditory acuity.

Weight: The base weight for females is 135 pounds, for males 160 pounds. For variations in weight, use this table:

Percentile dice roll	Base weight change
01-03	Subtract 35 pounds
04-09	Subtract 28 pounds
10-17	Subtract 21 pounds
18-28	Subtract 14 pounds
29-42	Subtract 7 pounds
43-58	No weight change
59-72	Add 10 pounds
73-83	Add 20 pounds
84-91	Add 30 pounds
92-97	Add 40 pounds
98-00	Add 50 pounds

Blood type: There are two factors to be considered when determining blood type: blood group and Rh factor. To determine blood group, roll three percentile dice and refer to this table:

Dice roll	Blood group
001 -425	Group O
426-850	Group A
851-955	Group B
956-000	Group AB

To determine Rh factor, roll percentile dice and refer to this table:

Dice roll	Rh factor
01-85	Positive
86-00	Negative

Donor and recipient compatibility

Group	Can give blood to groups	Can receive blood from groups
O(universal donor)	O, A, B, AB	O
A	A, AB	O, A
B	B, AB	O, B
AB(universal recipient)	AB	O, A, B, AB
Rh positive	Rh positive	Rh positive
Rh negative	Rh negative	Rh negative

The chance of being blood type O positive is 36.125%. The chance of being AB negative is 0.675%. This is very rare blood, possibly valuable to a person of this blood type if his blood is needed for another person of the same blood type. However, it could be a liability, should that same person need the services of a donor and one cannot be located.

Visual acuity: Five percent of all characters may be color-blind. A color-blind agent/character should have his Coordination reduced by 1-5%.

Auditory acuity: Five percent of all characters may be hard of hearing. Reduce Charm and Coordination by 1-10% each and increase Courage by 1-10%. Sign language may never be a native language, but may serve as an additional language usable only when contacts are within short range. it should be listed directly after a spoken language, for example: 1. (Native) English 2. English (sign) 3. French 4. French (sign).

Lip reading is only possible after learning to speak or sign a language, even a native language. A deaf child learns a language by reading lips, signing, or both. A character must know a language before he or she can read lips in that language. The "languages known" list should include lip-read languages due to the training involved, and should be indicated as follows: 1. (Native) English 2. English (sign) 3. English (lips read) 4. French 5. French (lips read).

The speaker's lips must be at short range and the speaker's face must be visible at least in profile, if not in full view. One need not be hard of hearing to learn sign language or to read lips. Remember, just because you are out of earshot doesn't mean you can't communicate. Even though you can read lips doesn't mean the other person can, too. Binoculars and scopes can bring speakers into short range. Divide the distance from the speaker by the power of the scope.

It is assumed that if you can speak, sign, or lip-read a language, you can write and read it, too. If you want to be literate in Braille you must designate it as an additional language after you've mastered one. It is listed as follows: 1. (Native) English 2. English (Braille read). It is assumed that if you can read Braille with your fingertips you can also sight-read it. There may be times when such skills may prove invaluable, like in a dark elevator or if you are blindfolded or injured so you can't see. Some languages may not have developed Braille alphabets such as Chinese, Hebrew, or ancient Egyptian. In these cases, even raised hieroglyphics may be impossible to read by touch. An agent should stick to Indo-European languages used by a great many people.

I'll be talking to you.

END MESSAGE

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The undercover job guide

by Paul Montgomery Crabaugh

Comparatively few spies freely admit their actual profession. An abruptly shortened life expectancy, of course, is an excellent reason for this reticence. Only a small number of agents have reached the point in their careers where an encounter with a member of the opposition is more likely to shorten the other person's three score and ten, and thus they no longer give a rip: James Bond comes to mind. Not that he advertises his job as an agent; he just doesn't bother to conceal it, other than the somewhat misleading use of his military rank and (occasionally) a uniform.

Quite aside from matters of mortality, there is another excellent reason to indulge in some deception about one's occupation: A spy's effectiveness is likely to be reduced (to say the least) if his passport lists his profession as "saboteur" or "assassin." Therefore, most agents prefer to appear to hold reasonably (or comparatively) mundane jobs in order to not be noticed.

The treatment of "cover" occupations in the TOP SECRET™ game rules is somewhat superficial. Those who want this aspect of an agent's life to be further emphasized can consider the following suggestions.

Such a job should pay fairly well, so that the agent may support him/herself despite extended periods of "sick leave"; it should exist in a reasonably unstructured or flexible environment, so that such periods of leave are possible; and ideally it should allow ample opportunity for travel in the course of normal job-related events.

The job should make ample use of the agent's actual abilities and training, so that the agent cannot be caught "out of character" during casual questioning or conversation.

To get down to the numbers: An agent's career classification is determined by a throw of percentile dice, reading the results as follows.

A roll of 01-10 indicates that the agent is known to be an inactive member of the armed forces; connection with his agency is unknown.

A roll of 11-30 indicates that the agent is known to be employed by his agency (if the agency's existence is common knowledge), or by an unspecified government agency (if the agency is secret); however, the agent is believed to be simply a minor bureaucrat in that agency.

A roll of 31-00 indicates that the agent routinely operates with an undercover profession, exhibiting no overt, public contact with his government/agency beyond that which an ordinary citizen would have.

The agent's exact undercover profession should be chosen based on the agent's high score in his AOK, modified by the usefulness to his agency of that skill as it applies to the specific job. The travel potential of a skill or ability, for instance, has a great bearing on the agent's usefulness to the agency as a member of a profession which makes use of that ability.

Following are listed the Areas of Knowledge for the TOP SECRET game, the travel potential for each one, a typical starting salary for a person with that knowledge, and an example or two of a particular profession likely to be associated with that AOK. In addition, similar information is appended for inactive military personnel and bureaucratic employees, the first two types of career classifications which were defined above.

Agriculture, Animal Science: low travel potential; starting salary $15,000/yr; consultant for national or supranational organization (such as the U.S. Department of Agriculture or the UN's WHO).

Architecture: travel potential low to moderate; starting salary $20,000/yr (variable); free-lance architect.

Arts & Crafts: travel potential very low to nonexistent; starting salary $12,000/yr (variable); various craft jobs and trades, in the very unlikely event of an agent choosing this field for a profession.

Astronomy/Space Science: travel potential moderate to high; starting salary $18,000/yr; research scientist or university-level teacher.

Biology/Biochemistry: travel potential moderate; starting salary $18,000/yr; research scientist or university-level teacher.

Botany: travel potential low to moderate; starting salary $18,000/yr; teacher. (possible exceptional case: unknown or independent source of funds, typically $20,000/yr, and agent would be noted grower of exotic plants; travel potential moderate to high.

Chemistry: travel potential moderate to high; starting salary $18,000/yr; research scientist, university-level teacher, or private-industry employee.

Computer Science: travel potential low to moderate, sometimes high for expert troubleshooter; starting salary $25,000/yr; programmer or troubleshooter.

Ecology/Earth Sciences: travel potential moderate; starting salary $18,000/yr; university-level teacher.

Economics/Finance: travel potential moderate; starting salary $25,000/yr; accountant, financial advisor or speculator.

Education/Indoctrination: travel potential low to moderate; starting salary $18,000/yr; teacher, lecturer or public relations representative.

Engineering, Aeronautical: travel potential moderate to high; starting salary $25,000/yr; aircraft designer or troubleshooter, possibly spacecraft designer.

Engineering, Construction/Civil: travel potential low to moderate; starting salary $22,000/yr; engineer for private industry.

Engineering, Electrical: see Engineering, Construction/Civil.

Engineering, Hydraulic: see Engineering, Construction/Civil.

Engineering, Industrial: travel potential moderate to high; starting salary $24,000/yr; designer or troubleshooter for major works of private industry, sometimes project manager or plant foreman.

Engineering, Mechanical: see Engineering, Construction/Civil.

Engineering, Transportation: travel potential moderate to high; starting salary $22,000/yr; advisor to government at various level, occasionally project overseer or troubleshooter.

Fine Arts: travel potential high; starting salary quite variable; possibly painter or sculptor or the like, but more likely (for agents) to be an actor/actress or entertainer.

Geography: travel potential high; starting salary $16,000/yr; surveyor for private industry, geographical analyst, or employee of government mapping service.

Geology: travel potential high; starting salary $18,000/yr; location and analysis of resources for industry or government.

Home Economics: travel potential moderate to high; starting salary $20,000/year (variable); almost no connection with what the field is normally thought of to include: agents in this field will very likely be chefs, or connected with the creation of fashion or decoration: female agents have a good chance of being models (salary quite variable).

Law: travel potential moderate; starting salary $25,000/yr; lawyer for industry, private citizens or government.

Literature: travel potential high; starting salary quite variable; author or (possibly) critic.

Mathematics/Accounting: travel potential low to moderate; starting salary $25,000/yr; accountant or statistician, possibly teacher (at lower salary, $18,000/year). At high levels of achieve-

ment, corporate administrators and executives, salary 1-10 times higher, travel potential high; this last category should be reserved for those with an AOK score of 130+.

Medicine/Physiology: travel potential moderate; starting salary $25,000/yr (variable); doctor or surgeon.

Metallurgy: travel potential low to moderate; starting salary $22,000/yr; engineer.

Military Science/Weaponry: travel potential high; starting salary $16,000/yr; soldier, possibly mercenary, possibly on inactive status; agents will tend to be officers.

Photography: travel potential high; starting salary quite variable; free-lance photographer or artist-photographer, possibly fashion or advertising photographer, possibly employee of newspaper ("Hi there, my name's Jimmy Olson...").

Physical Education: travel potential high; starting salary quite variable; almost certainly an agent will be an athlete in this AOK: by preference, one in a sport played throughout much of the world. Tennis is an excellent choice; golf, soccer and track & field are also good.

Physics: travel potential moderate to high; starting salary $18,000/yr; research scientist or university teacher.

Political Science/Ideology: travel potential high; salary quite variable; many possibilities, including lecturer, politician, diplomat, ambassador, teacher or government advisor.

Psychology: travel potential low to moderate; starting salary $25,000/yr; researcher, teacher, or practicing psychiatrist.

Religion: travel potential low to moderate; starting salary $15,000/yr; church official or teacher of theology; low probability of agents choosing this field, but not impossible (see the James Bond tale "Moonraker").

Social Sciences: travel potential low; starting salary $18,000/yr; teacher, or possibly sociological advisor to government.

World History/Current Affairs: travel potential moderate to high; starting salary $18,000/yr (variable); teacher, lecturer or advisor to government, possibly politician.

(Special) Inactive member of military, attached to agency: see Military Science/Weaponry; agent will always be an officer, frequently of command (usually not field or flag) rank. Examples: Colonel Steve Austin, Commander James Bond, Major John Smith ("Where Eagles Dare"). Exceptions (from either extreme): Lieutenant Morris Schaffer ("Where Eagles Dare"), Corporal "Dusty" Miller ("The Guns of Navarone"), Admiral Sir Miles Messervy ("M").

(Special) Known employee of agency: agent is civil servant; travel potential high; starting salary starting $12,000/yr, with increases to $20,000/yr (hazardous duty pay) during missions, prorated over duration of mission.

Income, coming and going

The base starting salary given should be increased by 5% for each point of knowledge in excess of 100 (and reduced the same amount for each point below 100; agents should have at least a 100 score to seriously consider an AOK as the basis for a profession), and increased another 5% for each year of age over 24 (no penalty for being under that age). Salary is generally paid on a monthly basis. Not all of it is available to the agent as unrestricted spending money; most of an agent's salary must be spent on upkeep, either of the agent — or the agent's government.

Off the top come taxes. The basic tax rate is 25% of gross income; to this rate add 3% for each $10,000 or fraction thereof by which the agent's earnings exceed $10,000. This is (very approximately) the situation in the United States as of this writing; the tax rate varies greatly (usually upwards) throughout the rest of the world.

Of the remainder of the agent's salary, most will go to routine upkeep. The amount needed for upkeep of the agent at a normal standard of living for the agent's alleged profession is 75% of the agent's (after taxes) yearly earnings in the cover profession. His actual job earnings are likely to be lower than the yearly salary rate over the course of each year, because of the extended leave periods needed for agency missions; however, bonuses from his agency and an agent's ingenuity should make up for the difference.

The amount necessary to spend for upkeep may be reduced for an agent who chooses, or feels forced, to live in less comfort. The amount spent on upkeep may be exceeded by as much extra money as an agent wishes to apply to it; however, either of those courses of action may, if carried to the extreme, draw undue public attention to the agent. The upkeep amount includes room, board and minor purchases; it does not include major purchases such as cars.

At the start of an agent's career, before he has earned any of his salary, the agent will have available funds equal to 10% of the normal yearly income for the agent's profession, plus 1% for each year of age over 20.

Care must be exercised by the administrator to insure that the agent's money is expended in a realistic manner. Not all of the agent's "upkeep" funds may be spent on weaponry and equipment, for example. For one thing, it would be conspicuous; for another, no human being can survive long (without being incarcerated or institutionalized) if he doesn't make his own provisions for obtaining food, clothing, and shelter.

While upkeep expenses include a minimum working wardrobe, special purchases may sometimes have to be made. If an agent must jump into a river while fully attired, his clothes will in all probability be ruined, and will require replacement.

Human nature being what it is, a high-salaried agent will have to spend a lot of money on physical evidence of his stature to avoid undue attention, while a low-salaried one can't do a lot of conspicuous consuming. While an agent with an avowed income of $12,000 a year might reasonably utilize ah old VW bug for transportation (and might, in fact, be assumed to start with such a vehicle), a character with an avowed income of $90,000 will have to purchase more than one car; probably two or three cars, of the sort where a high price tag is its own end.

Players should be encouraged to develop ways for their agents to spend "extra" money: hobbies, collections, or an active social life. A habit of frequenting discos, preferably with a companion who has expensive tastes, for example, not only enhances the characterization of the agent, but also provides an excellent way of disposing of excess money.

And then there is always hospital expenses...

Specify, specify

The players should be required to define their jobs much more closely than the AOKs would simply suggest. It is not enough to claim to be "in fine arts" as a profession; the character must be specified, for example, to be a moderately well known actor in adventure movies (such as Simon Templar). This not only builds characterization, but makes a firm foundation for scenarios.

A "variable" salary is one which may be greater or less than the stated value by as much as 50%. Roll 1d10: 1-3 is low; 4-7 is as stated; 8-10 is high. The amount of variance is 1d10 times 5%.

A "quite variable" salary is one which varies wildly from individual to individual, and from year to year. One way of determining it is to roll once each year: 1d100 times $1,000. This amount may be disbursed in one lump sum, incrementally on a monthly basis, or in irregular pieces at odd times chosen by the game referee. It should also be adjusted to fit with the agent's cover; a "minor supporting actor" would be probably not earn more than $20,000 to $30,000 per year; a top-ranked tennis pro probably would earn less than that amount.

As a last word on this open-ended subject, players should be encouraged to go outside the AOK list and find other jobs for their characters to work at, the details to be arranged by the player and the referee.

Someone might even choose to become a traveling greeting-card salesman...

The RASMUSSEN Files

''The item you want is temporarily out of stock...''

TOP SECRET

©1980, TSR Games

by Merle M. Rasmussen

SECURITY CLEARANCE LEVEL: Administration, Level One

BEGIN MESSAGE

TO: Operatives and participants of the TOP SECRET™ game, especially Administrators and members of "The Exterminators" and "Squadron III"

BY AUTHORITY OF: Merle M. Rasmussen, Director of Administrations

PURPOSE: To present recent agency communiques for updating regional agency files; to recommend methods of reprimanding overly violent agents; to amend procedures for determining availability of equipment, and exceptions to same.

MESSAGE: Communications from agents within the U. S. and Great Britain have been received. Additional messages are being decoded, but the following is available for general dispersal.

NAME: Classified
CODE NUMBER: Unknown
ALIAS: Dale Craig
AFFILIATION: The Exterminators (Council Bluffs, Iowa, USA.
POSITION: Unknown
CLASSIFICATION: Assassination
MEMBERSHIP: Three (3) known
MODUS OPERANDI: Submachine gun slayings, use of ballpoint pen guns, travel around United States in armored van with gun slits in back and sides. The van is disguised as one belonging to a pest control company called "The Exterminators." Subject believed to have owned a hydrofoil destroyed off the coast of Japan. Believed to possess a two-person helicopter with special submachine gun mounted underneath disguised as a radar dish. Believed to have exploding darts propelled from wrist launcher, usable underwater. The "Exterminators" usually seek high-risk missions, but lately members are divided on case involvement and the indiscriminate use of violence. Group members believed to have once been employed as security guards for oceanographic architect-engineer, Dr. Yes.
CURRENT STATUS: Inactive, seeking less violent missions.
END INFORMATION

The following information is from a direct communique.
NAME: Classified
CODE NUMBER: A-A-N-HR-11
ALIAS: Head Rat
AFFILIATION: Squadron III (Richmond, Va., USA)
POSITION: Administrative Director
CLASSIFICATION: Unknown
PURPOSE OF COMMUNICATION: To invite Merle M. Rasmussen, Director of Administrations, to become Administrative Advisor to the Administrative Staff of Squadron III.

REPLY: I accept the position on the condition that all communications from the Director of Administration can be shared with other agents via *The Rasmussen Files* in DRAGON™ magazine. This includes answering questions the administration (of Squadron Ill) might have regarding Squadron III activities, aiding the staff in its organizational procedures, and advising of any changes in the rules of the TOP SECRET game. As a benefit, I understand that I would receive any Squadron III information that I wish, as long as it is Clearance Level 10 or below.
END REPLY

The following came from an agent in hopes someone would investigate and report to the Director of Administrations.
NAME: Michael P. Clarke
CODE NUMBER: Unknown
ALIAS: Unknown
AFFILIATION: Unknown (Whitewater, Wis., USA)
POSITION: Unknown
CLASSIFICATION: Unknown
PROJECT: Nesebar
LOCATION: Bahia Blanca, Argentina
MISSION: To assassinate Dr. Vlad Tomplin, researcher and developer of the secret Tomplin warhead outlawed by SALT II.
CURRENT STATUS: Tomplin is scheduled to travel to Nesebar, Bulgaria, via Burgas, Bulgaria.
END SUBMISSION

This final message was received postage due from Worthing, West Sussex, England, postmarked 1:45 PM, April 13, 1981. It is evidence the TOP SECRET game system has enemies as well as avid followers. It may also be in code; note illiterate spellings, punctuation, and lack of dotted i's and crossed t's in the original. Agent interpretations are welcome; the poor bloke did not sign his or her name and may need immediate assistance.

BEGIN LETTER: "Dear Mr. Rasmussen (are you a [expletive deleted]?)

Personally I think that your game? TOP SECRET is the worst role playing game I have ever tried to play, it stinks more than an eight month old deceased dog. I think Don Turnbull could talk more about finding hobbits in the PH than you could about pistols. it is either you or the Game master + I think it's your stupid bloody game its 3 times worse than some of the white Dwarf dungeons + thats saying something.

Yours, Ungratefully
a [expletive deleted] player"

END LETTER

Controlling violent agents

It has come to my attention that certain agents, especially assassins, sometimes use excessive violence during the completion of an otherwise smooth operation. Gunning down inno-

cent bystanders and defenseless civilians for fun or experience is inexcusable. I suggest administrators severely reprimand agents employing such tactics. If a mission does not call for an assassin, don't hire one! This gives investigators, confiscators, and technicians larger defensive roles in possibly dangerous missions. If indiscriminate violence continues, use the optional Complications rule found in the rule book. If agents must pay off crooked cops, appear in court, risk being pursued by private investigators, or lose expensive equipment because of violent tendencies, violence may subside. Imagine having an unknown number of "private eyes" on your tail who always show up at the least convenient moments during a mission. Losses incurred by such an agent should not be temporary and simply recovered during the agent's next R&R. Stolen equipment costs add up, and can cause an agent embarrassment and financial ruin.

Equipment availability

I have heard complaints some agents get any piece of equipment they need if they can afford it. This is not always plausible; nor is it a recommended. Special equipment may be affordable, but lack of time and staff to manufacture a requested article may limit its availability. Purchases or equipment requests during a mission may take days to reach the agent, especially if he's mountain climbing, deep sea diving, or lost in the Mongolian desert. Why would an investigator carry a cumbersome assault rifle on a simple bugging mission? Possession and use of excessive armament may ruin delicate assignments.

There should be some logical reason to explain equipment availability. The following charts will serve as guidelines in allotting equipment to agents operating in a group. Refer to the Equipment Lists in the rulebook for specific selection.

The chance of a certain piece of equipment being available is represented as a percentage equal to (X minus Y) divided by X, where X is a number value for a general type of equipment and Y is the suggested price of the specific item requested.

The following list gives the "X" values for various general types of equipment:

General Outfitting: 250
Tools of the Trade: 1,000
Weapons (not including firearms): 150
Firearms: 550
Ammunition: 200
Special Weapons (not including poisons, antidotes and explosives): 300
Poisons: 650
Antidotes: 63
Explosives: 52
Communications: 11,000
Automobiles: 20,000
Specialty vehicles: 10,000
Two-wheeled vehicles: 2,000
Larger (than small truck) vehicles: 75,000
Waterborne vehicles: 300,000

Note: For special devices not covered by this list, consider the "X" value to be equal to 110% of the price (Y).

Example: If I want to purchase one dose of irritant poison, I look under Poisons to find the X value, which is 650. Irritant poison costs $510 a dose, so Y = 510. The percentage chance of availability is (650 minus 510) divided by 650, which equals .22, or a 22% chance of availability.

Checks for availability may be made no more frequently than once every 24 hours, but if an item is not available on the first try, the percentage chance of locating it is doubled on the second try, and increased on each subsequent try by the same amount as the original percentage chance. If the percentage chance reaches or exceeds 100, the item will automatically be available on that day.

In the above example, there was a 22% chance the poison would be available on the first day, a 44% chance on the second try, 66% on the third day, 88% on the fourth, and 100% (automatic) on the fifth.

If the agent is in the field, consider the price of vehicles, personnel, and fuel necessary to deliver the item when calculating its price for purposes of determining availability, even if all the "hidden costs" are not actually included in the cost to the agent.

If the item is to be obtained from illegal sources — the so-called "black market" —double the chance of availability each time the offered price is doubled. In the case of the poison, which costs $510 per dose, if you're willing to pay $1,020 per dose there is a 44% chance it will arrive on the first day, an 88% chance on the second, and a 100% chance that it will be available within 72 hours.

You can use the same availability method, when selling or fencing an item, to determine how many hours it takes to find a prospective buyer. Even then, the prospective buyer does not automatically purchase the item once he or she is contacted. Refer to the rules on Fencing Purloined Goods in the rulebook.

Technicians can use the availability formula for creating items in a laboratory or workshop. Halve the chance of availability if the technician must work in the field without the necessary tools or instruments and only has the supplies or ingredients needed. Some special devices which are difficult to manufacture even in the lab may be impossible to create in the field.

Availability exceptions

Even though particular items may be physically available, a veteran administrator will not give some equipment to agents until they have proved themselves reliable and capable. This is why only Technicians are allowed the use of Special Devices before they reach the fourth level of experience and other agents are not.

General exceptions to availability are given in the following chart, which lists equipment by types and subdivides agents according to their bureau classification and experience levels. The number given for each cross-reference is the percentage chance that an agent of a certain type and level will be allowed to receive a particular item.

For example, an investigator at the third level of experience has only a 20% chance of being given a requested pistol. Roll percentile dice: On a roll of 01 to 20, the investigator would be allowed to request and receive a pistol — if he or she can afford it, and if the subsequent roll for availability is eventually successful. On a roll of 21 to 00 the investigator will not be allowed to obtain the pistol through normal channels, and if still desirous of one will have to find another source for it. This provision allows for the possibility of higher-level agents purchasing equipment which could be loaned or sold to lower-level characters at possibly inflated prices. However, administrators may not like this sales arrangement and might reprimand higher-level agents — if they're caught!

Availability Exceptions

	Investigation Bureau					
	1-2	**3-4**	**5-6**	**7-8**	**9-10**	**11+**
General Outfitting	none: always 100%					
Tools of the Trade	60	70	80	90	100	100
Weapons (not firearms)	40	50	60	70	80	90
Pistols	10	20	40	60	80	100
Carbines, rifles, shotguns	0	0	10	20	30	40
Submachine guns, assault rifles	0%: never available					
Spearguns, bows, crossbows, slings	0	0	10	20	30	40
Ammunition (S,AP,DD, G,DP,F,M,T,B)	none: always 100%					
Ammunition (I,API, HE,HEI	0%: never available					

Special weapons (not poisons, antidotes, explosives)	50	60	70	80	90	100
Poisons			0%: never available			
Antidotes	0	10	20	30	40	50
Explosives			0%: never available			
Communications	60	70	80	90	100	100
Automobile	0	10	20	30	40	50
Specialty vehicle	0	0	10	20	30	40
Two-wheeled vehicle	10	20	30	40	50	60
Larger vehicle	0	0	10	20	30	40
Waterborne vehicle	0	10	20	30	40	50
Airborne vehicle	0	0	10	20	30	40
Special devices:						
Communication	0	0	60	70	80	90
Surveillance	0	0	60	70	80	90
Assassination	0	0	40	50	60	70
Motorcycle	0	0	10	20	30	40
Automobile	0	0	0	10	20	30
Water vehicle	0	0	0	10	20	30
Helicopter/gyrocopter	0	0	0	0	10	20
Miscellaneous	0	0	20	30	40	50

Availability Exceptions Confiscation Bureau

	1-2	3-4	5-6	7-8	9-10	11+
General Outfitting			none: always 100%			
Tools of the Trade	20	40	60	80	100	100
Weapons (not firearms)	20	30	40	50	60	70
Pistols	10	20	30	40	50	60
Carbines, rifles, shotguns	0	0	0	10	20	30
Submachine guns, assault rifles			0%: never available			
Spearguns, bows, crossbows, slings			0%: never available			
Ammunition (S,AP,DD, G,DP,F,M,T,B)			none: always 100%			
Ammunition (I,API, HE,HEI			0%: never available			
Special weapons (not poisons, antidotes, explosives)	40	50	60	70	80	90
Poisons			0%: never available			
Antidotes	0	0	10	20	30	40
Explosives			0%: never available			
Communications	10	20	30	40	50	60
Automobile	60	70	80	90	100	100
Specialty vehicle	50	60	70	80	90	100
Two-wheeled vehicle	70	80	90	100	100	100
Larger vehicle	50	60	70	80	90	100
Waterborne vehicle	50	60	70	80	90	100
Airborne vehicle	40	50	60	70	80	90
Special devices:						
Communication	0	0	10	20	30	40
Surveillance	0	0	20	40	60	80
Assassination	0	0	20	30	40	50
Motorcycle	0	0	70	80	90	100
Automobile	0	0	60	70	80	90
Water vehicle	0	0	50	60	70	80
Helicopter/gyrocopter	0	0	40	50	60	70
Miscellaneous	0	0	30	40	50	60

Availability Exceptions Assassination Bureau

	1-2	3-4	5-6	7-8	9-10	11+
General Outfitting			none: always 100%			
Tools of the Trade	30	50	70	90	100	100
Weapons (not firearms)	90	100	100	100	100	100
Pistols	90	100	100	100	100	100
Carbines, rifles, shotguns	45	55	60	65	70	75
Submachine guns, assault rifles	0	10	20	30	40	50
Spearguns, bows, crossbows, slings	90	100	100	100	100	100
Ammunition (S,AP,DD, G,DP,F,M,T,B)			none: always 100%			
Ammunition (I,API, HE,HEI	0	10	20	30	40	50
Special weapons (not poisons, antidotes, explosives)	60	70	80	90	100	100
Poisons	0	10	20	30	40	50
Antidotes	20	30	40	50	60	70
Explosives	0	0	10	20	30	40
Communications	0	0	10	20	30	40
Automobile	0	0	10	20	30	40
Specialty vehicle	0	0	0	10	20	30
Two-wheeled vehicle	0	10	20	30	40	50
Larger vehicle	0	0	0	10	20	30
Waterborne vehicle	0	0	0	10	20	30
Airborne vehicle	0	0	0	10	20	30
Special devices:						
Communication	0	0	0	0	10	20
Surveillance	0	0	30	50	70	90
Assassination	0	0	90	100	100	100
Motorcycle	0	0	0	10	20	30
Automobile	0	0	0	0	10	20
Water vehicle	0	0	0	0	0	10
Helicopter/gyrocopter	0	0	0	0	0	10
Miscellaneous	0	0	10	20	30	40

Availability Exceptions Technical Bureau

	1-2	3-4	5-6	7-8	9-10	11+
General Outfitting			none: always 100%			
Tools of the Trade	70	80	90	100	100	100
Weapons (not firearms)	20	30	40	50	60	70
Pistols	10	10	20	20	30	30
Carbines, rifles, shotguns	0	0	0	0	10	10
Submachine guns, assault rifles			0%: never available			
Spearguns, bows, crossbows, slings	10	10	20	20	30	30
Ammunition (S,AP,DD, G,DP,F,M,T,B)			none: always 100%			
Ammunition (I,API, HE,HEI	0	0	10	20	30	40
Special weapons (not poisons, antidotes, explosives)	50	60	70	80	90	100
Poisons	0	0	10	20	30	40
Antidotes	40	50	60	70	80	100
Explosives	0	0	0	10	20	30
Communications	60	70	80	90	100	100
Automobile	10	20	30	40	50	60
Specialty vehicle	0	10	20	30	40	50
Two-wheeled vehicle	20	30	40	50	60	70
Larger vehicle	40	50	60	70	80	90
Waterborne vehicle	20	30	40	50	60	70
Airborne vehicle	10	20	30	40	50	60
Special devices:						
Communication	60	70	80	90	100	100
Surveillance	70	80	90	100	100	100
Assassination	20	30	40	50	60	70
Motorcycle	20	30	40	50	60	70
Automobile	10	20	30	40	50	60
Water vehicle	20	30	40	50	60	70
Helicopter/gyrocopter	10	20	30	40	50	60
Miscellaneous	30	40	50	60	70	80

MAD MERC

The Alulu Island Mission



A tropical adventure for TOP SECRET® agents



by Merle M. Rasmussen and James Thompson

"Alpha reports loss of radio contact with Alulu Island," announced cryptanalyst Bradshaw.

"That would seem to confirm our suspicions of subversive activity," said Major K. "Connect me with the Foreign Minister."

The operator hesitated brief/y, then handed the headset to the major. "No need, sir. She's on the line for you...."

"Afternoon, Major. Brit Intel informs me that Mad Merc has taken over the protectorate."

"Yes, ma'am," choked the major. "The Japanese and the Americans will be informed."

"See what you can do about getting it back. The Admiralty doesn't want to be involved. I'll call you in three days."

The major handed back the headset. It was going to be a long night, to be followed by three days that would seem all too short....

General introduction

So begins ***Operation Mad Merc,*** also known as "The Mercenary Atoll Mission," an adventure designed for use with the TOP SECRET™ game rules. The adventure is presented as a sequel to *Doctor* Yes (The Floating Island Mission), which was printed in issue #48 of DRAGON™ magazine. It can be played as a sequel to the first mission, or can easily be used as a mission in and of itself. The adventure is suitable for any number of players (agents) up to eight.

A reconnaissance briefing which follows will serve to give agents a solid background of information. Players may use their own pre-generated characters for this mission, and will be allowed to bring along any equipment they can afford which they deem necessary.

Reconnaissance briefing

Alulu Island is located in the west central Pacific Ocean, about 1,000 miles south of Japan between the Ryukyu Islands and the Bonin Islands just north of the Tropic of Cancer. It is an independent atoll not associated with any island chain. The small (less than a mile in diameter from outer shore to outer shore) island is outside the domain of the Trust Territory of the Pacific Islands and is under "unofficial" protection of the British government. British missionaries maintain an outpost on the island which also serves as a weather station.

Although the island is politically inactive and neutral and of little (if any) importance strategically, it has apparently become a pawn in a competition of international influence. Recently, a force of mercenaries assembled from the survivors of central African and Latin American campaigns descended upon the island. Shortly after this became known, all contact with the island (via a radio in the missionary outpost) was cut off. It is believed that Lt. Col. Martin Strikewell, commonly known as Mad Merc, is the organizer of this invasion.

In the aftermath of World War II, Strikewell was discharged from the British Army after an incident in which many innocent civilians were killed. Since that time he has kept a very low profile; rumor has it that he has served as a mercenary in military actions around the world. Most recently, he is suspected to be the person responsible for the silencing of Alulu Island.

Direct military intervention in this matter is not recommended until reliable intelligence is received from the island. The primitive native population of something more than 100 individuals may be under forcible detention, and their lives as well as the lives of the missionaries may be jeopardized if military action is attempted.

Your mission is to investigate the island and its surroundings to determine whether or not the native population is under duress, and to ascertain what Mad Merc's intentions are. You are *NOT* to take offensive action against the mercenary force, since this may endanger innocent bystanders. You should either report your findings by radio to an offshore military vessel, or report in person to military officials after disembarking the island.

Agents may approach the island in any fashion they deem appropriate. It is recommended that a surreptitious submarine approach be made under cover of darkness, with agents swimming in from the sub or paddling in with inflatable rafts. If a daytime approach is chosen or becomes necessary, agents should appear as (perhaps) natives in an outrigger, a team of scientists in a research vessel, or tourists in need of boat repairs.

Player/agents who intend to accept this mission should read no further. The information on the following pages is for the Administrator's eyes only!

MAD MERC

FOR THE ADMINISTRATOR'S EYES ONLY

Administrator memoranda

The only other information player/agents should receive at the start of the mission, aside from the briefing on the previous page, is the player map of Alulu Island on the back page of this module. None of the information on the other maps and floor plans herein should be revealed to agents until their activities warrant such action. Drawings and diagrams which are provided as part of the description of a specific item or device may be shown to agents at the proper time, and should be revealed if there is any confusion over the physical appearance of the item in question.

Agents should provide the Admin with the exact time and location of their arrival into the mapped area. This information is necessary so that non-player character locations may be determined, weather conditions verified, and tidal depths ascertained. Agents should be aware that leaving the area defined by the Admin's map of the island will end the mission for that agent — and the same is true of any island personnel who venture that far away.

In similar fashion, agents should precisely specify points of attack on the outside of the horseshoe complex. Exactly where an explosive charge is planted, or exactly where a cut is made in a bulkhead, can have a bearing on internal flooding which can be harmful to personnel and to hardware.

If the agents are operating with a strict drop-off and pick-up schedule (as they should be), you should be aware of details such as the exact time and place the drops/pickups are to be made. This information may affect sighting, moment of detection, strategy of defense, and direction of pursuit if the invaders are detected by security devices.

Island description

Note: Much of the information in this section will become "obvious" to agents as they approach the island, set foot on it, and/or investigate their surroundings. The Admin should freely dole out information about the physical nature of the island once agents are in a location where simple observation would reveal the information to one standing at that place. Note that this does not pertain to such things as geological information (if agents haven't done any digging) and information about, for instance, the depth of the lagoon (if agents haven't done any diving).

Alulu Island (see Admin's map on facing page) is an oblong coral atoll which almost encircles a shallow lagoon. There is a thin layer of topsoil inland, away from the sandy, wave-pounded beaches. On the southwestern side of the isle, waves have carved a wide inlet which connects the ocean with the lagoon. On the northern side of the island, a shallow channel of water divides the island at high tide, but the channel disappears at low tide and a sandbar three feet above the surface of the water rises in its place.

In recent months, the eastern part of the lagoon has been deepened by excavation, and a channel has been dug through to deeper water across the northeast part of the island. These alterations are not represented on the agents' map and will not become known to the agents until they arrive on (or fly over) the scene.

The excavation and subsequent construction have created (among other things) a sea floor in the northeastern area of the lagoon which is 150 feet below the surface. The natural floor of the lagoon is about 50 feet beneath the surface at its lowest point. The undersea topography lines on the Administrator's map mark off the water depth in increments of roughly 10 feet apiece. If an exact determination of water depth at a certain spot must be made, remember to take into account the five-foot difference between high and low tide.

Alulu has a tropical climate, with uniform temperatures ranging from 70° to 80° F. Winds generally blow from southwest to northeast at 5-10 mph. During May through December there is a 75% chance of a midday (2 p.m.) violent downpour lasting for five minutes, followed by rapidly clearing skies and brilliant sunshine. There is a 1% chance each day that a typhoon will strike, with winds of more than 75 mph. If a typhoon strikes, large trees will be snapped off or uprooted; buildings may be demolished and will certainly be damaged; and waves will swamp the island, washing anyone on the outer beaches into the sea.

The reef encircling the lagoon is composed mostly of limestone and covered with bright and colorful coral. The beaches are sandy but narrow; beyond the shore, the landscape slopes sharply upward. The inland part of the reef, although only a few dozen feet wide at best, resembles a tropical forest. The soil is thin and poor for farming, but substantial enough to support many growths of coconut palms. There are no streams or other regular sources of fresh water; rain water "soaks" through to the limestone base fairly promptly after each rainfall. There are some small caves in the limestone and some depressions in the surface which would hold water for at least 24 hours after a rainfall, but these irregularities in the surface are not extensive.

The natives rely on the coconut palms for many of the necessities of life—food, building material, fiber, and copra (dried coconut meat) rich in oil. Tangled vines and low brush cover the inland area where the palm groves do not. Natives also eat pandanus (screwpine) fruit, which grows in some abundance. Native wildlife includes colorful birds, many kinds of insects, and an occasional small pack of wild dogs or pigs.

The shaded area around the shore of the island represents the area which lies under water at high tide but which is exposed at low tide. (Note that both the agents' map and the Admin's map contain this information, but that the agents' map is incomplete in some respects.) At high tide, the outer line represents the place at which waves will break before rolling up toward the beach.

There is a difference of five feet between the water level at low tide and at high tide. When the tide is out, the north and west sections of the island are joined by a curved corridor of sand which is three feet above water level at its highest point. (At high tide, the same corridor lies two feet beneath the surface.)

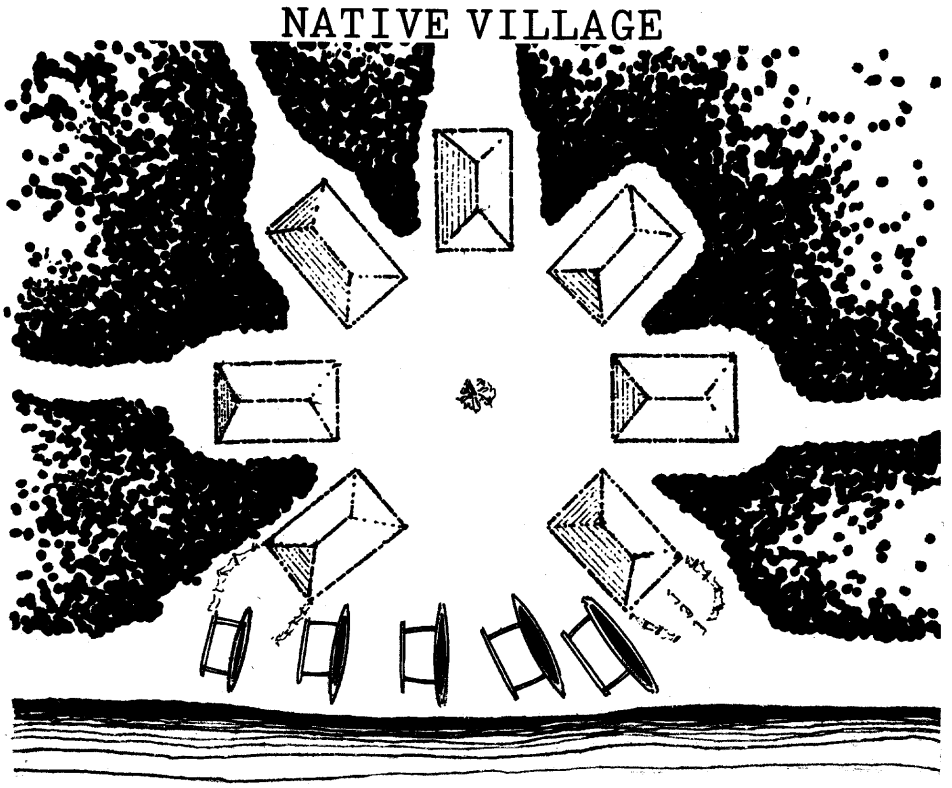
High tide occurs at 11 a.m. and 11 p.m., and low tide occurs at 5 a.m. and 5 p.m. each day. During each six-hour period between the extremes, the water level rises or falls at a regular rate (slightly less than one foot per hour).

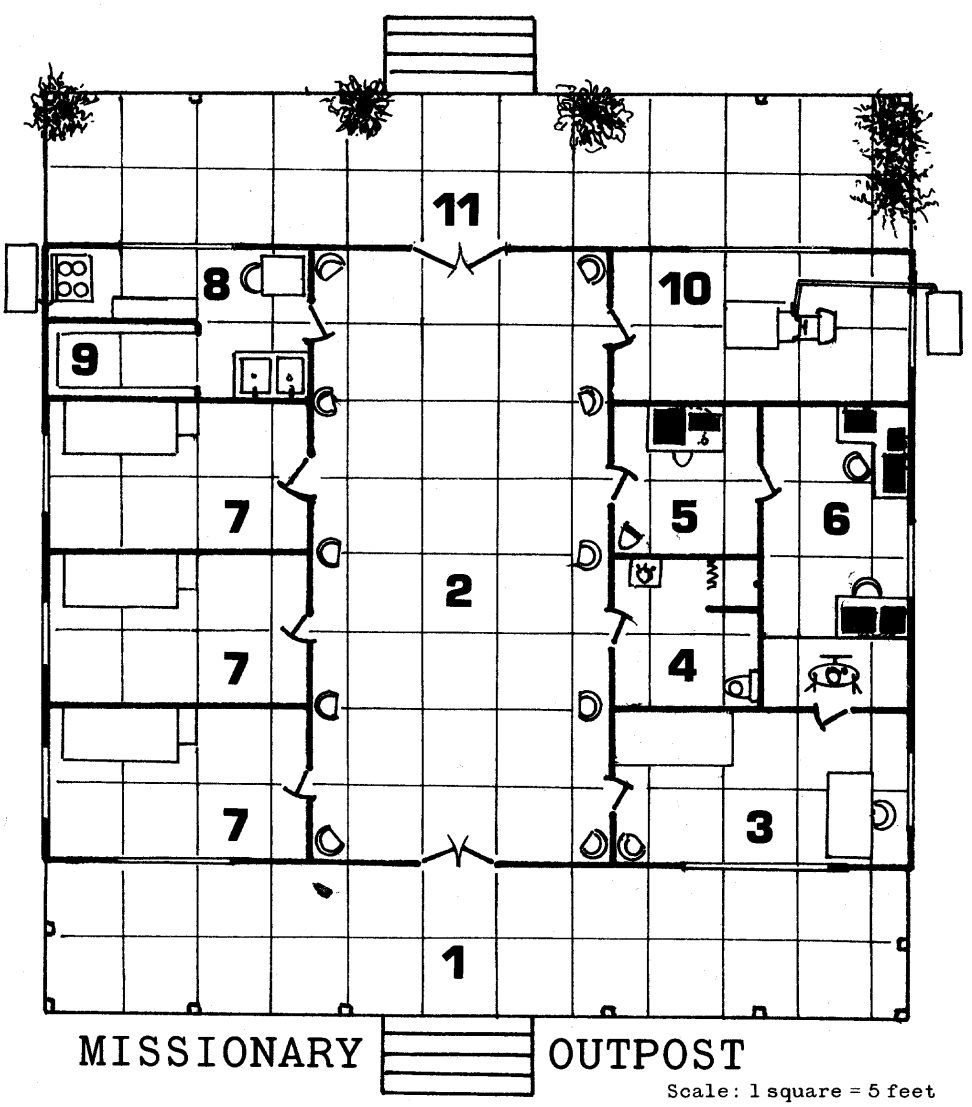
Alulu Island lies in the midst of the Japan Current, which flows toward the northeast. Rip tides at the inner edges of the southwest channel may confuse and tire swimmers headed for shore against the current. The speed of the current is about 2 mph (3 ft/sec) in general, although the water moves somewhat faster when passing through one of the gaps in the reef.

The native population

The Micronesians living on Alulu Island have light brown skin, black hair (straight or curly) and Oriental features. There are an estimated 140 natives on the island, each living in one of two villages which are essentially identical. Note that the actual native population is somewhat larger than the "official" estimate known by the agents — and the

Undersea cliff
Marmade channel
N
Alulu Island
Administrator's map
Scale: 1 inch = 140 feet
Mad Merc is here
Anti-personnel mines





agents are also initially unaware of the existence of the second native village, since it does not appear on the agents' map, which is reproduced on the last page of this module.

Most natives speak a rare tongue particular to this island from the Malayo-Polynesian language group. Because of the influence of the British missionaries, a few children and some young adults have a simple knowledge of English. A few of the island's residents may also speak Japanese. Some of the islanders have been introduced to Christianity, but the majority still fervently worship the forest or the sea. Celebrations such as births or marriages are celebrated by dancing, singing, feasting, game-playing, and story-telling.

The men make a living by fishing with nets and by selling copra to occasional buyers. A few of the wealthier islanders wear European- or American-style clothing, and some of them have garments of cloth. Native clothing is made from fiber.

The men design and build outrigger canoes with triangular sails which can carry up to eight man-sized paddlers. The fishing in the area is good, and the people are a peaceful and leisurely lot. If the islanders are approached in friendship, are pressed for information, and can be understood, agents will learn that (in the parlance of the natives) on some nights a great round house rises from the water. It sometimes frightens women and children with screams and growls and the sound of many heartbeats.

The missionary outpost

The missionaries' building is a small wood-frame house on the south side of the island. In addition to their missionary work, the churchmen keep weather records and often provide medical assistance to the islanders.

1) Front porch: This once-beautiful veranda is marred by signs of damage and forced entry. The front door is hanging on one hinge, three-quarters open.

2) Main hall: This area appears to have been used as a triage area/emergency room/waiting area for the natives needing medical attention. Ten empty wooden chairs are lined up around the walls, and the walls are pockmarked in several places by what look like bullet holes.

3) Infirmary: The word "Infirmary" is printed on the door in English. The door has been kicked open, and the room has apparently been ransacked. There is a mounted human skeleton in the closet. The room may once have contained other furniture, but all that remains now is an examining table, one chair, and a desk with its drawers pulled out and emptied.

4) Bath: A toilet, sink and shower take up most of the space in this room. There is, however, no running water. The lid

and handle of the toilet are wired to a trap which will go off if someone attempts to use the facility. Moving the handle or lifting the lid will activate a smoke grenade which is concealed outside the house beneath the window to the weather room (see below). The grenade will spew out a thick cloud of orange smoke which, within 5 minutes after being activated, will rise high enough to be visible from anywhere else on the island or the surface of the lagoon. (The grenade was rigged by the intruders who ransacked the outpost as a signal which would reveal the presence of unwanted visitors, on the assumption that a native would not bother to attempt to operate the toilet but a "civilized" person might.)

5) Radio room: What's left of a radio and a simple transmitter are scattered about this room. The few pieces of electronic equipment here have all been mangled by gunfire. Two chairs are overturned on the floor.

6) Weather room: The words "Meteorological Office" are printed on the door to this room in English. The door has been smashed open. Radar equipment, a barometer, a hygrometer, a wind gauge, a weather vane, and a radio are all stored or housed in this room, and all of these devices are intact and able to be operated — except that the radio needs electricity. Inside the radio (45/05) in a compartment is a hidden walkie-talkie unit which is operational and functioning.

7) Bedrooms: Each of these rooms has a bed with springs and mattress but no sheets, blankets or pillows. The rooms are devoid of furniture except for a footlocker at the foot of each bed. Each footlocker is unlocked and empty.

8) Kitchen: All of the cabinet drawers and cupboards are empty. The refrigerator and sink do not operate. Garbage is rotting in a waste can. The stove and oven, fueled by oil, will operate if the pilot 'light on the stove is re-lit (Home Economics AOK of more than 50).

9) Pantry: Empty shelves line all the walls of this room.

10) Diesel generator room: This generator was used to produce electricity for the building. It is not working at the moment, but it can be re-started by an agent with AOK of more than 50 in Mechanical Engineering. There are three gallons of diesel fuel left in the fuel tank outside the window to this room. (The fuel gauge reads "empty" but the last bit of fuel in the tank can be used if the generator is started up.) This is enough fuel to operate the generator at full power for a total of roughly 3 hours. The generator must be used at full power in order to operate the radio, but half power will suffice to run electrical appliances such as the refrigerator.

11) Back porch: The door on the porch has been smashed in from the outside. There are five potted tropical plants standing around the perimeter of the porch (two in the right-hand corner, as viewed from the inside of the house). One of the pots (select at random) is inhabited by a poisonous green snake. An agent searching that particular pot will be bitten unless he rolls his Coordination or less.

Roof: The corrugated-metal roof of the missionary outpost sports a (now stationary) radar dish, a weather vane, an anemometer, two radio antennas, a rain gauge, a collection barrel for rain water (with pipes leading down and inside), and a grounded lightning rod.

The native villages

The two native villages are identical in configuration and appearance. In each, a small central campfire area is ringed by seven rectangular huts. The huts are supported on poles two feet off the ground (for protection from water at high tide). The floors are made of wood planks, the walls of woven fiber, and the roofs of insect-infested thatch.

If agents encounter a village in the daytime, the adult males and the outriggers will be gone on the daily fishing expedition. At sunset the adult males pull up the outriggers on the outer shore of the island. Fish nets and the day's catch are hung out to dry on poles at the (low tide) water's edge.

If agents enter a village peacefully, natives will offer them food and a place to stay. If a village is approached with hostility, a conch-horn alarm will be sounded, alerting residents of the other village and anyone else in the vicinity who is above the surface of the water. Within seconds, menfolk at sea or in the other village will stop what they're doing, grab weapons, and proceed to the source of the alarm. Each village has 15 fighting men, each one armed with either (determine randomly) a spear or a machete (treat as (10/52) hunting knife).

The horseshoe, general notes

The "hidden horseshoe" is a nuclear-powered floating drydock where the floating island from the *Doctor Yes* mission (see DRAGON issue #48) was constructed. There are no more such islands under construction. The efforts of the crew are presently directed toward making the "horseshoe" seaworthy in preparation for a scheduled journey to the waters around Antarctica.

From the air, the complex appears as a huge, battleship-gray, horseshoe-shaped structure. Normally, the top ten feet of the complex (the first deck) is above the surface of the lagoon. Six gun emplacements, five crane mechanisms, two periscopes, and four antennas can be seen around the perimeter of the top deck. (The overhead view of the top deck on page 39 — not the cross-section map which appears on the following page — can be revealed to agents who obtain information from a sucessful aerial reconnaissance of the horseshoe.)

If personnel within the complex receive advance notice of an attempt at aerial reconnaissance (via radar), or if the horseshoe's security devices detect the presence of unfamiliar persons on or near the island, the horseshoe will submerge. The ballast tanks on the underside of the structure can take on enough water in five minutes to sink the horseshoe to the lagoon floor in five minutes. When it is submerged, there is only a 5% chance of the horseshoe being visible to aerial reconnaissance.

When the horseshoe is viewed during the day from several hundred feet away at ground level, other details of the top deck become visible. The periscopes and antennas which protrude from the top deck will be easily seen from ground level, although they might be overlooked or misidentified by aerial reconnaissance because of their small size. Agents will see anchor chains stretching down at an angle into the ocean. Various seams and fittings are discernible, both on the top surface and the par: of the first desk which is visible above the water. There is a 10% chance that a small number of people (1-6) will be visible atop the structure.

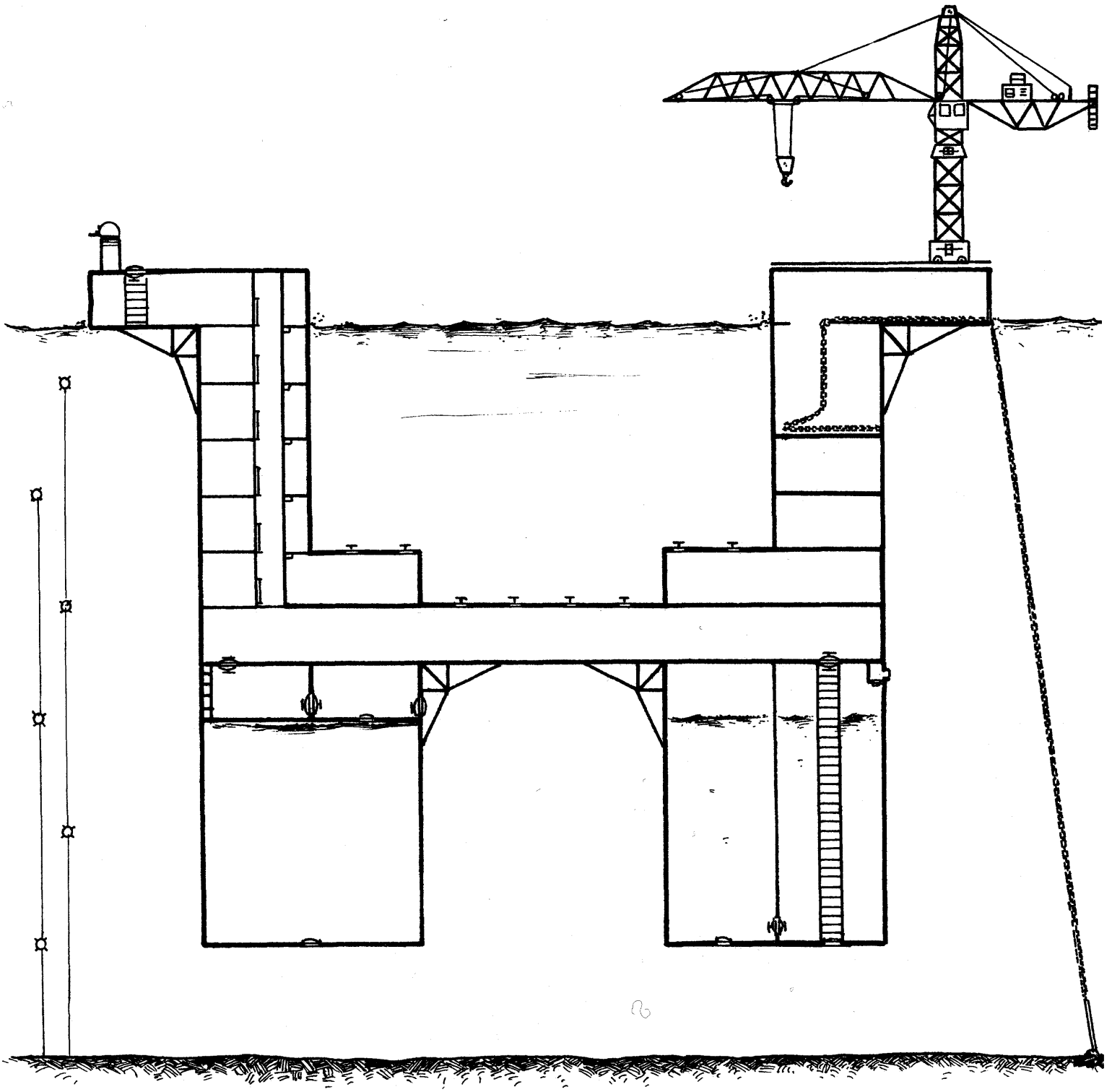
When seen from the same vantage point at night, the top of the horseshoe will be only a shadowy outline. None of the exterior details of the top deck mentioned above will be visible, except for the large cranes whose frames stand out against the night sky. The agents' view will be further obscured and inhibited by the illumination and glare from six rotating searchlights placed around the perimeter of the top deck.

When its systems and mechanisms are working properly, the horseshoe complex gives off a low, steady hum which is audible from any place on the eastern part of the island or the eastern half of the lagoon. Personnel inside the complex do not notice the sound unless their attention is drawn to it. This humming sound is what the natives refer to as the "many heartbeats" of the thing that rises from the lagoon.

Personnel

A day inside the horseshoe complex is divided into first shift (0000-0800 hrs), second shift (0800-1600 hrs), and third shift (1600-2400 hrs). Every employee's schedule calls for him or her to sleep during either first or second shift, with one shift at work and the other shift reserved for recreation.

All personnel within the complex will know that floating islands can be built on the floating drydock. All personnel (except the prisoners) will know where each chamber is in the complex and what it is



used for. However, only qualified personnel will be able to operate hardware and devices within each chamber. All personnel except the prisoners know how to escape the complex via the lower airlocks, but they are uneasy about swimming too far from the horseshoe because of the underwater minefield (see hardware descriptions below). Each employee of the complex will possess the equivalent of 1-100 dollars, and each worker wears a small, gold-plated trident with his or her name embossed on it.

Only the guards will know that Mad Merc is on a solitary visit to the northern village, and he intends to be away from the complex for at least the next 72 hours.

The horseshoe's security setup is simple but effective, and a bit tricky. If electronic or visual surveillance discloses trouble about to occur imminently, a general alarm will be sounded. At the first hint of actual trouble, Security Chief Baker will head to the security control room (if he isn't there already). He will ascertain, via a wrist radio, as many details as he can from other observers. He will contact guards not in the control room and order them to close in on the source of trouble. The guards will keep in constant touch with the security chief. The rest of the crew, when an alarm is sounded, will head directly to their sleeping quarters. They are given five minutes to report to quarters, after which time they will be automatically locked into their chambers for at least 10 minutes. The missionaries being held prisoner

will also be locked in. No one will be able to leave his or her quarters without the permission of the security officers.

Security Chief Baker also has a way of learning about intrusions that may not pose an immediate threat. He is in charge of monitoring four walkie-talkies located around the island as further protection for Mad Merc. Two walkie-talkies were given to the natives, one for each village. The natives will promptly report any visitors or signs of visitors to Baker via their walkie-talkies (but without telling the visitors they are doing so). Mad Merc has another walkie-talkie, kept on his person at all times. The fourth unit is hidden inside the radio in the missionary outpost, and is constantly in operation. Agents may be able to locate and remove it from the radio, but if they do so and then destroy it, Chief Baker will instantly know that it has been tampered with. As long as it continues to operate, any conversation sent or received through the radio will be broadcast directly to Chief Baker.

Guards are dressed entirely in black —slacks, turtleneck sweater, and deck shoes. The sweaters each bear a small gold trident emblem over the heart. Each guard is armed with a .45 Thompson submachine gun, a 9mm (p-08) Luger self-load (f), 6 hand grenades clipped to his belt, and 5 sleep capsules in a pants pocket. Each guard wears a two-way wrist radio/watch. Also carried on the belt is a gas mask with a small canister containing a 2-minute supply of oxygen, and an extra clip of ammunition for the Luger.

Technicians, scientists and engineers inside the complex will be attired in white lab coats with slacks and shoes of their choosing. Each technician also has a dosimeter pinned to his or her coat, for determining the amount of radiation the wearer has been exposed to.

Maintenance workers are usually attired in gray coveralls. They carry no weapons. The remainder of the personnel wear casual clothing of their own choosing.

Hardware

Anti-personnel mines: Hundreds of these devices surround the horseshoe complex, planted on fish lines at various depths. The mines are set to prevent underwater access to the complex, not necessarily access across the surface of the lagoon. Even when the tide is at its lowest, there is a 10-foot depth of open water along the surface. This allows solitary swimmers, rafts, or a small boat with a shallow draft to approach the complex without contacting the mines.

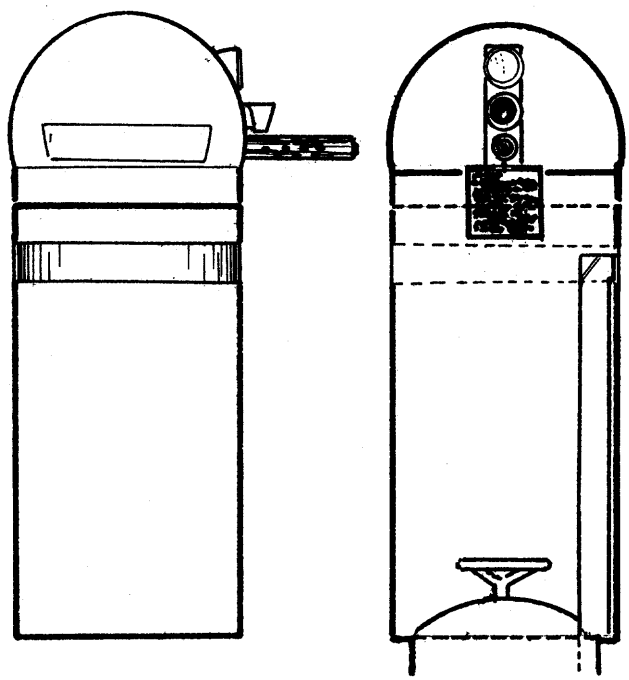
Each mine is a 6-inch diameter hollow metal sphere covered with glass spikes. When a spike is brushed against and broken, sea water enters the ball and combines with the chemicals inside it, causing an explosion that does 1-10 points of damage to anyone within five feet.

Mines strung to the same line are always spaced about 40 feet apart, but the lines are staggered so that the entire three-dimensional undersea area around the complex is covered by the mine network. There is never more than 10 feet between one mine and the nearest adjacent one; thus, a swimmer going between the mines would always be within five feet of at least one of them. (This can be important if a swimmer becomes entangled in a line; see below).

The natural buoyancy of the hollow mines (about two-thirds of the interior volume is air) will keep the lines fairly taut and reaching toward the surface, even if only one unexploded mine is left on a line. There is only a 10% chance that the explosion of a mine will sever the line to which it and other mines are attached.

An agent with experience in undersea diving, or even one who is simply careful, will not have much of a problem avoiding the mines on a one-by-one basis. But even the most cautious swimmer stands a chance of getting entangled in one or more of the hundreds of lines. Anyone attempting to swim through the minefield has a 30% chance of being entangled for every 20 feet traveled any time the swimmer is within 100 feet of the complex. At night, this chance rises to 50%. If a swimmer becomes entangled, he must roll his Coordination value or less to get free, with a roll of 95 or higher indicating that a mine (the nearest one, which is always within the five-foot damage range) has exploded. At night, the chance of becoming untangled decreases by 50% (must roll Coordination minus 50 or less).

Sonar equipment on the horseshoe will detect the explosion of any mine at any distance from the complex, and appropriate security measures (see Personnel, above) will be implemented.



Mad Merc's wheelchair: This device outwardly resembles most motorized wheelchairs, except for the very thick back panel. It is self-powered (electric) and is steered by a joystick built into the left armrest. On the inside of the right armrest is a small square black button. Pressing on this button will activate the jet pack which is built into the back of the chair.

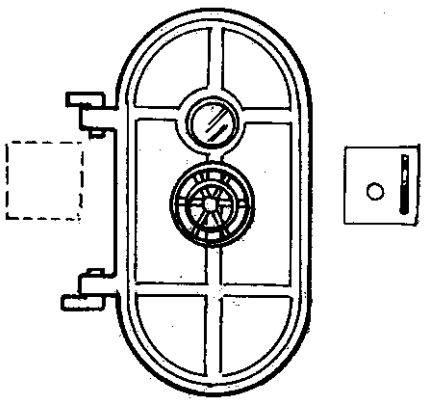
Mad Merc is always strapped into the chair, in effect "wearing" the back and armrests much as a camper straps on a backpack. When he activates the jet pack, Mad Merc (plus up to 100 pounds of extra weight he may be carrying) can "blast off" and travel up to 500 yards. Guidance of the jet pack is also accomplished with the joystick in the left armrest. Turning the square black button clockwise increases the thrust of the jet (for takeoffs and fast getaways), and turning it counter-clockwise decreases the thrust (for hovering or landing). The jet pack will keep its cargo airborne for a maximum of 60 seconds and can achieve a top speed of 30 mph.

Security outposts: The six protrusions around the perimeter of the top deck are 6 feet high and 3 feet in diameter. Each cylinder is topped by a hemisphere (see diagram) which contains a camera, a periscope, a heavy machine gun, and a searchlight. The hemisphere makes a complete rotation every minute.

A bulletproof glass window 6 inches wide allows manual operation of the periscope from inside the structure if the camera ceases to function. The rotation

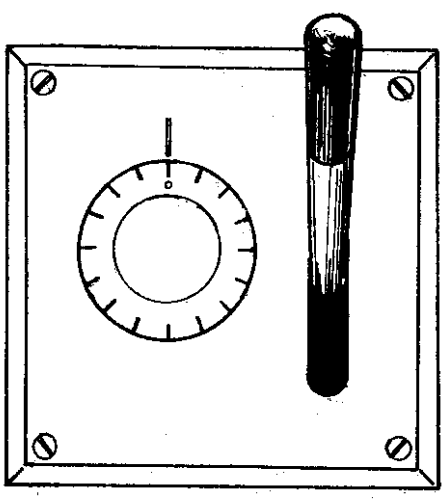
of the hemisphere and the operation of the gun can be controlled from inside, or (as is usually the case) from a console in the Security Monitoring Room (Room E, first deck).

Because of the rotation of the six outposts, any area of the complex and the surrounding water is covered at all times by at least one camera and one gun emplacement. The heavy machine guns (PWV 95; PB 0; S-2; M-30; L-80; WS S; R 10) can be lowered from the horizontal plane to 45 degrees below horizontal, but cannot point downward at an angle extreme enough to fire on someone hiding right next to the same outpost.



Airlocks: To gain access to an airlock, it is necessary to go through a special hatchway (see drawing) which resembles those found on submarines. There is a wheel with spoke-like handles which must be spun several times to either open the hatch or seal it. Opening or closing a hatch takes 5 seconds. The airlock door has a small window of bullet-proof glass which allows a view of the interior.

On the right side of the exterior of each airlock is a control panel for that airlock (see drawing). Each panel contains a switch and a timer. When the switch is in the up position, water is pumped out of the airlock. When the switch is down, water is let into the airlock from a six-inch-square grated opening in the center of the floor. The timer is for decompression purposes; it can be set for up to an hour, although it is only necessary (considering the maximum ocean depth in this area) to decompress for a minute and a half. The airlock can fill with water or be completely emptied in one minute.



The hatch to the outside opens outward, and is only left open when guards are outside. All airlocks may be locked shut from the security monitoring room. Curved lines on the deck maps indicate in which direction each hatch opens.

Sliding door: These doors will slide open automatically when approached, stay fully open for five seconds and then quickly shut again. If something solid stops them from closing (just like an elevator door can be kept open), the doors will bounce open away from the obstruction every five seconds.

There are sensors on the floor of each chamber (five feet away from the doorway) which detect footsteps approaching a door, and other in-floor sensors which detect any significant amount of water in the room. If the moisture sensors in a room are activated, the sliding doors leading to that room will lock shut and cannot be opened unless overridden by someone in the security monitoring room.

The sliding doors are one inch thick and cannot be deactivated unless a cutting torch is used to melt a hole in the adjacent wall to expose the wiring. Some of these doors are slightly curved. Arrows on the deck maps indicate in which direction a door slides to close.

Vertical passageways

Within the floating complex are four vertical passageways large enough (5 feet square) for a man to crawl through. On each deck where a passageway appears, there is a small access panel necessary for maintenance. Six screws hold each panel in place, but anyone with a Physical Strength of more than 100 can pry off or smash in a panel. Even when intact, these panels are far from soundproof. Any noise which is made on or from within a passageway will resonate through the passage and may be audible to someone who is near one of the access panels at any place along that passageway.

Passageway #1: This is a ventilation duct which usually contains nothing but fresh, clean air. The walls are slick, riveted metal which echoes even the tiniest sound made from within. Due to a lack of handholds, anyone with a Coordination less than 100 has a 25% chance, for each 10-foot distance climbed up or down, of slipping and falling to the bottom of the passageway on the sixth deck.

Releasing a gas or lighting a fire in the duct will set off smoke detectors and cause the duct to be sealed off for 30 minutes. Other narrower passages between decks serve to carry fresh air throughout the complex, but these ducts are all too small to move through. They are automatically sealed off from the main duct when the smoke detectors are activated. This security system cannot be overridden.

Passageway #2: This shaft is a cable passage lined with electrical conduit and color-coded wiring. Cutting even a single wire without an insulated tool is dangerous; there is a 75% chance of being shocked each time. A person who is shocked will suffer an automatic 1-10 points of damage; if the damage roll is 7 or greater, the shock causes the person to fall to the bottom (sixth deck) of the passageway. If the damage roll is 6 or less, the person takes that much damage plus an additional 1-5 points, but is able to keep from falling.

Attempting to cut cables or wires at random will possibly yield the desired result, although that result may not be immediately apparent to the person doing the cutting. For each wire or cable which is cut, roll percentile dice. On a roll of 01-75, there is no effect. (Note: An agent with AOK of at least 75 in Electrical Engineering will only experience "no effect" on a roll of 01-25.) On any higher result, roll again and consult the following table to determine the effect:

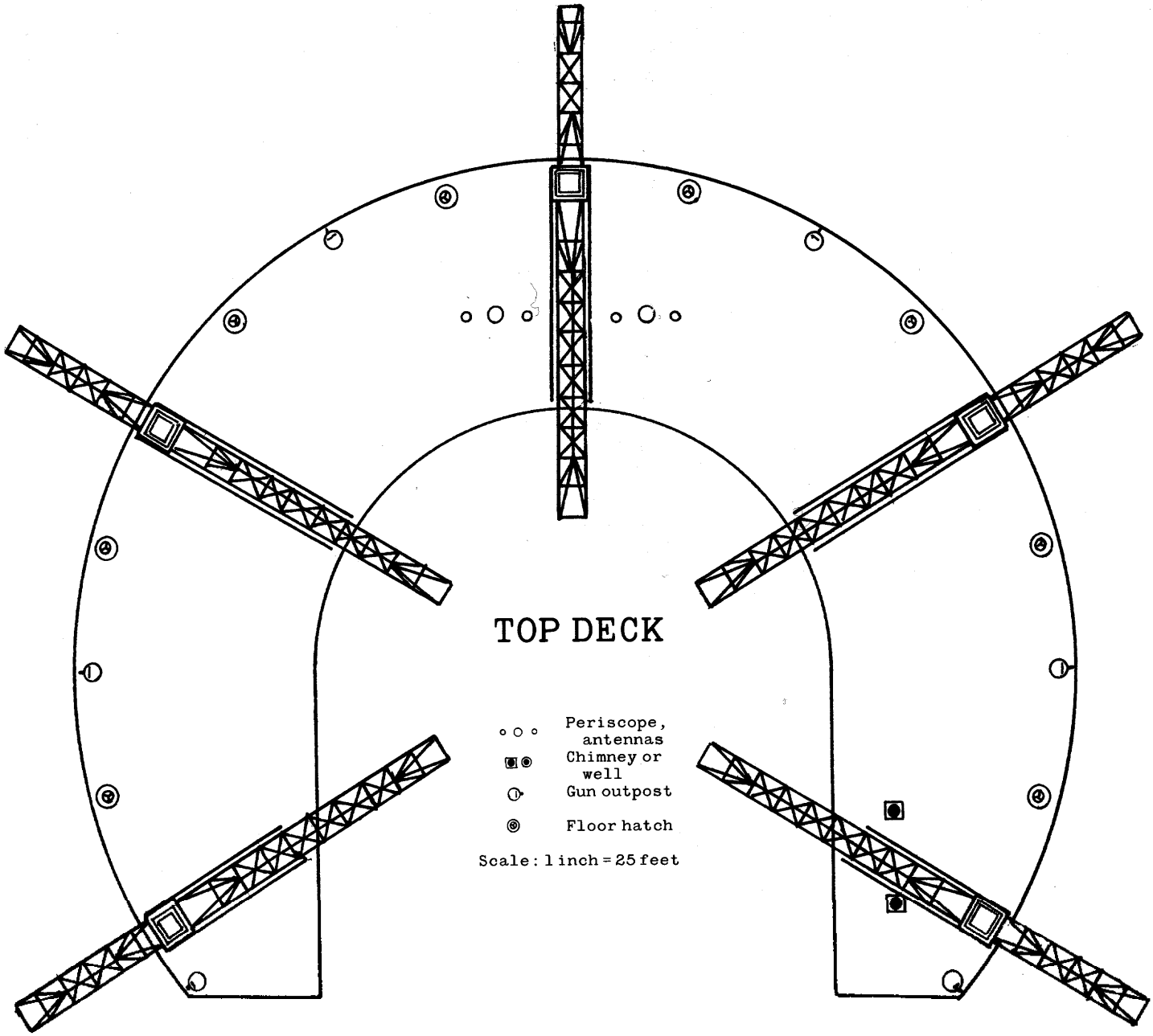
Roll	Electric power cut to:
01-30	Port top deck
31-55	Port first deck
56-75	Port second deck
76-90	Port third deck
91-95	Port fourth deck
96-00	Port fifth deck

Duplication of effect on subsequent rolls is entirely possible.

The cables provide some handholds and footholds, but anyone with a Coordination less than 50 has a 25% chance of falling down the shaft every time they travel 10 feet up or down.

Passageway #3: This chimney-like crawlspace is lined with hot and cold water pipes. Cutting a hot-water pipe will cause 1 point of damage for each minute the water cascades down upon a person beside or below the cut pipe in the passageway, even if the person has fallen all the way to the sixth deck. The passageway will never fill up with leaking water, but the sides of the passage may become so slippery that only a person with a Coordination of more than 100 can climb up the pipes. Even when dry, the pipes are not easy to climb; anyone with a Coordination of less than 75 has a 25% chance of falling for each 10 feet traveled.

Passageway #4: This passageway is identical to #2, except that the wiring contained here is for the starboard side of the complex. Read "starboard" for "port" on the table to determine the effects of a cut wire.



DECK DESCRIPTIONS

Top Deck

Measuring 135 feet stem to stern and 165 feet wide at the beam, this horseshoe-shaped deck is primarily used for construction and doubles as a helipad. Five tower cranes, mounted on ballasted-base trolleys which run on rails, dominate the deck surface. The cranes will be located at the farthest outboard position possible on each set of rails. Originally, the jibs (horizontal booms) will be slewed (turned) as illustrated in the overhead view.

After watertight covers are removed from the electrical switch-boxes, the control cabin, diesel engine, and electric motor, an agent with a Construction Engineering AOK of more than 75 who is within the control cabin will be able to raise or lower the hook on a crane and maneuver the crane back and forth on its trolley (as long as the ignition key for the crane's motor is in the lock).

If the watertight cover is removed from the slewing motor and enough room is available, the same agent will be able to rotate the crane. If the watertight cover is removed from the diesel engine which powers the trolley in the base, the same agent will be able to move the crane along the fixed track and stop it at any point. There are 15 gallons of fuel in the tank of each diesel engine, enough to operate the crane mechanism for 8 hours continuously.

Six periscope, camera, and gun-emplacement outposts ring the outer edge of the deck. The guns will only work above water. When the complex is to be submerged, plastic bags can be fastened around the gun barrels in a matter of a minute or two to protect them from damage. The guns will operate when under water, but if one is fired (or the plastic-bag seal is otherwise broken) when it is submerged, the gun will fail to function; treat it as a jammed shell for combat purposes.

Scattered among the tower cranes and outposts along the outer edge of the deck are eight circular hatchways with no windows but a wheel lock on each side. All eight are hinged so that they open upward and out toward the deck edge. Ladders below them lead to the first deck.

Piercing the foredeck amidships are two periscopes, each flanked by a radar antenna and a radio antenna. Each of

these scopes will be extended 0-19 feet (roll d20, minus 1) up from the deck when first encountered.

Near the starboard aft are two valves. The forward valve covers the diesel furnace snorkel intake and is held shut by a small hydraulic piston. The aftward valve covers the diesel furnace snorkel exhaust and is also held shut by a piston. There is a 5% chance at any given hour that both valves will be open. An agent with a Physical Strength of more than 100, or someone using an explosive device, might be able to force a valve open. If the valves are open, there is a mild suction detectable around the intake hole, and the hot, choking exhaust of a diesel engine can be felt and smelled coming from the other hole.

First Deck

Pastel red walls

Stuffy, humid atmosphere

A: Hawsepipes (spurling tubes) — Separating the first deck into six sections are five IO-foot-wide hawsepipes containing anchor chain. Each hawsepipe can be entered by climbing the anchor chain or through a hatchway. There is enough room beside the anchor chain for an average-sized person to squeeze through the chain opening into the chain locker below. There is no artificial light source here. An electric windlass operated from the bridge sits near the opening to the locker below. It can be hotwired in five minutes by an agent with Electrical Engineering AOK of more than 75. The pulling of one anchor will not dislodge the other four, but will tilt the complex and possibly raise that one anchor.

B: Security Officer's Quarters — A bunk bed, wardrobe, desk with chair, and a short-wave radio base station furnish this chamber. The radio antenna pierces the wall and can communicate with the four walkie-talkies around the atoll on a preset channel. Security Chief Baker is nearly always in this room; though his official on-duty shift is third, he sleeps in this room during the day and rarely leaves even during first and second shifts.

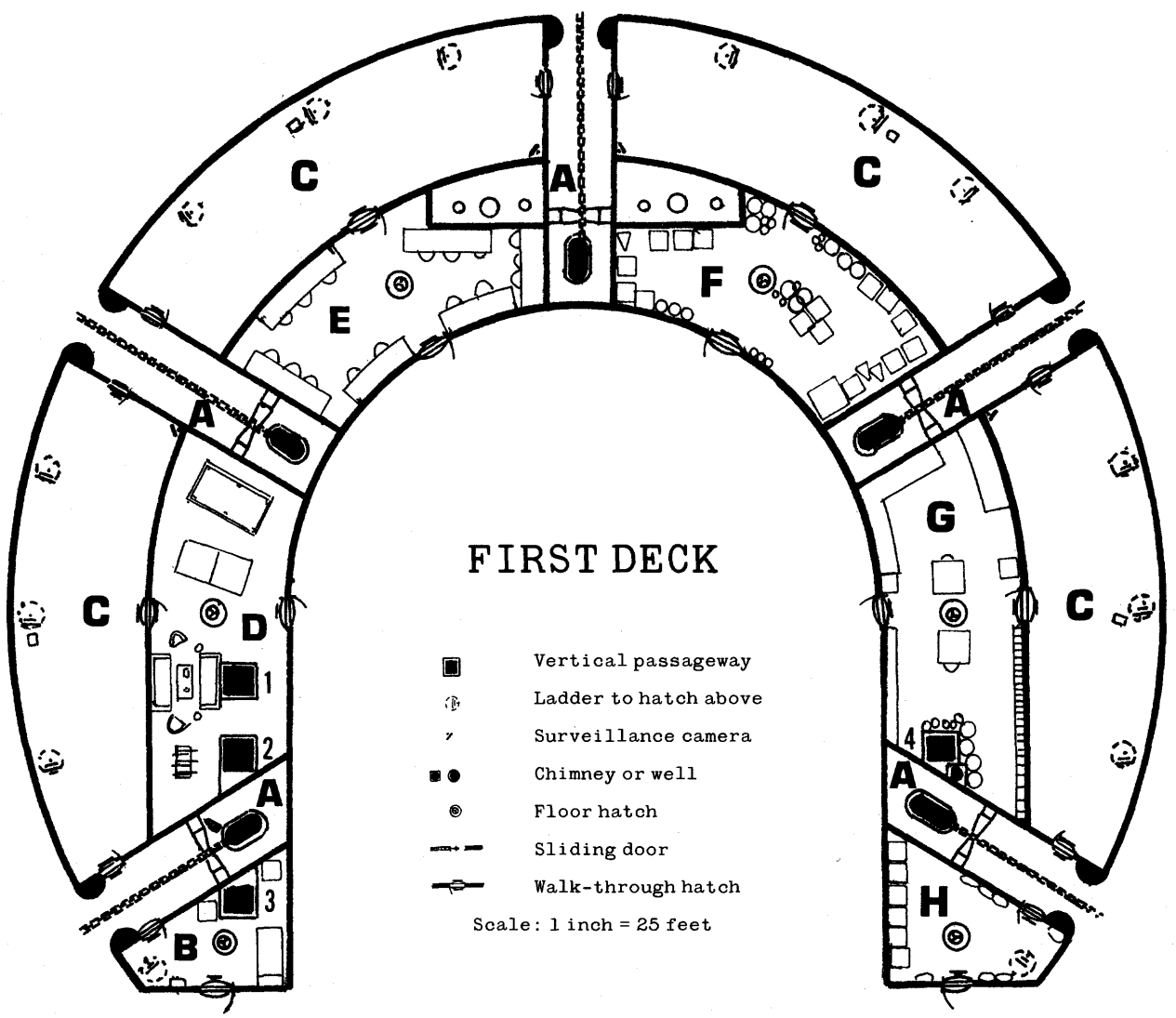
C: Security Decks — Each of these four curved-wall chambers has three ladders leading from hatchways on the top deck. A sealed wooden box behind the ladder leading to each security outpost contains 1,000 rounds of .60 caliber belted ammo for the heavy machine gun above. The security decks are differentiated by location: Amidships Port, Forward Port, Forward Starboard, and Amidships Starboard. Each chamber has a stationary surveillance camera.

D: Recreation Room — Brightly colored, comfortable stuffed chairs and long couches line the walls of this chamber. Tables for card playing, pool, foosball, table tennis, and drawing or writing are squeezed into all available areas in this space. There is a fully stocked bar (which looks like it gets a lot of use) against the port wall. The walls are decorated with worthless seascape paintings. A stereo is playing soft rock music.

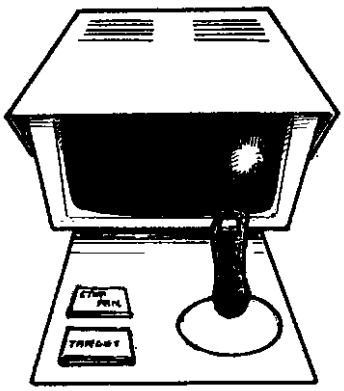
Personnel present, 3rd shift: Drysdale, Horse, Krumm, Nitt, Alexander, Drimmle, Fox, and Harold.

E: Security Monitoring Room — Six swivel chairs face a bank of 15 television screens. All controls are marked in English, and anyone with a Knowledge rating of 75 or more should be able to activate and operate any device in the room. A single, well-aimed bullet will destroy one particular device, screen, or control in the room.

Six of the monitoring screens show



the views from the cameras mounted on the outposts on the top deck. In front of each of these screens is a joystick and a pair of buttons (see drawing). The "Stop Pan" button locks a camera onto a viewed



target, stopping the rotation of the hemisphere atop the outpost. The camera's motion is now controlled by the joystick. Pressing the "Target" button magnifies the image on the screen and places a crosshair grid on the screen for more precise targeting with the joystick. If the thumb button atop the joystick is pressed, a stream of .60 caliber ammo will be fired from the machine gun at that outpost. The original 1,000 rounds of ammo at each gun is enough to operate it for about 1½ minutes.

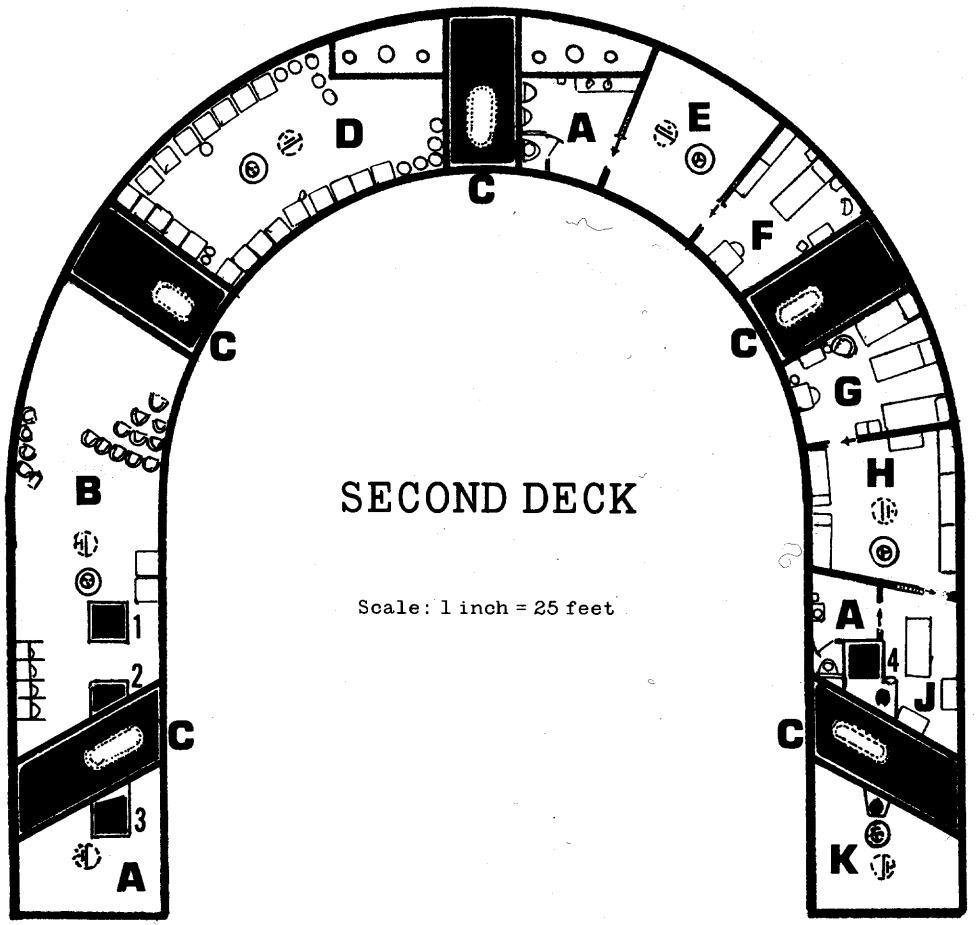
The other nine cameras show static views of various locations within the complex. One shows a view of the airlock on the fourth deck. Four others can view either the four security decks on this level, or can be patched in for surveillance of the nuclear reactor on the seventh deck. Three others are for the insides of airlocks, one on the sixth deck and two on the eighth deck. The last screen can be patched to either the Main or Auxiliary Bridge in order to view the radar and sonar screens which are located there.

The hatches to the Security Monitoring Room can be locked from the inside. All sliding doors in the complex can be locked, unlocked, opened or closed from here by throwing the proper switches.

Fastened to one wall of the room is a large, detailed map of the complex. It cannot be taken down or removed from the room, and the dark background color on which the map details are printed makes it impossible to trace large sections with any accuracy. The map may be studied or photographed by anyone in the room. Three gas masks and a fire extinguisher are hung near each of the two hatches. An intercom links this area to the Main and Auxiliary Bridges below.

Personnel present, 1st shift: Drysdale, Horse. 2nd shift: Krumm, Nitt. 3rd shift: Rine, Thompson.

F: Boatswain's Stores — Wire ropes, cable, rigging equipment, fiberglass rope, hemp rope, rubber hoses, metal



primer, enamel paint, light bulbs, small chain, a couple of inflatable rubber rafts, and other materials are located here.

Personnel present, 2nd shift: Foreman.

G: Maintenance Shop — The walls here are lined with tools and work benches. A large supply of various nuts, bolts, nails, cotter pins, shaft keys, C-clamps, and welding rods are sorted in bins along the starboard wall. Screwdrivers, wrenches, electric hand tools, extension cords, and a 200-pound welding machine fill the port wall. Dissected small engines and a myriad of engine parts are scattered on work benches along the forward wall. Against the aft wall is an air compressor with 900 feet of rubber hose for it coiled nearby. The welding machine will only fit through the external hatchway; any other equipment which is portable can be moved out the interior hatchway.

Personnel present, 1st shift: Horton. 3rd shift: Martinique.

H: Dry Foods Storage — Large sacks and cardboard boxes line the walls of this cubicle. The containers are filled with cereal products, sugar, flour, beans, coffee, potatoes, dried milk, and salt.

Second Deck

Pastel violet walls
Warm atmosphere

A: Head — In naval jargon, a head is a toilet. There are two small toilet areas on this deck on either side of the horseshoe, and a larger room in the forward amidships section. The smaller rooms each contain two toilets, a mirror, sinks, and a paper towel dispenser. The larger room has two showers, one toilet facility, electric outlets for razors and hair dryers, cloth towels, soap, and a bin for soiled laundry.

Personnel present, 1st shift: Broom. 3rd shift: Broom.

B: Entertainment Center— Half of this area has been converted into a small movie theater. There is a blank white wall, chairs, and a projector. Six general-interest, English-language films are on a shelf near the projector.

The other half of the area contains a popcorn popper, unpopped kernels, seasoning, a vending machine (no coins necessary) for soda, and four study carrels. In the carrels are a manual typewriter, an electric typewriter, and two computer consoles which are only used for game-playing. Each computer console is equipped with a stack of six game cartridges.

Personnel present, 1st shift: Atwood. 2nd shift: Rine, Thompson, Jones, Hurt. 3rd shift: Detmer, Begg, Short.

C: Chain Lockers — Each of these chain lockers is 20 feet deep, unlit, and partially filled with anchor chain. The smell of rat droppings pervades these

areas. The floor in these areas is 20 feet below the first deck. Anyone who is wounded or not carrying a light source and drops to the floor of a chain locker will be bit by 1-6 rats for 1-6 points of damage per bite. A cable clench in the exterior bulkhead is where the end of the anchor chain is securely attached.

D: General Stores — A vast collection of everyday objects and household items can be found here. Office supplies, eating utensils, cooking utensils, motor oil, slippery hydraulic fluid, bolts of cloth, and color-coded electrical wire are stored in cardboard boxes along the walls.

E: Passageway — Usually a solitary armed guard is stationed here, and will be sitting in a chair reading a book. A key to the V.I.P. Quarters hangs beside the door.

Personnel present, 1st shift: Wicks. 2nd shift: Zyme.

F: V.I.P. Quarters — The sliding door to this chamber is electronically locked from the bridge. Inside the room is a single bed, a wardrobe, a writing desk, a chair, books of general interest, and writing materials.

Father Tuck is being held prisoner in this room. Occasionally an armed guard will escort him to the head on the other side of the passageway. If Father Tuck is rescued, he will not use a weapon.

Personnel present, all shifts: Father Tuck.

G: Sick Bay — Three single hospital beds and three clothes lockers, plus a desk and chair, are in this room. Father Tuck's assistants, Brother Robin and Brother John, are being held here behind the electronically locked door. If rescued, they will not use weapons.

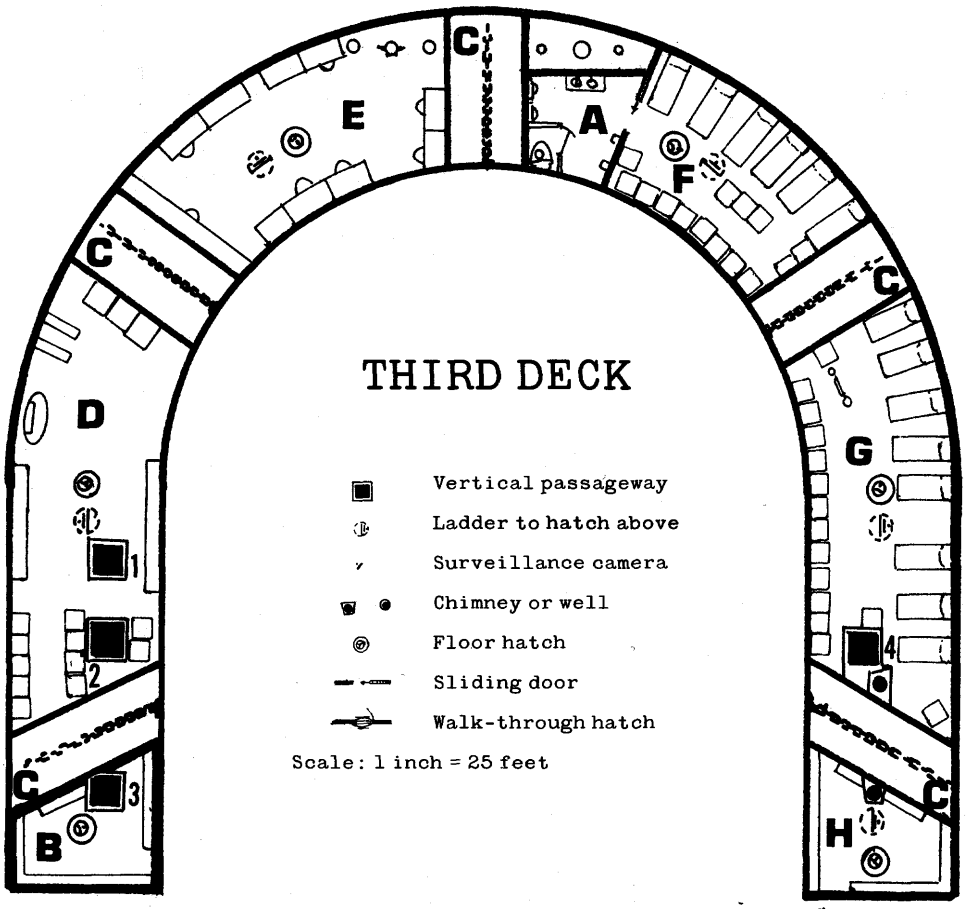
Personnel present, all shifts: Brother Robin, Brother John. 3rd shift only: Doc.

H: Triage — Injured or ill personnel come here to be diagnosed and treated. Counters and shelves along the starboard wall are filled with first-aid supplies, examining equipment, and medicines. A guard is located here, keeping an eye and ear out for the prisoners in the Sick Bay.

Personnel present, 2nd shift: Wicks. 3rd shift: Zyme.

J: Operating Room — In the center of this clean room, below a set of operating lamps, is an operating table. Crowded into the rest of the floor space are an anesthetic set-up, trays and cabinets containing surgical tools, a respirator, a locked (-/30) cabinet containing narcotics, and sterile packaged dressings and wrappings.

Personnel present, 2nd shift: Doc. 3rd shift: Hurt.



K: Cold Storage — This is a frost-coated freezer compartment full of hanging sides of beef, sausages, cheeses, poultry, vegetables, fruit, and ice. The room has a thermostat control above the light switch which is currently set at 0° F., but can be altered from -5° F. to normal room temperature.

Third Deck

Pastel orange walls
Dry atmosphere

A: Head — Same particulars as for the corresponding area on the second deck.

B: Small Arms Arsenal — Lining the double-thickness walls of this chamber are six 9mm P-08 Luger self-load pistols and four .45 Thompson submachine guns. Beside each weapon is a box of 100 rounds of suitable standard ammunition. Eight-cartridge magazines for the Lugers are plentiful, and the four Thompson magazines will hold 20 cartridges each.

C: Chain Lockers — These are the same areas described under paragraph "C" for the second deck. The chambers are, as noted above, 20 feet in depth, so the areas represented on the map of the third deck are vertical extensions of the areas mapped on the second deck, with no floor surface between the decks in these locations.

D: Laundry Area — Among stacks of clean and soiled security-guard uniforms is an industrial washing machine and clothes dryer. White lab coats and casual men's and women's clothing are waiting to be pressed in the mangle. Two electric irons, two ironing boards, and a sewing machine are also in the room. Six pairs of various-sized combat boots wait beside a shoeshine kit. Along the forward wall are stacks of dry, folded towels, gray mechanics's coveralls, and men's shorts.

Personnel present, 2nd shift: Vallier.

E: Auxiliary Bridge — Lining the walls of this chamber are seven consoles with matching chairs. The consoles are for radar, the diving control center, the quartermaster post, radio, sonar, SINS (Submarine Inertial Navigation Systems), and the complex's computer. A periscope flanked by a radio antenna and a radar antenna stands in one corner of the room. All controls on the auxiliary bridge can be overridden by the main bridge controls unless the main bridge controls have already been disabled.

An agent with AOK of 85 or higher in Computer Science, Electrical Engineering, Transportation Engineering, or Military Science should be able to operate any console (one unit at a time). By pressing a control at the quartermaster's post, the room can be bathed in red light. The quartermaster actually pilots the

complex; the Diving Control Center Officer is in charge of submerging and raising the craft. An intercom links the auxiliary bridge to the main bridge, the monitoring room on the first deck, and the reactor control room below.

F: Female Day Crew Quarters — Six sets of bunk beds line the outer wall of this chamber. The inner wall is lined with 12 padlocked (-/25) lockers full of women's clothing, personal belongings, and (1-100) dollars each. A bookshelf along the back wall is filled, predominantly with gothic romance novels. A video tape player and television beside the bookshelf are stacked high with video tape cassettes.

Personnel present, 1st shift: Thompson, Schwattzkopf, Ekler, Smith, Hansen, Watson, Straum, Judge, Marconi, Stew, Doc, and Foreman.

G: Male Day Crew Quarters — Eight sets of bunk beds line the outer walls of this chamber. The inner wall is lined with 16 padlocked (-/25) lockers each containing men's clothing, personal effects, and (1-100) dollars. A stereo with two speakers stands against one wall, which also has shelves stacked high with various rock music albums.

Personnel present, 1st shift: Krumm, Nitt, Rine, Zyme, Tanaka, Hydrason, Jones, Berkeley, Alexander, Dolphin, Flood, Koenig, Soup, Hurt, Begg, and Short.

H: Food Stores — Six levels of shelves cover the walls of this room, each stacked with hundreds of canned goods. Every sort of food, from apricots to zucchini, can be found here — but there isn't a can opener in the room.

Personnel present, 2nd shift: Soup. 3rd shift: Stew.

Fourth Deck

Pastel blue walls
Chilly atmosphere

A: Head — Same particulars as for corresponding areas on the second deck.

B: Male Night Crew Quarters — Eight sets of bunk beds with blankets line the outer wall of this cluttered chamber. Along the inside wall are 16 padlocked (-/25) lockers containing men's clothing, personal belongings, and (1-100) dollars each. The floor is carpeted in blue shag. A dart board with six darts hangs on the aftward wall.

Personnel present, 1st shift: 'Box, Elton, Vallier. 2nd shift: Horse, Fox, Harold, Horton, Tsuji, and DeForest. 3rd shift: Wicks.

C: Female Night Crew Quarters — Six sets of bunk beds are positioned along the outer wall of this well-kept room. On the opposite wall are 12 padlocked (-/25) lockers containing women's clothing, personal objects, and (1-160) dollars apiece. The floor is carpeted in light blue shag. There are two clotheslines strung across the room with undergarments and sweaters draped across them to dry.

Personnel present, 2nd shift: Drysdale, Drimmle, Martinique, DuBois, Atwood, Detmer, Guild, Bat, Kingston, George, Broom, and Lange:

D: Main Bridge — The main bridge is furnished with consoles and chairs identical in function but not in location to those on the auxiliary bridge. As long as these consoles are operating, the controls in the auxiliary bridge can be overridden from here.

An intercom links the main bridge to the auxiliary bridge, the security monitoring post, and the reactor control room below.

A portable tape recorder is sitting atop the radio in the main bridge. It contains an audio cassette with a recorded message. In order for the message to be replayed, the tape must be rewound. The message is as follows:

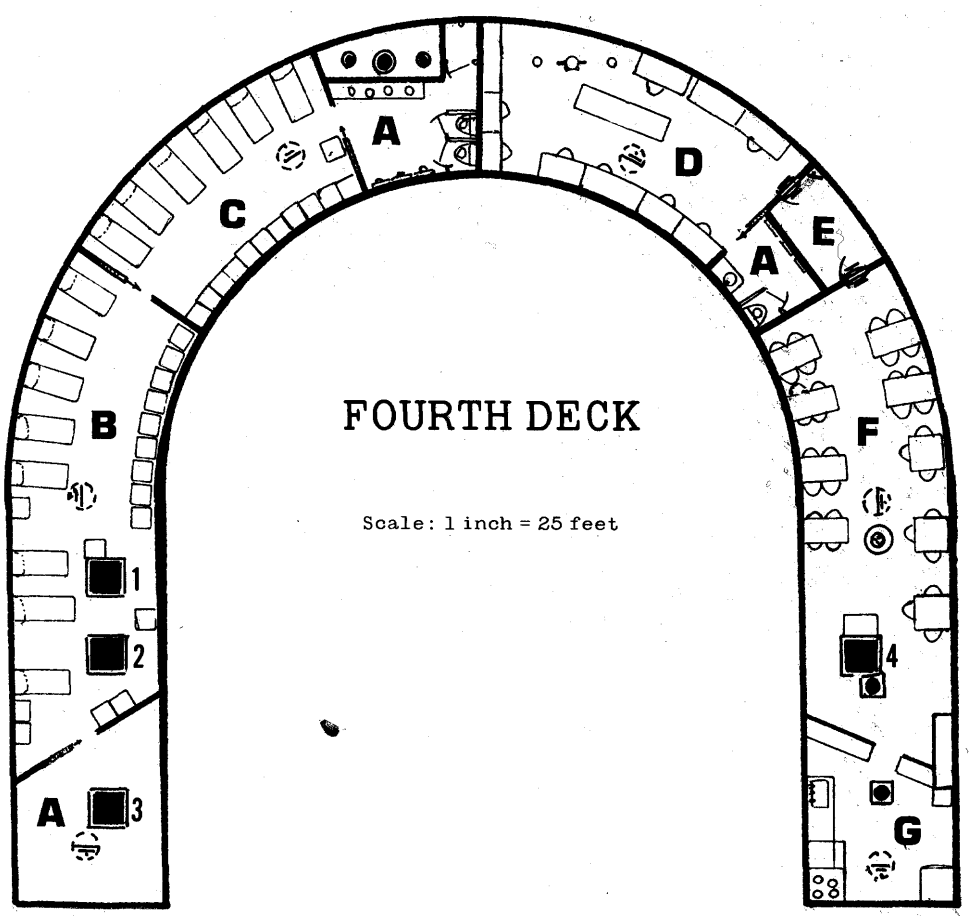
"Gigantic Gun calling Mad Merc ... Gigantic Gun to Mad Merc . . ."
"We read you . . ."
"Is Stubby around?"
"Um . . . no, he's at the village."
"Well, tell him that Pong called, and the Administrator got his sticky little fingers on the 'Horseshoe' blueprints. Got it?"
"Yeah, got it."
"Over and out."

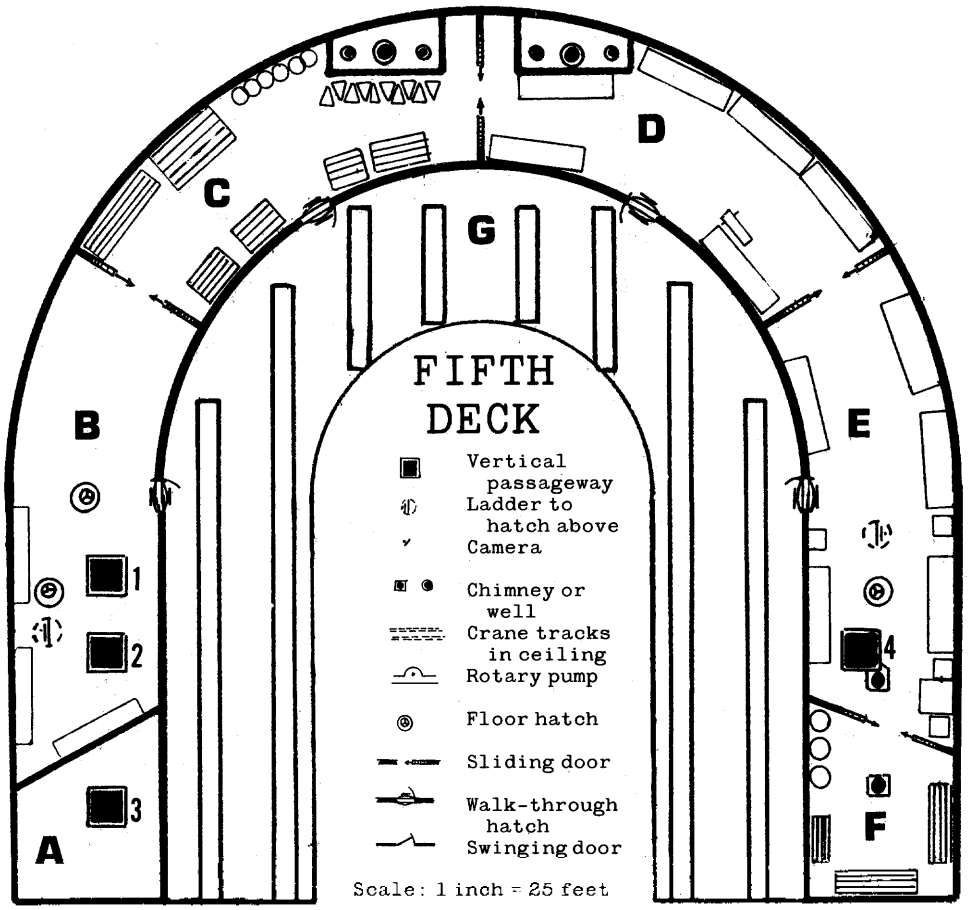
Personnel present, 1st shift: Guild, Bat, DeForest, Kingston, and George. 2nd shift: Judge, Dolphin, Marconi, Flood, and Koenig. 3rd shift: Baker (if not in security room).

E: Airlock — This small, empty chamber is used as a safety zone for those on the main bridge. The hatches at each end of the room are waterproof, and the one leading to the main bridge can be locked from the bridge side. A sign by each hatch, printed in English and German, reads: "Only one hatch should be open at a time. Seal both hatches during Condition Red." A security camera is posted here and is linked to the security monitoring station on the first deck.

F: Mess Deck — Nine tables, with 3-4 chairs each, line the walls of this curved room. Trays of food can be picked up at the counters separating the mess deck from the galley. A tray return conveyor and dishwasher runs along the starboard wall connecting the mess deck and the galley. When the dishwasher is operating, the water inside heats to 150° F. and would inflict 1-10 points of damage to anyone coming into contact with it.

Personnel present, 1st shift: Martin-





ique, DuBois, Detmer. 2nd shift: Begg. 3rd shift: Schwartzkopf, Ekler, Tanaka, Smith, Hydrason, Hansen, Watson, Berkeley, Straum, Tsuji, Horton, Atwood, Guild, Judge, Bat, Dolphin, DeForest, Marconi, Kingston, Flood, George, and Koenig.

G: Galley— Hanging around the hood of the cooking stove are six large pots and a colander. The walls are lined with refrigerators, food preparation equipment, and storage shelves filled with clean dishes and silverware. Knives are everywhere, and there is usually always water boiling on the stove for one purpose or another. A large baking oven fills the remaining space in this cramped chamber. Thirty meals can be prepared and served at one time from this galley.

Personnel present, 2nd shift: Stew. 3rd shift: Soup, Foreman.

Fifth Deck

Pastel green walls

Odor of wood shavings in the air

A: Fresh Water Reservoir — Approximately 2,000 gallons of fresh drinking water is stored in this metal-walled tank. If the tank is emptied, the carpentry shop would be inundated with 1 foot of water.

B: Carpentry Shop — Two lathes, a band saw, and a rotary saw are the largest tools in this room. Power hand tools include a pneumatic nail driver with a clip of 30 nails, a router, a 3/8" drill, and a power saw. Other tools include rip saws, crosscut saws, hammers, a hatchet, an axe, an adz, and a crowbar. A pair of sawhorses and a push broom complete the scene.

Personnel present, 1st shift: Lange.

C: Wood Storage — Huge wooden keel blocks and disassembled parts of bilge cradles are stored here. There are stacks of fresh, uncut lumber along the outer walls, along with six sealed nail kegs. The kegs are plainly marked and contain nails ranging in size from 8-penny to railroad spikes. Each keg weighs between 75 and 100 pounds and will shatter if it is thrown.

Personnel present, 3rd shift: Lange.

D: Metal Storage — Bins for the storage of raw metal are lined up along most of the wall space in this room. The metals range from brittle wrought iron to carbon-hardened plate. Finely tooled steel in a variety of lengths and dimensions, used for repair work, is stored here. There are also large steel plates, weighing 250 pounds apiece (used for hull repairs) stacked here, along with coil springs of varying sizes and long, thin metal bars.

Strewn around the chamber, mostly in the area of the door leading to the metal shop, are the parts of a makeshift set of barbells and accessories. The set of barbells weighs 150 pounds.

Personnel present, 1st shift: Drimmle. 2nd shift: Alexander, Elton. 3rd shift: Box.

E: Metal Shop — Three 200-pound welding machines stand near the center of this room. The walls are lined with large machine tools including metal lathes, brake presses, drills, and punches. Small hand tools on work tables and hanging on wall pegs include ball peen hammers, grinders, pliers, wrenches (adjustable spanners), hand drills, and calipers.

Two acetylene torches, each with two 100-pound fuel tanks on wheeled carts, are ready for use. Both the oxygen and the gas must be turned on for a torch to be ignited. Welding machines and torches are too large to fit through hatches in the ceiling or floor, but will pass easily through the wide external hatch.

Also in the room are six 30-gallon barrels, each plainly and truthfully marked in English according to its contents. They contain lubricating fluid, hydraulic oil, cutting oil, cleaning solvent, motor oil, and sawdust.

Personnel present, 1st shift: Fox, Harold. 2nd shift: Schwartzkopf, Ekler, Box. 3rd shift: Elton.

F: Plumbing Supply Room — Leaning against the walls of this room are (1-10) foot lengths of plastic pipe, aluminum conduit, and ducting material. Boxes of metal screws, pipe elbows. T-fittings, caps, and other plumbing fixtures are stacked against the aft wall. A circular snorkel exhaust shaft runs from the ceiling to the floor of this room.

G: Upper Construction Deck — This exterior construction deck is flat and empty, except for four long metal rails and four shorter ones used to support floating islands during construction. Each rusty railing is 1 meter tall and runs toward the open edge of the horseshoe.

Sixth Deck

Pastel yellow walls

Damp atmosphere

A: Water Treatment Facility — Dominating the floor space in this room is a flash distillation plant for desalinization of sea water. An agent with AOK of more than 75 in Hydraulic Engineering will quickly recognize the device and be able to deactivate it within (1-10) minutes. Water temperatures within the facility range from 10° C. to over 100° C., and the water quality ranges from salt-saturated to pure. Fresh water is pumped up to the fresh water reservoir on the deck above, and from there it is piped between the walls and floors to where it is needed.

Besides the assorted pipes, pumps, and intakes surrounding the distiller,

there are three large, sealed tanks. An agent with AOK of more than 75 in Hydraulic Engineering will recognize the tanks as part of a closed-system sewage treatment facility. Opening any valves or puncturing any of the tanks will release copious amounts of odorous, adhesive raw sewage.

Personnel present, 2nd shift: Straum.

B: Atmosphere Recycling Plant — Four large cylindrical air tanks, a carbon dioxide eliminator, and a noisy, electrically driven air compressor are crowded into this bleak chamber. An agent with AOK of more than 75 in Chemistry or Mechanical Engineering will be able to recognize and operate this equipment.

The ventilation system which runs throughout the complex contains gas sensors which automatically seal off any area containing a strange gas, smoke, or fumes. The system cannot be overridden, but will reset itself and unseal the locked-up area after 30 minutes unless the danger is still present.

Personnel present, 2nd shift: Berkeley.

C: Reactor Control Room: — Contained within the reactor deck, inside a five-foot thickness of reinforced concrete and lead, is the reactor control room. The hatches to the control room can be locked from the inside and cannot be deactivated without cutting through the inch-thick plate metal hatch.

Three foot-thick, bulletproof windows overlook the reactor area from here, Beside the windows are television monitors which allow the operators to see all corners and floor space in the reactor area. Ceiling-to-floor control panels line the walls of the control room. An agent with AOK of more than 100 in Physics would be able to control the speed of reaction and the reactor's power output. An agent with AOK of more than 75 in Construction Engineering or Industrial Engineering would be able to operate the remote controls for the cranes from here, but would need someone to connect and disconnect the hoist hooks.

A public-address system in here allows controllers to speak with anyone on the reactor deck, and an intercom connects the reactor control room to the main and auxiliary bridges. Any part of the reactor system can be started, operated, and stopped from this control room.

Personnel present, 1st shift: Tsuji. 2nd shift: Hydrason, Watson. 3rd shift: Jones, DuBois.

D: Nuclear Reactor —Raising its bulbous, white enamel head through the center area of the metal grating on this section of the sixth deck is the complex's nuclear reactor. The casing is extremely strong; it would take the equivalent of 120 ounces of plastique to penetrate its plating.

There is an oblong white enamel protrusion up through the grating on the port side. This is the reactor's heat exchanger. Running along the mesh surface on this part of the deck are three sets of crane tracks, each containing a hoist The largest of the three hoists can lift 10 tons, the other two can lift 2 tons each.

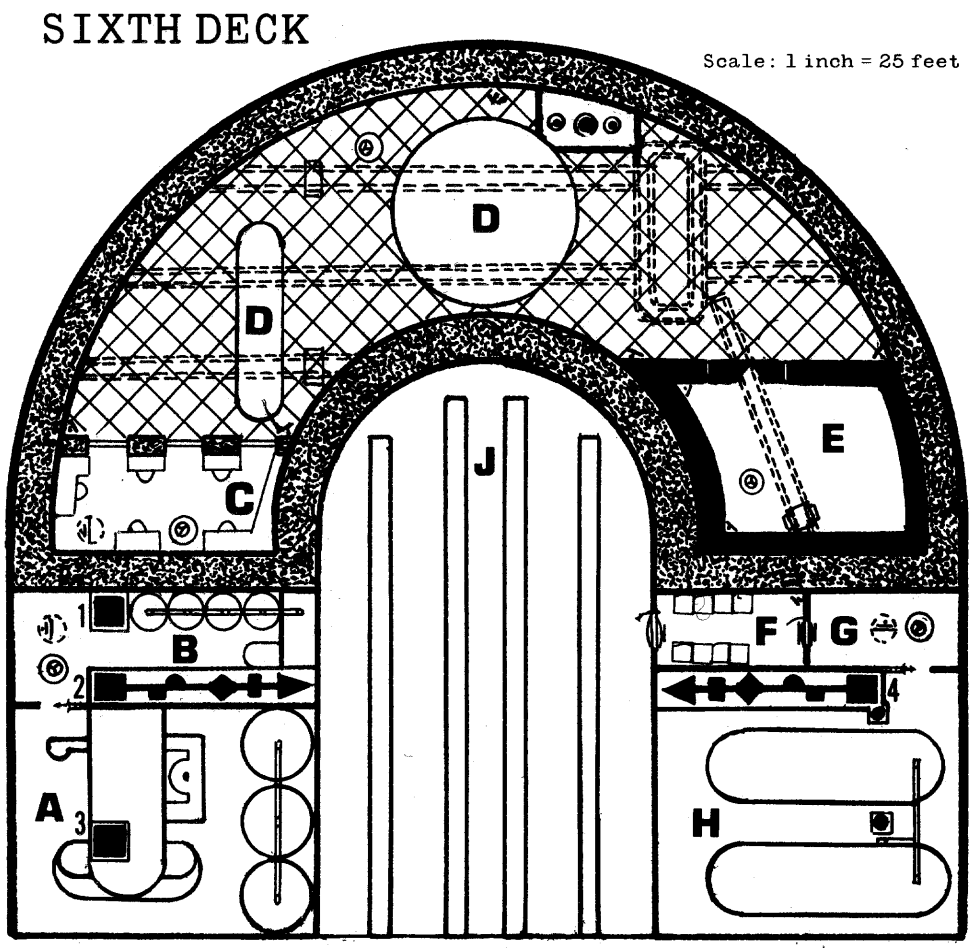
E: Radioactive Materials Vault — This chamber contains 50 stainless-steel cylinders adorned with radioactive warning labels. Some of them have unused core material, others contain radioactive waste. The cylinders all weigh the same (25 kilograms each when full, 5 kilograms when empty), and their contents are treated the same for purposes of determining damage from radiation poisoning. For each minute that a person is exposed to the contents of a cylinder (only possible if one is opened or broken), that person will take 1 point of damage per day for the rest of his or her life. A pair of large double doors leading into this room will swing open easily at the push of a hand.

F: Airlock — This airlock has an interior hatch, a flood control switch, and a decompression timer. Decompression at these depths takes 1 minute. There is a drain in the center of the floor and eight lockers along the long walls, each locked (-/30) and containing a wet suit with flippers, scuba gear, and a spear gun. The air tanks contain one hour's worth of air, less if the user dives deeper than the depth at which the airlock is located. A solitary camera monitors the airlock and is linked to the security monitoring station on the first deck. The external hatch opens outward, but only when the airlock is completely flooded. The external hatch cannot be opened from the outside.

G: Passageway — There is nothing noteworthy about this area except for the features indicated on the deck map.

H: Fuel Room — Two huge white enamel cylindrical tanks dominate this chamber. Piping leads out of them down through the deck flooring. An agent with AOK of more than 75 in Chemistry or Transportation Engineering will be able to identify the smell of diesel fuel in the room. If one of the tanks is penetrated by 20 ounces of plastique or the equivalent, the resultant explosion will destroy everything within 300 feet of the tank except the sixth and seventh reactor decks. Persons within 301-600 feet of the explosion will take 1-10 points of damage. The tanks are bulletproof.

J: Lower Construction Deck — Much like the upper construction deck above, this area is also flat and empty except for



four rusty support rails each one meter tall.

Seventh Deck
White enamel walls
Clean, dry atmosphere

A: Head — This washroom contains a shower, two toilet stalls, two wash basins, and other minor fixtures.

B: Engine Room — Three steam turbines in this room are used to propel the craft and to generate electricity. The chamber also contains auxiliary heat engines (diesel furnaces) which are used for heating when the nuclear reactor is shut down. Used steam is sent through the condenser and then pumped as cold water back through to the heat engines or the heat exchanger on the reactor. Electricity generated by the spinning turbines is stored in batteries located between the turbines.

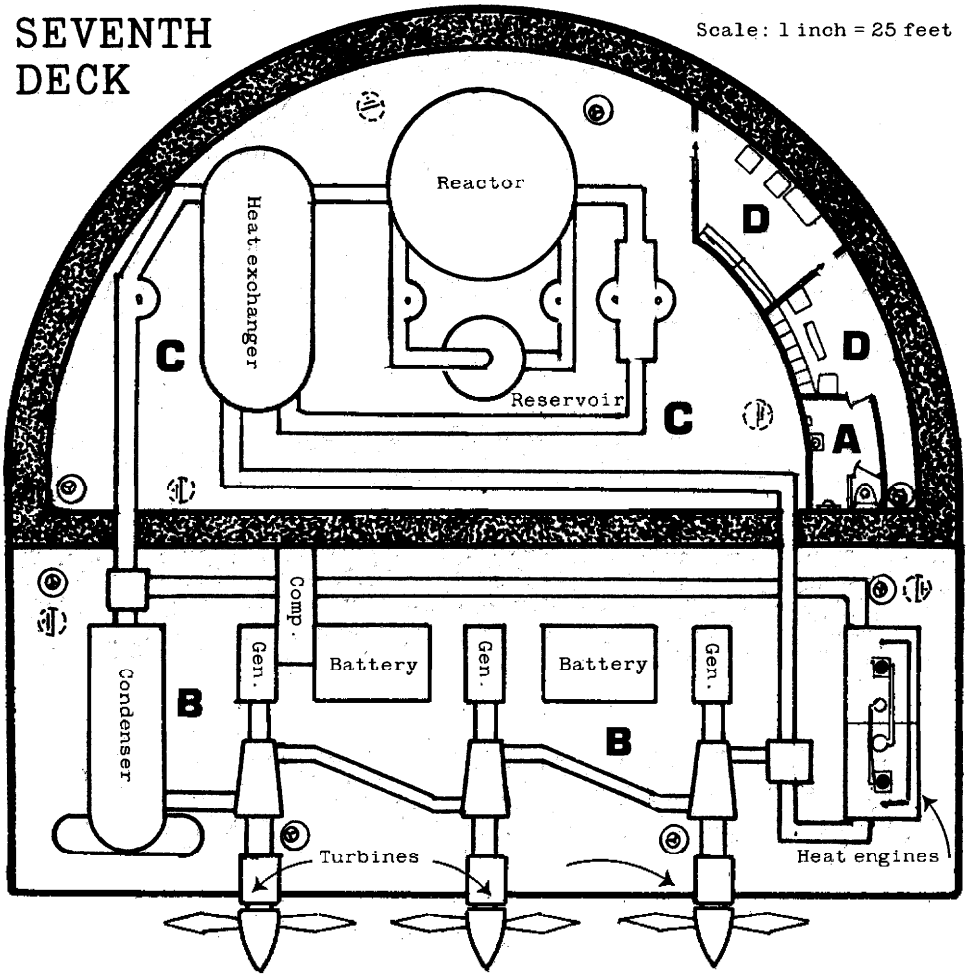
The turbines, the diesel furnace, and the condenser are all connected by 2-foot-diameter pipes reinforced with a layer of steel cable and fiberglass. If a pipeline is pierced by 20 ounces of plastique or the equivalent, superheated steam will burst forth under great pressure, instantly cooking anyone within 10 feet of the puncture. Anyone between 10-20 feet away will receive 1-10 points of damage. The steam will continue to escape for up to five minutes, and will not stop at all if the nuclear reactor or the heat engines are operating.

There are no controls in the engine room. All operation of this equipment is controlled from the bridge. An agent with AOK of more than 75 in any sort of Construction, Hydraulic, Industrial, or Transportation Engineering will be able to recognize and explain the use of the objects in this room.

An agent with an AOK of more than 75 in Mechanical Engineering will be able to identify and deactivate the air compressor located in this room. This action will cause the complex to begin to sink within 1-10 minutes. Destroying the condenser will release hot, salty water from the flash distillation plant on the deck above.

Personnel present, 2nd shift: Tanaka, Smith, Short.

C: Lower Reactor Deck— Surrounded by five-foot-thick reinforced concrete lined with lead are the heat exchanger, nuclear reactor, coolant pumps, and heavy water reservoir which make up the nuclear power system. All four devices are connected by two-foot-diameter reinforced pipe. Piercing a pipe or a pump with 20 ounces of plastique or the equivalent will cause effects like those described in the engine room. These pipes carry superheated heavy water, which is not radioactive and looks, smells and tastes the same as natural water.



If the reactor itself is pierced with 120 ounces of plastique or the equivalent, the superheated-steam effect takes place as well as a radiation leak. Anyone on the sixth or seventh reactor decks and not protected by shielding when the reactor is punctured will take an immediate 1-10 points of radiation damage, plus 1-10 points per day for the rest of his or her life. Radiation may spread to other parts of the complex if the reactor deck is unsealed or hatches are opened after the reactor wall has been breached.

Piercing the heat exchanger (requiring 60 ounces of plastique or the equivalent) will cause the superheated-steam effect as above, but with twice the range. Anyone within 20 feet is killed, and those between 21-40 feet will take 1-10 points of damage.

An agent with AOK of more than 100 in Construction, Hydraulic, Industrial, or Transportation Engineering or Physics will recognize the apparatus on this deck as a pressurized boiling water reactor with a heavy water moderator and an enriched uranium oxide fuel core. There are no controls on this deck. All operations are controlled from the reactor control room on the sixth deck.

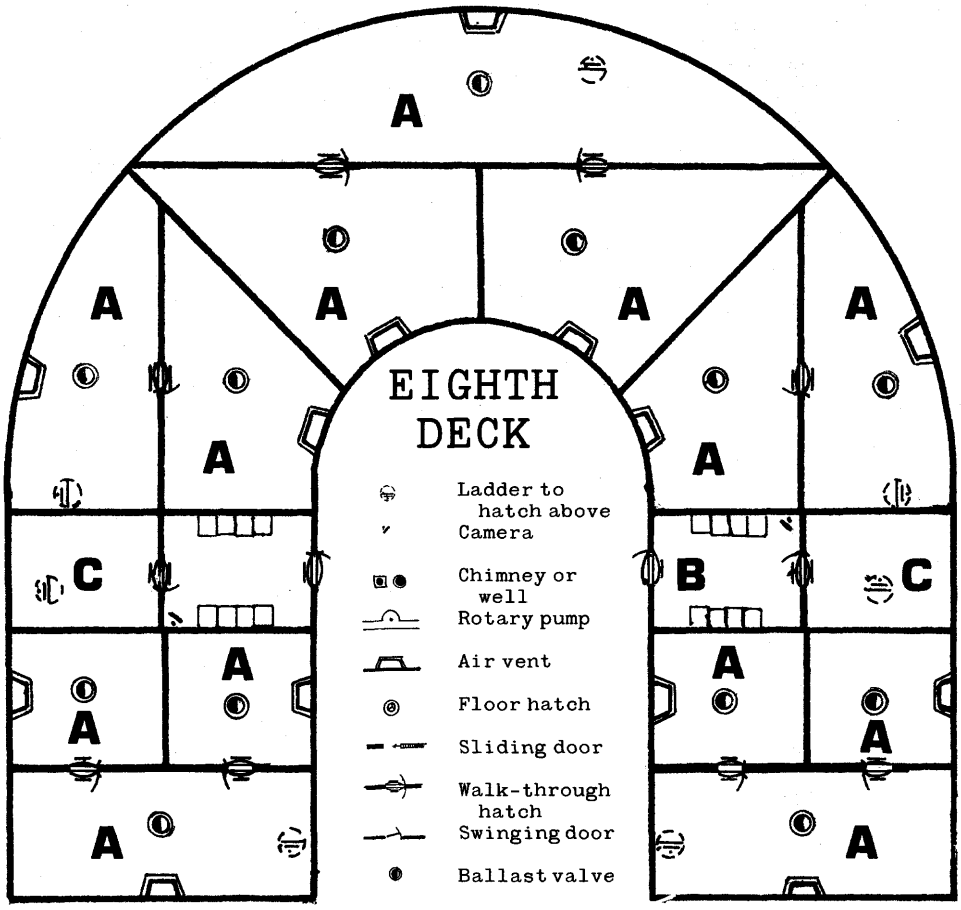
Personnel present, 2nd shift: Hansen.

D: Reactor Workers' Laundry — An industrial-size electric washer and dryer plus other laundry accessories are in the forward section of this two-part chamber. The aft section has eight locked (-/30) equipment lockers, each with white radiation protection suits, hoods, breathing apparatus, boot coverings, and dosimeters within. The suits, properly worn, will protect a person from radiation indefinitely, but there is only enough air in each tank for 30 minutes of work. The breathing apparatus may be used like scuba gear. The suits will not protect the wearers from the effects of superheated steam.

Personnel present, 3rd shift: Vallier.

Eighth Deck
Unlit, gray metal walls
Humid, salty air

A: Ballast Tanks — Chambers on this deck are 50 feet from floor to ceiling. All ladders reach up and down for the entire 50 feet, and each chamber has at least one wall with a hatch connecting it to an adjacent chamber. These hatches are located five feet from the bottom of the chambers. In the floor of each ballast chamber is a hydraulically controlled Kingston valve to let water in. The valve holes are six inches in diameter, and a physical strength of 300 is needed to force a valve open or closed. Against an exterior bulkhead near the top of each tank is a main vent which retains air



Scale: 1 inch = 25 feet

under slight pressure within the ballast tank and regulates the depth of water in the tank.

Controls for the ballast tanks are found on the bridge. The number of decks above the waterline is dependent on the depth of water in the ballast tank. When the complex is submerged (zero decks above the waterline), the water in the ballast tank is 49 feet deep. For each seven feet the depth decreases, one deck will rise above the waterline, so that when the ballast tank is emptied, seven decks (all but the ballast chamber itself) will be above water.

When play begins, the depth in the ballast tank is 42 feet (first deck is above water). When the water depth is changed, the anchor chains must be let out simultaneously, or structural damage may occur. This process is controlled from the bridge.

B: Airlocks— These two compartments are each identical to the airlock on the sixth deck, except that they have slightly more floor space.

C: Passageways — These areas are not part of the ballast tank system. They are used to gain access to the airlocks from within the complex. There is nothing else noteworthy about them, except what is indicated on the deck map.

Flooding

Calculating flood depth and flood speed for the horseshoe is complicated by the fact that pumping air into the ballast tanks will raise the entire complex above waterline. If the ballast control at the diving control center is not operated properly, internal flooding will occur. In some cases, flooding may be a desired effect — or even necessary, in order to extinguish burning areas.

A flooding chamber will fill to either the top of the opening which caused the flooding or to the depth given below. (Air which is trapped between the water and the ceiling prevents the water level from rising any further, even though ceiling height on each level is 10 feet.)

Flood depth by chambers: If the complex is afloat, assume the beginning waterline is even with the floor of the first deck. In this configuration, maximum flood depth for chambers is as follows:

First deck: 0 feet, 0 inches
Second deck: 2 feet, 10 inches
Third deck: 4 feet, 2 inches
Fourth deck: 5 feet, 2 inches
Fifth deck: 5 feet, 10 inches
Sixth deck: 6 feet, 4 inches
Seventh deck: 6 feet, 8 inches

If the complex sinks to the floor of the lagoon, any flooded area will accumulate more water:

First deck: 4 feet, 2 inches
Second deck: 5 feet, 2 inches
Third deck: 5 feet, 10 inches
Fourth deck: 6 feet, 4 inches
Fifth deck: 6 feet, 8 inches
Sixth deck: 6 feet, 11 inches
Seventh deck: 7 feet, 1 inch

Flood depths may be reduced if the complex is raised from the water by filling the ballast tanks with air. Example: Agents set a 40-ounce charge of plastic explosive at the bottom of the exterior hatch of the wood storage area on the fifth deck. Igniting the charge blows a human-sized hole in the bottom of the hatch, and the chamber quickly floods to a depth of 5 feet, 10 inches (the "afloat" flood depth for the fifth deck). Meanwhile, the diving control center raises the complex to a position with four decks (instead of the usual one) above the water. For purposes of determining flood depth, this action makes the fifth deck effectively the second deck (the highest deck which is underwater in the present configuration of the complex). Water in the wood storage area would pour back out of the hole in the hatch until the depth is only 2 feet, 10 inches (the normal flood depth for the second deck when the complex is afloat with only one deck above water). When the complex is raised to this level, water depth in the ballast tanks is 21 feet.

Sinking the complex

In order to sink the complex to the floor of the lagoon, all 13 ballast tanks must be completely flooded to their full capacity (50-foot depth). The ballast controls in the diving control center automatically only allow 49 feet of water depth in the tanks; at this point, the complex lies just below the waterline and has achieved natural buoyancy. Piercing the floor of the seventh deck in the correct places and opening the proper hatches will release trapped air from the top foot of space inside the tanks, causing the complex to sink to the bottom in five minutes.

Supplementary information

As is so often the case in complex missions for which only general instructions are given, agents are probably not going to encounter what they "expect" to see. As has been noted earlier, Mad Merc is not even present in the horseshoe complex. A concerted effort to locate him, even if it succeeds, will consume valuable time and will certainly not tell the agents what they want to know about the horseshoe and the inhabitants of the island. If Mad Merc or any other personnel associated with the horseshoe are captured, they will refuse to talk and will attempt to escape. Anyone (including Mad Merc) who is captured and has not escaped within the limits of the 72-hour schedule will be left behind when the complex gets under way for its journey

toward Antarctica.

The Admin may find it useful to have a bit of background information available on Mad Merc and the missionaries. If desired, the information given below on these characters can be presented to player-agents at the start of the mission as facts obtained from official dossiers. Optionally, this information may not be revealed at al I, or may only be revealed if agents are somehow able to obtain the information during the mission.

Mad Merc is the nickname (exact origin unknown) of Lt. Col. (Ret.) Martin Strikewell, an ex-commando in the British Army who rose to command rank during the Second World War. Little is known of his activities or whereabouts for the last several years. His name is familiar to the older generation as the man who was held responsible for a brutal raid on a German village in the closing weeks of the war. He was tried by the British after the war and dismissed from the armed services for acts of "excessive cruelty to civilians in a hostile territory."

Mad Merc is 61 years old, left-handed, and a Caucasian. It is known that he is confined to a wheelchair since having both legs amputated because of disease several years ago. (The special properties of his wheelchair are not generally known.)

For Administrator's information only: Although he was in fact guilty of the crimes described above, Mad Merc has mellowed considerably in the intervening years. His intentions on the island are not hostile, and the native population has not been jeopardized by the presence of the horseshoe complex and its personnel. He intended to use the seclusion and protection of the atoll as a secret base of operations for the construction of a floating island. However, those plans had to be changed when the missionaries became suspicious of Mad Merc's purpose and attempted to report the presence of the complex via their weather-station radio. The missionaries were taken captive and will be detained for another 72 hours, to be released just before the horseshoe begins its journey — in search of an even more secluded spot in the Antarctic regions where it is hoped that construction can proceed without more obstacles.

Father Tuck is the leader of the three-man missionary staff. A Negro of English descent, he is 61 years old, has gray hair, stands 5'8" tall, and weighs 145 pounds.

Brother John is the youngest (18) of the three missionaries. He is a Caucasian, Danish by birth, who attended a seminary in England before being assigned to Alulu Island. he is 5'11", 165 pounds, with blond hair, and right-handed.

Brother Robin is 22 years old, a Caucasian of English descent, and (like John) a recent addition to the staff of the outpost. He stands 6'2", weighs 170 pounds, has blond hair and is right-handed.

The natives in both villages are not overly anxious about the presence of the horseshoe, since neither it nor the people who populate it have harmed them. They are, however, naturally apprehensive about the way the complex rises and falls in the lagoon. The natives, including the chief (who resides in the village Mad Merc is not visiting), know nothing about the purpose of the complex — but they have been told to keep their walkie-talkies a secret from anyone who might visit the villages.

In order to keep the native population at ease, and because he likes to do it, Mad Merc has made several short trips to one village or the other, sometimes staying for two or three days. The trip he is on now is primarily a pleasure trip; even though the scheduled departure of the horseshoe is only a matter of hours away, there is no real need for him to be aboard until just before the engines are started.

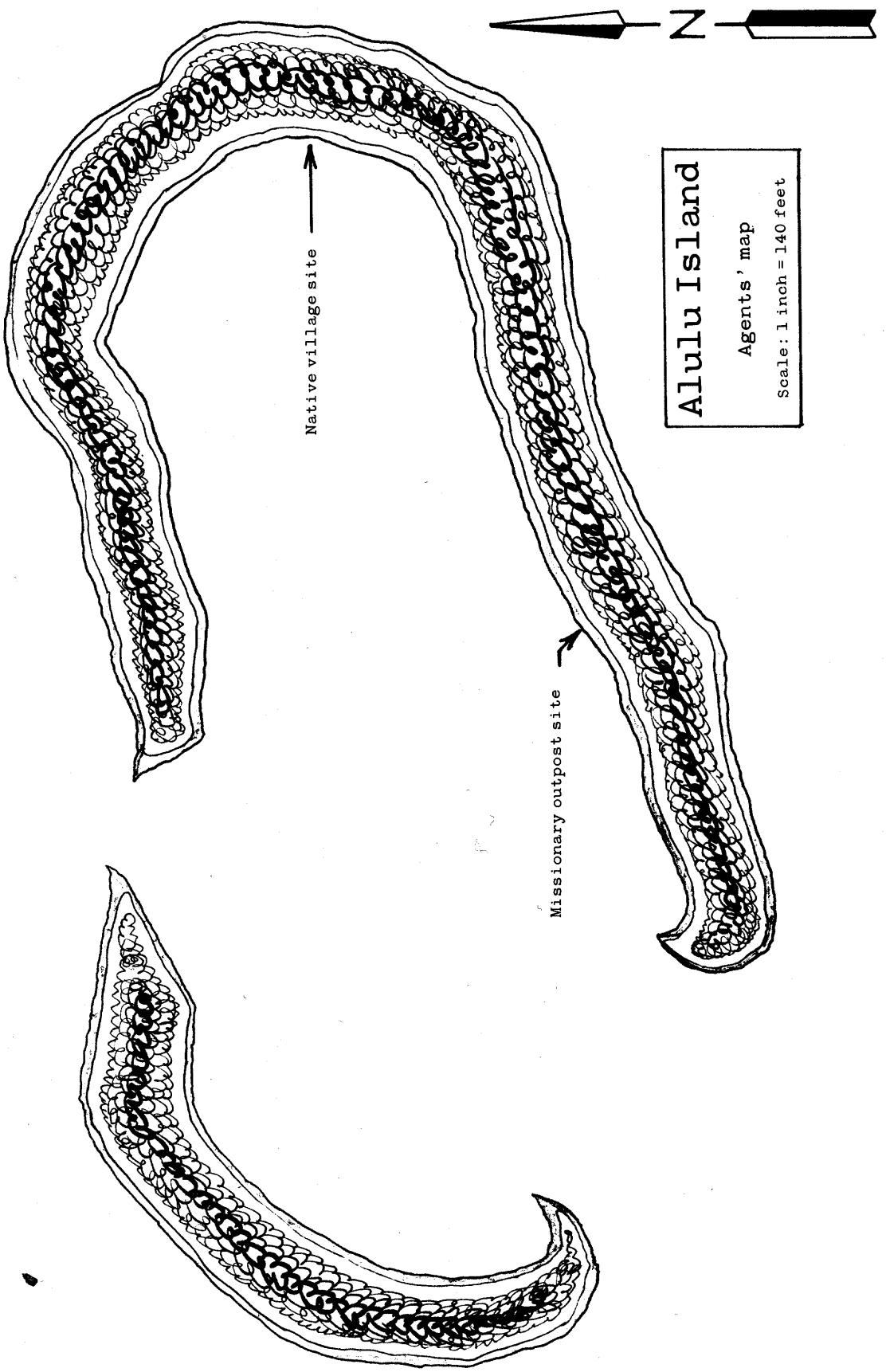
If investigating agents report the presence of the floating drydock to military officials, a military assault will not be initiated. Instead, the agents will be told to further investigate the structure, photographing it for later analysis, and to enter it if possible. Once they get inside they are to determine its function, its capabilities, and its future destination (if any).

Investigating agents who are captured will be searched, interrogated, and locked up in Sick Bay. They will *not* be released when the complex gets under way. If agents are caught or killed anywhere on the island or the complex, things will be made ready immediately for departure, and the complex will head for open sea and the safety of the chilly Antarctic shortly thereafter.

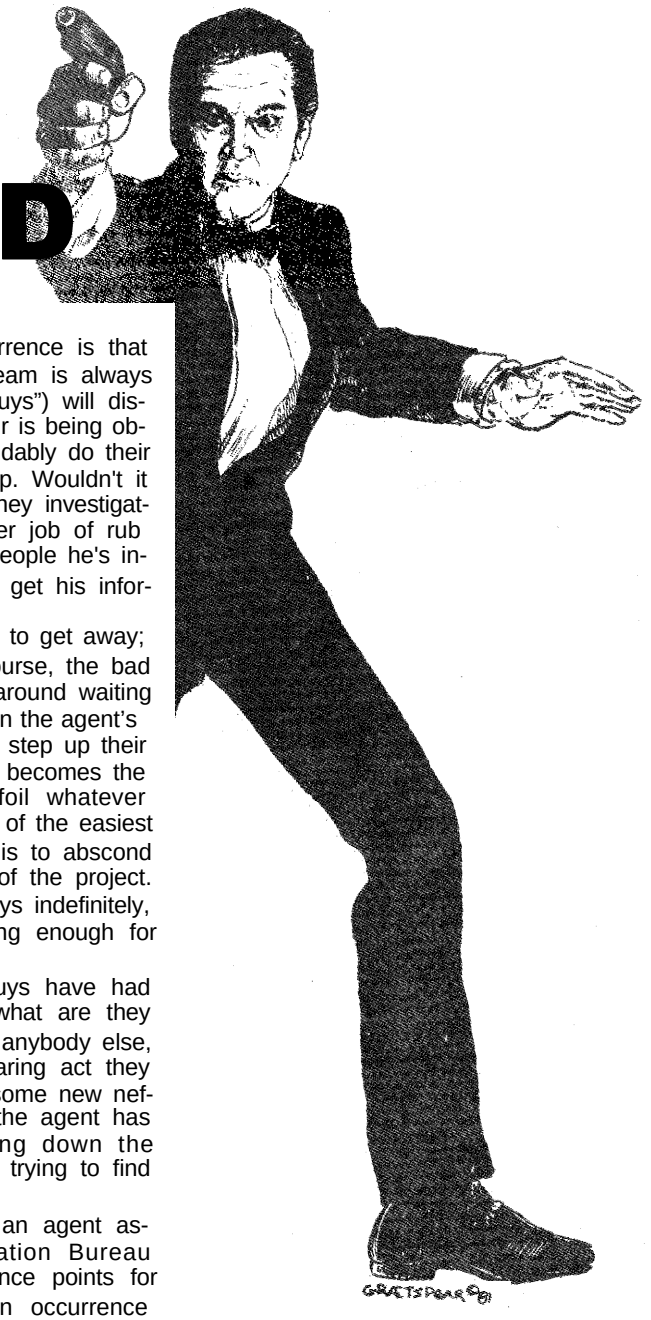
NON-PLAYER PERSONNEL TRAITS AND ABILITIES

		Primary traits												Languages			
	Sex	PS	Ch	W	Co	K	Cd	O	Dp	Ev	HH	Su	LL	J	E	M	G
Strikewell (Mad Merc)	M	52	102	101	102	72	51	77	102	77	129	179	15	—	86	71	77
Baker (Security Chief)	M	105	90	33	51	83	69	78	87	80	185	167	14	21	76	3	66
Drysdale (Guard)	F	70	85	79	66	96	88	68	76	87	157	163	15	17	90	2	81
Horse (Guard)	M	90	60	89	100	41	73	95	80	67	157	147	18	-	39	-	75
Krumm (Guard)	M	75	41	99	79	37	73	77	60	57	132	117	17	-	36	-	90
Nitt (Guard)	M	87	73	93	54	14	59	71	64	66	153	130	18	-	14	-	85
Rine (Guard)	M	93	54	95	72	86	89	83	63	74	167	137	19	19	80	9	85
Thompson (Guard)	F	65	97	24	19	99	97	42	58	97	162	156	9	66	98	73	41
Wicks (Guard)	M	98	36	98	96	76	53	97	71	45	143	116	19	20	70	10	35
Zyme (Guard)	M	77	29	71	94	63	91	86	62	65	142	127	15	2	60	-	79
Schwartzkopf (Con. E.)	F	83	47	74	65	95	24	45	67	36	119	104	16	13	80	-	93

Ekler (Con. E. Asst.)	F	65	84	71	55	87	04	30	70	88	153	143	14	4	76	-	81
Tanaka (Elect. Eng.)	M	48	24	85	62	98	93	78	43	60	108	122	13	91	82	31	72
Smith (Mech. Eng.)	F	29	94	75	89	81	78	85	88	117	163	10	7	79	-	60	
Hydrason (Nuc. Eng.)	M	99	66	44	34	99	89	67	50	78	176	112	14	15	95	3	89
Jones (Nuc. Asst.)	M	49	23	63	90	86	05	48	57	14	63	104	11	-	82	-	51
Hansen (Nuc. Asst.)	F	48	81	25	68	88	84	76	75	83	131	153	7	-	77	-	65
Watson (Computer)	F	19	08	51	38	97	50	44	23	28	47	64	7	12	96	-	76
Straum (Hydraulic Eng.)	F	48	06	19	44	81	57	51	25	63	111	107	7	-	42	-	71
Berkeley (Chem. Eng.)	M	60	18	82	28	94	70	49	23	44	104	72	14	-	90	-	39
Alexander (Welder)	M	94	57	51	82	52	40	61	55	49	153	104	15	-	50	-	81
Drimmle (Fitter)	F	44	48	86	83	95	87	86	66	68	112	134	13	11	87	-	67
Fox (Welder)	M	97	52	88	42	44	98	70	46	76	173	122	19	-	41	-	93
Harold (Fitter)	M	40	27	83	18	93	67	43	27	47	87	84	12	13	89	-	61
Horton (Maintenance)	M	86	03	81	13	81	42	28	08	23	109	33	17	9	77	-	42
Martinique (Maintenance)	F	67	05	28	07	96	74	42	06	24	91	30	10	91	81	-	33
DuBois (Crane Operator)	F	65	69	68	80	38	66	73	75	68	133	143	13	18	61	-	74
Tsuji (Crane Operator)	M	24	100	19	66	79	87	77	83	89	113	172	5	73	63	-	-
Atwood (Draft Tech.)	F	65	61	42	12	88	81	47	37	54	119	91	11	14	66	-	80
Detmer (Draft Tech.)	F	68	62	56	81	54	52	67	72	65	133	139	12	-	87	-	43
Box (Metal Labor)	M	69	60	75	61	50	73	67	60	66	135	126	14	82	-	82	-
Elton (Metal Labor)	M	94	45	97	85	53	86	85	65	65	159	130	19	86	88	-	20
Guild (Radar Operator)	F	45	80	45	25	15	30	28	53	55	100	108	9	-	43	-	84
Judge (Radar Operator)	F	55	01	45	19	58	01	10	10	01	56	11	10	-	12	84	84
Bat (Sonar Operator)	F	83	52	51	72	75	95	84	62	74	157	136	13	76	14	-	25
Dolphin (Sonar Operator)	M	61	11	49	43	38	32	38	27	22	83	49	11	-	61	-	86
DeForest (Radio Operator)	M	62	19	58	85	71	67	76	52	43	105	95	12	99	98	80	72
Marconi (Radio Operator)	F	36	07	34	55	100	79	67	31	43	79	74	7	91	97	81	88
Kingston (Ballast Control)	F	12	70	48	85	37	28	57	78	49	61	127	6	78	95	-	86
Flood (Ballast Control)	M	17	87	20	90	47	46	68	89	67	84	156	4	-	36	-	86
George (Quartermaster)	F	24	76	23	29	41	55	42	53	66	90	119	5	79	75	-	94
Koenig (Quartermaster)	M	90	61	70	49	40	70	60	55	66	156	121	16	-	65	-	87
Stew (Chief Steward)	F	42	88	41	98	95	37	68	93	63	105	156	8	-	99	-	90
Soup (Asst. Steward)	M	88	96	11	77	85	03	40	87	50	138	137	10	85	81	-	86
Doc (Medical Doctor)	F	79	32	02	47	97	42	45	40	37	116	77	8	-	85	-	39
Hurt (Medical Nurse)	M	41	72	37	102	85	61	55	79	120	134	8	78	05	-	54	
Broom (Janitor)	F	60	12	88	90	110	94	92	51	53	113	104	15	-	80	-	35
Vallier (Launderer)	F	33	80	60	102	45	98	100	91	89	122	180	9	83	86	-	91
Foreman (Boatswain)	F	88	67	30	89	66	98	94	78	83	171	151	12	-	90	-	68
Begg (Purser)	M	77	74	48	27	74	98	63	51	86	163	137	13	-	81	-	95
Lange (Carpenter)	F	67	48	65	95	76	04	50	72	26	93	98	13	-	94		
Short (Electrician)	M	114	48	10	23	78	43	33	36	46	160	82	12	84	03	-	93
Father Tuck	M	55	62	71	70	76	59	65	66	61	116	127	13	-	79	78	-
Brother Robin	M	77	75	69	96	80	109	103	86	92	169	178	15	-	93	92	85
Brother John	M	122	62	66	90	66	102	96	76	82	204	158	19	79	86	86	-
Native chief	M	81	82	84	84	85	82	83	83	82	163	165	17	51	72	95	-


N
Native village site
Missionary outpost site
Alulu Island
Agents' map
Scale: 1 inch = 140 feet

IN SEARCH OF A JAMES BOND



by Mark Mulkins

When one first becomes familiar with the TOP SECRET® game, a question that is bound to arise is, "Which bureau would James Bond be working for within the structure of the game?" Since nine players out of ten who get involved in the game have visions of 007 racing through their minds while they are playing, the question merits an answer.

The answer is, of course, that he would be working for all three operational bureaus at the same time. "But," exclaims the player, "how can that be if you have to sacrifice experience points whenever you have to transfer from one bureau to another?" The bulk of this article addresses that particular question.

Practically every Administrator who has set up a TOP SECRET campaign has encountered at least one player 'who wants to do it all. This player is not happy to do missions in just one bureau. He grouses about not getting experience points for doing things that would earn experience points in a different bureau; he complains loudly that he is getting tired of having to perform the same kind of mission repeatedly; and he screams in anguish when the Admin points out that if the player switches bureaus he will lose all of his accumulated experience points.

Essentially, this author is in sympathy with the player. When one stops to think about the psychology behind the bureau system, it must be realized that the missions that agents are going to be assigned to are not cut and dried. This is made quite obvious when the different bureaus are studied in the light of what takes place during an actual mission. For instance:

Investigation Bureau: Basically, the agent must be a snooper. It will be his job to get information about the wrongdoings (or right-doings) of a person or persons who do not want their activities known. Supposedly, the agent noses around until he gets an idea of what is going on, then reports home, and that will be that. But is anything ever that simple? Here are some of the occurrences an agent working for the Investigation Bureau is likely to encounter:

1) The most likely occurrence is that the bad guys (the other team is always referred to as "the bad guys") will discover their operation was or is being observed. They will understandably do their best to eliminate the snoop. Wouldn't it be extremely beneficial if they investigating agent could do a better job of rub bing out people than the people he's investigating, just so he can get his information home?

2) So the agent happens to get away; what happens next? Of course, the bad guys are not going to sit around waiting for the Home Office to act on the agent's findings. They are going to step up their timetable. Realizing that, it becomes the agent's responsibility to foil whatever new scheme is afoot. One of the easiest ways to halt an operation is to abscond with an essential element of the project. It may not halt the bad guys indefinitely, but it may delay them long enough for the cavalry to arrive.

3) Now that the bad guys have had their sinister plot ruined, what are they going to do about it? Like anybody else, they do the best disappearing act they can and start formulating some new nefarious scheme. And now the agent has the "new" task of tracking down the same bad guys again and trying to find out what is coming up.

By strict definition, only an agent assigned to the Assassination Bureau would receive full experience points for occurrence #1. Similarly, in occurrence #2 only an agent working for the Confiscation Bureau would get full points. And so the very agent who risked his life in #1 and #2 must content himself with what meager experience points he derives from occurrence #3 — merely because of the technicality that he is assigned to the Investigation Bureau.

Confiscation Bureau: Here, the situation is very similar. The agent can think of himself as Alexander Mundy, and the Admin as Noah Bain. It will be the agent's job to get possession of an item or items the bureau wants — and obviously this will be something that somebody else wants just as badly, if not moreso. So, in goes the agent and what happens?

1) He may be armed with the best knowledge available of where the item is and how it is guarded, but he is likely to discover that some flourishes were added to the game plan, mainly because the bad guys got edgy about the snoop that was poking around last week. So that means the agent has to do some up-to-the-minute snooping himself.

2) Once having acquired the desired object, the agent will more than likely have to get out and back to Home Base by the quickest means available. That may entail swiping a car or plane from the bad guys.

3) And all the while the agent is trying to get home, the bad guys are doing their level best to kill the agent. If the agent had a lick of sense, he would try to even the odds during the trip by disposing of some of his pursuers.

Once again, the agent only gets full

experience points for one section of the mission. In this case, an agent working for the Confiscation Bureau gets full points in occurrence #2, but he would have to be assigned to the Investigation Bureau to get full points for #1 and to the Assassination Bureau to get full credit for #3.

Assassination Bureau: Which brings us finally to one of the things man has always done best: thinking of clever ways to violently reduce the population level, generally without the approval of the people being reduced. So the Bureau has decided that someone has to go, and in goes an assassination agent:

1) He can be equipped with the best information available, but the agent is still going to have to assess the situation himself, if only to prevent the mistake of blindly walking into a trap. That means he's going to have to nose around somewhat to verify his information.

2) Obviously, the person who is the target is not going to willingly roll over and die. And if he is important enough for the bureau to want him dead, he is important enough for somebody else to want to keep him alive. And since violence begets violence, there are probably going to be people trying just as diligently to kill the agent as the agent is trying to kill the target. It isn't too surprising to see a lot of (not necessarily innocent) bystanders get snuffed out on a mission of this sort.

3) Once the job is over, the agent needs to assess two things: (a) Did the victim leave any physical effects that may prove just as dangerous in the wrong hands than as if he were never disposed of? And, (b) what is the fastest way out?

An affirmative answer to (a) means that the agent may have to steal an important item, and (b) may require the theft of a vehicle. Either way, the assassin may may have to steal something.

Here again, under the TOP SECRET rules, the agent receives full experience points for chores directly related to his bureau's function (#2) but gets shafted for the other things he does (investigation for #1 and confiscation for #3).

Categories of experience

The hypothetical situations set forth here will not be representative of the majority of missions an agent will be sent on. However, they do present a good argument for players who want their characters to be multi-talented and to accordingly receive experience points for the various tasks they perform.

So why not oblige them? It's really not that hard. After all, there are only three categories to classify activities into, and there should be little if any difficulty determining which bureau a given chore falls under. The only thing to be careful about is to make sure an agent does not receive double credit for the same action. For instance, an agent should not get points in both the Assassination and Confiscation categories for a successful kidnapping; that act is strictly a function of the Assassination Bureau. However, if the agent stole a plane with the target on board, then he would receive points for the kidnapping under the Assassination section, and points for the skyjacking under the Confiscation section.

At this point, some Administrator is likely to ask, "But how will I know what kind of missions to design for these multi-class agents?" That is a very relevant question. The truth of the matter is that—and this is probably the main reason why the game was designed with three bureaus in the first place — most operational organizations set up their activities such that there are three distinct departments.

That fact does not undercut this article's argument, however. Most organizations realize the value of giving their field agents at least sketchy training in each of the three categories before sending them on a mission. Then the agent is assigned to one of the bureaus, usually the one that he showed the most aptitude for. Later on, the agent may get loaned to another bureau (which is quite common), or he may voluntarily transfer to another bureau, just for a change of pace. This practice is not discouraged for two reasons: 1) The people at the top realize that if an agent falls into a routine, he may "go stale"; and 2) Those same people realize the benefits that accrue when their agents have well-rounded backgrounds. Once an agent transfers to another bureau, he does not "lose" the experience and talents that he had previously picked up merely because he has switched jobs. Instead, that experience and talents make his new job somewhat easier.

So why take away experience points from agents who transfer bureaus? The crux of the matter is that just because an agent switches from the Confiscation Bureau (in which he was, say, third level) to the Investigation Bureau, why should he suddenly steal like he is nothing but a first-level Investigator? Admittedly, it may be argued that once an agent is in the Investigation Bureau, there is less emphasis on anything that involves stealing or confiscation. But nevertheless, some thought and planning must go into those operations as well. The best argument for the opposing view (keeping a distinct difference between bureaus) would still make it possible to justify awarding an agent at least half credit (in terms of experience points) for performing activities outside his specialty.

Special Missions Bureau

Having come to the conclusion that agents should receive experience points in all three fields at once, it becomes prudent to offer another suggestion. It can be a real pain for an Admin to run an agent in all three bureaus simultaneously; a suggestion designed to alleviate this is the institution of an entirely separate bureau, called the Special Missions Bureau, that combines the features of the other three.

Some Admins probably have already conceived of a sort of Special Missions Bureau, so this is probably not a startling new idea. But it is worth considering in detail. The need for such a bureau becomes obvious the first time an Admin has a tenth-level Assassin encounter difficulty trying to steal a car for a getaway — something which would be a simple operation for an agent of any level in the Confiscation Bureau. After all, how difficult is it to envision James Bond getting nailed stealing a car?

There are two possible approaches to the Special Missions Bureau: the team approach (Mission: Impossible) and the individual agent approach (007). With the team approach, the Admin merely takes the top agents from each bureau and pools them together for a mission; very simple, and that is the total extent of the bureau. The individual approach, on the other hand, is appropriate for any egomaniac agent who insists on doing everything single-handedly (an Admin is bound to run into someone who falls into this category sooner or later). The guidelines proposed below will be very stringent for those egomaniac players, but also can be very rewarding.

Phase One, rounding out the agent: It will be in the interests of the Admin in charge of a Special Missions Bureau to have any prospective agents for such a bureau demonstrate great talents in each of the three operational areas. The best way for the agent to demonstrate those talents is to achieve fourth level in each other bureau. By doing that, the agent has proven his adaptability and his ability to survive (after all, a Special Missions Bureau would not want to go to the expense of taking on a new agent and then have him killed on his first mission). It is suggested that while the agent is in training in the other three bureaus, the Admin should award full experience points in each category for whatever the agent does — no matter which bureau he is assigned to then. It will speed the agent's development and get the real show on the road a lot more quickly.

Phase Two, initiation and development: Having proven his worthiness, the agent is now eligible to join the Special Missions Bureau. He must surrender *all* of his accumulated experience points, but in exchange he gets a number of benefits that he would not obtain otherwise. The scale that he will now be working on for experience points is as follows:

Special Missions Bureau

Level	Title	Experience points
1	Agent	0
2	Effective	6,000
3	Operative	12,000
4	Troubleshooter	18,000
5	Penetrator	26,000
6	Infiltrator	34,000
7	Special Agent	42,000
8	Artisan	50,000
9	Elite Agent	60,000
10	"00" Agent	75,000

Each level above 10th costs another 25,000 experience points,

Benefits: As can be observed, it takes quite a few points to go from one level to another, but there are these compensating factors:

1) The agent receives experience points for whatever he does, whether it is snooping, stealing, or shooting.

2) The *bonus* points that the agent receives as reward for a good mission are *not* divided by his current level.

3) Once per level, the agent may state to the Admin: "That did not happen." That is, the trap did not spring, a shot that would have killed the agent actually missed, and so forth. (The rationale for this benefit is that a highly skilled agent should not be eliminated just because of blind, dumb luck. If, on the other hand, bad things happened because the agent did something outrageously stupid — like jumping out of a plane without a parachute — the Admin should still not worry about allowing this "escape hatch": If an agent is that stupid, he will exceed his quota of pardons soon enough.)

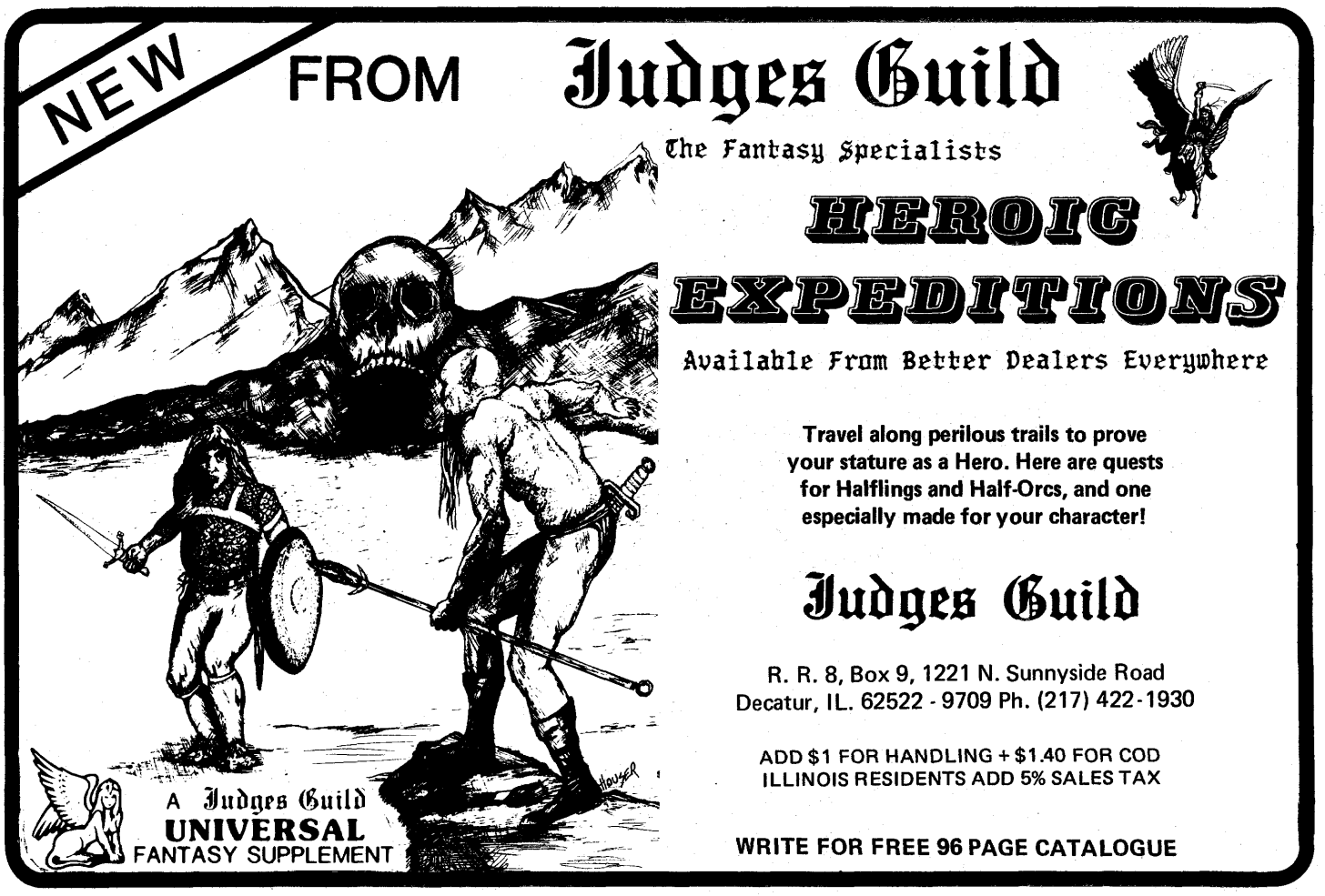
4) For each level the agent achieves, he has allocated to his service a fighting force of ten men. These men are *not* agents; they are the cavalry, the Marines, or whatever the Admin wants to think of them as. They may be called in to help the agent *once* during a given mission. Their exact capabilities (weapons carried, martial arts ability, etc.) should be determined by the Admin, keeping in mind that the higher the agent is in level, the more capable the force should be. If the force suffers any casualties during a mission, they are replaced by the time of the next mission.

If anyone is of the opinion that agents of the Special Missions Bureau have been given too many advantages, he should stop long enough to consider the position of such an agent: It will take two or three times longer for him to move up one level than an agent operating within a regular bureau. Furthermore, the Admin should make a point of assigning Special Missions agents only to the most dangerous, grueling missions that can be conceived.

Phase Three, retirement: If an agent is fortunate enough to reach 10th level, or exceed it, the Admin should think about retiring him. After all, if the agent is that good, he has more than likely become a legend in his own time. Along with that status goes recognition — an agent's worst enemy. The agent is no longer functional when people recognize him on sight. And if he has attempted to keep his appearance and identity concealed from public knowledge, he has more than likely had so much cosmetic surgery and had his face lifted so many times by now that he is wearing his chin on his forehead.

The Admin should suggest that the player retire this character to the Hall of Fame, but he should not be too surprised if the player refuses— in which case, the Admin has the option of assigning all his other agents to a really fun mission: the kidnapping and exile of SuperAgent to Retirement Island.

The foregoing offers a framework for establishing and operating a Special Missions Bureau. The fine details are left up to the Admin. The only thing to always heed above all else is that the assignments given to agents of the Special Missions Bureau are really *special,* requiring the services of a special breed of agent — in essence, if not in actuality, a James Bond,



The RASMUSSEN Files

SPY'S ADVICE

TOP SECRET

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by Merle M. Rasmussen

How are language fluency ratings raised?
Language fluency increases two ways. Refer to the section of *Improvement of Character Abilities* and treat separate languages as Areas of Knowledge (AOK). Or, complete the Language & Culture Course (Rasmussen Files, DRAGON™ #51.

* * *

Do agents shot in the arm or leg whose Life Level drops to zero die or just become unconscious?
Such an agent is unconscious and bleeds to death in 5 minutes unless aided by an agent who completed the First Aid course and carries a standard household first-aid kit. (Rasmussen Files, DRAGON #47).

* * *

How do player characters *lie* to one another?
Just as you and I talk to each other. If I lie to you, I don't roll dice or compare numbers, I just talk. If you trust me, you trust me; if not, you don't. You're not controlled by the numerical odds. Watch DRAGON Magazine for player character reactions.

* * *

How is a constant time frame between teams maintained?
This is one of an Administrator's toughest jobs. I've even run between groups for each bullet in a gun battle to keep teams synchronized. If one team sends a five-second message, the other team should get to send a five-second message. At tournaments we sometimes have a third party liason run between the two groups to keep them in synch. Continuity is one of the hardest jobs in the art of Administrating, especially since the nature of the TOP SECRET™ game causes players to break into small groups for their own protection.

* * *

How can player characters talk to one another without revealing their identities?
Have you considered having PC's write or type messages rather than speaking to each other? Watch future DRAGON magazines for more information on PC communication and multiple Administrations campaigns.

* * *

Why don't shots that miss have a chance to hit bystanders?
On a miss, roll to see which event occurs using the Hit Weapons Table, disregarding weapon damage. You also can try to determine the path of the projectile and allow it to strike the object or person behind the target missed.

* * *

On page 25 under "Hit Weapons," result C says consult "Intercept Chart." Where is this?
You're powers of observation embarrass us. The Intercept Chart was edited out of the manuscript just hours before the TOP SECRET game went to the printers. Unfortunately, references to the chart were *not* removed. Please disregard the reference, but watch DRAGON Magazine, where an Intercept Chart may be published in the future.

* * *

Agents A and B are engaged in hand-to-hand combat. B is knocked unconscious. If A shoots B, what happens? Is B dead?
According to the TOP SECRET (2nd edition) rules, HTH combat damage moves toward "subdual" and unconsciousness. Bullet or knife damage is real and the "real" damage reduces the Life Level of the Agent. If Life Level reaches zero, the agent dies, unless reached within five minutes by an agent trained in first aid with a standard first-aid kit.
Also, unconscious characters can be killed in one uninterrupted turn by an assailant's bare hands.

* * *

Can characters select a spy-related organization not connected to their country?
Yes. This is called treason.

* * *

What is the specific purpose of each section (bureau)?
Investigators are the eyes and ears of an espionage body. Confiscators are the hands, assassins the antibodies and protective organs, and technicians the supporting members, blood and legs of an organization. Administration is the brain.

* * *

What is point blank range?
Point blank range is a distance between an offensive fighter and victim measuring from touching to one meter away.

* * *

Is an agent's basic objective to keep a low profile and avoid combat or to be a trigger-happy mercenary?
The basic objective of an agent is to accurately perceive the situation and react in the manner most appropriate to that

situation. Agents should keep a low profile and avoid conflict as much as possible; combat often is unavoidable but should only be undertaken after all other options have been exhausted. TOP SECRET is played two major ways by two different groups I refer to as detectives and commandos.

* * *

Will the TOP SECRET rules be broadened, or will the game stay as it?

TSR Hobbies, Inc. has discussed rule expansions. Watch DRAGON Magazine for new TOP SECRET information.

* * *

What are thermite bombs and what do they do?

A thermite bomb does not explode but burns for 5-10 seconds, like magnesium oxide, temporarily blinding anyone viewing it. These bombs also melt through one-inch plate metal or asbestos walls, usually destroying flammable contents of safes or other heavy containers.

* * *

What are Light Intensifier Goggles and what do they do?

Light Intensifier Goggles electronically illuminate to daytime brilliance objects lit by the equivalent of starlight or a match. They are useless in complete darkness. If worn while viewing an explosion or an unexpected flash of light the wearer may be temporarily blinded.

* * *

What damage, etc. do throwing stars from *Rapidstrike* do?

Use the following stats for star-shaped throwing knives: PWV: -11; PB:-5; S:-43; M:-200; L:X; WS:A; RATE:1; AMMO:-; COST:15; DECP:-3; HWV:25.

* * *

What is the damage inflicted by a knife, stiletto or similar weapon when used in a normal attack form against an enemy?

Second edition rules present knife fighting as a separate type of HTH combat with normal knife damage ranging from W to Z. The offender's HTH weapon value causes other injury modifiers:

Less than 25	+1
25-50	+2
51-100	+3
101-150	+4
151-200	+5
201-300	+6
300+	+7

Stilettos (HTH:14) have a +1 (plus one) injury modifier, beyond the W-Z damage.

* * *

What is the "to hit" probability for animals? How is their offense rating determined?

Animals don't have offense ratings. The second edition TOP SECRET rules include the following Animal Table:

Animal	L.L.	Damage	Animal	L.L.	Damage
Shark	+9	+5	Snake	-3	-5
Barracuda	+7	+4	Dog	+2	-1
Piranha (6)	-3	-4	Wolf	+3	+0
Crocodile	+9	+5	Bear, black	+5	+2
Leopard	+3	+0	Talking Bird	-4	-6
Ocelot	+3	+0	Falcon	-2	-2
Gorilla	+6	+2	Other	Adm. decision	





Outfitting the new agent

TOP SECRET™

by Gary Gygax

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In order to market the TOP SECRET® game at a reasonable price, quite a bit of material had to be omitted. Because of this, the new agent feels as if he or she were a clone, stepping naked into the campaign with $400 clenched in one fist. While the money is to buy basic equipment for the agent, no details of starting possessions are given, and some novices might even imagine that a basic wardrobe must come from this paltry sum. In a like vein, there is no background information offered to aid the new player in identifying and personifying his or her character. Here are the systems which I have developed to help. You might find them useful until something "official" is published in the way of rules to cover these areas.

Sex
Self-explanatory; character's sex selected by player.

Race
Allow the player to choose one of the following: Caucasian, Negro, Oriental, Polynesian, American Indian, Indian, Mixed (specify).

Nationality
Self-explanatory; country of origin or country of residence, but if the latter origin should also be indicated.

Stock
Major national stock if not basically one type; i.e., "American of Irish-German parentage."

Height
Per rules.

Weight
Use height table, but with a weight base of 175 lbs. for males and 110 lbs. for females. Add or subtract weight at 5 lbs. per inch, for height above or below norm and as the result of a variant die roll. Example: Agent Sylvia Small is 5'7" tall, so her base weight is 120 lbs. (110 lbs. + 5 lbs. per each 1" over 5'5", or 10 lbs.) A roll on the table yields a 6, so Sylvia weighs 125 lbs., as a 6 indicates the addition of 1" to height, which converts to 5 lbs. of weight.

Hair
Player chooses from one of the following colors: ash blond, blond, dark blond, red-blond, red, red-brown, light brown, brown, dark brown, black, blue-black, gray, white (note graying if applicable). At the same time the characteristics of the hair must be noted — straight, wavy, curly, kinky — and amount and length noted — full, balding, fringe, bald; very long, long, shoulder-length, short, close-cropped.

Eyes
Select eye color: light gray, gray, pale blue, blue, dark blue, light green, green, hazel, light brown, brown, dark brown, black. Indicate whether contact lenses or glasses are worn to correct vision.

Complexion
Select both coloration and texture: pale, fair, ruddy, tan, brown, olive, dark, yellow, ivory, black; smooth, average, coarse, pocked.

Somatype
Select from the basic types, remembering any underweight or overweight condition determined: ectomorph (slender, thin, angular), endomorph (thick, stocky, rounded, plump), mezzomorph (square, muscular, athletic).

Right or left handed
Player's choice.

Distinguishing marks & mannerisms
Player notes marks such as moles, birthmarks, freckles, scars, tattooing, etc. Also note speech accent, distinctive gesture or walk, affectation, or apparel or accessory. Example: Sylvia Small has the following special marks and mannerisms: mole on right shoulder; smallpox vaccination scar on inner left thigh; slight freckling over bridge of nose; English pronunciation of *a, au,* and *ee;* smokes black cigarettes; wears rubies in rings, earrings, and other jewelry.

Home locale
Have player select area: New England, Mid-Atlantic, Southeast, Midwest, South Central, Great Plains, Southwest, West Coast, Eastern Canada, Quebec, Western Canada, Alaska, Hawaii, Puerto Rico, Virgin Islands, Mexico, Caribbean, Central America. Race and language skills can be affected by home locale, so the player must select carefully. If the campaign is broad enough, any other home locale can be selected, such as Argentina, Brazil, Chile, *et al,* Northern England, Southern England, Northern Ireland, Southern Ireland, Wales, Scotland, Belgium, Luxembourg, the Netherlands, *et al,* and so on throughout the world.

Birthplace
The player must select a city or town, typically one within his or her home locale or otherwise appropriate to family background.

Birthdate
Add month and year to age.

Age
Discard the age generation system used in the rules, as the curve is improper because it relies on treating d10 as such. Replace it with a bell curve generated with percentile dice as shown below, with starting age varying from 21 to 36. (5d4 + 16 may be used optionally to generate the same number range.)

Dice roll	Age
01-02	21
03-04	22
05-07	23
08-11	24
12-19	25
20-28	26
21-30	27
31-47	28
48-62	29
63-72	30
73-81	31
82-89	32
90-93	33
94-96	34
97-98	35
99-00	36

Education

Have the player select an appropriate college or university. Note degrees received — typically a B.A. or B.S. and probably an M.A. or M.S. If knowledge score is very high, additional degrees will be held in most cases.

Marital status

Select single, married, separated, divorced, widowed.

Children

Based on marital status, select any number from zero to six or more. Typically, agents will be unmarried or otherwise single.

Hobbies and interests

Here the player should list typical hobby, game, sports, and musical interests. Example: Sylvia Small collects colored gems and antique jewelry. She is an excellent chess player (shogi as well) but only fair at go. She also paints in oils, knows fine art, and has some knowledge of architecture of the medieval period. She reads avidly, science fiction and historical novels in particular. She enjoys classical music and is a connoisseur of fine wine and food. Sylvia is an excellent swimmer, takes ballet lessons regularly, plays golf and tennis, and skis (cross country in the main).

Family background

Roll for socio-economic status:

1: middle lower class (MLC)
2: upper lower class (ULC)
3-4: lower middle class (LMC)
5-6: middle middle class (MMC)
7-8: upper middle class (UMC)
9: lower upper class (LUC)
0: middle upper class (MUC)

Socio-economic class will affect personal starting possessions. Additional notes regarding parents and siblings can be recorded — whether living or dead, occupation, political leanings, etc. No questionable family activity is possible if the agent works for a government.

PERSONAL POSSESSIONS

This builds up a reasonable dossier. Then the personal possessions of the agent character can be determined.

Standard starting equipment	
Belt	1
Casual outfit	1
Gloves	1 pair
Hat or cap	1
Jacket	1
Shirt/blouse, dress	1
Shirt/blouse, sport	1
Shoes	2 pair
Socks	7 pair
Sweatshirt	1
Sweater	1
T-shirts	2
Underwear	7 sets
Work clothes	1 suit
Suitcase	1
Personal gear	
Aftershave/perfume	1
Clippers, nail	1
Comb	1
Deodorant	1
Ditty bag/shoulder bag	1
Passport	1
Penknife/scissors	1
Razor/makeup	1/6
Razor blades/lipstick	6/1
Toothbrush	1
Wallet/purse	1
Wristwatch, ordinary	1
Windproof lighter	1

Additional money

Additional money can be used only for purchases to augment clothing of a *General Outfitting* nature or for a standard (transportation) vehicle. To determine additional funds, use the following:

Age: For each year of age above 20, add $10.

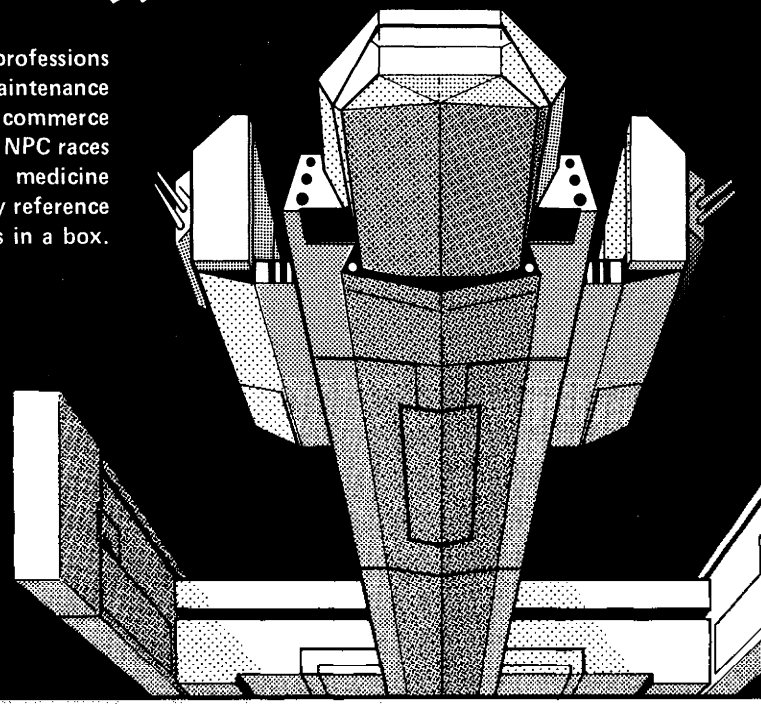
Socio-economic background: MLC, $0; ULC, $50; LMC, $100; MMC, $250; UMC, $900; LUC, $5,000; MUC, $15,000.

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It must be stressed that all additional money *must* be used to purchase clothing and the like, before the acquisition of items found under *Tools of the Trade* and after headings. Money — other than the $400 starting money for equipment — not spent is assumed as lost in one manner or another.

Additional personal items

With additional funds at the start, and the prospect of getting more, a few additional items of a personal nature and clothing are called for:

Item	wt.	cost
Attache case, fine leather	4#	$300
Boots, insulated or thermal	2#	$50
Corduroy trousers	2#	$20
Denim trousers	1#	$15
Galoshes	½#	$15
Handkerchief, cotton	—	$1
Handkerchief, silk	—	$8
Jewelry, any type	—	$10+
Lighter, gold	—	$2,000+
Luggage, 5-pc. nylon	5#	$90
Luggage, 3-pc. leather	15#	$900
Overshoes	—	$8
Raincoat, slicker type	1#	$25
Shirt, dress, designer	½#	$50
Shirt, dress or sport	½#	$15
Shoes, designer	1-2#	$225
Slacks, designer	1#	$100
Slacks, dress/casual	1#	$30
Sport coat, designer	3#	$500
Sport coat, regular	3#	$75
Suit, designer	4#	$750
Suit, regular business	4#	$200
Sweatshirt	1#	$10
Sweat suit	2#	$20
Tie, designer	—	$35
Tie, regular	—	$10
Topcoat/trenchcoat, all-weather	3#	$100
T-shirt	—	$5
Tuxedo (formal wear), designer	4#	$850
Wristwatch, designer	—	$1,500
Wristwatch, designer, gold	—	$7,500
Wristwatch, regular	—	$100
Wristwatch, sport/ waterproof	—	$250

This list is obviously not exhaustive, but it will help to stimulate participants to go beyond the confines of the printed lists. Administrators should additionally work up lists of other weapons (.25 Cal., .32 Cal., 7.65mm, .38 Cal., .44 and .44 mag. cals., .17 Cal., .22 mag. cal. pistols, various hunting rifles, and all other gauges of shotguns (including a sawed-off model) not shown in the rules. The special weapons table should show the cost of arrows and crossbow bolts, brass knuckles, and special throwing knives. New tables need to be done for regular and special tools of many sorts and for camping, fishing, and hunting gear.

If you are not overly ambitious, I suggest you fake it by compiling a good set of catalogs! (At last, the mail-order retailer is really providing invaluable service to adventure game hobbyists....) Gambling and liquor, and what goes with them, always seemed to occupy much of James Bond's time and funds, so perhaps you might deal with them in your campaign too. Whatever course you follow, fledgling agents as well as old hands should now be better personified, and more of the role of the individual can be played in your espionage role-playing games.

AGENTS NAME _____ SOMATYPE _____

BUREAU _____ HOME LOCALE _____

CODE NAME/ID # _____ BIRTHPLACE _____

SEX: • MALE • FEMALE BIRTHDATE _____ AGE _____

HEIGHT _____ WEIGHT _____ EDUCATION: SCHOOL _____ DEGREE _____

NATIONALITY _____ SCHOOL _____ DEGREE _____

RACE _____ STOCK _____ SCHOOL _____ DEGREE _____

HAIR: COLOR _____ TYPE _____ MARITAL STATUS: ❑ SINGLE ❑ MARRIED

COMPLEXION: COLOR TEXTURE _____ ❑ WIDOWED ❑ DIVORCED

EYES _____ GLASSES? - CONTACTS? CHILDREN _____

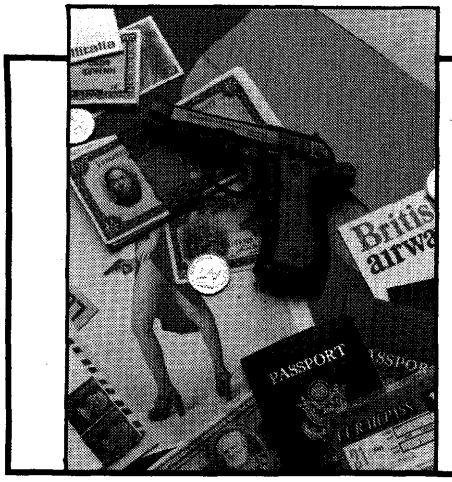
RIGHT • or • LEFTHANDED HOBBIES/INTERESTS _____

DISTINGUISHING MARKS/MANNERISMS _____ _____

_____ FAMILY BACKGROUND _____

PERSONAL GEAR EQUIPMENT

WEAPONS



Special Knowledge and a bureau for Infiltrators

TOP SECRET

by Gary Gygax
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All agents in the TOP SECRET® game are special. They have a highly dangerous profession, a profession requiring great courage and skill and special knowledge. Agents are well educated, and those worthy of the name have specialized training as well. In order to reflect this specialized training, it is necessary to add new areas of special knowledge to your TOP SECRET game rules.

Special Knowledge areas

Each agent will have one or more areas of Special Knowledge. Agents with knowledge of a superior sort in these special areas are assumed to have had agency or law enforcement agency training appropriate to their Bureau Classification. *In order for an agent* to change *from one section to another, the required Special Knowledge must be possessed.*

The number of areas of Special Knowledge possessed by an agent depends upon his or her Knowledge score. A score of 01-50 gives the agent 1 Special Knowledge area; 51-60 = 2 areas; 61-70 = 3 areas; 71-80 = 4 areas; 81-90 = 5 areas; 91-00 = 6 areas.

An increase in Knowledge sufficient to move the agent to a higher-ranked category brings assumed additional areas of Special Knowledge. Knowledge scores above 00 (100) bring an additional Special Knowledge area (beyond 6) for each 10 points or fraction thereof over 100.

The agent selects his or her first Special Knowledge Area as appropriate to his or her Bureau Classification. Any other areas are rolled for on the table below, with any duplicates re-rolled until a different area is indicated.

01-08 Burglary (+10% to chances in this area)
09-16 Criminal Investigation (+10% etc.)
17-24 Demolitions (+10%, etc.)
25-32 Disguise (+10% for impersonation *et al.)*
33-40 Espionage/subversion (+10%, etc.)
41-48 Forgery/counterfeiting (+10%, etc.)
49-56 Insurgency/counter-insurgency (+10%, etc.)
57-64 Mimicry (+20% to voice imper sonation *et al.)*
65-72 Police Science (+10%, etc.)
73-80 Safe cracking (+10%, etc.)
81-00 Player's choice of above

Required Special Knowledge areas

For Section 2, Investigation: *Criminal Investigation*
For Section 3, Confiscation: *Burglary*
For Section 4, Assassination: *Police Science*
Section 5, Infiltration (see new bureau description below): Disguise

The amount of skill in a particular Special Knowledge area determined to be in an agent's repertoire is determined in the same manner as for other areas of Knowledge, by dice roll. An agent will have a Special Knowledge score for each area, whether or not that area is specified as one in which the agent has superior ability. In cases where knowledge of a non-superior nature is indicated, the agent's Special Knowledge score in that area is equal to half of his or her Knowledge score (rounded down). No bonuses to the chance of success are ever given in areas of non-superior knowledge.

New Bureau: INFILTRATION

Infiltrators are agents whose job it is to become part of some group or organization in order to ascertain the goals, aims, and secret activities of the group or organization. By whatever means these agents become accepted by the group or organization, and at the very least they secretly report to Administration, relating all the pertinent information gathered. Infiltrators might eventually be called on to subvert or destroy the group or organization or otherwise disable it.

SECTION 5 — Infiltration

Level	Description	Experience points necessary
1	Snitch	0
2	Foist	1,000
3	Inside man	2,500
4	Plant	4,000
5	Ringer	6,000
6	Contact	8,000
7	Insinuator	11,000
8	Penetrator	14,000
9	Subversive	17,000
10	Infiltrator	20,000

10,000 experience points per level above 10th, i.e. an 11th-level infiltrator has 30,000-39,999 experience points, a 12th level has 40,000-49,999, and so on.

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TABLE OF MISSIONS

Infiltration Bureau

MISSION	BASE EXPERIENCE POINTS	100 point BUREAU BONUS	BASE MISSION PAYMENT	$25 BUREAU BONUS	HUMAN INVOLVED	BRIEFING INFOR-MATION	WITHHELD INFOR-MATION	POSSIBLE COMPLI-CATIONS
Infiltration	500	X	$50		yes			
Foreign agency	500		+ $25	&		Ø, P, Q	F, G, R S	L, M, T, U
Political group*	400		+ $15			Ø, P, Q	I, R, S	K L, N, O, U
Criminal group**	300		+ $10	&		A B, Q	E, I, R	G, O, V
Student group	200				A, B, P	I, S	K O, U	
Street gang	100				B, Ø, Q	E, I, R, S	I, O, V	
Passing on Secret Information	50		$20		sometimes	D, Q	F, S	M, W
Identification of Group Leaders	25 each	&	$10 each	&	yes		F, S	M, T, U, V, W
Revealing Secret Plans	100		$40	&	sometimes	D	F, G, S	K, M T, U, W
Disabling Major Group Function	200	&	$40		sometimes			K, L, O, T, U, V
Subversion of Group	400	&	$60	&	yes			L, O, T, U, V
Destruction of Group	300		$50	&	yes			K, L, O, T, U, V

* — Includes religious cult groups.
** — Those of an organized, sophisticated nature, as opposed to most street gangs.

TABLE OF MISSION KEYS

& — Only agents working this mission for the INFILTRATION BUREAU may claim this bonus.

A through O — as per "Table of Mission Keys" in TOP SECRET rule book, page 12.

Ø — Nature and size of group.
P — Group acceptance requirements.
Q — Special identification, signs, passwords, and/or rituals.
R — Special tests or rites.
S — Consequences of discovery.
T — Counter-intelligence activity.
U — Publicity and/or government investigation.
V — Vendetta by members or associated group.
W — False information planted.

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Definition of agent missions

Infiltration — The entry or joining of a group in order to better understand it or discover its true objectives and aims. *Foreign agency group infiltration* pertains to organizations of a hostile or non-hostile government, whether of a police, espionage, governmental, or other function. *Political group infiltration* pertains to foreign or domestic political organizations, activist groups, terrorist groups, and extremist/elitist groups and includes political-religious and religious cults. *Criminal group infiltration* applies to organized crime associations, smuggling rings, and criminal "brotherhoods." highly organized gangs, etc. *Student group infiltration* pertains to organizations of politically active foreign or domestic college or university students (and often faculty) involved in subversive or anti-establishment activity, terrorism, etc. *Street gang infiltration* applies to the penetration of a large, organized urban gang of young persons (with possible adult leadership) involved in drug dealing, killings, extortion, and other criminal activities.

Passing on Secret Information — To discover and relay the data obtained from penetration of a group. Information obtained must be heretofore undiscovered. It may be of a verbal or material nature. Transmission may be by telephone, radio, written message, etc.

Identification of Group Leaders — To discover and relay, by message or in person, the principal leaders of a group. These identities must have been previously unknown or suspected, and data must be detailed and include photographs or sketches, descriptions, names, background information, and so forth, as appropriate.

Revealing Secret Plans— To transmit, by any means, plans of an important nature which the penetrated group wishes to keep secret, and by so doing either prevent the successful fulfillment of the plans or reveal the true nature of the group, or both.

Disabling Major Group Function — To destroy individuals or equipment physically, mentally, or otherwise, or to make some important plan, purpose, aim, or goal of the penetrated group known, so as to result in the group being incapable of adequately functioning in the area for a period of time commensurate with the overall nature of the group. Disablement must be for some very important purpose or for a period of time not less than one month.

Subversion of Group — To alter the infiltrated group by the agent's presence so as to make it much less dangerous, change its purposes to more acceptable areas, or actually become a tool of the agent's masters.

Destruction of Group — To cause the infiltrated group to disband, fall apart due to discord or pressure, be broken up by government, police, or public activity, or to physically disable it by destruction of individuals and/or material objects. Destruction is permanent, although a similar group under a different name or identity might thereafter be formed. Revealing information can lead to destruction of a group.

New Complications

Four new areas of complication (T, U, V, W) are offered here, in addition to the five (K, L, M, N, O) given in the rules. They may be added to the missions given in the rules as the Administrator sees fit.

The chance for complication is determined as stated in the rules.

T: Counter-Intelligence Activity

Dice roll	Complication
30 or less	Identity of agent(s) responsible becomes a prime goal of group concerned
31-50	Agent(s) identity discovered and dossier circulated
51-70	Agent(s) put on extermination list and attempt will take place in 1 to 10 weeks
71-85	Extermination list extends to at least one level above agent(s) as well as to agent(s)
86-90	Bureau penetrated and double agent insinuated, so all Bureau missions will be compromised (target and objective known to accuracy of 10-90%; 0 = mission not discovered by double agent) until agent discovered and eliminated

U: Publicity and Government Investigation

Dice roll	Publicity
40 or less	Bureau of agent(s) hinted at, but no real data exposed and little harm actually done
41-70	Cover-up successful, but agent(s) concerned must operate in foreign (to own Bureau and as concerns mission nation) area for 1 to 10 months
71-85	Unfavorable results; awarding of any and all Bureau bonuses impossible for 1-10 missions
86-89	Agent(s) concerned must either retire or change to a different Bureau (if knowledge permits)
90	Agent(s) so compromised and well known that total retirement is necessary

V: Vendetta by Members or Associated Group

Dice roll	Vendetta
20 or less	No information which can be found leads to the agent(s): so vendetta is dropped
21-50	One agent (the most active during mission) is suspected, so assassination attempt will occur in 1 to 10 weeks
51-70	All agents concerned are known, and attempted assassinations will occur in 1 to 10 weeks
70-80	Bureau is also known, and in addition to agent(s) assassination, headquarters will be bomb attacked
81-87	Agents involved in assassination attack in 1 to 10 weeks, and opponents also cause Publicity and Government Investigation to be begun/renewed
88-90	Full-scale vendetta will begin and last indefinitely, with Bureau agents assassinated or eliminated whenever known and continuing attacks by arson and bombings on all headquarters wherever discovered

W: False Information Planted

Dice roll	Plant
50 or less	False information non-critical with respect to balance of data, but no monetary bonus paid by Bureau because of it
51-70	False information only delays usefulness of remainder, but no Bureau bonuses of any sort are given because of it
71-80	Information useless, and all experience and payment for mission are forfeited
81-87	Agent discovered due to passing of false information; attempted extermination
88-90	False information used to cast doubt on whether agent(s) involved are loyal or turncoat(s) and/or double agent(s), so unless special steps to prove loyalty are successful, agent(s) deemed ineffective and must retire permanently

Next month: Another new TOP SECRET® adventure

What more can be said, except to keep your collar turned up and your hatbrim turned down.... Until we meet in a safe house somewhere, or duel across a baccarrat table, may the spirit of 007 be with you!

TO: All readers
FROM: ''The Editor''
SUBJECT: Module, DRAGON™ #62

TOP SECRET
Espionage Role Playing Game

CHINATOWN: The Jaded Temple is a ready-to-play TOP SECRET™ mission for one to four players (each with a first to third level agent) and an Administrator. Of course, the number of players and their agents' levels is left to the discretion of the Administrator.

The adventure can be played in one of two ways: (1) As a one-shot mission, unrelated to any previous or future missions, generally involving newly created characters; or (2) As part of a larger scheme, a campaign game. These games can involve new or previously established characters, and each mission is linked to past and future missions by a continuous thread of ideas and events.

Either way, this module offers an exotic setting for the agents and is a useful tool for Administrators learning or examining the art of designing game environments.

Note to prospective Administrators: This module is for your use. If something doesn't fit your personal taste, alter or remove it! The only way a module can be ''personalized'' is if the Administrator using it puts his or her own effort into modifying it.

Chinatown: The Jaded Temple



TO: Player/Agents
FROM: ''The Adminstrator''
SUBJECT: Mission briefing

TOP SECRET
Espionage Role Playing Game

BACKGROUND: Two days ago shipment of newly discovered radioactive isotope, Dragonium, hijacked for reasons unknown. IMPERATIVE Dragonium found and returned to Darcy Research Institute for proper storage and dispensation. IMPERATIVE isotope containers remain undamaged. Outside sources narrowed possible locations of stolen property to several sites. Investigate location deemed most likely: temple on edge of Chinatown. EXTREME CAUTION advised in use of explosives and small-arms fire.

OBJECTIVE: Investigate temple grounds and interior. Determine location of isotope. (Bonus offered for motive of theft.) If containers found, return to this base with information. DO NOT attempt recovery of isotope.

EQUIPMENT: Street clothing, synchronized watches, throat microphones and ear jacks, flashlights, one Geiger counter wrist unit, one mini-camera with 12 exposures of infrared film, and billy clubs for personal weapons. Return all equipment to proper division upon completion of mission. Other equipment taken on mission must be yours or obtained through other sources.

TRANSPORT: Standard van from the organization's garage assigned, with two sets of keys. Damages over $500 subtracted from your payment.

PAYMENT: As per standard for ''stealing'' mission, plus $100 bonus for each agent due to danger of mission. All medical expenses paid.
Good luck . . .

‘ ‘ I underestimated the people in Chinatown,’ ’ said Su Wing. The old

sifu sighed as he turned to his pupil, Ming Lau.

“Well,” he continued, “one is never too old to stop learning, especially when dealing with our own people. Who would believe that Chinese would turn against other Chinese?”

“But, master,” asked the initiate, “why was their resistance unexpected?”

“It was expected, but not nearly in such proportions. The tongs in Chinatown have fought among themselves for years. We came to Chinatown expecting to be treated with the respect we gained in the old country, but instead we were treated like enemy tongs. Now the other tongs are joining forces to keep the *Anfu* out of Chinatown.”

“There must be a way to stop them. *Anfu* must be established in Chinatown,” said the initiate. “But the people would never stand for a massacre of the tongs.”

“I realize this, but the fact remains that the tongs must be removed and the people kept silent about our presence. If only there was a way to do both....”

Su Wing lapsed into deep thought. An idea began to form.... Yes, it might just work. His students were almost masters of kung fu themselves, and they did need the practice. The execution of the plan would have to be flawless, but he felt sure the students were capable. There would be risks, of course, and just one unfortunate event would ruin the small foothold the *Anfu* had so far gained in Chinatown. The risks he would take, and try to compensate for....

“Master?”

The voice of Ming Lau drifted into his thoughts, unbidden.

“Yes?”

“Have you chosen a course of action?”

“I have. And I am presently going to retire to my quarters. Make sure I am not disturbed until morning,” said the *sifu* as he turned and walked toward the interior of the temple.

“Yes, it will work,” he said under his breath. “When I am through, it will work.”

* * * * *

The technician was instantly upset when he heard the news.

“What do you mean, the *vans* were stolen?”

“Just what I said,” answered the guard. “We were driving to the pier, and the next thing you know there’s gas all over the inside of the cab! The next thing I knew, I woke up in the street with Lucas beside me, and the vans were gone.”

“What happened to the driver and guard from the other van?” asked the technician.

“I don’t know. Maybe they ran for help or something. We just got back here as fast as we could.”

Almost anything being shipped in a Darcy Research van is valuable, at least to someone, thought the technician. The company’s vehicles had been victimized by thiefs and hijackers before, but never before had two vans traveling together been taken at the same time. And these particular vans held something not only valuable but dangerous: containers of Dragonium, a scarce and deadly radioactive isotope.

“Those fools,” said the technician. “I wonder if they realize what they’re carrying for cargo? If the seal is broken on just one of those containers...” he shuddered.

* * * * *

“Are you sure the vans are in there?” asked Mark Jarra as he and his contact sat in their vehicle across the street from a “derelict” warehouse. It didn’t seem possible that the building, which looked like it would fall down at any minute, was the hiding place for the two Darcy Research vans that had turned up missing the day before. But if his ever-reliable contact in Chinatown was correct, this was definitely the place.

As if to confirm the agent’s own thoughts, Chou Yan Lee said, “Of course I’m sure. Do you think I would have questionable information on a matter of such great importance?”

“I know otherwise,” said the agent apologetically. “But I find it hard to believe that the vans were so easy to locate, especially when the police didn’t even have a clue.”

“Well,” said Chou, “no vehicles have left this place, so the vans must still be in there.”

“You forget,” said a voice behind them. “Three rikshas left the warehouse a couple of hours ago.”

“Which reminds me,” said Jarra, turning towards the radio operator, “what did our tails pick up on those three?”

“All three drivers stopped at the same location after each made several other stops first. All three then proceeded to a storage warehouse and haven’t moved since.”

“What’s the place they all went to?” asked Jarra.

“It doesn’t have a name; just an old temple on the fringe of Chinatown,” answered the radio operator.

Jarra stepped out of the car they were seated in and leaned back in the open window. “I’m going to take a look inside. Be back quickly.” He crossed the street and vanished into the shadows near the warehouse.

In a few minutes Jarra reappeared next to the car. As he slid into the driver’s seat, he said, “The vans are in there, all right, but they’re guarded. I counted four men. The rear doors of the vans were open, but I couldn’t see any sign of the Dragonium containers.”

“Which means they were taken away by the rikshas!”

“Maybe,” said the agent. “Since it’s the only lead we have, contact headquarters and have them send somebody over to that temple, while we watch this place.”

* * * * *

The temple looks harmless enough. It is located at the edge of the area of the city known as “Chinatown.” The building is constructed of wood and stone; most of the structure is obscured from view by a ten-foot-high stone wall encircling the grounds. A clump of small, leafy trees blocks the temple from casually prying eyes that look through the single wrought-iron gate in the wall.

During the day, little activity can be observed going on inside the temple grounds. Only an occasional glimpse of a fleeting shape moving in the front courtyard will reward the most persistent of “snoopers.”

At night, the area just inside the perimeter wall is illuminated in spots, and human shadows can be seen moving inside the temple itself when a body passes before a lighted window. A lone guard patrols the perimeter wall, his outline clearly discernible in the dim light, but no one looking through the wrought-iron gate into the courtyard will see any other signs of movement outside the temple building.

The inhabitants of Chinatown have become apprehensive about the nature and the purpose of the people inside the temple, and very little activity takes place in the vicinity. No resident of the area will willingly go near the little temple nor the building around the temple. Thus, whether night or day, there is little danger of temple inhabitants being observed by innocents who (if they were more curious or less fearful) might otherwise have caused problems by informing the local authorities.

DESCRIPTIONS

The areas in and around the temple are described so that Administrators can locate needed information quickly. Basically, each section of text contains four sub-sections, as follows:

(1) Number of area. Name of area. General description of furniture and equipment found in the area. Concealed objects (concealment rating) and their descriptions, requirements for determining value, to whom they are valuable, and how valuable they will be.

(2) DAY = Lighting being utilized (A = natural, B = incandescent, or C = fluorescent) from 6 a.m. to 7 p.m. in this area. Names of denizen in the area at these times (followed by a percentage chance they are in the area at any specific time, or the chance of returning after each minute's absence) and what they will be doing (followed by percentage chances if multiple actions are possible).

(3) NIGHT = Same as in "DAY" except this information is for the times between 7 p.m. and 6 a.m. Pitch darkness is natural lighting at night, but this can be altered to "DAY" lighting (if artificial light is available) in one round.

(4) NOTES = Any pertinent data that does not fit into any of the above categories. Also included here is incidental information the Admin might want to introduce into the adventure.

1. FRONT COURTYARD: An open-air courtyard, with trees lining a stone pathway and obscuring the view of most of the yard (treat as "target obscured" situation for hit determination purposes). The pathway branches into two paths, each ending in a set of stone steps leading up 5 feet to the loggia (see #2). The trees are 11-20 feet in height (determine individually if necessary by rolling a d10 and adding 10 to the result).

DAY = "A" lighting. No patrols or denizen in the area.

NIGHT = "B" lighting in the four corners of the courtyard improve the vision of anyone inside the courtyard to that possible in normal daylight. Morris Everhart has watchman's duty on the outer wall (he patrols by walking on the top of the wall) and has a 10% chance of passing a given point (cumulative per each 30 seconds of absence) at any time. He patrols the wall in a clockwise direction.

NOTES = The gate at the front entrance is wrought iron and has a Difficulty Rating of 45. Anyone attempting to break it down will arouse Everhart, who will rush to the gate within 60 seconds (and it will only take this long when he is at the extreme other side of the wall). The gate is locked (—/40). Trees in the courtyard have a 5% chance per foot of height of being able to support the weight of a human.

2. **LOGGIA:** An open-sided, roofed porch area connects the various sections of the temple building. Pillars stand on either side of the hallway at 10-foot intervals. The roof is 12 feet above the floor of the hallway.

The crosshatched areas on the map represent silent-alarm pressure pads (40/60) which notify the Security Office (see #24) of trespassers. If a pressure pad is seen before it is stepped on, the observer will also notice a set of switches on the edge of each pad, at floor level, that allow the pressure pad to be activated and deactivated from any side of the pad.

DAY = "A" lighting from courtyards. The loggia is unpatrolled during daylight hours, though there is a 5% chance of encountering Kwan Cheng in the area at any time of day.

NIGHT = "A" lighting; overall darkness, except for the light which illuminates the courtyards. There is a 10% chance of an encounter with either Terrance Davis or Rodney Dangrey, who patrol individual and opposing routes which cover the entire loggia. Both use flashlights which illuminate a 3-foot area around the light.

NOTES = Doors leading to areas #16-19 are locked (—/30); doors to the main building (#3) are alarmed and locked (25/40), and give notice of trespassers to the Security Office (see #24).

Chinatown: The Jaded Temple

by Jerry Epperson

3. MAIN HALL: The walls and floor of this giant room are parqueted with dark wood, and the interior is tastefully decorated in modern Chinese decor. The western section of the room contains three small, short-legged tables, each accompanied by six large throw pillows. The eastern part of the room has a longer (also short-legged) dining table with twelve throw pillows around it. The walls have a variety of items hanging or leaning against them, mostly paintings (a total of seven) and some canvas hangings of Chinese poetry. Anyone with an AOK of 100+ in Fine Arts will recognize the paintings as valuable originals by well-known Chinese artists. (All of the poetry is the work of Su Wing, and would not be recognizable in the same fashion.) Anyone who tries to sell one or more of the paintings to an art collector will get $1,000 to $10,000 for each painting sold, but if the total price of all paintings sold at one time is more than $15,000, the art collector will notify police authorities (see the TOP SECRET rules for "Fencing Purloined Goods"). These originals are owned by Su Wing, and are not stolen merchandise.

DAY = "A" lighting is in use ("B" when occupied). Roll percentile dice when entering the room: 01-75, room is unoccupied; 76-85, Kwan Cheng and Sui Ying Ho are cleaning the room; 86-99, Su Wing and his students are eating at the dining table; 00, all people mentioned on the above list are present in the room.

NIGHT = "A" lighting. This area is empty; there are no patrols inside the Main Hall at night.

NOTES = Only the double doors leading into the Exercise Room (see #15) are locked or alarmed (15/30) to notify the Security Office (see #24) of trespassers; all others are unlocked.

4. QUARTERS: This room has a sleeping mat in one corner. At the foot of the mat is a locked metal chest (—/15) containing clothing and personal grooming equipment (comb, vanity mirror, toothbrush and toothpaste, wash bowl and pitcher, etc.) and a short-legged table with a lamp ("B" lighting) on it and a throw pillow beside it.

DAY = "A" lighting is in use ("B" lighting possible). There is a 25% chance that Kwan Cheng will be resting on his sleeping mat. Otherwise, the room will be unoccupied.

NIGHT = "A" lighting is in use. Kwan Cheng will be asleep on his mat, but if any loud noises are made within 10 feet of his room, he will be awake and ready to surprise prowlers.

NOTES = Kwan Cheng is a 72-year-old, 7th-degree black belt in kung fu. He was formerly Su Wing's *sifu* (master) before Su Wing himself achieved that rank. There is a dead-bolt lock on the inside of the room's door, but the lock is never used by Kwan Cheng.

5. QUARTERS: This room has a sleeping mat, and at its foot a metal chest which is locked (—/15) and contains a collection of diaries and scrapbooks written by Sui Ying Ho as well as clothing for all occasions). The room has a nightstand which holds a reading lamp ("B" lighting) and a book of Chinese history.

DAY = "A" lighting is in use ("B" lighting possible). The room is only occupied by Sui Ying Ho's Siamese cat, Kio (Life Level = 6/Injury Modifier = 2). The cat will not bother anyone entering the room.

NIGHT = "A" lighting. Roll percentile dice upon entering the room: 01-80, Sui Ying Ho is asleep on her mat (there is a 50% chance that Kio will "meow" unless the intruders do something to keep the

" . . . I wish that Master Su Wing would not bring the trucks here. Not only do I fear for his safety, but for ours . . . "

cat quiet); 81-95, Sui Ying Ho is reading her Chinese history book ("C" lighting); 96-00, Sui Ying Ho is sitting at the table writing an entry in one of her diaries ("B" lighting).

NOTES = The door to this room is always locked (—/30). If the agents examine Sui Ying Ho's diaries, a knowledge of the Chinese language (75+) is necessary to understand what is written. After 1-5 minutes of reading, (roll a ten-sided die and divide by two, rounding up) the reader will find some interesting entries:

"...I wish that Master Su Wing would not bring the trucks here. Not only do I fear for his safety, but for ours....

"...My fears were unfounded. The Master has decided to transport the stolen goods by riksha to the basement. I think they will use the gymnasium entrance, though I cannot be sure until they get here. I do not look forward to that time...."

"...They have arrived. I am not sure what the Master intends to do with the metal cannisters, but he has told me that something will be done in the very near future. The future can not come too soon...."

This last entry is dated on the day of the reading.

6. KITCHEN: This room has several food preparation areas and includes a stainless steel table, fireplace, oven, stove, and refrigerator-freezer. There are sinks and storage shelves, with dry goods lined along the shelf edge, along one wall and a dumbwaiter in the northeast corner (see map).

DAY = "C" lighting is in use. Sui Ying Ho will be here 75% of the time, preparing food for either Su Wing or the personnel in the basement area.

NIGHT = "A" lighting. The kitchen will be empty at night, and it is not part of the patrolled area.

NOTES = The kitchen has several nasty HTH weapons: cleavers (HWV = 50), knives (50), and cutting boards (30). The dumbwaiter can carry 125 pounds of weight in its 4' x 4' x 4' frame. Anyone with an AOK of 110+ in Physics will know this fact intuitively. Others will take some time to figure out the proper calculations, but can eventually accomplish the task. Anyone who weighs more than 125 pounds will cause the cable to snap, and will fall (inside the dumbwaiter) to the basement level 30 feet down. The falling character takes 2d10 damage; see the TOP SECRET rules, "Damage From Falling." The noise will alert everyone within 100 feet of the crash.

7. STORAGE: This room is full of shelves reaching almost to the ceiling. Some shelves are empty and very dusty. On other shelves are boxes marked "Uniforms" and "Mats." In the boxes are kung fu exercise uniforms, guard uniforms, police outfits, and a potpourri of other uniforms. The boxes labeled "Mats" are empty.

DAY = "A" lighting is in use ("C" lighting available). The storage area is devoid of personnel and is not patrolled, so that the chance of an encounter in this room with another person is virtually zero.

NIGHT = "A" lighting is in use. The room is always unoccupied and not patrolled at night.

NOTES = The door is locked (30/45) and alarmed to notify the Security Office (see #24) of trespassers. To search every box in this room would require 30 minutes for one man, proportionately less time for more than one. For each 3 minutes spent in normal search, there is a 5% chance of being discovered by guards patrolling outside the room, or of guards being notified of intruders by people who pass near the room. The Administrator will determine who, if anyone, will show up to investigate.

8. QUARTERS: This room has a sleeping mat and a dresser (containing extra kung fu exercise uniforms, street clothing, and scrapbooks filled with clippings from competitions won by "Ming Lau"). On the dresser are five trophies, all for victories in martial arts tournaments.

DAY = "A" lighting is in use ("B" lighting possible). There is a 35% chance of Ming Lau being found in this room, practicing his kung fu routines.

NIGHT = "A" lighting is in use. There is a 75% chance that Ming Lau will be feigning sleep if enough noise was made prior to anyone entering his room; otherwise, he will be found asleep.

NOTES = The door is always locked (—/30) during the day, and there is a 75% chance the door is locked at night (Ming Lau forgets sometimes).

Ming Lau is a 28-year-old, 4th-degree black belt. He is young, and acts very cocky when he knows his expertise is greater than those around him, but is an introvert when around those with more skill. Su Wing is training him to be an assassin.

9. QUARTERS: This room has a sleeping mat, some practice mats, and a trunk which contains some clothing and room decorations. Beneath a false bottom (35) there lies a manila envelope which contains papers dealing with a new initiate of the *Anfu* organization, Walter Moy.

DAY = "A" lighting is in use. There is a 45% chance that Walter Moy will be here. Otherwise, the room is empty.

NIGHT = "A" lighting is in use ("B" lighting possible). There is a 30% chance that Moy will be practicing his kung fu routines on the practice mats. Otherwise he will be asleep on his sleeping mat.

NOTES = The door is always locked (—/30). If the room is occupied, "B" lighting will be used. Walter Moy has the same chance as Ming Lau of awakening because of noise from outside (see #8).

Walter Moy is a 21 -year-old, 1st-degree black belt who has just recently joined the *Anfu.* He is particularly adept at martial arts and was enlisted shortly after aquiring his black belt; at his young age, this achievement is nothing short of a miracle.

10. QUARTERS: This room has a sleeping mat, short-legged desk, throw pillow, lamp ("C" lighting), and several kung fu training manuals.

DAY = "A" lighting is in use ("B" or "C" available). There is a 25% chance that Mar Runck will be found reading one of his training manuals; otherwise, the room will be empty.

NIGHT = When an individual enters the room, roll percentile dice: 01-85, Mar Runck will be asleep on his mat; 86-90, he will be reading his manuals; 91-95, he will be found using a small radio, contacting his Russian agent friends at the Soviet embassy in town and reporting his findings about the *Anfu;* 96-00, Mar Runck is out of his room (meeting a Soviet contact). If the room is occupied, "B" lighting will be used; otherwise, "A" lighting is in effect.

NOTES = As can be gathered from the above description, Mar Runck is a Soviet agent investigating the *Anfu* operation in Chinatown. He will not jeopardize his cover to help captured agents, but will fight them as if he were a member of *Anfu* (though he can be influenced; see the TOP SECRET rules on "Contacts").

Mar Runck is a 23-year-old, 3rd-degree black belt. He is of Yugoslavian descent and comes from a "history" of revolutionaries; thus, he was prime material for the *Anfu* people to recruit from the Soviets. Su Wing does, however, have his doubts about Runck's sincerity.

11. QUARTERS: This room has several short-legged tables and pillows. There



are also several listening devices and their headsets on the tables. The listening devices include a parabolic microphone, worth $350 to the organization; a transmitter locater, worth $8,750; and a wired drop microphone, worth $15. The wire from this microphone runs under the floor and beneath room #10. There is also an all-wave radio scanner/receiver, worth $9,500, with three headsets connected to it.

DAY = "B" lighting. *Anfu* agents Chuck Lee, Sin Bo, and Howell Glennon are manning the listening devices and keeping tabs on Mar Runck. Two agents (roll d6: 1-2, Chuck Lee and Sin Bo; 3-4, Chuck Lee and Howell Glennon; 5-6, Sin Bo and Howell Glennon) are watching Runck, or at least listening in on him, at all times.

NIGHT = "A" lighting. Chuck Lee, Sin Bo, and/or Howell Glennon are keeping their silent watch. If Runck is out of his room, roll on "DAY" watch table to determine which of his observers is gone from the room. Otherwise, all three agents are in the room.

NOTES = These agents, when not sleeping, wear infrared goggles which allow "night vision" to a limited extent. They all wear rubber-soled shoes to minimize noise. These pieces of special equipment are used only at night. The door is always locked (—/45).

Chuck Lee is a 25-year-old, 3rd-degree black belt from China. Sin Bo is a 22-year-old, 1st-degree black belt from Korea. Howell Glennon is a 30-year-old, 4th-degree black belt from the Netherlands, a "free agent" employed for his expertise in surveillance. All are *Anfu*-trained agents: though they are not permanently based in Chinatown, and will act to protect any other *Anfu* agent — whether or not that agent is a suspected infiltrator.

12. QUARTERS: This room has three cots and several shelves containing food and cooking utensils. There is a concealed door (10) leading to room #11.

DAY = "A" lighting ("B" available). The room is usually unoccupied, but there is a 10% chance that one and only one of the three surveillance agents from room #11 will be asleep on a cot. Roll d6: 1-2, Chuck Lee; 3-4, Sin Bo; 5-6, Howell Glennon.

NIGHT = "A" lighting ("B" available). There is a 30% chance the room is occupied by one of the three agents from room #11; that agent will be asleep on a cot. Roll d6, finding the result as in the "DAY" description above.

NOTES = This door is always locked (—/60) and is never used by anyone, including the occasional occupants. The door connecting room #11 with this one is never locked.

13. QUARTERS: This room has a sleeping mat and a large trunk, containing clothing and personal paraphernalia (souvenirs from China, scrapbook of youth, other non-important items), which is locked (—/15). Also in the room is a bookshelf holding a variety of anarchist-style books, and a short-legged table with throw pillows.

DAY = "A" lighting ("B" available). There is a 25% chance that Chou Leung will be reading in his room; otherwise, the place is vacant.

NIGHT = "A" lighting. There is a 10% chance Chou Leung will be found reading ("B" lighting); otherwise, he will be asleep on his mat.

NOTES = The door is always locked (—/30) and jury-rigged to alert Chou Leung of intruders (a small bell hanging over the lip of the door will fall when opened; there is a 5% chance the alarm will fail, but deactivation is impossible). Unlike the other students of Su Wing, Chou Leung packs a pistol at all times.

Chou Leung is a 21-year-old, 1st-degree black belt. He joined the *Anfu* hoping to get revenge on the government that "killed" his father (he died a broken man because of the welfare system). His mother committed suicide shortly after his father's death, so Chou Leung has seen a lot of death and will not hesitate to deal it out in moderate doses.

14. QUARTERS: This room has a sleeping mat, a dresser which contains clothing, a shelf holding several books on martial arts and fighting techniques, a short-legged writing table with desk lamp ("C" lighting) and throw pillow, and a filing cabinet containing information about the *Anfu* operation in Chinatown. The documents, though they appear authentic, are worthless frauds.

DAY = "A" lighting ("B" available). There is a 10% chance that Su Wing will be found here working on his plans for Chinatown. In this case, he will have with him some quite authentic papers referring to the use of radioactive bombs as "controls" on the people of Chinatown. Otherwise, the room will be empty and no such notes will be found.

NIGHT = "A" lighting. Su Wing will originally be asleep on his mat, but any noise made prior to entering the room has a 25% chance of waking him. Any noise made while actually entering the room has a 75% chance of waking him, though he will feign sleep until he can effectively attack.

NOTES = The door is locked during the day (—/45); at night, a deadbolt is applied and so is an alarm (25/65) which notifies the Security Office (see #24), as well as Su Wing himself, of intruders.

Su Wing is a 56-year-old, 9th-degree black belt. He is the organizer and leader of the Chinatown-based *Anfu* organization. His cunning and intelligence during

a confrontation are matched only by his deadliness. The Administrator should strive to play Su Wing like the master he is, with the eloquence of a true noble personality. Do not give agents an easy time of it when they try to tackle Su Wing — he's mean and he knows it!

15. EXERCISE ROOM: The southern two-thirds of this room's floor is covered with large padded mats for practicing kung fu routines. On the uncovered floor are five single-unit saunas, a weight and bench-press machine, three punching bags, and a set of barbells, plus some 30 individual loose weights ranging from 5 to 20 pounds. A concealed door (10) on the south wall opens onto the street. The door is a 20-foot-wide steel panel with stonework attached to the street-side surface. When activated, it slides to the west behind the solid wall adjacent to it. The area covered by the mats is part of a hydraulic lift system which can raise and lower a 50-foot-square platform from the basement to ground level. The lift can only be discovered if agents move exercise mats off the floor in this area to reveal the surface beneath.

DAY = "C" lighting. There is a 40% chance that Su Wing and his students will be training in the room.

NIGHT = "A" lighting. This room is unpatrolled and unoccupied at night.

NOTES = A master switch located in the southeast corner of the room near the concealed door will activate the lift and cause it to descend to the basement (see Garage, room #40). The switch will be found automatically by any agent who searches for such a thing, but if a specific search is not made for the switch, there is only a 5% chance for an agent to notice the small device, and then only if the agent comes within 10 feet of the southeast corner of the room. The door leading to room #3 is locked and alarmed (15/30) to notify the Security Office (see #24) of intruders.

16. QUARTERS: This room contains a sleeping cot, a writing table with a desk lamp ("C" lighting), and a dresser holding personal clothing and a carrying case for an assault rifle. An agent with an AOK of 110+ in Military Science will be able to identify the case as belonging to a 7.62mm AKM.

DAY = "A" lighting ("B" or "C" available). There is a 80% chance that Morris Everhart is in his room. If he is, there is an 80% chance he is sleeping on the cot; otherwise, he is awake and cleaning his rifle.

NIGHT = "A" lighting. The room is always empty at night and is never checked by passing guards.

NOTES = The door is locked (—/30). Anyone making unnecessary noise while guards are passing outside the door runs the risk (Administrator's discretion) of being heard.

17. QUARTERS: This room has a sleeping cot, a night stand with a clock radio and a desk lamp ("C" lighting) on it, and a large trunk, containing clothing items and extra guard uniforms, that is locked (—/15).

DAY = "A" lighting ("B" or "C" available). Rodney Dangrey will be found sleeping on his cot. He will not usually be awakened by anything softer than a gunshot, much less someone trying to enter his room. He has been known to sleep through the noise of a vacuum cleaner being used in the same room.

NIGHT = "A" lighting. The room will be empty at night and goes unchecked by passing guards.

NOTES = The door is always locked (—/30). If agents enter this room while Dangrey is asleep, and don't make any blunders or actual attempts to wake him up, they can probably operate without being disturbed; people passing in the hallway, if they hear anything, will just think Dangrey is up and moving around.

18. QUARTERS: This room has a short-legged desk, several throw pillows, a hammock, and a large metal trunk containing clothing, pistol-cleaning equipment, and several boxes of .32 cartridges for pistols. There is a concealed compartment (30) in the trunk bottom that contains a locked (—/10) wooden chest. The chest contains the components for a Walther GSP Match Pistol (Rate=1 / Ammo=5 / A=8 / C=0 / F=3 / P=4 / R=5 / Weight=49 oz.) that is worth $900 to any handgun enthusiast. Someone with an AOK of 90+ in Military Science can assemble the weapon.

DAY = "A" lighting ("B" available). There is a 75% chance that Terrance Davis will be asleep in here; otherwise, he is wandering in the temple area and may return (45% chance every 5 minutes).

NIGHT = "A" lighting. The room will be empty and is not checked by passing patrols, though any movement might be checked out (5% chance that a guard will enter the room; roll once for every minute inside) by either Rodney Dangrey or Terrance Davis (50% chance for each).

NOTES = The door is always locked (—/45), and the chance of being discovered from outside the room at night goes up by 25% if a light is used while in this room. (The door is not flush with the door jamb, so light seeps out under the door). The Administrator should apply this modifier when a light shows; then, if the discovery roll would not have succeeded without the modifier, the agent was not heard, and the guard will enter intending just to turn out the light.

19. BATHROOM: This room contains a single shower unit, a toilet, a sink, and a medicine cabinet. The cabinet contains aspirin and upset-stomach medication, but no prescription drugs and nothing illegal. There are several boxes of bandages and first-aid medication, and several bottles of shaving lotion and cologne. The room is always kept clean, and a very obvious dead-bolt lock is attached to the inside of the door.

DAY = "A" lighting ("B" lighting plus fan when occupied). At any time, there is a 5% chance someone will be using the bathroom. If so, roll d10 to determine who: 1=Su Wing, 2=Ming Lau, 3=Walter Moy, 4=Mar Runck, 5=Chou Leung, 6=Kwan Cheng, 7=Sui Ying Ho, 8=Morris Everhart, 9=Terrance Davis, 10=Rodney Dangrey.

NIGHT = "A" lighting. The bathroom will be empty and no one ever checks it while on patrol.

NOTES = The door is unlocked when the room is unoccupied, locked (—/20) when in use.

20. EXERCISE COURTYARD: This open-air, very well cultivated courtyard has closely cropped grass and a large willow tree (36 feet tall) growing next to a giant flat-topped rock. Surrounding the courtyard, 5 feet higher than the courtyard itself, is the loggia (see #2).

DAY = "A" lighting. There is a 30% chance that Su Wing and his students will be here practicing "live combat." If they are not on hand, there is a 25% chance that Kwan Cheng will be present, helping to keep the courtyard immaculate. Otherwise, the area is empty.

NIGHT = "A" lighting. The courtyard will be empty, but intruders stand a 10% chance of being discovered after being in the area for one minute, with a cumulative +1% to the chance for each minute, they remain in the courtyard beyond the first. To determine the guard who discovers the intrusion, roll d10: 1-3, Terrance Davis; 4-6, Rodney Dangrey; 7-10, Morris Everhart.

NOTES = Several ladders allow people to climb down from the loggia to the exercise courtyard. Anyone who jumps from the loggia down to the courtyard, not using a ladder, could (5% chance) sustain 1-2 points of damage from a twisted ankle or some such injury. The large branches of the willow tree can hold 175 pounds of weight before breaking. If there is a disturbance due to an injury or a tree branch giving way, roll d10 to determine which guard arrives to investigate the noise, using the list above.

21. REAR COURTYARD: This open-air courtyard is just as well manicured as the Exercise Courtyard (see #20), and the trees obscure vision just like those in the Front Courtyard (see #1). The pond has a large and varied supply of tropical fish, ranging from harmless goldfish to the turkeyfish — whose skin is poisonous to the touch — and a variety of coral arrangements. The bridge and the cobblestone pathways are not unusual in any way. The Storage Shed (see #22) dominates the northeast corner of the



temple grounds.

DAY = "A" lighting is the only available. There is a 10% chance of encountering Kwan Cheng and Su Wing as they share each other's company in the courtyard. Otherwise, the courtyard is vacant.

NIGHT = "A" is the only lighting. There is a 10% chance per minute (cumulative) of being seen by Morris Everhart as he patrols the perimeter wall. Also, the guards on the loggia have a chance of noting intruders, as described under #2.

NOTES = There is a 10% chance that anyone stepping into the pond will come in contact with a turkeyfish. The unfortunate person will immediately be affected by its poison (consider the effects similar to "convulsionary poison" as in the TOP SECRET rules for "Poisons: Use, Effects, and Antidotes"). Tree height should be determined and utilized as per the procedure described under #1.

Anyone with an AOK of 100+ in Animal Science will be able to identify the turkeyfish and thus be able (with Medical AOK of 30+) to apply the proper first-aid treatment to offset the effects of the poison.

22. STORAGE SHED: This shed has a solid cement floor with walls and roof of cement block. It is full of gardening equipment (rakes, lawnmower, spreader, several bags of fertilizer and grass seed, tool boxes full of tools), but the most interesting item is a large floor safe mounted on a cart. The safe is locked (10/60) and empty. If the cart is moved, the person(s) moving it will notice that it was sitting on a metal plate. This is a hydraulic lift going down to room #23, and is controlled by pressure studs on the pad itself.

DAY ="A" lighting ("B" available). The shed is empty of personnel at all times.

NIGHT = "A" lighting. Agents in the vicinity of the shed might (10% chance) see someone (Su Wing) enter the shed and not come out. (Su Wing has used the lift to reach room #23.) Otherwise, the shed is vacant.

NOTES = To spot the metal plate, the safe must be moved. No other procedure is allowed. If the safe is opened and the alarm goes off, the Security Office (see #24) will be notified and will be waiting In #23 for the intruders to enter. The thick metal door to the shed has the world's finest padlock on it (—/50). The lock will withstand gunfire and refuse to open. If hit by a shell larger than .30 caliber, the padlock will be jammed shut. If the one firing is within 5 feet of the lock when the shot goes off, he or she and all those within a 10-foot radius of that person will sustain 0-9 points of damage from fragmentation (roll d10, subtract one). Roll d10 and add 10 for the number of shots the lock can sustain before it will finally fall off.

23. SCREENING ROOM: A hydraulic lift runs from room #22 down to this area. The room is devoid of furniture except for a (one-way, bulletproof) mirror on the east wall. The south door is made of steel and the east door is simple wood (with an iron core for extra protection).

DAY = "B" lighting. No personnel will be found here.

NIGHT = "B" lighting. Depending on what occurs when agents investigate room #22, either Su Wing or the security personnel may be in this location. Otherwise, the room will be empty.

NOTES = All persons who enter this room are screened by the Security Office personnel (see #24). If the visitors have clearance, the south door is unlocked from the Security Office to allow access to the remainder of the basement level. At all other times, the south door is locked (—/100), and the east door locked somewhat less securely (—/60). If any attempts are made to unlock either door from outside the Security Office, a voice over a loudspeaker will tell the occupant(s) to be patient until security files are checked. If a second attempt is made, a ventilation duct will carry sleeping gas into the chamber. The security personnel in #24 will then transport the incapacitated prisoners to the Detention Block (see #26).

24. SECURITY OFFICE: This room is filled with a small but complete computer system, video monitors, alarm systems, and main overrides for the hydraulic lift systems and the lower level door locks (pneumatic doors only). There are two chairs, one facing the one-way mirror and the other on the monitoring screens. A concealed door (25) leads to a tunnel that connects with the sewers (see #39). (There is another concealed door at the north end of the tunnel with the same rating).

DAY = "C" lighting. Thomas Haskins and Chai Chang man the consoles during the day shift. If a security breach is detected anywhere in the complex, roll d10 to determine who investigates: 1-3, Thomas Haskins; 4-6, Chai Chang; 7-9, Kwan Cheng; 10, Su Wing.

NIGHT = "C" lighting. Gregory Benson and Shu Shing Lee are on duty. If a security breach occurs at night, roll d10 to see who investigates: 1-2, Gregory Benson; 3-4, Shu Shing Lee; 5-6, Morris Everhart; 7-8, Terrance Davis; 9-10, Rodney Dangrey.

NOTES: When a guard or other denizen of the temple investigates a possible security breach, use one of these two methods to determine how long it takes for the guard to arrive: (A) roll d10, with the result equaling the number of minutes until the guard's arrival at the site, or (B) calculate the guard's location and determine the distance and route he

must travel, then move the guard toward the site of the disturbance at the same time players are taking their usual actions and movements.

The computer system in this room will yield a hard-copy list of *Anfu* agents based in the United States, and the agents' organization will pay $1,000 for it, but only those agents with an AOK of 75+ in Computer Science will be able to work the equipment in this fashion.

25. STORAGE ROOM: This room has five sets of shelves, with each individual shelf holding several crates and boxes. The noise of ceiling fans operating at high speed is immediately apparent, and the odor of gunpowder and gun oil in this room is almost overpowering. Each crate contains two dozen 7.62mm AKM assault rifles. The boxes contain ammunition cannisters, each holding 500 rounds of ammunition for an AKM. Two dollies leaning near the door can be used for transporting the boxes and crates.

DAY = "A" lighting ("C" available). This room is empty at all times.

NIGHT = "A" lighting. The room is empty.

NOTES = The alarmed and locked (15/60) door is made of steel and operated by a pneumatic mechanism which can be controlled from the Security Office (see #24). If it is unlocked without the security controls or broken open, the alarm will bring security personnel to investigate.

Anyone who enters this room has a chance of suffering adverse effects from the fumes that collect in here. Roll d10 for each agent or NPC who enters and multiply that number by the character's Willpower. This represents the maximum time, in seconds, that the character can remain in the room before suffering the ill effects, which act the same as "Irritant" poison (see TOP SECRET rules), but at only 50% normal severity (percentile rolls for losses in Physical Strength and Knowledge are halved before being applied). If a character stays in the room for more than twice as long as his or her limit, treat the effects of the fumes as if a second "dose" had been taken. This cumulative effect can be avoided if a character leaves the room for at least ten minutes between visits.

Anyone lighting a match or other flammable object in here stands a 45% chance of igniting the fumes throughout the room. The effect of this is equivalent to 10 sticks of dynamite going off in an enclosed area.

26. DETENTION BLOCK: This room has a pneumatic steel door and contains several chairs and two steel-frame beds. A mirror mounted on the wall above a sink is actually a one-way plexiglass mirror and has a camera monitor on the other side. The entire room can be viewed from a screen in the Security Office (#24).

DAY = "C" lighting. The room will have no occupants other than those who might have been captured previously in the adventure by security personnel.

NIGHT = "A" lighting. (There is a dimmer switch in the Security Office.) Occupants, if any, as described in the DAY section above.

NOTES = The hidden camera has an infrared filter. The pneumatic door is locked (15/60) and connected to the Security Office alarm system. Anyone attempting to break in or escape the room will attract one of the two persons on duty in the Security Office at that time (50% chance for each one).

27. QUARTERS: This room contains a bunkbed and a dresser (empty unless the room is occupied). There is a small table with four chairs, and a sink and mirror set-up in one corner.

DAY = "A" lighting ("C" available). There is a 75% chance the room will be occupied by Donald Sims, a truck driver employed by the *Anfu,* if his truck has just delivered a shipment of weapons or is picking up a shipment (see Garage, #40, to determine the presence of the trucks.)

NIGHT = "A" lighting. Donald Sims, if present, will be asleep in the bed.

NOTES = The door is always locked (—/30) when the room is empty, but sometimes (10%) unlocked when the room is occupied.

28. QUARTERS: This room has three sleeping mats, a short-legged table with three throw pillows beside it, and three trunks containing clothing and shoes.

DAY = "A" lighting ("C" available). This room is unoccupied during the day.

NIGHT = "A" lighting (10% chance that "C" lighting will be in use). This is the place where the three riksha porters reside when they stay at the temple. There is a 50% chance that Fu Hsu, Hsien Yang, and Ching Chan will be in the room, and if so, a 30% chance they are all awake when the room is entered; otherwise, all three are asleep.

NOTES = The door is locked (—/30) during the day, but there is a 50% chance it will be unlocked at night, whether or not the porters are present.

29. QUARTERS: This room has a bed, a dresser containing grease-stained, but laundered, clothing and personal grooming equipment, plus a table and two chairs in one corner and a shelf holding repair manuals for diesel and gasoline engines.

DAY = "A" lighting ("C" available, and in use when occupied). There is a 10% chance that Howard Bobbick will be in here looking something up in one of his manuals; otherwise, the room is empty.

NIGHT = "A" lighting. There is a 35% chance that Howard Bobbick is poring over his manuals at the table; otherwise, he is asleep in the bed.

NOTES = The door is always locked (—/30). Bobbick keeps a 9mm Walther P-38 U.N.C.L.E. under his pillow at night, and has it on his person during the day.

30. QUARTERS: This room has a bed, a dresser containing guard uniforms and normal street clothing, and a small table with two chairs in one corner.

DAY = "A" lighting ("C" available). The room is always vacant during the day.

NIGHT = "A" lighting ("C" when occupant is awake). There is a 95% chance Thomas Haskins is in the room and, if so, a 35% chance he will be awake, reading a magazine; otherwise, he will be asleep.

NOTES = The door is always locked (—/30) and during the night, Haskins has a jury-rigged alarm system (30/30) placed on it.

31. QUARTERS: This room contains a bed, a dresser containing guard uniforms and personal grooming equipment, a nightstand with a lamp ("C" lighting), and a bookshelf with several books on handguns and a complete collection of *Soldier of fortune* magazine, worth $150 to a collector.

DAY = "A" lighting ("C" available). The room is empty during the day.

NIGHT = "A" lighting ("C" when occupant is awake). There is an 85% chance Chai Chang will be in this room and, if so, a 25% chance he will be awake, reading his books or magazines; otherwise, Chai Chang will be asleep.

NOTES = The door is always locked (—/30) and trapped (30/45). The trap, when it goes off, releases sleeping gas and sounds an alarm which wakes Chai Chang. Anyone caught in this trap will be taken to the Detention Block (see #26). Shih Chang keeps a .22 double-action self load under his pillow at night and in his back pocket during the day.

32. QUARTERS: This room contains a bed; a large metal trunk which is locked (—/15) and contains street clothing, weapon-cleaning equipment, and personal grooming equipment; a portable (cardboard) closet which contains guard uniforms, evening suits, and shoes; and a gun rack which is locked (—/15).

DAY = "A" lighting ("C" available). There is a 75% chance Gregory Benson will be in this room and, if so, a 25% chance he will be awake, cleaning his rifles; otherwise, he will be asleep.

NIGHT = "A" lighting. The room is vacant at night.

NOTES = The rifles (all unloaded) in the gunrack are: a .30 M1 semi-automatic carbine, a .22 Galil semi-automatic rifle, a .303 Lee-Enfield bolt-action rifle, a .45 Thompson submachine gun, a 9mm Uzi submachine gun, and a 7.62mm AKM assault rifle. In the cabinet drawers are 100 rounds of ammunition for each wea-

pon. The door to the room 'is always double-locked (—/30 and —/45). Anyone with an AOK of 110+ in Military Science will be able to recognize all of the weapons in the gunrack; other less knowledgeable persons might not be able to.

33. QUARTERS: This room's contents include a bed,. a locked (—/15) metal trunk in one corner, and a small table with two chairs in another. The trunk holds guard uniforms and street clothing. Scattered on the table are a variety of newspapers and magazines containing articles about the recent upheavals in Chinatown.

DAY = "A" lighting ("C" available). There is an 85% chance Shu Shing Lee will be in his room and, if so, there is a 25% chance he will be poring over these papers and articles; otherwise, he will be asleep.

NIGHT = "A" lighting. The room is vacant at night.

NOTES = Many of the locations named in the articles (the specific nature and details of this information is left to the Admin's discretion) are fronts for *Anfu* activity. Shu Shing Lee is in charge of security for *Anfu* in Chinatown, and he has the responsibility to check on press coverage of *Anfu-related* crimes, or incidents where the organization might be under suspicion of ill deeds. His door is always locked and dead-bolted (—/50) from the inside when he is present; otherwise, it is just locked (—/30).

Shu Shing Lee is a 25-year-old, 3rd-degree black belt in kung fu. He packs a .22 pocket Beretta wherever he goes.

34. VENTILATION CONTROL: This room is three-quarters filled with machinery and consoles. It contains the air cleaning and recycling units necessary to keep the underground complex habitable. It also is the core of a gas-emission system which dispenses gases (such as sleeping gas) into rooms from the ventilation ducts. The main electrical fuse box for the complex is also in this room.

DAY = "A" lighting ("C" available). This room is empty during the day.

NIGHT = "A" lighting. This room is ordinarily empty at night as well.

NOTES = The steel door to this room is always locked (—/60). Anyone entering this room will not be able to hear people approaching outside, due to the high noise level inside the room. To shut down the electrical system requires an agent with an AOK of 45+ in Electrical Engineering — or, a bullet in the fuse box will suffice. Regardless of the method used, the electrical failure will alert one of the on-duty personnel from the Security Office (see #24). He will have a flashlight in hand, though he probably won't have a weapon ready.

35. BATHROOM: This room has four toilet stalls, three basins beneath a large mirror, a paper-towel dispenser, and a shower in one corner. Floor; walls and ceiling are covered in ceramic tile. There is a closet next to the shower which contains clean towels and a hamper for dirty ones.

DAY = "A" lighting ("C" lighting plus fan when occupied). There is a 5% chance someone is using the bathroom. Roll d10: 1-2, Thomas Haskins; 3-4, Chai Chang; 5-6, Gregory Benson; 7-8, Shu Shing Lee; 9, Howard Bobbick; 10, Su Wing. If the room is occupied, there is a 25% chance the occupant will be in the shower.

NIGHT = "A" lighting. The bathroom will be empty, and no one ever checks it.

NOTES = The door is always unlocked unless the room is being used for a shower; then it is locked (—/15).

36. DINING HALL: This room has five long eating tables with two long benches on either side; four lounge chairs in a semicircle around a television set; two pinball machines; and a dumbwaiter which leads up to the Kitchen (see #6).

DAY = "A" lighting ("C" when occupied). There is a 10% chance that 1-5 persons will be in here. If the room is occupied, roll d10 and divide by two (rounding up) to determine how many persons are present. Then roll d10 as many times as needed to determine who they are (disregarding duplicate results): 1-2, Su Wing; 3-4, Gregory Benson, 5-6, Shu Shing Lee; 7-8, Howard Bobbick; 9, Thomas Haskins; 10, Chai Chang.

NIGHT = "A" lighting. There is a 5% chance that 1-2 persons will be here (roll d10: 1-5 = 1, 6-10 = 2). Roll d10 to determine who is present: 1-2, Thomas Haskins; 3-4, Chai Chang; 5, Fu Hsu; 6, Hsien Yang; 7, Ching Chan; 8, Gregory Benson; 9, Shu Shing Lee, 10, Howard Bobbick.

NOTES = The doors are always unlocked. The Admin should refer to the "Notes" section of #6 for details about the dumbwaiter.

37. DRY GOODS STORAGE: This room is filled with shelves, and each shelf has a variety of dry goods stacked on it.

DAY = "A" lighting ("C" available). The room is vacant.

NIGHT = "A" lighting. The room is not occupied.

NOTES = The door is locked (—/15) at all times.

38. COLD GOODS STORAGE: This room is a walk-in freezer. On the shelves that line the walls are a variety of perishable foods.

DAY = "A" lighting ("B" available). No one is in this area during the day.

NIGHT = "A" lighting. No one will be encountered here at night.

NOTES = The freezer door will swing shut and lock automatically if measures



Next issue:

CHAGMAT

An AD&D™ adventure by Larry DiTillio

aren't taken to keep it open. There is no opening mechanism on the inside. The door is made of steel and must be forced open (Difficulty rating of 70). The temperature in the room is a constant 15 degrees Fahrenheit; without proper attire a person could freeze to death very quickly. There is enough air in the refrigerator to last one person for four hours. If more than one person is trapped, divide the four-hour limit by the number of people to yield the time left before death due to oxygen starvation. For every ten minutes a trapped person or persons spends in the freezer, there is a 10% chance that someone will come on the scene to rescue (capture) the trapped individuals. To determine who does the rescuing, roll d10 once on the occupant table given in #36 for the appropriate time of day.

39. SEWERS: This area is part of the city's sewer system. The walls and floor are covered with slime which makes footing treacherous. Above and beyond the danger of slipping, the mains contain about two feet of water (which is enough to drown a prone, unconscious person). At the street intersections outside the four corners of the temple complex are steel ladders which ascend to manholes. (Only the two manhole ladders at the east side of the complex are illustrated on the lower level map.) Following the same path as the sewer and water mains are plastic-protected electrical and gas mains. All concealed doors in the Sewers have a Concealment rating of 25.

DAY = "B" lighting. There is a 5% chance of encountering Howard Bobbick as he follows the mains to either the Garage (#40) or the long hallway leading to his room (#29).

NIGHT = "B" lighting. No one will be found in the Sewers at night.

NOTES = The chance for a person to slip on the slime-covered flooring of the Sewers is 25% if the person is moving at "running" speed, 10% for "walking" speed, and 1% for "crawling" speed. This chance is rolled every 30 seconds for every person to whom it applies. Whenever a slip occurs, the agent slipping makes a percentile die roll against his Coordination score. If the roll is made, no damage is done. If it is failed, the agent takes "V" damage (as described in the TOP SECRET rules, Combat Table Explanations and Results). Any person knocked unconscious by a fall is in immediate danger of drowning; see TOP SECRET rules, Execution Table, for details on damage sustained if the victim is not saved in time.

Projectile combat inside the sewer system is very dangerous. There is a 10% chance of a stray bullet puncturing a gas main and flooding the area with deadly gas, in which case all persons in the vicinity have two minutes to escape or be overcome by the gas.

40. GARAGE: This garage contains a complete workshop and sets of tools as well as plenty of parking space. In the southernmost area is a hydraulic lift which leads to the Exercise Room (see #15). On the western side of the Garage is a dolly and several metal cannisters (containing the radioactive isotopes).

DAY = "C" lighting. Roll percentile dice to determine what is occurring in the Garage: 01-10, Nothing is occurring, nor is anyone around; 11-45, A van is being unloaded of its cargo (stolen weapons, mostly AKM assault rifles) by Howard Bobbick; 46-75, Two vans are being loaded with stolen weaponry by Howard Bobbick; 76-99, Howard Bobbick is working on repairing a van; 00, The hydraulic lift is moving a van up into the Exercise Room. Howard Bobbick is watching its ascent.

NOTES = All of the vans are standard vans (see TOP SECRET rules, Vehicle Movement Rate Table) and are worth $5,000 apiece to the organization. Being stored here are the containers with the missing isotopes inside. Since the agents' mission should be only to determine the location of the isotopes, agents should attempt to make their escape immediately after determining that the cannisters contain the isotopes.

NPC EQUIPMENT AND LANGUAGE SKILLS

The chart below lists the equipment or possessions normally carried by non-player characters, plus the languages each non-player character can understand and speak fluently, and some general guidelines on the nature of each NPC's personality.

Equipment designations are:

A = Armament found on character denoted by a QRC letter, and ( ) if a silencer is attached.

I = Identification is found on person; if marked "+" then the ID is forged.

K = Keys are found on person, if marked "*" then keys are to the person's quarters and work area (if any); if "+" then keys are for all rooms.

V = Valuables found on person, in the form of cash and jewelry.

W = Person has walkie-talkie that allows communication to all others with similar unit.

Languages:

CH = Chinese
EN = English
GE = German
KO = Korean
RU = Russian

NAME	A	I	K	V	W	CH	EN	GE	KO	RU	Personality Guidelines
Gregory Benson	(e)	*	*	$11		42	80	-	-	79	erratically abrasive, scrupulous
Sin Bo	j	*	*	$43		85	40	-	86	-	cruelly arrogant, truthful
Howard Bobbick	g		*	$86		40	94	42	40	40	well-spoken pessimist, liar
Ching Chan		*	*	$40		85	44	40	79	81	perceptive, diplomatic, honorable
Chai Chang	(e)	*	*	$98		83	82	-	-	82	trusting, friendly, truthful
Kwan Cheng			+			96	94	-	87	-	precise, diplomatic, honorable
Rodney Dangrey	(j)	*	*	$24	*	63	79	-	-	-	loquacious, rude, vengeful
Terrance Davis	(f)		*	$73	*	87	93	40	-	52	perceptive, easygoing, friendly
Morris Everhart	(n)	*		$12	*	-	83	-	-	-	moody, taciturn, deceitful
Howell Glennon	e	*	*	$93	*	54	77	78	77	77	obsequiously friendly, honest
Thomas Haskins	(k)	*	*	$67		40	79	-	-	-	barbarically hostile, liar
Sui Ying Ho	b		+			84	69	-	83	-	kindly, modest, honorable
Fu Hsu		*	*	$15		86	85	-	-	-	carelessly aloof, honest
Ming Lau			*	$98		94	75	61	-	60	altruistic, diplomatic, scrupulous
Chuck Lee	(e)	*	*	$56		79	81	-	-	80	violently domineering, deceitful
Shu Shing Lee	t					83	62	-	-	-	calculatingly cool, unscrupulous
Chou Leung	I	*	*	$32		95	40	74	85	40	mischievous, aloof, honest
Walter Moy			*	$32		58	84	46	-	-	studious, solitary, truthful
Mar Runck	c	+	*	$42		86	40	-	93	94	cruel, taciturn, liar
Donald Sims			*	$92		66	94	40	-	-	pessimistically abrasive, deceitful
Su Wing			+			98	72	54	43	61	obsessive, courteous, deceitful
Hsien Yang			*	40		89	80	-	-	42	obsequious, retiring, honest



SU WING



KWAN CHENG



MING LAU



WALTER MOY



MAR RUNCK



CHOU LEUNG

NPC MASTER TRAITS

The chart below lists the personal characteristics of each non-player character who may be encountered by agents inside the temple, plus particular information or knowledge each character possesses, denoted by an asterisk or a number in the appropriate column.

All people are males except for Sui Ying Ho. Names printed in *italic* type are non-combatants; they will not fight, but will defend themselves if they cannot flee.

Abbreviations for characteristics are as follows: PS = Physical Strength; CH = Charm; WL = Willpower; CO = Courage; KN = Knowledge; CD = Coordination; OF = Offense; DC = Deception; EV = Evasion; HH = Hand-to-Hand Value; WR = Wrestling Value; SV = Surprise Value; LL = Life Level.

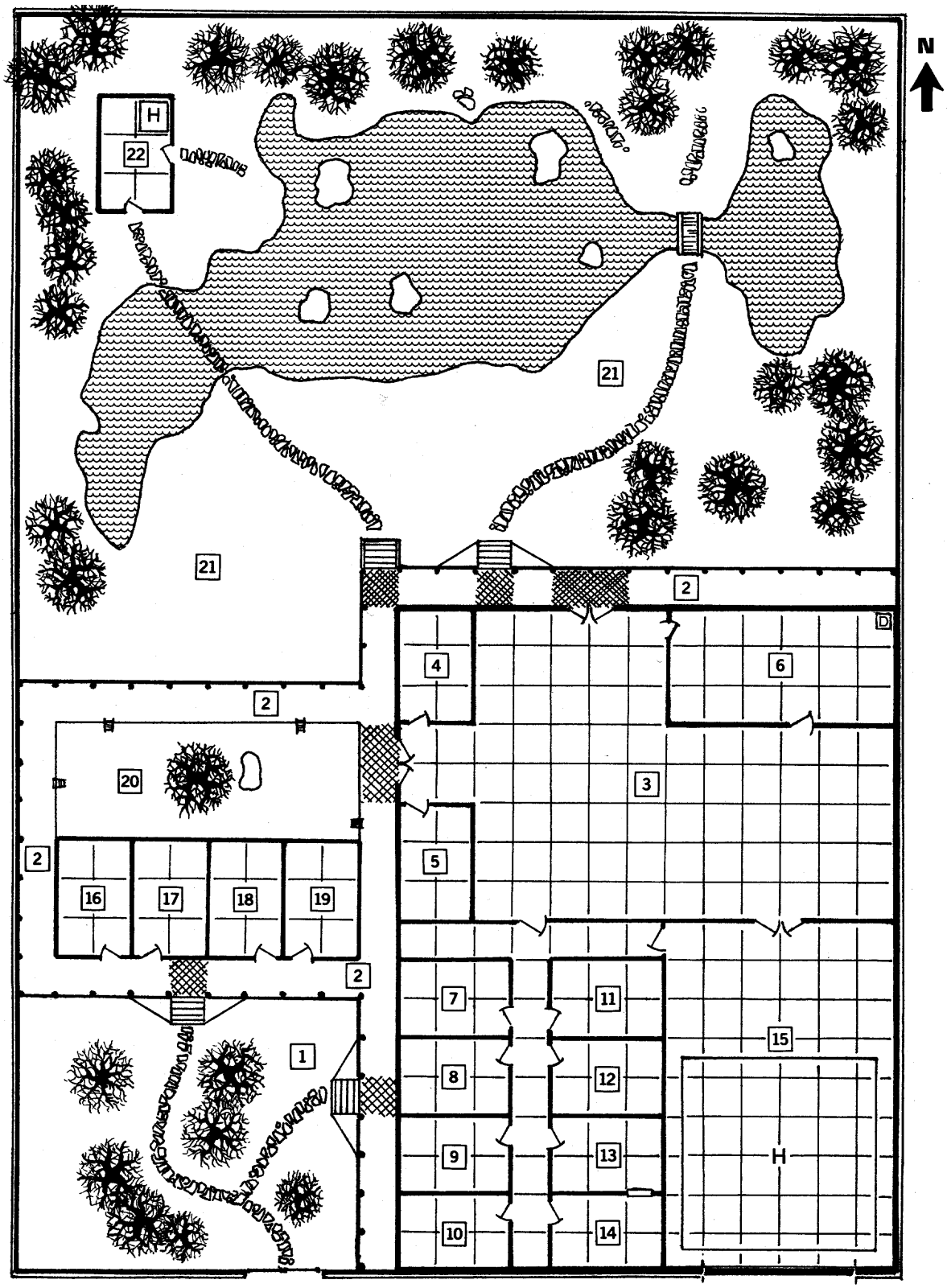
Information or knowledge possessed by a non-player character is coded by letters, as follows:

D = Dangerous turkeyfish in the pond (see #21).
E = Existence of a lower level is known (see #23-40).
K = Hydraulic lift is hidden under exercise mats (see #15).
R = Radioactive isotope containers are in garage (see #40).
L = Hydraulic lift is hidden in storage shed (see #22).
S = Location of sewer entrance areas known (see #39).
B = Black belt in kung fu; number is level of achievement.

NAME	PS	CH	WL	CO	KN	CD	OF	DC	EV	HH	WR	SV	LL	D	E	K	R	L	S	B
Gregory Benson	90	86	38	65	58	49	57	76	68	158	147	144	13		*	*	*	*	*	*
Sin Bo	39	55	89	67	67	106	87	61	81	120	126	142	13		*	*	*		*	1
Howard Bobbick	68	20	28	96	100	66	81	58	43	111	149	101	10		*	*	*	*	*	
Ching Chan	61	26	85	80	00	85	83	53	56	117	144	109	15	*			*	*		
Chai Chang	86	59	41	18	63	104	61	39	82	168	147	121	13		*	*	*	*	*	
Kwan Cheng	70	101	120	103	127	102	103	102	102	172	173	204	19	*	*			*		7
Rodney Dangrey	70	13	82	77	41	89	83	45	51	121	153	96	15	*						
Terrance Davis	95	29	37	62	83	34	48	46	32	127	143	78	13	*	*			*		
Morris Everhart	107	14	108	25	19	64	45	20	39	146	152	59	22	*	*			*		
Howell Glennon	81	90	35	50	108	82	66	70	86	167	147	156	12							4
Thomas Haskins	83	99	95	43	49	50	47	71	75	158	130	146	18		*	*	*	*	*	
Sui Ying Ho	10	95	75	43	63	59	51	69	77	87	61	146	09	*	*	*	*	*		
Fu Hsu	72	09	45	05	34	23	14	07	16	88	86	23	12		*	*	*			
Ming Lau	109	93	96	86	96	109	98	90	101	210	207	191	21	*	*	*	*	*	*	4
Chuck Lee	105	61	95	48	73	63	56	55	62	167	161	117	20							3
Shu Shing Lee	84	30	54	43	23	83	63	37	57	141	147	94	14		*	*	*	*	*	
Chou Leung	113	84	59	83	114	84	84	84	84	197	197	168	17	*	*	*				1
Walter Moy	81	90	74	80	78	110	95	85	100	181	176	185	16	*	*	*		*	*	1
Mar Runck	110	36	91	103	71	108	106	70	72	182	216	142	20	*	*	*	*		*	3
Donald Sims	95	21	50	93	55	95	94	57	58	153	189	115	15		*	*	*	*	*	
Su Wing	129	90	127	111	124	100	106	101	95	224	235	196	26	*	*	*	*			9
Hsien Yang	59	56	30	74	54	69	72	65	63	122	131	128	09							

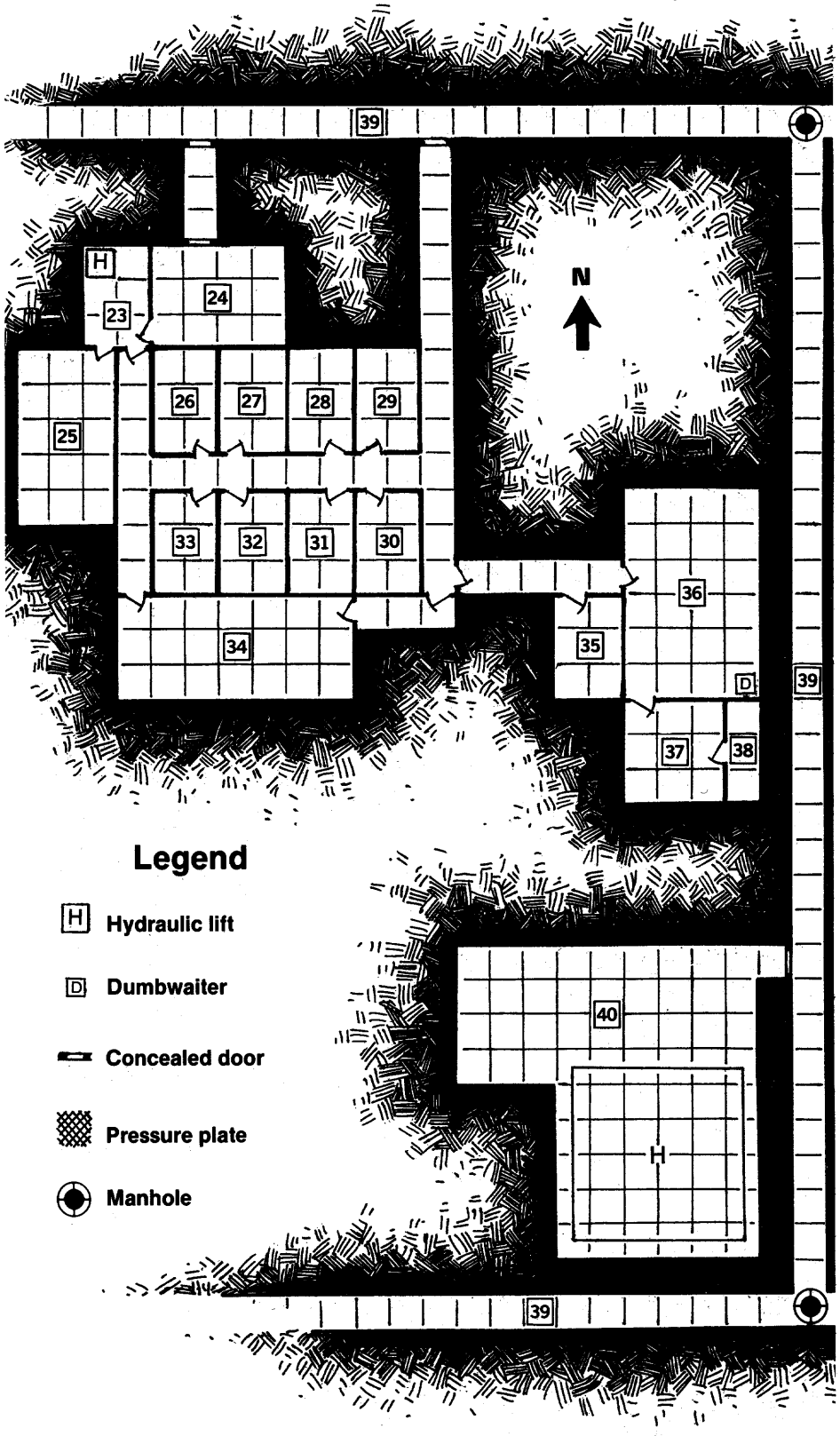
The temple, ground level

Scale: 1 inch = 50 feet, 1 square = 10 feet



Lower level

Scale: 1 inch = 40 feet, 1 square = 10 feet



SPECIAL RULES

This adventure contains a few rule elaborations or alterations the Administrator should be aware of. Some of these changes are optional; using them will slow the game down, but not using them will make the action less realistic.

1. MARTIAL ARTS: In martial arts terminology there are several levels of achievement, called "belts." The ranks below expert level are each denoted by a belt of a different color, beginning with white and ending with black. Expert levels are all designated by black belts and a measure of degree, 1st through 10th. The TOP SECRET rule system assumes that agents who have received training in martial arts are at about the fourth level, or "red belt." In this text, the term "expert" refers only to those with black belts.

The 10th-degree black belt is next to impossible to attain (an agent will never attain this level of mastery); beyond the 5th-degree black belt, there is essentially little difference between one expert level and another.

The following guidelines form a simplified system for playing out the complex art of martial arts fighting.

(A) All Martial Arts Combat Tables in the TOP SECRET rules are in effect except where altered below.

(B) Experts in martial arts, when attacking or being attacked by opponents not trained in the martial arts, receive the following bonuses:

They receive their black belt degree number as a damage modifier, either as an addition to damage caused or a subtraction from damage received.

An expert who is a 5th-degree black belt or higher is entitled to up to 3 Defenses and up to 4 Attacks, with 4 Actions total allowed each turn.

Aside from all else that takes place in a turn of HTH combat, the expert martial artist has a 3% chance, per degree of black belt ability, of rendering an opponent unconscious by the pinching of a nerve or pressure point. (For length of unconsciousness, see TOP SECRET rules, Unconsciousness Chart.)

(C) Experts in martial arts, when attacking or defending against opponents also trained in the martial arts, receive the following bonuses:

They receive their black belt degree number as a damage modifier, an addition to or subtraction from damage as appropriate. If the opponent is also an expert, then each fighter's damage modifiers apply. It is possible to take damage when attacking.

When combating an opponent who is a 4th-degree black belt or lower, an expert who is a 5th-degree black belt or higher is entitled to take up to 3

Defenses and up to 4 Attacks, with 4 Actions total allowed each turn. If both combatants are 5th-degree or higher, this benefit does not apply to either one.

The ability to render a foe unconscious by pinching a nerve or pressure point is negated when an expert fights someone (such as a player-agent) who has even the slightest amount of training in martial arts.

(D) An expert in martial arts, when facing an opponent armed with a firearm, is at a slight advantage compared to a non-expert. The expert has a base 5% chance of avoiding a projectile fired at him or her. This is modified by 3% per degree of black belt attained above the first. For this roll to succeed, the expert cannot attempt any action during the turn in question except for dodging the projectile(s) fired by one opponent. If the dodging roll succeeds, treat the shot as a miss. If the roll fails but falls within 25% of the number needed, damage sustained from the projectile is reduced as under (B) above, depending on the degree of black belt ability the expert possesses. However, at least one point of damage is always taken. If the roll fails by more than 25%, the shot hits and no damage may be negated due to black-belt expertise.

2. ALARMS AND LOCKS: All doors are equipped with locks which are in plain sight (concealed doors are exceptions); thus, describing locks as "(concealment rating/lock rating)" is not necessary. Likewise, alarms are easily circumvented once they are found; thus, they only need a "concealment rating." Thus, most lock-and-alarms systems in the temple are described together, as "(alarm concealment rating/lock rating)." The key to a door, if it is used, will deactivate any locks and alarms (except for special alarms which are so designated in the text) on the door it is used on.

The time spent deactivating locks or alarms is equal to the "concealment rating" for alarms and the "lock rating" for locks, stated in seconds.

3. CONCEALMENT: All concealed objects have a "concealment rating" from 01 to 50. This number represents the percentage of a searcher's Knowledge score that must be rolled (less than or equal to) on percentile dice to discover the object.

There is always a 5% chance (01-05 on percentile dice) of discovering a concealed object when not searching. If a try based on Knowledge is not successful, allow a second roll to see if the 5% chance pays off. Likewise, there is always a 5% chance (96-00 on percentile dice) of failing to see the concealed object, even after a successful search roll based on Knowledge. If that roll indicates the finding of a concealed object, roll again; a result from 96-00 indicates that the searcher did not find the object after all.

In all attempts to find concealed objects, only persons who state they are actively searching should be allowed any rolls for success or failure of that search.

4. HYDRAULIC LIFTS: The temple has two hydraulic lifts that function as elevators. The mechanisms which operate the lifts are separate from each other, each located at the base of the respective hydraulic lift.

Lifts will, when in the "extended" or "up" position, have a dead-bolt safety lock engaged. This will remain engaged, preventing the lift from descending due to an excessive load, until the release catch is thrown (a lever is located on the upper portion of the lift) or the dead-bolt mechanism is moved manually from below, which can be a risky activity.

It takes two minutes for either lift to ascend from the lower level into an "up" position where the dead-bolt safety is engaged, but the trip down only takes 30 seconds after the dead-bolt is retracted.

Anyone with an AOK of 75+ in Hydraulic Engineering will be able to dismantle the lift and render it inoperative. It requires an AOK of 100+ in Hydraulic Engineering to repair sabotaged equipment.

5. INTERCOM/PHONE SYSTEM: The intercom/telephone system is a self-contained unit. In each room a normal looking push-button telephone is located on the wall near the door. It acts as a normal telephone, but is also a means of communication to all rooms in the temple area, except those rooms and areas usually unoccupied. The intercom system works in this fashion:

On the phone's key pad, push the "#" button followed by the buttons representing the letters "C-O-M-I-N-F-O" (The number is 266-4636.). The telephone will ring twice and be answered by the security computer with the following message in English: *"What person do you wish to converse with?"* It waits for the caller to say the name (which must be in the same form as the names are given in the NPC descriptions). If the person exists in its files, it will respond. The truck driver, Donald Sims, and the three riksha porters, Fu Hsu, Ching Chan, and Hsien Yang, are not in the computer's directory and will not yield a positive response.

If the name is valid, the computer will respond with, *"I will connect you."* The phone will ring at the desired person's usual location (or another site, if the computer has been instructed to reroute someone's incoming calls), and the conversation can proceed.

If the person named does not exist in its directory, the computer will send an alarm to the Security Office (see #24) and respond to the caller, *"I am sorry, but no one by that name exists in my directory. Are you sure that is the proper name?"* The computer will continue to repeat this question, or a very similar one, and will pause for several seconds between messages, buying time for guards to arrive at the caller's location.

It will take no more than 2 minutes for a guard to respond to a false phone call. The person dispatched to the site of the call will be one of the two console operators on duty in the Security Office at the time (50% chance for each).

CAMPAIGN RULES

If agents escape with the information they want, they only need to leave the area of the temple map (over the wall, through the gate, or through a manhole) in order to reach safety. However, if anyone is left alive inside the temple, the *Anfu* will seek revenge in the agent's future, through "Complications." If this adventure is used as a segment of a campaign game, the following guidelines should be used:

A. The TOP SECRET rules concerning "Complications" will be in use unless modified by the following.

B. In place of the complication tables given in the rules, use these tables:

CHANCE OF REVENGE

40 or less: No revenge extracted; recheck after one month.

41-75: Agent's possessions (those not on person) are stolen.

76-80: One member of agent's immediate family is executed.

81-85: Agent captured by *Anfu,* which will attempt to execute the captive.

86-89: Agent is victim of attempted assassination, survives it if 50% of Willpower is equalled or not exceeded on percentile dice.

90: Automatic death of agent, no escape possible.

CHANCE OF INTERCEPTION

40 or less: No interception occurs.

41-75: Agent-is captured; roll on "Capture By the Enemy" table in TOP SECRET rules.

76-89: Agent is shot; roll for damage. (No further pursuit.)

90: Agent is killed by pursuers, no escape possible.

If no complications occur, the agent in question gets away without a hitch and is free to continue functioning normally.

THE ELECTRIC EYE

COMPUTER TECHNOLOGY AND TERMINOLOGY

by Mark Herro

This issue's column is devoted to giving you what you've asked for more than anything else: an original program designed to help you with your game-playing and help you understand more about "computer talk" at the same time.

The program, written by Joe Ulowetz, is a character generator for the TOP SECRET® game. Players can use it to create new agents for themselves, and an Administrator can "roll up" new NPC agents in a fraction of the time it would take with paper, pencil, and dice. Joe has written into the program several methods and "tricks" worthy of note. The listing has been altered slightly from the form in which it was submitted, to allow easier translation of the program into other computer languages. This listing is printed below in "chunks" of related lines, with each step in the process explained as it occurs.

TOP SECRET character generator

The original program was written on a Model I TRS-80 (Level II, 16K). It has been modified slightly for easier translation by deleting most of the statements peculiar to the TRS-80. For the most part, these are screen display and other format-related commands. The internal program flow remains unchanged. The program begins by setting up arrays of information that will be used later in the program:

```
29 REM AGENT KNOWLEDGE DATA
30 DATA "AGRICULTURE", "ANIMAL SCIENCE",
   "ARCHITECTURE", "ART & CRAFT", "ASTRONOMY/
   SPACE SCIENCE", "BIOLOGY/BIOCHEMISTRY",
   "BOTANY", "CHEMISTRY", "COMPUTER SCIENCE",
   "ECOLOGY/EARTH SCIENCE", "ECONOMICS/
   FINANCE", "EDUCATION/INDOCTRINATION",
   "ENG, AERONAUTICAL", "ENG, CONSTRUCTION/
   CIVIL", "ENG, ELECTRICAL", "ENG, HYDRAULIC",
   "ENG, INDUSTRIAL", "ENG, MECHANICAL",
   "ENG, TRANSPORTATION"
31 DATA "FINE ARTS", "GEOGRAPHY", "GEOLOGY",
   "HOME ECONOMICS", "LAW", "LITERATURE",
   "MATHEMATICS/ACCOUNTING", "MEDICINE/
   PHYSIOLOGY", "METALLURGY", "MILITARY
   SCIENCE/WEAPONRY", "PHOTOGRAPHY",
   "PHYSICAL EDUCATION", "PHYSICS", "POLITICAL
   SCIENCE/IDEOLOGY", "PSYCHOLOGY",
   "RELIGION", "SOCIAL SCIENCES", "WORLD
   HISTORY/CURRENT AFFAIRS", "", "CHOICE"
32 DIM AKS(39): FOR 1=1 TO 39: READ AK$(I): NEXT I
39 REM HEIGHT AND WEIGHT PARAMETERS
40 DIM HM(10),HS(10),HT(10): DATA0,-1,-1,0,0,1,1,
   2,2,0,-8,-7,-6,-5,-4,-4,-3,-3,-2,-2,3,3,3,4,4,4,5,5,6,7
45 FOR I=1 TO 10: READ HM(I): NEXT I: FOR I=1 TO 10:
   READ HS(I): NEXTI: FOR I=1 TO 10: READ HT(I):
   NEXT I: RANDOM
46 DIM LF(5),AO( 10),AR( 10)
47    DATA0,-10,-5,-5,0,0,5,10,15,0,-35,-30,-25,-20,
   -15,-15,-10,-10,-10,-10,15,20,25,30,40,50,75,
   100,125,150: DIM WM( 10),WL( 10),WH( 10):
   FOR I=1 TO 10: READ WM(I): NEXT I: FOR
   I=1 TO 10: READ WL(I): NEXT I: FOR I=1 TO 10:
   READ WH(I): NEXT I
```

In this segment, AK$, AO, and AR are parameters for the list of agent Areas of Knowledge; HM is the primary height table, and HS and HT are the supplementary height tables for short and tall characters, respectively. These tables are generated as per the TOP SECRET rule book, 2nd edition, pages 5-7. In addition, the program generates tables for average, lightweight, and heavyweight agents (size, not reputation). These are held in the WM, WL, and WH arrays. The RANDOM statement in line 45 is for TRS-80's (and some other Microsoft-written interpreters). This statement "re-seeds" the computer's random number generator each time a "RND" function is used.

Of more than passing interest is the way in which Joe uses the READ/DATA statement pair. In the "conventional" method of BASIC programming, DATA statements are usually placed all together at the end of the program (even though most computers don't require this). Here, DATA elements which make up a table (such as the AOK list) are listed,. followed by a READ loop to load in the appropriate table. This type of organizing makes a program listing easier to follow.

Up to this point everything has been internal, and all this activity is accomplished in a very short time after the RUN is begun. Now the program reaches a point where the user actually sees something happening. The next section prints the program's introduction to the user and asks the user to choose characteristics which are selected rather than generated:

```
50 PRINT "ADMINISTRATOR": PRINT" FILE 080"
60 PRINT: PRINT: PRINT" TOP SECRET"
70 PRINT: PRINT: PRINT" OPERATION:DOSSIER":
   PRINT" CODE NAME:PAPERWEIGHT"
80 PRINT: PRINT" DO NOT ACCEPT TAPE FROM
   COURIER": PRINT" IF SEAL IS BROKEN"
83 PRINT: PRINT" (TOUCH ANY KEY)";
90 IF LEN (INKEYS)=0 THEN 90
95 MS="BEGIN: AGENT GENERATION": GOSUB 100:
   GOTO 110
100 PRINT"** TOP SECRET **": PRINT: PRINT MS
105 PRINT: PRINT: RETURN
110 CT=0: INPUT" 0=NPC AGENT, 1=PLAYER
    AGENT" ;CT
112 IF CT=0 THEN PRINT" AGENT IS NPC" ELSE
    PRINT" AGENT IS PLAYER CHARACTER"
120 PRINT: HD=0: INPUT" HANDEDNESS (0=RANDOM,
    1=RIGHT, 2=LEFT)";HD
130 IF HD>O THEN 140 ELSE HD=1: IF
    RND(100)>90 THEN HD=2
140 IF HD=1 THEN PRINT" AGENT IS RIGHT HANDED"
    ELSE PRINT" AGENT IS LEFT HANDED"
150 PRINT: SX=0: INPUT" SEX (0=RANDOM,
    1=MALE, 2=FEMALE";SX
160 IF SX>0 THEN 170 ELSE SX=1: IF RND(10)>8
    THEN SX=2
170 IF SX=1 THEN PRINT" AGENT IS MALE" ELSE
    PRINT" AGENT IS FEMALE"
180 PRINT: INPUT" AGENT RACE:";RC$: IF
    LEN(RC$)=0 THEN RC$="CAUCASIAN"
```

Format control and other embellishments have been deleted from this segment. The original version was screen-centered (on the alternate TRS-80 display format of 32 char/line) with a graphics box around the words "TOP SECRET." The INKEY$ statement in line 90 is designed to make the program wait for a key to be pressed before it will continue. (Computers without this option can use some form of INPUT statement to accomplish essentially the same thing.) In this program, RND(n) will

generate a random integer between 1 and n (inclusive), a form of randomizing which many languages don't offer, The RND statements may have to be modified to conform to the brand of BASIC being used.

This program uses the ELSE statement, first seen in line 130. For computers that don't have this option, long conditional branches will have to be broken down into several lines. An ELSE statement is executed when an IF statement is false.

The next segment generates the agent's primary, secondary, and tertiary traits (page 5 in the TOP SECRET rulebook):

```
190 REM GENERATE PRIMARY CHARACTERISTICS
200 X=RND(100): IF CT=1 THEN GOSUB 270
210 P1=X: X=RND(100): IF CT=1 THEN GOSUB 270
220 P2=X: X=RND(100): IF CT=1 THEN GOSUB 270
230 P3=X: X=RND(100): IF CT=1 THEN GOSUB 270
240 P4=X: X=RND(100): IF CT=1 THEN GOSUB 270
250 P5=X: X=RND(100): IF CT=1 THEN GOSUB 270
260 P6=X: GOTO 280
265 REM INCREASE VALUES FOR PC
270 IF X>90 THEN RETURN ELSE X=X+5: IF X>70
    THEN RETURN ELSE X=X+5: IF X>50 THEN
    RETURN ELSE X=X+5: IF X>25 THEN RETURN
    ELSE X=X+10: RETURN
280 M$="AGENT'S PRIMARY TRAITS": GOSUB 100
290 PRINT"1. STRENGTH";P1, "4. COURAGE";P4:
    PRINT: PRINT"2. CHARM";P2, "5. KNOWLEDGE";
    P5: PRINT: PRINT"3. WILLPOWER";P3,
    "6. COORDINATION";P6
300 PRINT: I=0: 1NPUT"ENTER 0 TO CONTINUE, 1-6
    TO CHANGE TRAIT (BY NUMBER), 7 TO RE-ROLL
    PRIMARY TRAITS, 8 TO START ALL OVER";I
305 IF I<0 THEN 332 ELSE IF I=7 THEN 200 ELSE
    IF I=8 THEN 95 ELSE PRINT: PRINT: PRINT: PRINT
    "NEW VALUE DESIRED FOR TRAIT #";I;: INPUT X
320 IF I=1 THEN P1=X ELSE IF I=2 THEN P2=X
    ELSE IF I=3 THEN P3=X ELSE IF I=4 THEN P4=X
    ELSE IF I=5 THEN P5=X ELSE IF I=6 THEN P6=X
330 GOTO 280
332 PRINT "ONE MOMENT PLEASE..."
335 REM SECONDARY TRAITS
340 S1 =lNT(.5+(P6+P4)/2): S2=INT(.5+(P4+P2)/2):
    S3=lNT(.5+(P2+P6)/2): S4=INT(.5+(P5+P6)/2):
    S5=P1+P3+P6: S6=INT(.5+(P1+P3)/10)
345 REM TERTIARY TRAITS
350 T1=S3+P1: T2=S1+P1: T3=S2+S3
```

Of special note here is the option of a partial or a full "re-roll" of traits (line 300). These "abort" options are often overlooked by novice programmers.

After determining the agent's main characteristics, the program continues by "rounding out" the agent's persona:

```
355 REM HEIGHT
360 H=70: IF SX=2 THEN H=65
370 X=RND( 10): H=H+HM(X): IF X=1 THEN
    H=H+HS(RND(10)) ELSE IF X=10 THEN
    H=H+HT(RND( 10))
375 REM AGE
380 AG=RND(10)+RND(10)+RND(10)+12: IF CT=0
    THEN AG=AG+RND(20)
385 REM GLASSES?
390 GL=0: CG=P6: IF RND(10)<4THEN GL=1:
    CG=P6—lNT(P6*RND(100)/100): IF RND(10)=1
    THEN CL=2
395 REM WEIGHT
400 WT=170: X=(H—70)*5: IF SX=2 THEN WT=145:
    X=(H—65)*5
410 WT=WT+X+RND(10)—5: X=RND(10):
    WT=WT+X: IF X=1 THEN WT=WT—WL(RND(10))
    ELSE IF X=10 THEN WT=WT+WH(RND(10))
415 IF SX=2 THEN WT=lNT(WT*.8)
420 NL=INT(P5/25)+1: LF(1)=70+RND(10)+(RND(10)
    +RND(10): FOR I=2 TO 5: LF(I)=0: NEXT I: IF NL=1
    THEN 440 ELSE FOR I=2 TO NL: LF(I)=RND(100):
    IF LF(I)<40 THEN LF(I)=40 ELSE IF LF(I)>LF(1)
    THEN LF(I)=LF(1)
430 NEXT I
440 NA=INT((P5—1)/10)+1: FOR I=1 TO NA:
    X=RND(100): IF X<75 THEN AO(I)=INT((X+1)/2)
    ELSE AO(I)=39
442 IF I=1 OR X>=75 THEN 450 ELSE FOR I1=1 TO
    I—1: IF AO(I)=AO(I1) THEN 444 ELSE NEXT I1:
    GOTO 450
444 X=RND( 100): IF X<75 THEN AO(I)=INT((X+1)/2):
    GOTO 442 ELSE AO(I)=39
450 AR(I)=RND(100): IFAR(I)<21THENAR(I)=AR(I)+20
460 AR(I)=AR(I)+30: NEXT I: IF NA=10 THEN 470
    ELSE FOR I=NA+1 TO 10: AO(I)=38: AR(I)=0:
    NEXT I
```

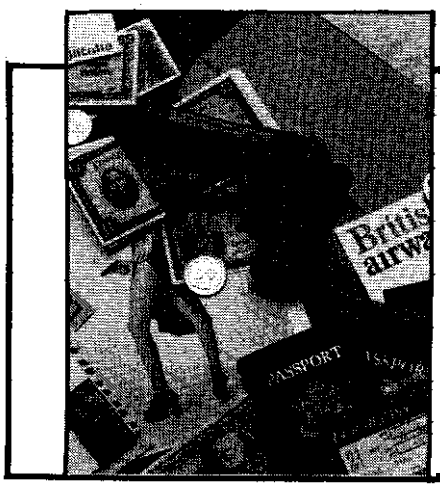
This program segment determines height, weight and AOK data using the previously generated tables (which makes the program run slightly faster at this point), age, eyesight, and so forth.

Finally, the program prints a summary of the agent. This segment is "the exception that proves the rule" on deleting format-related statements from this program. They have been left in deliberately because it shows a well thought-out screen format. The summary will use almost *all* of the TRS-80 screen display of 64 characters on 16 lines, while still maintaining excellent readability:

```
470 CLS: PRINT@24,"** TOP SECRET **":
    PRINT@128,"STRENGTH";P1,"OFFENSE";S1,
    "HTH COMBAT";T1: IF SX=1 THEN M$="MALE"
    ELSE M$="FEMALE"
480 PRINT" SEX";M$: PRINT"CHARM";P2,
    "DECEPTION";S2,"WRESTLING";T2,"HEIGHT";
    INT(H/12);CHRS(39);H—lNT(H/12)*12;CHRS(34)
490 PRINT"WILLPOWER";P3,"EVASION";S3,
    "SURPRISE";T3,"WEIGHT";WT;"LBS",
    "COURAGE";P4,"DEACTIVATION";S4;
    TAB(48)"AGE:";AG;"YRS"
500 PRINT"KNOWLEDGE";P5,"MOVEMENT";S5;:
    IF HD=1 THEN M$="RIGHT HANDED" ELSE
    M$="LEFT HANDED"
510 PRINITAB(50)M$: PRINT"COORDINATION";P6;
    "/";CG;" **LIFE LEVEL";S6,: IF GL=1 THEN
    M$="CONTACTS/GLASSES":GOTO 520: ELSE
    IF GL=2 THEN M$="GLASSES ONLY": GOTO
    520: ELSE M$="VISION 20/20"
520 PRINITAB(50)M$
530 PRINITAB(56—LEN(RC$))"RACE: ";RC$
540 PRINT: PRINT"LANGUAGES:";: PRINT"NATIVE";
    LF(1);" ";: IF NL>1 THEN FOR I=2 TO NL:
    PRINT"OTHER";LF(I);" ";: NEXT I
550 PRINT: PRINT: PRINT"AREAS OF KNOWLEDGE:";
    FOR I=1 TO NA: PRINT AKS(AO(I));AR(I),:
    NEXT I: PRINT"ALL OTHERS";INT(P5/2+.5)
560 PRINT: X=0: INPUT"ENTER 0 TO START OVER,
    1 TO CHANGE PRIMARY TRAITS";X
570 IF X=0 THEN 95 ELSE 280
580 REM VER. 1 JOE ULOWETZ 9/16/80
```

Here, CLS is a clear screen command and PRINT@n will print beginning at screen position n. There are 1024 positions on the screen display. For those displays with fewer positions (such as Apple's 40 x 20), this segment will have to be modified. The most obvious alternatives are to use two screen "pages" or to route output to a printer.

Our thanks to Joe for submitting this well prepared program. Readers should follow his lead on logical variable names, strategically placed REMarks, and clear program flow.



That's no pizza — — it's the Pong papers !

TOP SECRET

by James (Pong) Thompson
as reported by "Agent X"

(Agent's note: While sifting through the garbage can behind the agency where the TOPSECRET® game is made, I discovered this unshredded document hidden inside an empty pizza box. After scraping off some tomato paste, cheese, and Canadian bacon, I was able to clearly read most of the contents of the document. The author of this paper is none other than the infamous James Pong. Apparently Merle M. Rasmussen, the Administrator, asked Pong to write a short guide for those in the assassination bureau. How these papers ended up in the trash is hard to determine, but the value of the message is unquestioned.)

FOREWORD

I am James Pong, the most skilled and experienced assassin in the world. I currently serve as the personal bodyguard of Merle Rasmussen, the Administrator. He has noticed that new agents sometimes lack imagination in carrying out their missions. Rather then let them continue in this fashion, he asked me to jot down some helpful hints. I quietly pointed out that I was an assassin and not a writer, and that nobody taught me how to work with such impressive efficiency. Merle tiredly nodded his head and said he would do the writing instead, except that now with this added workload, he didn't know when he would have time to cover up that Minden affair— and thereby keep me out of the hands of the local authorities. At that juncture, I became very agreeable. The notes that follow are my way of passing along valuable tips for new agents — and keeping my tail out of jail at the same time.

Reconnaissance

One thing I've noticed is that new agents do not reconnoiter enough — if at all. I cannot count the times I have seen a team walk straight up to the front door of a complex, kick it in or blow it up, and then go right in. Usually the team members are very proud of themselves for penetrating so easily; this pride lasts until the enemy's ambush, and they often die with confident smiles on their faces. To enter hostile territory undetected is vital; an assassin's main weapon is surprise, and surprise cannot be maintained by blowing up the front door. When checking out a building, do not just walk around it; check out the adjacent buildings, the roof, and even the sewer system of the area. Not only might an agent discover a way to gain entry undetected, he may ascertain a method of carrying out the mission without endangering himself.

In order to evaluate an enemy's position, it is important to determine the quality of its defenses: the sophistication of the alarm system, the number and quality of both guards and guard animals, and also whether the local police will interfere. These factors, which are so often ignored, will always affect the outcome of a mission. Only after thoroughly reconnoitering the enemy will the experienced agent proceed in developing a plan of attack.

Methods of assassination

There are two main types of assassination, direct and indirect. A direct attack is one where the assassin is the obvious and immediate cause of the victim's death. The assassin pulls the trigger, plunges the knife, or delivers the karate chop. Since the agent is immediately involved, he can easily determine whether the victim has actually died. One disadvantage of the direct method is that the agent is in the vicinity of the execution. Innocent bystanders can witness the assassination or naively try to prevent the success of the mission. If the intended victim is forewarned, he will run — or worse, he will fight back. The direct method is more dangerous than the indirect, but usually quicker, and its results are more certain.

Most agents ignore the benefits and advantages of the indirect method. This method enables the agent to leave the vicinity of the mission entirely, or to watch unobserved from a safe distance. There is no immediate and obvious link between the assassin and the victim, and the agent is in no danger of immediate retribution. One small problem is that it is sometimes hard to verify the kill. Someone else might accidentally set off the booby trap or drink the poisoned drink; the person coerced or conned into killing the intended victim may kill the wrong person or fail utterly. An agent using the indirect method must "return to the scene" at some point and verify that the intended victim actually died. Sometimes verifying a kill after the fact is as easy as checking the obituaries in the morning paper, and other times it is virtually impossible.

Assassinations by the indirect method can be divided into two subcategories: those using booby traps and those using intermediaries. Booby traps are devices designed to be activated by some action of the intended victim: lifting a coat triggers a bomb, stepping onto a carpet fills the room with poison gas, or opening a briefcase ejects a knife at high speed toward the chest of the intended victim. The danger, as mentioned before, is that the booby trap will kill the wrong person by accident and warn the intended target that his life is in danger. If the booby trap does kill the wrong person or fails to kill the target, then attempting to verify the kill may endanger the agent.

For the second category, there are several ways an agent may procure an intermediary. He may pay, con, or coerce an intermediary to kill for him. An agent who hires someone else to do his killing will not last long as an assassin. Not only is such an act a danger to security, but if the agent's administrator finds out, the agent may find his hired hand is now being paid by the agent's administrator to kill the agent himself (refer to Agent Wilby ZL189).

Getting someone to kill another person by conning the intermediary into doing it is effective; however, it can only be used on certain rare occasions. In all my years of experience, I have only used this method once. An enemy agent escaped one of my ambushes even though he was seriously wounded. I traced him to a local hospital, and disguised as a doctor I entered his room and convinced the

guard to help me restrain the "convulsing" patient while the nurse administered the "sedative." There is no denying that the guard and the nurse were gullible; lying to an innocent bystander to get aid in an assassination rarely works — and almost never works as well as it did in this example.

Coercing someone into killing is a technique I have personally used to great effect. My usual method is to strap a bomb to the chest of an innocent bystander and hold the remote control in my hand. This person is now my slave, willing to do anything I wish; he will kill for me, or perform other tasks I would consider too dangerous to do myself. Often all I ask is for him to meet my intended target face to face; I then blast my target, the person strapped to the bomb, and anyone else within a half-block radius into various assorted sizes.

Of course, there are many other ways to coerce someone to kill: blackmail, kidnapping, threatening loved ones, brainwashing. Care must be taken in applying these methods, since they are almost always highly illegal. An agent must make certain the person he is coercing is sufficiently convinced that he has no other option but to do what he is told. A person with only one option is both a slave and a weapon; a person with more than one option is a threat.

Penetration

Once reconnaissance is complete and the method of assassination has been determined, penetrating the defenses of the enemy is the necessary next step. When the assassination is of the direct type, there are three ways it can be carried out: the combat method, the commando method, and the disguise method.

The combat method should only be used when the assassin or the team is fairly certain that their firepower exceeds that of the target and his friends. Also, this method should only be used when time is a major limiting factor and a proper reconnaissance and plan of attack cannot be organized.

Simply, the combat method is the assassin or team charging through the defenses straight toward the target. Losses are expected but predicted to be minimal; the priority is on executing the target, not the welfare of the assassin or his team. Fellow agents, if placed on one of these "suicide squads," should make sure the possible sacrifice is worth the potential gain from the success of the mission. Personally, I'd never volunteer for this kind of task.

The commando method is the most common way of penetrating the enemy's defenses. The assassin attempts to sneak by guards unseen, to bypass or nullify electrical and mechanical alarm systems, and then (when he gets close enough to the target) kill. Ideally, he will kill his target unnoticed by the guards and will be able to sneak out the way he came in or by another planned route. If not, he must fight his way out.

A careful and detailed reconnaissance is necessary for a smooth commando operation. There cannot be too much planning in an assassination of this type. Each second should be accounted for, from the initial penetration of the target's defenses to the culmination of the act and (assuming some resistance will remain after the target has been killed) through the escape.

While the target is in transit, not taking full advantage of the defenses he would have if he were stationary, he is more vulnerable, which makes this a more ideal time to attack. The team may find it best to flush the target out if his defenses are too strong. One simple way of doing this is to split the team into two parts and send one half in to chase the target out, while the other half waits outside the defensive perimeter to do the killing. Another way is to set off a bomb, or start a fire, flood, or some other catastrophe to scare the target away from his defenses. The main disadvantage in this tactic is that the target may never be convinced to leave his fortress, and the attempt to flush him out may give him all the more reason to stay locked up.

The disguise method works well in certain situations, but it does have some serious flaws. In many cases, no matter how good his disguise, the agent will be searched and have weapons found on his person removed. This would leave the disguised assassin with only those very concealable weapons that would not be found by a search, and his bare hands. Also, no matter how good the disguise and the fake identification, there is always a chance they will be seen through, or at least checked out. The only thing a disguise does is put the agent in the proximity of his target, usually for a very short time. Therefore, the agent must work fast. Again, meticulous reconnaissance is necessary to improve the chance of success. Particular attention must be paid to the escape, once the victim is assassinated, because usually the assassin's cover will soon be blown.

Escape

It is a general rule that the more sloppy an assassin is, the more difficult his escape will be. Ideally, an assassin would kill his target undetected and would not need to escape. However, even the most carefully planned assassination can run afoul, so the need for an escape route is part of every mission.

A good escape route will take the assassin from the place of the assassination to a place of safety without being detected by the enemy. It should provide for alternate routes in case the agent is being followed and cannot shake his pursuers. Many times. . .

(Agent's note: Unfortunately, this is where the document ends. I do not know whether Pong ever finished the article, or whether Rasmussen kept the rest. I will continue searching the garbage can behind their headquarters at regular intervals just in case.)

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Shakespeare — AS YOU LIKE IT

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SPY'S ADVICE

TOP SECRET

by Merle M. Rasmussen

In Operation: *Rapidstrlke* (TS003), *Doctor Yes* (DRAGON™ Issue #48), and *Chlnatown: The Jaded Temple* (DRAGON issue #62), characters have a tertiary personal trait called "Wrestling Value." What is this?

Wrestling Value is an obsolete trait that was cut from the TOP SECRET® rules in the second edition. Its function has been taken over by the Hand-to-Hand Combat Value. All references to Wrestling Value should be ignored.

* * *

Isn't the 9mm Uzi submachine gun concealable?

Yes. If the stock is removed and the firearm is concealed beneath the agent's suit jacket or a long coat, reduce the agent's Deception by 6. If the Uzi is fired one-handed without the stock, decrease the PWV by 10.

* * *

What are the unofficial Levels, Designations, and Experience Points needed for agents working under the Technical Bureau? Will the Technical Bureau ever appear in future modules?

For those agents who missed the chart printed in DRAGON™ issue #45, it is presented here again:

Section 4 — Technical

Level	Designation	Exp. pts. needed
1	Trainee	0
2	Clerk	79
3	Tinker	157
4	Hobbyist	313
5	Apprentice	625
6	Journeyman	1,250
7	Master	2,500
8	Academician	5,000
9	Consultant	10,000
10	Technician	20,000

10,000 experience points must be earned for every level above 10th.

The Technical Bureau will probably not appear in a module until an official rules expansion is released by TSR.

* * *

Why isn't the British Secret Service listed in Appendix Four of the rule book?

That's what foreigners call it. Look under "DI-6."

* * *

If an assassin and a confiscator perform an assassination together, does the assassin receive all of the 100-point Bureau Bonus?

This is an administrative decision. The rules for calculating experience points say the Bureau Bonus is awarded "if the agent is entitled to it." I'd say the assassin is entitled to a 50-point bonus over the Base Experience Points. The confiscator would not get a bonus.

* * *

Are experience points for an adventure already worked out by the Admin before the mission actually starts?

In most cases, no. According to the rules, "Experience points are awarded . . . for the mission(s) completed. . . ."

* * *

How does an agent pick pockets, and what are his chances of being noticed?

In a public setting with several people milling about, and/or when the pickpocket can get within reach of the victim, pickpocketing can occur. Compare the pickpocket's Surprise Value to the victim's Surprise Value. If the victim's Value is higher than or the same as the pickpocket's value, the victim cannot be pickpocketed without his knowing it. If the pickpocket's Value is 1-25 points higher than the victim's, he can only pick the victim's pocket by bumping or noticeably touching the victim. (The victim will know he has been touched, but may not know he's been robbed until he checks later.) If the pickpocket's Surprise Value is more than 25 points higher than the victim's, there is a 95% chance of success without the victim's notice. (On a percentile roll of 96-00, the victim is aware of the filch but may not choose to immediately respond.) Only one pocket location may be attempted per meeting. A pocket may not be present at that location, it may be empty, or it may contain useless items. Necklaces, earrings, bracelets, watches, purses, and other hand-carried bags may have a clasp, lock, or buckle that must first be deactivated. The security rating on such devices ranges from 1-10. Money belts have a security rating of at least 20. Stealing from a hand-carried purse or bag allows one take per successful pickpocket attempt. Stealing a purse, a handbag, something from a person's hand, or an article of clothing is not considered pickpocketing.

* * *

Who is James Pong and what are his Personal Trait Values?

James Pong is the character name of an ex-roommate of mine who has played the TOP SECRET game since its inception. Pong is a 6th Level Killer used by the Administrator as his personal bodyguard and strong-arm assistant. Pong is also a sociopathic assassin with sadistic tendencies. He carries a self-designed, .60 caliber gyrojet launcher and a non-metallic poison ring. He owns an elaborate yacht with space for a helicopter, a sports car, and a motorcycle with sidecar. Usually a solo operator, he was last seen working with a group known as, "The

Exterminators." His last known Personal Trait Values were: PS-100; Ch-40; W-94; Cr-130; K-30; Co-160.

* * *

Which issues of DRAGON Magazine contain "The Rasmussen Files" and TOP SECRET modules?

As of this writing, the article issues are #38, #40, #45, #47, #49, #51, #53 and #57. TOP SECRET modules appeared in issues #39, #48, #56, and #62. *(Editor's note: Some of the issues listed are out of print and no longer available from Dragon Publishing. See the order blank elsewhere in this issue for an up-to-date list of back issues for sale.)*

* * *

In reference to the Projectile Stopping Power chart in DRAGON issue #49, why does .501-.600 cal. ammo have less stopping power than .401-.500 cal. ammo?

Large-caliber ammo is more likely to be travelling so fast it punches all the way THROUGH the target without transferring much of its lethal kinetic energy TO the target.

* * *

Is "J.B." in the module Doctor Yes (DRAGON #48) actually James Bond?

Only his tobacconist knows for sure.

* * *

Can I have an atomic bomb inside my body, and can you have a time machine in a TOP SECRET game?

Much of this is left up to your local Administrator. You are playing on the fringe of science fiction, which IS allowed in a TOP SECRET game. If the flavor of your local campaign allows for such eccentricities and all those playing with you enjoy them, by all means play the game the way you like it.

* * *

How can you justify a silencer subtracting 10 from the Projectile Weapon Value (PWV) of a gun?

A firearm can be partially silenced if the rapid escape of gases from the explosion of the powder behind the bullet is slowed down. The silencer is even more effective if the bullet is travelling at less than the speed of sound. Slowing the bullet down makes the weapon less accurate and hence, in game terms, the PWV is reduced by 10. Silencers don't work well on revolvers because they don't prevent the escape of gases from around the revolving chambered cylinder which holds the ammo. Smaller powder charges in standard cartridges will produce low-velocity ammunition. Vibration and heat caused by automatic fire quickly disintegrates the baffles of most silencers. Possession of an unregistered silencer in most countries is a very serious offense.

* * *

How do you find an agent's proficiency at snow skiing, and how fast can an agent ski?

As for many individual sports, basic proficiency in skiing is given as the Area of Knowledge (AOK) Value under Physical Education. Check against this value by rolling percentile dice to determine consequences when something unusual is tried (such as changing speed, jumping, firing a weapon, dodging bullets or traveling backward). If the dice roll is equal to or less than the AOK Value, the stunt is successful. If it is higher, the stunt fails and the character falls. On a roll of 01-05, the character completes the stunt safely and then falls. Skiing proficiency can be increased through training or practice, but those rules have not yet been presented in the TOP SECRET system. Cross-country skiing is done at the same speed as walking, but is at least three times more exhausting. Downhill skiing has a normal maximum speed (like running) of up to 30 mph, perhaps higher if the agent is specially trained.

* * *

What is the difference between a fragmentation grenade (listed under "Explosives") and a grenade (listed under "Grenades")? One could literally explode a grenade in one's mouth and live to tell about it. Grenades aren't lethal enough, are they?

Because the TOP SECRET game is about espionage and is not a military role-playing game, many kinds of explosive canisters were excluded from the original rules. For game balance, grenades were purposely weakened for the sake of playability.

The listed fragmentation grenade is based on the M26A1 used by the United States military forces. Exploding such a device can cause up to 400 separate fragments to be dispersed over a 40-foot-radius. The "blast" grenade is based on the Mk3A2 and is a pre-packaged demolition charge in a fibreboard casing. The casing does not cause fragmentation damage. Holding a live grenade or putting one in your mouth causes the grenade to explode over a smaller area than the normal blast area, and damage values are doubled: 24 points for a fragmentation grenade and 2-20 (2 x 1-10) points for a blast grenade. Some individuals have been known to jump on live grenades to save their comrades and survive the explosion. If such an act is tried, all damage should be taken by the shielding person.

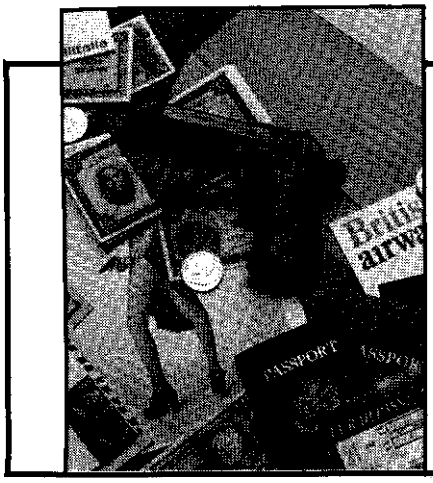
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What does the "X" under Weapon Speed for the bow mean?

Instead of "X" it should be "VS" for Very Slow (-10) if the arrow is on the string ready to be pulled and fired.

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A few Words of wisdom about weapons statistics

TOP SECRET™

SECURITY CLEARANCE LEVEL:
For Administrators and Agents

BEGIN MESSAGE

TO: Administrators desiring clarification of inconsistencies between the statistics found on the Weapons Chart and statistics as generated using the optional Gun Design rules.

BY AUTHORITY OF: Merle M. Rasmussen, designer, and Allen Hammack, editor.

PURPOSE: Because of the bulk of correspondence we receive concerning weapon-statistic incongruities and gun-design problems, we have conspired to issue a statement in hopes of alleviating rule misunderstandings. We also hope to explain our reasonings behind particular rules and statistics within the current TOP SECRET® Espionage Game rules system.

MESSAGE: Why aren't the PWVs of certain guns from the Weapons Chart the same as PWVs calculated from their A, F, P, R ratings using the optional Gun Design rules?

1) Five of the weapons (a, c, j, k, p) have PWVs left over from the original TOP SECRET manuscript and were never modified during editing.

2) One of the weapons (j) is the victim of a typographical error found under Gun Design in the section on Accuracy. A Rating of 4 should have a PWV of -4, not -2.

3) Variations between similar weapons are based on specific performance data and subjective reports from users of various gun types.

4) Different weapons with statistically identical A, C, F, P, and R ratings had their values slightly modified to make the weapons different from one another for game purposes.

5) For game balance, PWVs were varied independently of the weapon's A, F, P, and R ratings with a tolerance of plus or minus 0 to 19.

6) All PWVs on the Weapons Chart were assigned and are "official." Weapons denoted a, b, c, g, h, i, j, k, p, and u-ee are inconsistent, but will not be officially modified at this time.

Why are designed guns using the Gun Design 20 or less trait rating total such poor renditions?

1) Unlike weapons produced by professional manufacturers who spend a great deal of time and money on research and development, "homemade" weapons are pitiful reproductions. Few espionage agencies can afford a private armorer or an in-house gunsmith, and are more likely to contract the work out or buy standard weaponry commercially produced.

2) We strongly suggest modifying the given weaponry to suit your needs, as opposed to designing new weapons from scratch. Homemade weaponry would be easier to trace than mass-produced guns because of the distinctive rifling marks, unique calibers, and ballistics behavior of these relatively primitive firearms.

3) Many Administrators disregard the 20 or less trait rating total and convert real-life guns to TOP SECRET statistics directly. Overall average PWVs for weapon types are offered here to indicate design standard guidelines. The proposed values are: Pistols 35, Carbines 65. Rifles 75, Submachine Guns 80, Assault Rifles 70, and Machine Pistols 30.

4) These average PWVs can be modified plus or minus 0 to 19. For random modification, roll a 20-sided die and subtract one from the roll. To alter the average PWVs subjectively, simply adjust the figure (within the 0-19 range) by an amount you deem appropriate. The widest possible variances are found in pistols. One-handed machine pistols are deemed inaccurate in combat and are given low PWVs. Their lack of accuracy is compensated for by their increased rate of fire.

5) The data in this document is suggestive only and does not comprise official rule changes.

6) Shotguns are a class of weapons unto themselves. Their design, suggested PWVs, and Range Modifier statistics will not be addressed at this time.

How are Range modifiers defined for weapons being designed?

1) See reason 3 under the first question above.

2) Different weapons with statistically identical A, C, F, P, R ratings had their Range Modifiers slightly changed to differentiate them.

3) Based on statistical comparison of compiled weapon data for TOP SECRET guns, we would like to propose the following overall averages for Range Modifiers:

	PB	S	M	L
Pistols	0	-45	-145	X
Carbines	+3	-10	-75	-195
Rifles	+5	-5	-45	-115
Submachine Guns	+4	-25	-95	-245
Assault Rifles	+5	-10	-60	-170
Machine Pistols	+1	-25	-80	-220

4) These average Range Modifiers can be subjectively altered within the following parameters:

PB: + (0-5), but PB can never be less than 0
S: + or - (0-9); randomly, equivalent to d10-1
M: + or - (0-19); randomly, equivalent to d20-1
L: + or - (0-49); randomly, equivalent to ½d%-1

5) In all cases, if the actual gun cannot shoot further than medium range (600ft.), its long-range modifier should be X (not possible).

How were the weapons chosen for inclusion in the TOP SECRET rules, and why were those weapons chosen?

1) During the research phase, some weapon descriptions were determined to be so sketchy and vague they weren't even passed on from the designer to the editor.

2) Certain obscure notes made during research were not deciphered, and hence there was a question as to whether such weapons actually existed. These questionable weapons were never submitted to the editor: the .38 S&W (5 shot) small-frame side swing revolver, the .38 Llama and the 9mm Double col. mag. self load.

3) Three weapons had identical weapon statistics, but the descriptions were so sketchy none were included. These weapons are the .41 mag., .44 special, and .44 mag.

4) All of these weapons were pistols, and we had a dozen others with fuller descriptions. We also wanted to include carbines, rifles, submachine guns, assault rifles, shotguns and other weapon types.

5) We wanted to include common weapons used in popular espionage stories or used in real espionage and/or police work, not necessarily military weaponry.

The chart below lists statistics for some of the weapons which were eliminated from the original TOP SECRET manuscript for the reasons given earlier. Please keep in mind that the statistics are not necessarily accurate or complete. Note that each of the five gun traits range from 1 to 6. When comparing these trait values using the Gun Design tables, note that the phrase "equivalent to" means that the weapon *acts like* or *fires the same as* what is listed corresponding to the rating. The weapon may not actually be or *appear as* it is rated. For example: The Accuracy rating of "3" for the .44 mag does not mean that the gun has a 2½-inch barrel, but rather that in comparison to other weapons and in combination with the other four ratings the .44 mag fires as if it had a 2½-inch barrel. These weapon statistics are offered in the hope of further expanding the selections of pistols available to agents — *and* to their opposition. Happy hunting!

			Range Modifier														
QRC	Weapon	PWV	PB	S	M	L	WS	R	AM	CST	DC	A	C	F	P	R	HW
vv	.25 self-load	31	0	-54	-154	X	F	1	6?	360	0	2	6	5	3	2	3
ww	.32 self-load	43	0	-50	-150	X	VF	1	6?	370	-2	2	5	5	4	4	4
xx	9mm Double col. mag. self-load	47	0	-46	-148	X	VF	1	8?	365	-4	3	4	5	4	6	4
yy	.357 Mag. 6-shot small-frame rev.	33	0	-40	-140	X	F	6	325	-4	3	4	4	4	6	4	
zz	.380 self-load	45	0	-41	-141	X	VF	1	8?	380	-2	3	5	5	4	4	4
aaa	.38 S&W 5-shot small-frame rev.	34	0	-41	-141	X	VF	1	5?	375	-2	4	5	3	4	6	4
bbb	.38 Standard wt. 6-shot revolver	35	0	-41	-141	X	VF	1	6	370	-4	4	4	4	4	6	4
ccc	.38 Llama	47	0	-39	-139	X	VF	1	8?	380	-6	3	3	5	4	6	4
ddd	.41 mag.	43	0	-38	-138	X	F	1	6?	320	-8	3	2	4	5	6	4
eee	.44 special	43	0	-37	-137	X	F	1	6	260	-8	3	2	4	5	6	4
fff	.44 mag.	43	0	-36	-136.	X	F	1	6	280	-8	3	2	4	5	6	4

ADMINISTRATIVE CORRECTION

In reference to the article in DRAGON™ issue #49, concerning ammunition, the following clarification is necessary:

Gyrojet and microjet ammunition may not be fired from conventional firearms (ones containing firing pins). Such specialized ammunition is fired from cast aluminum launchers possessing electrical igniters. These miniature, solid-propellant rockets produce a visible burning tail and are not particularly accurate. The bonus to hit with such a weapon should be applied for targets at long range due to the acceleration of the projectile after launching.

Launchers may be used in a vacuum or underwater, since the projectiles carry their own oxygen supply to support combustion. If a launcher is used underwater, reduce all ranges by 75%; however, the damage from striking the target remains unchanged. Firing-pin ammunition may not be used in a gyrojet or microjet launcher. If they are the correct caliber, both microjets and gyrojets may be launched from the same device.

Residue buildup within the weapon barrel may cause the launcher to misfire after the tenth shot unless the weapon is cleaned properly. The chance of a misfire after the tenth shot is 5%, added cumulatively for each succeeding shot. Hence, if the gyrojet hasn't misfired by the fifteenth shot there is a 25% chance it will misfire on that shot.

Gyrojet/microjet launchers operate off a simple nine-volt battery which is good for 30-90 [10x(1-6)+20] launchings. Cost of the battery is $1. Launchers cost $150, are pistol-sized, and may be smuggled past most metal detectors and some searches if they are disassembled. Launchers generally act as other pistols, duplicating their PWVs, Range Modifiers, WSs, Rates, ammo supplies, and other characteristics.

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END MESSAGE

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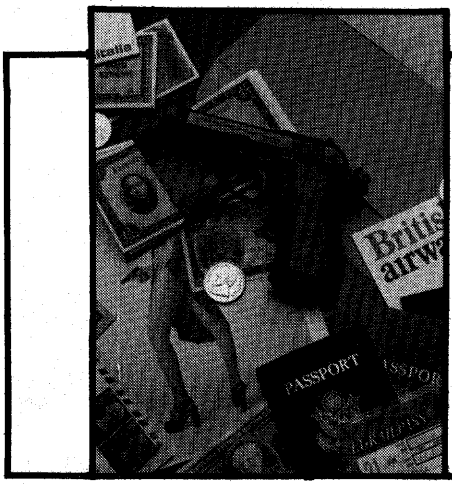
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SPY'S ADVICE

TOP SECRET

by Merle M. Rasmussen
and Allen Hammack

In the Sequence of Play, is it correct to say that if two characters are within 10 feet of each other and one of them is armed, the unarmed one can prevent being shot simply by attacking HTH?

According to the TOP SECRET® Hand-to-hand Combat Rules, yes.

In Hand-to-hand Combat, are you supposed to let the players see the Hand-to-hand Combat tables (charts)?

Yes.

On the HTH system, how far does one move when they choose "retreat" as a defense?

Ten feet. Outside Hand-to-hand Combat range.

It seems that if someone is attacked, all he or she has to do is choose clinch or retreat to keep from being hurt. How is this so?

This is not entirely true. A Clinch negates all attacks made by the clincher except for holds. If a Clinch is used to defend against an Untrained Combat Hold or Judo Hold, the hold is successful. Injury points sustained when the defensive character is held are found in the Injury Modifiers section of the rules (page 28 in the second edition). For example, if an untrained fighter chooses Clinch as a defense against a Strangle Lock by a strong offensive fighter who knows judo, the hold is successful. According to the Injury Modifiers section, the untrained fighter sustains injury points: one because the offensive fighter has a strong fitness rating, and three more because the defensive fighter used a defensive maneuver on a combat chart beyond his or her allowable combat knowledge.

How can anyone have a HTH weapon value of more than 250 (sword, thrown)?

A person can hold more than one weapon: for example, a stiletto in one hand and a sword in the other.

In the example of Hand-to-hand Combat there is a section which features the HWV damage to Yonny (page 32, Round Two, paragraph 2). It says that the hunting knife that Achmet used has a HWV of 52, which adds 3 more points to the total damage to Yonny. I would like to know how to get +3 damage out of a HWV of 52.

According to the Injury Modifiers section of the rules, the injury modifier for a weapon with a HWV of 52 is +3.

Is it possible to convert a semi-automatic weapon such as the AKM assault rifle to a fully automatic weapon? If this conversion is allowed, what would be the cost? Also, may telescopic sights be used on assault rifles of this type?

Yes, the conversion is possible — but note that fully automatic weapons are illegal in many countries. The inflated illegal market price for such a conversion is $100. Yes, telescopic sights may be used on an assault rifle.

When an agent is on a mission, does the agent or the bureau pay for expenses like food and lodging?

Food, lodging, transportation, and hospitalization are generally paid for by the agency or bureau. Equipment, armament, and expenses connected with illegal activities generally are paid for by the agent.

If your mission is to assassinate someone, but in the process you rescue someone, would you get experience points for the rescue, too?

No.

How does an agent learn a new language?

There are two ways. Those who have access to issue #51 of DRAGON™ Magazine can complete the Languages & Culture Course, described as an unofficial rules addition in the Rasmussen Files column in that issue. The other way is to refer to the rule book under Improvement of Character Abilities and treat separate languages as Areas of Knowledge (AOKs). For every 25 points of Knowledge a character has, he or she can learn one new language. A character with a Knowledge of 100 knows a maximum of 4 languages. If the character were to add 8 points to his or her primary Knowledge trait, the character could know a fifth language with a fluency of 40 (8 × 5 = 40).

When an agent "forfeits" experience points to switch bureaus, are experience points "used" to raise scores forfeited? Do an agent's primary scores revert back to what they were before?

No to both questions.

Could you describe and/or illustrate Fascinate, Dazzle, Impress, Con, and Lure?

Fascinate: like the power James Bond has over women.

Dazzle: showing off through the use of Coordination.

Impress: convey a feeling of being dangerous through offense.

Con: use a false statement to gain a psychological advantage over someone by preying on that person's weakness.

Lure: similar to a con, except that the statement might be true, and it attracts the listener with the possibility of pleasure or a reward.

One can fascinate by the use of witty or pithy sayings, using an accent, using body language or facial gestures, or by one's presence, appearance, dress, or deportment. One person can dazzle another with sleight of hand, card shuffling and dealing, hypnotic suggestion, fast-moving hands or feet, or amazing feats of athletic prowess. A character can be impressed by a close or called shot, smashing something with a bare hand or foot, surviving dangerous stunts, or rippling one's muscles. A con is used to defraud or swindle someone. ("I worked for Sam for three years. I know more about his operation than you do.") A lure may be used in basically the same manner, with an enticement involved to make the listener more inclined to

believe the deception. ("You could be well off for a long time if you tell us all you know about Sam.")

Would an agent be credited for passing counterfeit money if the agent didn't know the money was counterfeit?

No, the agent must knowingly pass the money.

in types of movement, how would you classify rolling (either as a somersault or a lateral move)? For example, an agent rolls for cover 10 feet away, pausing in the middle in a stomach-prone position to fire his pistol, then rolling on toward the cover. What penalties would be involved on the attempt to fire, and on someone shooting back?

Use "Crawling" for the rolling agent's effective Movement Rate. Use "Running and Dodging" for the firing penalties (both to hit and to be hit).

On called shots, why can't Shooter Wounded or Consecutive Shots be taken into account? Or, if using an automatic weapon, with incredible luck, though, would normal limitations still apply, subtracted from the CSV?

You may subtract other penalties as you see fit. The rules say only one shot per phase with called shots, so automatic weapons would have to be fired in semi-automatic mode.

Would a distraction work in a Projectile Combat situation? Who would get an advantage? If agent X could distract gunman Y from holding a pistol on him, and thus be able to draw his own weapon, would surprise modifiers revert to zero? And would agent X pick up the surprise (if successful)?

If a distraction works, neither agent is surprised. In determining who gets the first shot, however, agent X must still take a Drawing penalty which agent Y won't have; and the agent with his gun already drawn won't suffer a Weapon Speed penalty (although a bonus for Fast or Very Fast, speed still applies).

What would be the damage modifier (by caliber) for a hollow-point bullet that is filled with mercury?

Such a bullet has the same damage modifiers per caliber as a dumdum bullet. Dumdum bullets may have a soft, hollow, or notched nose. Sometimes the hollowed point is filled with mercury and capped with a BB (lead shot 0.18 inch in diameter). The shell may have a partially split jacket or a jacket with the tip cut off. All of these variants cause the bullet to mushroom (50% of the time) on impact with a live target, tearing a large wound through the victim.

In issue #57 of DRAGON Magazine, the Special Missions Bureau was described. Is it a legal bureau? And if so, is there any possibility of other bureaus?

None of the material that has appeared in DRAGON Magazine concerning the TOP SECRET game is considered "legal" or "official," particularly for purposes of tournament play or a game involving players from different campaigns — unless a certain article specifically states otherwise. (That doesn't mean you can't use the information in your campaign; it's perfectly okay to cite a "Spy's Advice" answer, for instance, to settle a question that may arise during play. Even if something *sounds* like an official rule — such as the new bureau descriptions, which read just like rulebook additions — it can't be used "officially," because we can't be sure that everyone who owns the TOP SECRET rules or acts as an Administrator will also see that particular issue of the magazine.

The Special Missions Bureau (described by Mark Mulkins), the Technical Bureau (by Merle Rasmussen, in issue #45), and the Infiltration Bureau (by Gary Gygax, in issue #61) have all been offered to DRAGON readers as ways for players to expand their characters' horizons. Obviously, there is the "possibility" of other bureaus; TOP SECRET players with access to the three issues mentioned above, and the desire to use the variant rules for new bureaus, are welcome to try them out. ♈





New tools of the trade

TOP SECRET™

by Jeffrey L. Gillespie

As the saying goes, it's a poor workman who blames his tools — and, to tarry that reasoning one step further, it's a pool agent indeed who doesn't even have the tools to put the blame on. Weapons and basic equipment are, obviously, essential parts of any TOP SECRET® agent's possessions. But firepower and everyday items don't go nearly far enough to fill the needs of an agent, or group of agents, assigned to perform a mission. What fills the gap are the many and varied objects known as "tools of the trade."

The Character Construction section of the TOP SECRET rule book includes a short list of such tools. Suggestions for expanding the roster of available equipment are offered below. Agents should realize that the availability of any of these new "tools" is up to the discretion of the Administrator — and, conversely, the Administrator should appreciate an agent's need for certain special items that would enhance his or her chances for success on a particular mission. After all, an agent and the agency employing that person are supposed to be working toward the same goal — the successful completion of a mission. It is unfair, and may be downright foolhardy, for an agency to deny a piece of equipment to one of its operatives if the need for that equipment is obvious.

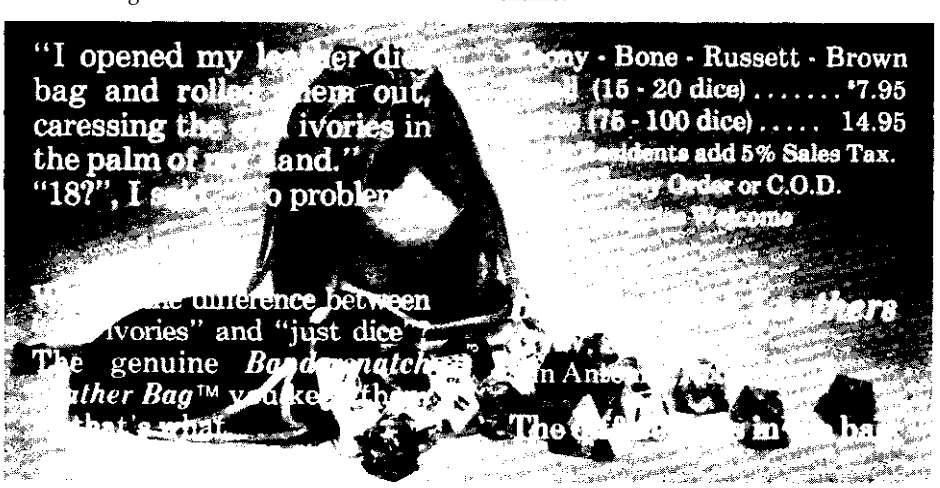
With all of the foregoing in mind, Administrators are invited to look over the following list of "tools" and include any or all of them in the agency's inventory. Of course, this list may be added to, or some of the specifics regarding a certain item may be modified to bring them in line with other particulars of the agency's activities and procedures.

The following list gives the name, weight in pounds (if significant) and cost in dollars of each item, all printed in **boldface** type, plus any other pertinent information about the item.

Some of the items (those with names printed in *italic* type) are special, for one reason or another, and thereby are difficult for the agency to obtain. The Administrator should inform agents desiring special equipment that a wait of 1-5 weeks (generate a number randomly or specify a certain length of time) will be necessary before such equipment can be delivered. In general, the agency will not attempt to obtain special items for low-level agents unless they are involved in a very important mission.

Acid — — **$75**
Price is for 1 gill (4 fl. oz.). If used as a weapon, unprotected skin suffers type X damage; clothing being worn on or over the affected area reduces this to type W damage.

Bolt cutter 8# **$25**
A heavy-duty tool primarily used for cutting the shafts of padlocks and heavy chains.



Bottle with secret compartment 2# **$30**
Looks like an ordinary bottle full of liquid with the lid still sealed. The bottle will twist apart to reveal a space about 1½" in diamater and 5" in height.

Calibration control 3# **$85**
This device is used to set and reset timers, either for time locks on vaults or timer detonators on bombs.

Camouflage fatigues — — **$40**
Includes cap but not boots.

Coat/jacket with secret pockets 6# **$40**
Pockets are hard to find unless you know where to look; impossible to pick this kind of pocket.

Code/cipher books 1# **$10**
Each book contains different codes and ciphers used by different countries. Ciphers are distinguished by type: uni-literal, multi-literal, keyword mixed, reversed alphabet, double keyword, etc.

Doctor's bag 5# **$120**
Includes stethoscope (useful for listening through walls), scalpels, syringes, needles, sutures, anesthetic, and other assorted paraphernalia.

Ether, bottle 2# **$35**
Price is for a 10 oz. bottle; normal dosage is 2 oz., which can be effectively administered with a handkerchief, When the handkerchief is held over a person's nose and mouth, the victim's Willpower is reduced by 5-50 points (d10 × 5) for each round the victim is disabled.

First aid kit 4# **$20**
Contains six roll bandages, gauze, tape, disinfectants, alcohol, plus ammonia inhalants or smelling salts.

Flare, hand-held ½# **$4**
Self-igniting cap; burn duration of 30 minutes.

Floor plans/blueprints -- **$20**
Available for most buildings, except

military installations or special private buildings.

Glass cutter — — **$3**

Grappling hook 20# **$40**
Comes with 150 feet of rope.

Jeweler's glass — — **$30**
Useful for examining documents to see if they're counterfeit, and (of course) for estimating the value of gems and jewelry.

Lie detector **25# $175**
Can be carried in a suitcase or the trunk of a car. Persons tested must roll d%; a result greater than the person's Deception score minus 50 indicates that a lie was detected — but there is always a minimum chance of 5% that a lie is ***not*** **detected.**

Lock 2# **$3**
Either a combination or keyed lock, useful for re-locking gates, etc. after an agent has cut off the original lock and passed through the barrier.

Map, city/country — — **$1**
Useful to facilitate travel in and around the strange places that agents are always being sent to.

Mechanical tool kit 20# **$15**
Contains a dozen assorted screwdrivers, a hammer, a set of 10 open-end or box wrenches, a hacksaw, pliers, and 100 assorted screws, nails, nuts, and bolts.

Movie camera with sound 8# **$160**
Much better for reconnaissance or blackmail than a standard 35mm camera.

Nitroglycerin 2# **$175**
Price is for 1 quart (32 fl. oz.), equivalent in explosive power to six ounces of plastique. If detonator is attached, there is a 15% base chance (-5% for an agent with Weaponry knowledge of 60 or higher) of accidental explosion if the item is dropped or handled roughly.

Pen flashlight — — **$3**
Battery life of 6 hours.

Pocket language dictionary — — **$4**
Provides translations for most common words from one specific language to another specific language.

Portable radio with police band channels 2# **$25**
Will only monitor police channels.

Shoes with hollow heels — — **$30**
Compartments useful for concealing very small items.

Skin graft, fake —— **$120**
Looks and feels like a 6" square (maximum size) patch of skin; can be used to conceal small-sized and small-bulk items (knives, wires, etc.) by placing graft over object. The material will adhere to real skin until pulled off.

Spray paint -- **$4**
Useful for all sorts of mischief, such as leaving death threats on walls and painting windows so they can't be seen through.

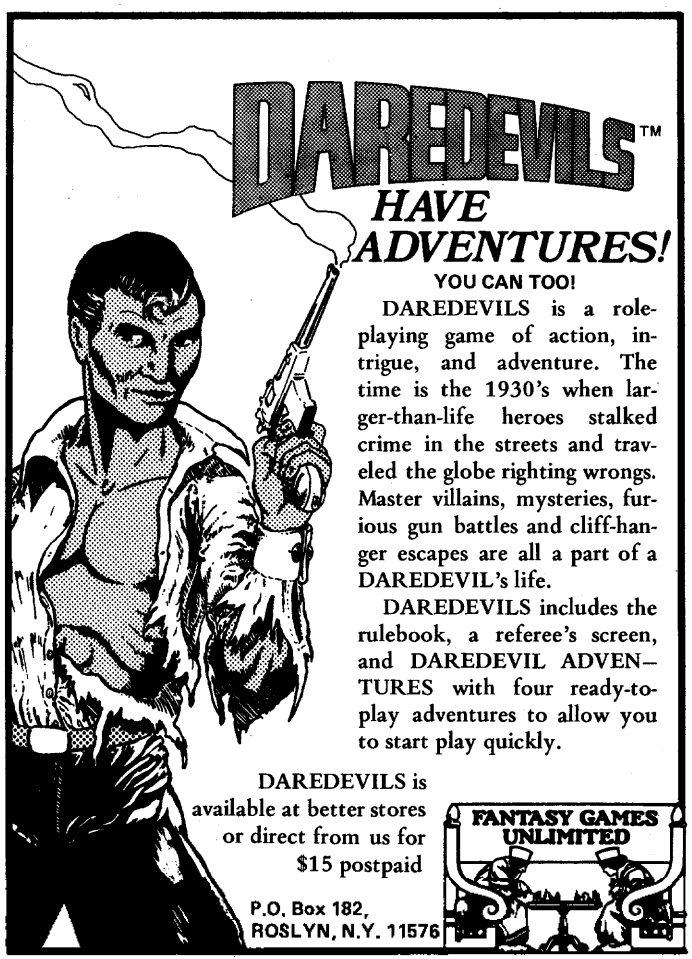
Starlight scope —— **$730**
Adjustable from 3x to 9x magnification. Usable outdoors only; +90 to PWV during daylight hours, +70 to PWV at night.

Straitjacket 5# **$125**
A person being held in a straitjacket must roll his or her Evasion score minus 100, or lower, to escape.

Super glue — — **$3**
After this adhesive sets properly, the surfaces it joins are virtually impossible to separate without a solvent (such as acetone). It can be used to fill keyholes, glue papers to a desk, and so forth.

Wig or false beard — — **$40**
Adds +30 to Deception value while worn.





Spy's Advice

by Merle Rasmussen

Answers to Questions for TOP SECRET® players

What would be the effects of someone being exposed to 1 cubic inch of uranium?

More data is necessary to completely answer this question. The proximity of the uranium, the duration of the exposure, and the type of shielding, if any, must all be taken into consideration. As a general rule, anyone with severe radiation sickness will suffer 1-10 injury points each day until killed or cured.

How much does a thermite bomb cost? How much is needed to burn a man-sized hole through different surfaces?

A thermite bomb (grenade-type canister) costs $30. Thirteen of these thermite grenades set around the perimeter of a 30" diameter circle will melt through ½" of any metal in 40 seconds. This process will create a man-sized hole. The same arrangement will burn through ½" of wood and/or plaster in 40 seconds. Thermite bombs are not effective against brick or concrete. Some Administrators allow agents to have thermite paste; when this paste is applied in a ½" wide strip and detonated by flame or electricity, it burns with intense heat along the length of its path. Thermite paste comes packaged like toothpaste, with a 12-ounce tube (enough to lay a 10-foot-long strip) costing $30.

How long would a flash grenade blind a character?

Official statistics for flash grenades are not currently available. The Administrator might roll a random value from 1-100, which is the number of minutes the victim is temporarily blinded by any non-permanent damage.

How much would a tripod add to the PWV of a rifle?

If an agent was using a two-handed shooting stance, would it increase his chance to hit? By how much?

Your Administrator may rule that bipods, tripods, and a two-handed shooting stance may be considered as a weapon at rest on a solid object. The miscellaneous Hit Determination Modifier for each shot would be +10.

The Life Levels of player characters in missions I administer are around 140, but the average NPC has a LL of 15. What am I doing wrong? What can I do?

Life Level is equal to the total of Physical Strength plus Willpower divided by 10. All fractions are rounded to the nearest whole number. See the rules for Character Construction on page 5 of the TOP SECRET rule book. The "Life Level" line on the Agent's Dossier in the back of the rule book does not make the proper calculation clear, which is probably why the LL figures for your player-agents are so high.

How do you determine if an agent has made a successful parachute jump?

It is far more likely that a parachute will open improperly than not at all. Square chutes are more than six times safer than round chutes. When the rip-cord is pulled, roll percentile dice: 01-99, chute opens; 00, roll again. With a square chute, on a second roll of 01-97, the chute opens; on a roll of 98-00, the chute malfunctions. With a round chute, on a second roll of 01-80, the chute opens; on a roll of 81-00, the chute malfunctions. Always pack a back-up chute, and when possible always pack your own parachute to avoid sabotage.

When you gain points in Knowledge through experience, does your basic AOK go up accordingly?

Yes.

Is there a limit to AOKs?

Yes, an AOK score for a player character can never exceed 150.

If you have a 99 Knowledge and you gain 2 more points in it, do you get another superior AOK roll?

No, you only have the superior Areas of Knowledge you start the game with. It is possible by applying experience points that any AOK value can increase in value to 150 whether it started out as a superior AOK or not.

Can NPCs have Fame and Fortune points?

Generally, no. The only way a non-player character could have Fame and Fortune points is if he was formerly a player character who is now being played by the Administrator.

When a character's Life Level is reduced to zero from drinking alcohol, is the character dead or unconscious?

Since alcohol is a depressant poison, the character has literally drunk himself to death.

How can I run a campaign with multiple groups of investigators, confiscators, or assassins without the players finding out about each other's major objectives?

Have you considered handing every player a note telling him his agent's true major objective? Each agent could also have a cover objective that players might reveal to each other. You can request that the agents' Bureau designations (under Classified Information on their Agent's Dossiers) be left blank and are only known by the Administrator. No agent, or the player of an agent, will be sure of anyone else's true major objective, since some will reveal it and others may lie or not tell anyone anything.

Are the correct prices for many of the Other Weapon Types found on the "Weapons Chart" or on the price list under "Equipping the Character"?

The correct prices for Other Weapon Types are listed on the Weapon Chart. A manual speargun costs $50. A CO, speargun costs $100 and pressurized CO, capsules cost $1 each. A sword ($30) and a sword cane ($50) are used much the same but are concealed differently. Dart guns can cost $250. A boomerang that returns is only $5. If it hits anything greater than its weight (½ pound) it will not return. Boxing gloves cost $25 a pair, and karate padding for both hands and feet costs $50 a set.

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Pop the clutch and roll!

Rules for car chases in TOP SECRET® play

by Ed R. Teixeira

Murphy was desperate. Everything he had tried so far had failed. Since he first spotted the black sedan, it had stayed 100 feet behind him. At first he tried to be subtle: a few quick lefts and then a right. After five minutes the sedan still hung behind. Whoever was behind him was a good driver. Murphy stepped on the gas pedal, and his Porsche leapt forward.

Running parallel to the river, the Porsche sped down the road. "City streets aren't made for this," Murphy thought as the car slid sideways coming out of a turn. Murphy slowed down to regain control, then looked in to his rear-view mirror. The sedan had closed to within 65 feet. Downshifting, Murphy spun the wheel to the right and accelerated. Tires squealed as the cars raced around another corner. Then Murphy remembered something that the driver of the sedan might not know. The road they had turned onto crossed a river at a drawbridge, and he had heard a ship's whistle about a minute ago. As Murphy approached the bridge, it started to rise. The Porsche crashed through the wooden cross-guards and was airborne. The Porsche flew over the river and landed on the other side of the bridge, its stiff suspension absorbing most of the shock of the landing. The driver of the sedan thought he could make it, too — but the ball of flame in Murphy's rear-view mirror confirmed that he didn't. Murphy let up on the accelerator, turned left, and slipped away into the night.

The chase described above happened in a recent TOP SECRET® game scenario that I had the pleasure of running. It was able to happen because of a set of special rules I drew up. The TOP SECRET rules include guidelines for vehicle movement, but not any specific rules beyond that to govern the use of a motor vehicle. Using the rules in this article, it is possible to handle chase scenes like the ones in almost every "spy" movie.

Scales and time vs. distance

The time scale used for-vehicle movement in the TOP SECRET rules is the same as for personal movement turns; that is, one turn equals five seconds. If an agent wants to fire a weapon during a car chase, he is allowed only one round of fire per turn of vehicle movement — not five rounds of projectile combat, as is otherwise possible in the projectile firing system. If both the target and the shooter are in moving vehicles, only one round of fire is allowed, and this occurs at the end of the movement turn. If either the shooter or the target is not in a moving vehicle, then projectile fire is handled as normal in the rules. If Murphy had been shot at by a person not in a vehicle, then the distance that Murphy's car traveled would have to be divided into second-by-second movement, and a round of projectile combat would be allowed each second. In such a case, it is important to correctly calculate the distance traveled per second by dividing the distance travelled in a turn by 5 (and round down) to arrive at the feet per second traveled by a vehicle at a certain speed.

Vehicle movement per turn (five seconds):

MPH	1	2	3	4	5	10	15	20	30	40	55
Ft./turn	7	14	21	28	35	70	105	140	210	280	385

To figure out the distance traveled for a speed that is not on the above chart, add two or more speeds together. Example: The feet per turn traveled per turn by a vehicle at 18 mph would be 105 (for 15 mph) plus 21 (for 3 mph), or 126. If it was necessary to divide this into one-second increments, then 126 divided by 5 would yield a distance of 25.2, rounded to 25 feet per second.

To clarify projectile combat involving a stationary (not in a vehicle) shooter and a target in or on a moving vehicle, consider this example: A guard sees a vehicle trying to escape at a current speed of 50 mph. The distance traveled at 50 mph is 350 feet per turn, or 70 feet per second. After he sees it, the vehicle travels for three more seconds before the guard opens fire. After the car has moved 210 feet (in those three seconds), the guard would be allowed to fire one round of projectile combat. He would be allowed additional rounds of firing if desired, and the Administrator should keep in mind that the vehicle is allowed one second of movement (another 70 feet of distance) before the each subsequent round of fire. And, it is important to take into account the penalty to hit the vehicle due to consecutive shots. Characters will realize that is often beneficial to spend a second "steadying" their weapon after squeezing off a few rounds of fire.

Turn sequence

1. The vehicle (or car, for simplicity's sake) that is being pursued is said to have the initiative. The positions of all other vehicles are expressed in relation to the "chase car" (the one being pursued). The player representing the driver of the chase car will first write down the speed he wishes to move, any shifting of gears, and any maneuvers he is attempting this turn.

2. After the chase car's actions are secretly recorded, the pursuit vehicles are allowed three options:

"Tail" allows the pursuer to copy the actions of the chase car. This will not change the distance between cars.

"Speed up" allows the pursuit car to copy the actions of the chase car, but also to accelerate its speed to either close the distance between cars or to overtake the chase car.

"Slow down" will increase the distance between the cars.

Under any of the three options, the pursuit car(s) may make any maneuver that the chase car is making, subject to the physical restrictions of a certain vehicle or vehicle type.

3. If any vehicle will intersect the path of another vehicle during the turn, the Admin must determine if a collision occurs. Distance traveled during the turn should be broken down into one-second increments if needed.

4. All of the actions described above are written down secretly and revealed simultaneously. If no vehicle collisions occur, the characters involved are allowed to carry out any actions desired before another vehicle movement turn begins.

5. Damage incurred by any actions in steps 1-4 is recorded and survivors are allowed to proceed to the next movement turn, repeating steps 1-4 as many times as needed.

Note: The pursuing driver(s) must declare a speed for the pursuing vehicle(s), just as the driver of the chase car must do for his vehicle, but the pursuer(s) should always be able to figure out (roughly, at least) how fast the chase car is traveling, to help the pursuer(s) decide what speed to choose. If "speed up" or "slow down" is the selected option, assume an increase or decrease of 5 mph in speed for the pursuing car (either a gradual acceleration, or just taking one's foot off the gas), unless the driver is accelerating or decelerating abruptly. (See the Vehicle Chart later in this article for details on acceleration and braking.)

Vehicles involved in a chase should be plotted on a map that was made prior to playing the scenario. It is important to keep track of the location of the pursuing vehicle(s) each turn, both ***actually*** (on the map) and ***in relation to the chase car.*** If a pursuing car is able to catch and pass the chase car during a turn, the driver may immediately exercise the option of slowing down to remain abreast of the chase car.

Turning

Various kinds of curves and corners are classified according to a recommended speed and the chances of a mishap if that speed is exceeded. For cars making a turn at or below the recommended speed, simply plot the vehicle's movement as if it was going straight. Whenever a driver attempts a turn at more than the recommended speed, do the following:

Calculate the driver's Coordination plus 50. From this number subtract the Cornering Rating of the turn (see the Turn Chart following). Then subtract 5 for each mph of speed more than the recommended speed. To this apply the Cornering Rating of the vehicle (see the Vehicle Chart). The net result is the percentage chance for a successful turn.

Example: Murphy hits a medium turn at 45 mph. Murphy's Coordination of 75 plus 50 equals 125. The Cornering Rating of a medium turn is 30. This, and 50 more for exceeding the recommended speed by 10 mph, is subtracted from 125, leaving 45. To this is added the Cornering Rating for Murphy's Porsche, which is +20. So, a percentile dice roll of 65 or less is needed for Murphy to make the turn safely.

Turn Description Chart

Type of turn	Recommended speed	Cornering rating	Stress roll*
Sharp	15 mph	50	02%
90-degree	25 mph	30	01%
Medium	35 mph	30	01%
High-speed	50 mph	50	02%
Special	75 mph	60	04%

Sharp turns are hairpins or U-shaped curves.

90-degree turns are the type found at most street corners.

Medium turns are the gradual curves often found on highways and freeways.

High-speed turns are shaped like ***medium*** turns, but are somewhat banked.

Special turns are of the sort found on a test track or speedway, deeply banked.

* — ***Stress roll*** refers to the car, not the driver. Whenever a vehicle takes a turn at more than the recommended speed, regardless of the result of the attempt, the Admin must make a stress roll for the vehicle. On a percentile dice roll equal to or less than the stress roll value for that type of turn, the vehicle has suffered a mechanical failure. Make another dice roll, as if the vehicle had missed the turn and suffered a result of "Lose Control" on the Turn Failure Chart (below). Even if the driver avoids a crash and an injury, the car counts as a disabled vehicle and will roll to a stop. The vehicle cannot be operated again before being repaired by a qualified mechanic.

If a driver makes it through a curve or corner safely, the turn sequence continues as outlined in steps 1-5 above. If the dice roll is more than the needed number, the driver has missed the turn, and the Admin rolls again, consulting the Turn Failure Chart to see what happens next.

Turn Failure Chart

Type of turn	Skid; speed reduced 50%	Lose Control	Crash	Explode
Sharp	01-60	61-87	88-99	00
90-degree	01-60	61-95	96-99	00
Medium	01-60	61-92	93-99	00
High-speed	01-50	51-90	91-98	99-00
Special	01-50	51-85	86-96	97-00

Modifiers: Add 10% to any dice roll if road is wet.

Skid, speed reduced 50%: Vehicle will reduce speed by at least, half next turn with any needed downshifting of gears.

Lose control: When this result occurs, a dice roll is necessary

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on the Loss of Control Table. A driver with Coordination of more than 80 adds 1% to the dice roll for every point above 80.

Loss of Control Table

Dice roll	*Result*
01-60	Vehicle will crash. Refer to the Crash Table.
61-80	Driver regains control of vehicle, but must reduce speed by at least 50% (as for "skid" result), with appropriate downshifting.
81-00	Driver remains in full control of vehicle; no reduction of speed necessary.

Crash: Vehicles in a crash must roll on the Crash Table. Use the Damage modifier for the vehicle type (found on the Vehicle Chart) as an adjustment to the dice roll, and also add +1% to the dice roll for every mph of speed the vehicle possessed at the time of the crash (assuming the crash is with a stationary object).

Crash Table

Dice roll	*Result*
01-35	Vehicle skids off the road to the inside of the turn. If nothing is there that the vehicle can hit, it will roll over once and land upright. Passengers will receive 1 injury per each 10 mph of speed at the time of the crash, or only 1 injury if seat belts are worn. Injuries are determined as per projectile combat. The car may be restarted on a roll of 60 or less on the following turn. If it does not restart, then it may not be driven until repaired. If the vehicle hits a solid structure, passengers will receive double the injuries given above.
36-70	As above, but vehicle skids to outside of curve.
71-125	Vehicle rolls over three times, either to the inside or outside (50-50 chance) of the curve. If there is nothing the vehicle can hit, it will land upright 50% of the time, and passengers will receive 2 injuries per 10 mph of speed at the time of the crash, or only 2 injuries if seat belts are being worn. If the vehicle hits a solid structure, passengers will receive double the injuries given. The vehicle may not be restarted.
126 or more	The vehicle rolls five times, and passengers will receive 3 injuries per each 10 mph of speed, or only 5 injuries if seat belts are being worn. The vehicle will explode in 2-200 seconds (d% × 2) from the time it stops rolling, and all inside the car at that time will perish. Those within 40 feet of the explosion will suffer 1-10 damage points.

Loss of consciousness: A crash victim may lose consciousness in addition to being injured. The chance of being knocked unconscious is equal to the victim's current damage points (in life levels) divided by the character's normal, healthy Life Level and expressed as a percentage. A passenger who rolls this percentage or less is unconscious. Example: A passenger has lost 5 points from his original Life Level of 20 following a crash. This is 25% of the passenger's normal Life Level, so he has a 25% chance (01-25) of being knocked unconscious by the crash.

Escaping a crash scene: Passengers can exit a crashed vehicle without help if they are conscious. Unconscious passengers must be dragged out. The time, in seconds, required for a conscious passenger to get himself out of a vehicle after a crash is equal to 200 minus his total of Coordination and Willpower. If a rescuer is attempting to free an unconscious passenger, add 100 to the weight of the victim and subtract from that the rescuer's total of Coordination and Willpower to get a time in seconds. Examples: Murphy attempts to extract himself from a crashed vehicle. His Coordination (75) plus Willpower (85) equals 160. The difference between 160 and 200 is 40, the number of seconds it will take him to get out. If Murphy then decides to pull his 125-pound passenger Tanya out of the wreckage, he can do it in 65 seconds: Tanya's weight plus 100 equals 225, minus 160 (Murphy's Coordination plus Willpower) equals 65.

Note: A passenger cannot rescue someone else until he has pulled himself free to start with, and an extra five seconds of "escape time" is needed for any passenger wearing a seat belt at the time of the crash.

Explode: This result from the Turn Failure Chart is played the same way as a Crash Table result of 126 or more.

Vehicle Chart

Size	Type	Spd	Cor	Acc	Brk	Bsh	Dam
X-Small	Cycle	100	+35	2	1	1	+40
Small	Sports car.	155	+20	2	2	2	+20
Medium	Sedan	110	0	1	2	3	0
Large	Van	90	-10	1	2	3	0
Large	Pickup	95	0	1	2	4	-10
X-Large	Bus	85	-15	1	1	8	-20
X-Large	Semi rig	85	-35	1	1	10	-20

Spd: The top speed, in general, for a vehicle type. Specific vehicles may be slightly faster or slower than this.

Cor: The vehicle's Cornering Rating, used as a modifier to the dice roll for an attempted turn.

Acc: Acceleration Rating: the number of Speed Levels (see below) that a vehicle can increase in one turn.

Brk: Braking Rating: the number of Speed Levels a vehicle can decrease in one turn.

Bsh: A vehicle's "Bash Value," used to help determine the outcome of a bashing attempt (see below).

Dam: Damage modifier, to be incorporated into a dice roll to determine the outcome of a crash.

Speed levels

Listed below are the categories for each miles-per-hour range of speed that a vehicle may achieve (up to its top speed). The numbers given in the "Acc" and "Brk" columns on the Vehicle Chart indicate how many speed levels a vehicle can move up or down from its present speed during a single five-second movement turn.

Slow	0-15	Excessive	56-75
Low	16-25	Extreme	76-90
Medium	26-40	Maximum (Top speed for vehicle type, if over 90; reached in 15 mph increments.)	
High	41-55		

Example: A sports car is accelerating from a stationary position (technically, slow speed). It can reach a speed of up to 40 mph (the upper limit of medium speed, two levels higher than slow) in the next turn, since its Acc number is 2. If the car is traveling 40 mph, it can accelerate to as much as 75 mph (the upper limit of excessive speed, two levels higher than medium), or can use its Brk number (also 2) to come to a full stop (the lower limit of slow speed, two levels lower than medium) in the next turn.

Bashing

This is a combat/collision situation where two vehicles are involved, and one of them is attempting to smash into the other. A bash is accomplished by either matching or exceeding the speed of the target vehicle and/or intersecting its path, coming from the rear, the side, or head on. To determine if any driver suffers a Loss of Control from a bashing attempt, compare the Bash Values of the vehicles and refer to the following table, using "L" for the vehicle with the higher Bash Value and "S" for the vehicle with the lower Bash Value.

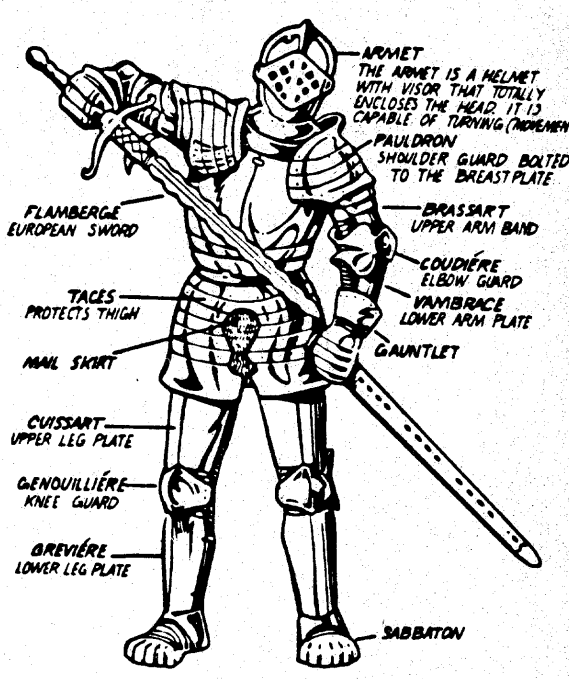
If L and S are equal, each driver will suffer a Loss of Control on a 20% chance (roll separately for each vehicle).

If L is greater than S by 1-3, L will lose control on a 10% chance and S on a 30% chance.

If L is greater than S by 4-8, L will lose control on a 5% chance and S on a 60% chance.

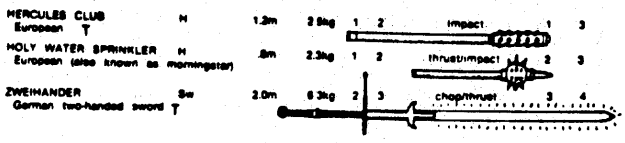
If L is greater than S by 9 or more, L will lose control on a 2% chance and S on a 95% chance.

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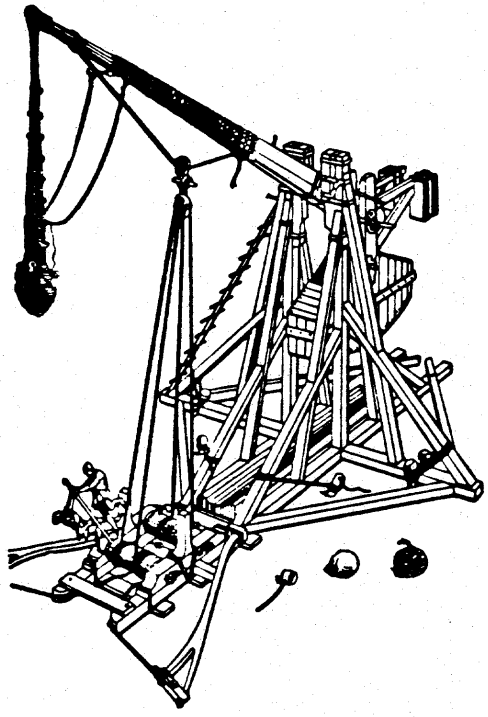


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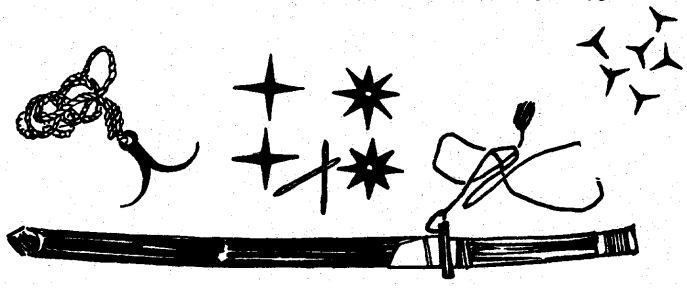


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Damage from a bash: When a bash attempt is made, the attacker rolls percentile dice. On a roll of 75 or less, both vehicles will sustain damage points equal to the Bash Value of the opposing vehicle. (If a bus bashes a pickup truck, the truck takes 8 damage points and the bus takes 4.) Whenever a vehicle accumulates damage points equal to 10 times its Bash Value, the vehicle must first roll on the Crash Table and is then considered immobile and beyond repair. If a "damage roll" after a bash attempt is 76 or higher, it is assumed that the bash actually took place, but it was a glancing blow (at best) and neither of the vehicles involved sustained any significant damage.

Head-on collisions

If vehicles involved in a bashing attempt collide head-on, the speeds of both vehicles are added together and used as a modifier for each vehicle on the Crash Table (roll for each vehicle separately, even though they are "traveling at the same speed"). Damage to vehicles resulting from a head-on collision is triple the normal amount (as for a bash, above), and both vehicles must automatically roll on the Loss of Control Table. Note: In order for a head-on collision to occur, the "damage roll" described in the procedure for a bash must be 75 or less. If this roll is 76 or more, it is assumed that one vehicle swerved at the last instant and missed the other one, or caused the head-on collision to be turned into a sideswipe that resulted in no significant damage.

Projectile combat and vehicles

As stated in the first part of this article, if either the shooter or the target in a projectile combat situation is *not* riding in or upon a vehicle, then the combat is carried out as per the regular TOP SECRET rules. If both the shooter and the target are riding in or on vehicles, then only one round of projectile fire is allowed for each five-second movement turn.

If the result on the General Injury Determination Table in the TOP SECRET rule book gives a body location for a passenger that is covered by the body of the vehicle (but not the glass of the windshield or windows), then the result of the projectile combat must be found on the Bullet Use Agaisnt Vehicle Table. If the injury result is to a part of the body covered only by the vehicle's window glass, then roll as normal for damage to the target and add 1-4 more damage points from glass breakage. See the section on Bulletproof Equipment in the rules if this is applicable.

Rundown combat

A third type of combat involving vehicles is a combination of bashing and projectile combat called "rundown" combat, where the driver of a car tries to collide with a pedestrian.

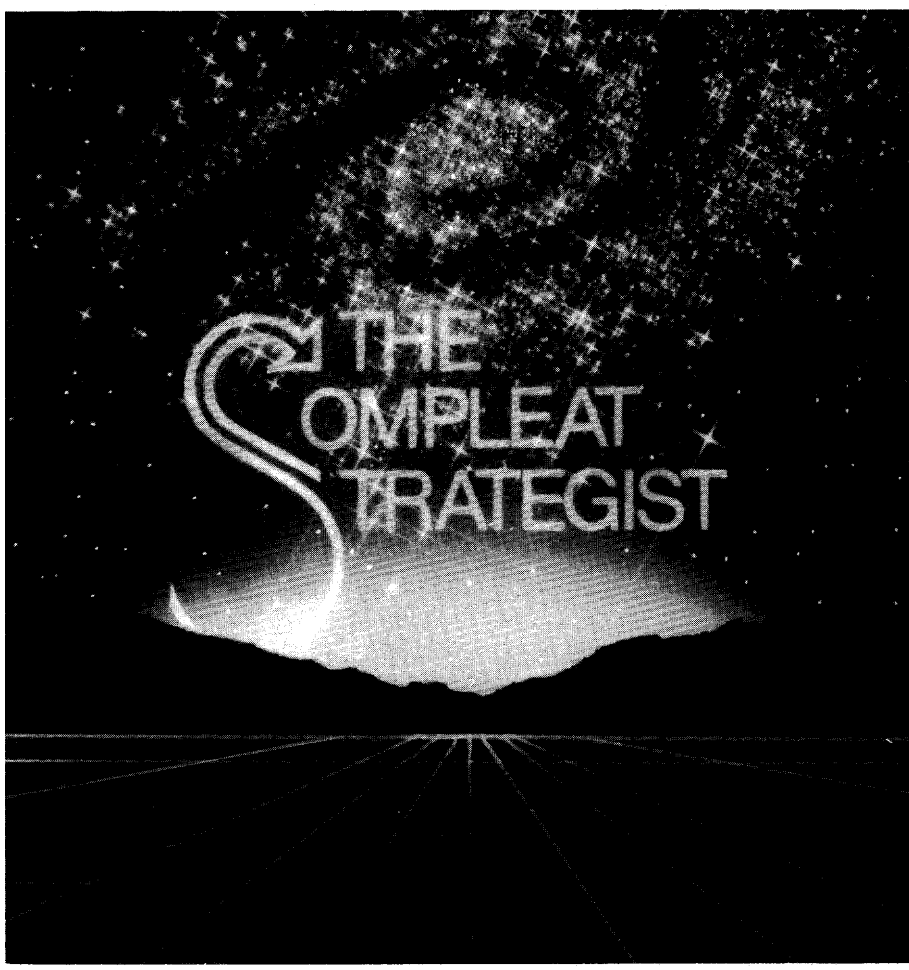
To attempt to run down a pedestrian, the driver must have a clear path to the target, and the vehicle must already be moving. A successful hit is scored on a percentage chance equal to the driver's Offense value, plus 1% for each mph of speed the vehicle has at the moment of the collision, minus the Coordination value of the intended target. All modifiers for normal projectile combat apply, with a roll of 01-05 being an automatic hit and a roll of 96-00 an automatic miss.

A pedestrian who is hit will suffer one injury for each 20 mph of speed the vehicle had at the time of the collision, and additional injuries equal to the vehicle's Bash Value. Specific injuries are determined as per projectile combat, using the charts in the TOP SECRET rule book.

Obstacles and interference

Lots of terrain features can have an effect on vehicle movement, especially in an urban environment. My favorites are the railroad crossing and the drawbridge, both described below. In addition to physical features (obstacles shown on the map), the Administrator can devise obstructions such as road-construction areas, detours, and the like.

Railroad crossing: The chance of a train converging on a crossing at the same time as a vehicle is either 10% (a rural



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freight line), 20% (suburban commuter or freight), or 30% (urban commuter or freight). The train is first noticed by those in the vehicle when the train is at a distance of 200-2,000 feet from the crossing (roll randomly or assign a range of sight based on the surroundings). It will be traveling between 20 and 50 mph (possibly faster in open country), depending on the type of train and the surroundings. The speed and length of a train will determine how long it blocks an intersection; most of the time, vehicles will have to wait from 1-10 minutes to get across the tracks.

A vehicle approaching an "occupied" railroad crossing has three options — one, turn off the road and backtrack or find another route; two, come to a stop at the crossing and wait for the train to pass; and three, go for it. Options one and two are self-explanatory. The fun one is handled this way: Make no calculations, and don't allow players to make any calculations, until the driver has announced a decision to try to beat the train. Then, break down the speed and distance traveled of the train and the vehicle into one-second increments, until plotting on the map determines whether the train and the vehicle will hit. If the vehicle hits the train, determine the effect on the vehicle and passengers as for a roll of 126 or more on the Crash Table.

Drawbridge: If a drawbridge (like the one Murphy jumped at the start of this article) is in use, it will be on the way up or down, and thus can be jumped, 50% of the time. The other half of the time it will be in the fully raised position, it cannot be jumped, and it will not begin going down for 1-10 minutes after the vehicle arrives at the site. The chance of a drawbridge being in use at any given time depends largely on other circumstances (time of day, shipping schedules, etc.), or can be determined to occur randomly on a roll of 40% or less.

Only a vehicle of Large size or smaller can jump a bridge successfully, and only if the vehicle is traveling faster than 55 mph when it reaches the bridge. If these two conditions are met, the jump is successful; however, the landing on the other side may be a rough one. A vehicle landing after jumping a drawbridge is treated as if it had just failed to negotiate a high-speed turn; roll for the vehicle on the Turn Failure Chart under this category.

Special situations

Driver incapacitated: If the driver is disabled and cannot control his vehicle, it is possible for a passenger to reach out and grab the wheel by making a roll of Coordination or less. The passenger will only be able to steer the car unless the driver is moved from his seat; this will take one turn, or two turns if the driver is wearing a seat belt. If the vehicle has only one passenger, the only way that person can steer the vehicle and move the driver aside at the same time is by pushing the driver out the driver's side door.

Jumping from one vehicle to another: A character can leap from one moving vehicle to another under these conditions:

The target vehicle must offer a suitable place to land, and/or a handhold for the jumper to grab.

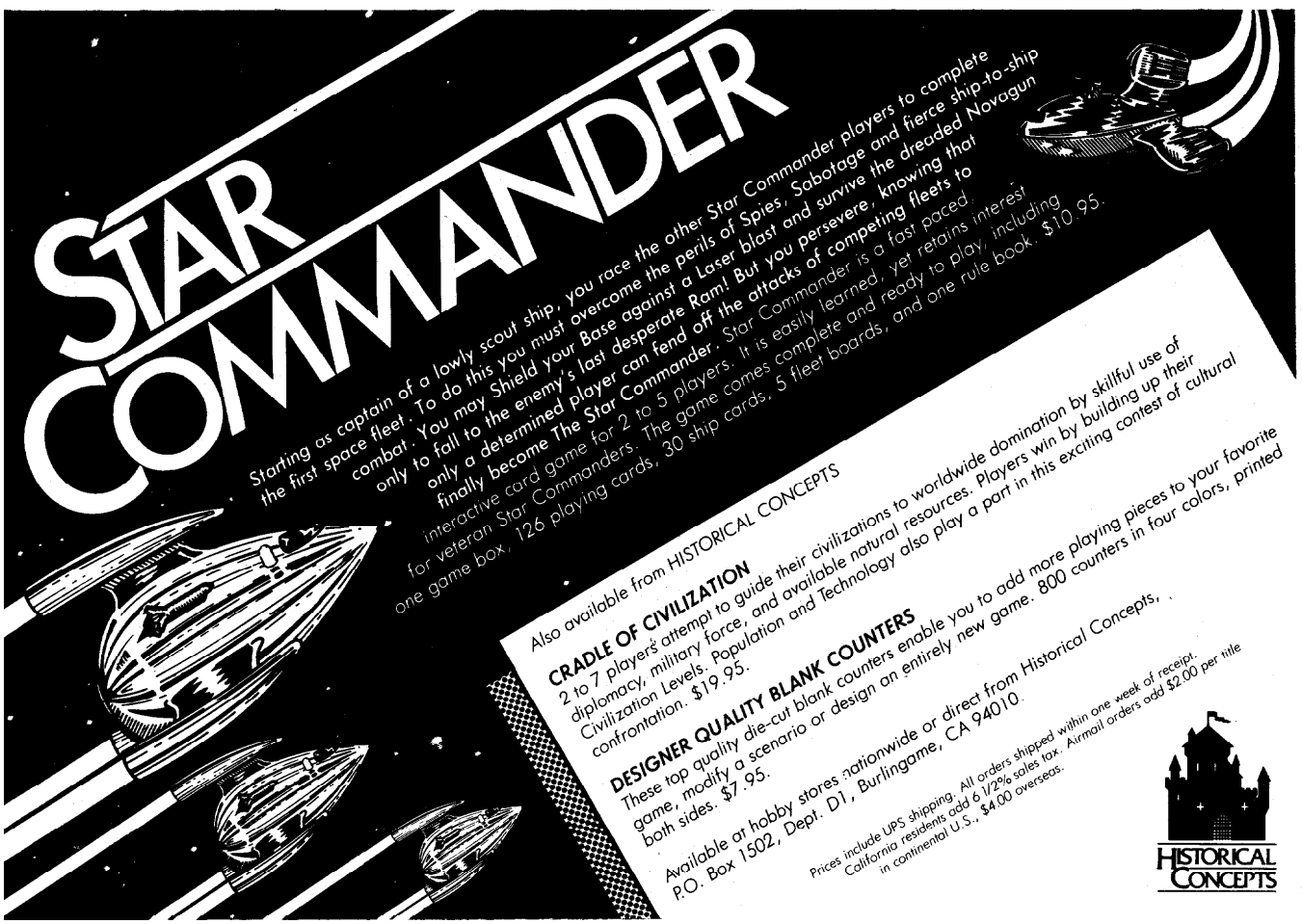
Someone must control the vehicle being jumped from, unless the "vehicle" is an animal (a rider on horseback, for instance).

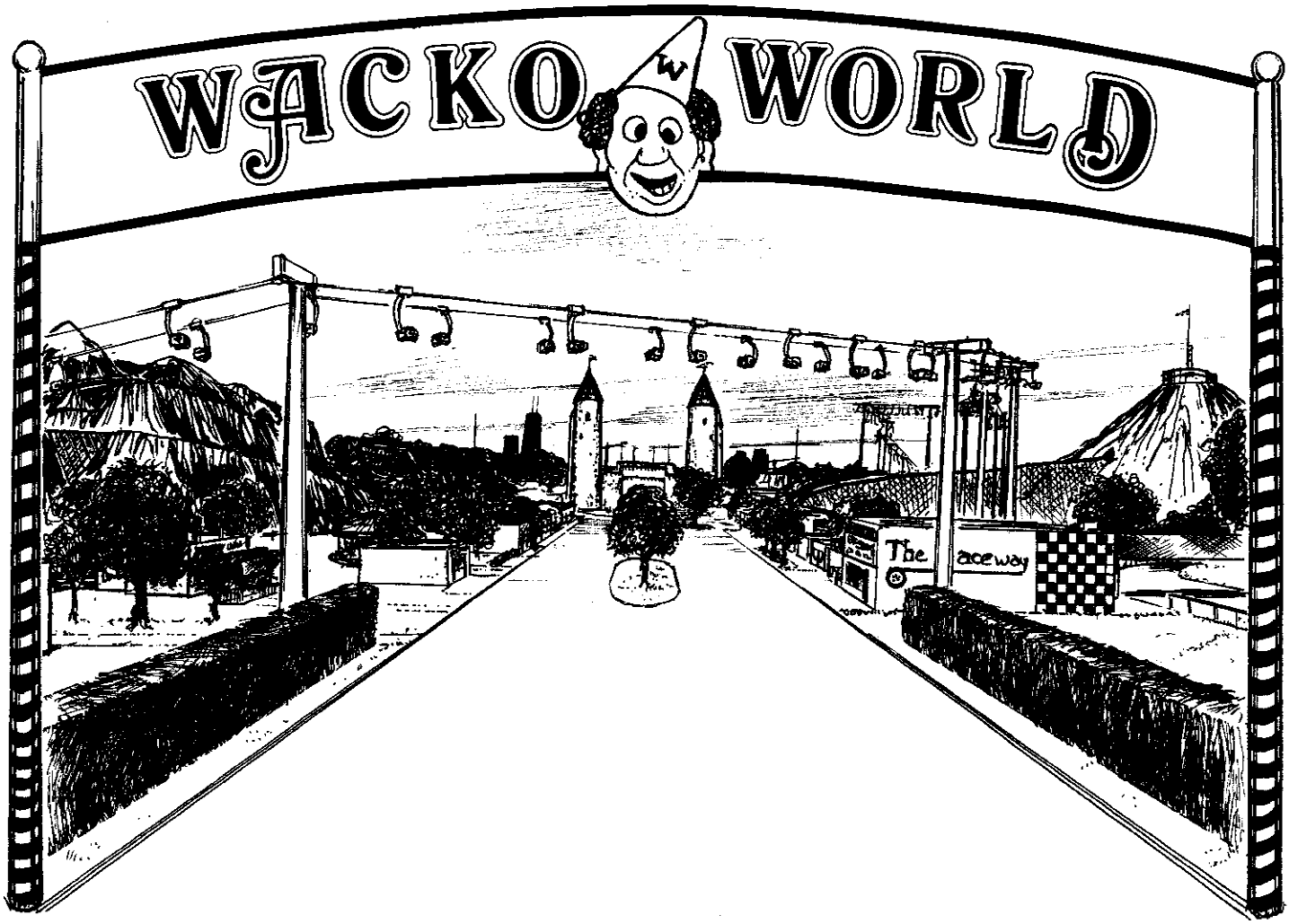
The distance to be jumped must not exceed three feet.

The vehicle being jumped from must be going at least as fast as the target vehicle.

If these conditions are met, the jumper will succeed on a roll of his Coordination or less. (Rolls of 01-05 are automatic success and rolls of 96-00 are automatic failure.) The dice roll is modified by -1% for every 1 mph difference in speed between the two vehicles — and remember that any jump will fail if the target is moving faster than the vehicle being jumped from.

Someone who has made a successful jump must roll his Strength or lower on each turn thereafter to keep from being shaken loose. The dice roll is modified by +10% if the driver of the vehicle announces that he is trying to shake off the jumper. If the jumper falls from the vehicle before it comes to a stop, he sustains one injury (as per projectile combat) for each 10 mph of speed the vehicle had at the time of the fall.





TO: Investigation agents
FROM: Agency headquarters
RE: Hydra

For some time, this agency has been aware that a new criminal organization has been formed in Florida. This group, which calls itself Hydra (no relation to the CIA computer system of the same name), does not appear to have any political aspirations at the present time, and is primarily geared toward the extortion, sabotage, and protection rackets.

Recently, several owners of amusement parks in the state have contacted state and federal law enforcement agencies, asking for assistance. All had received threats from Hydra, stating that if the owners did not pay large amounts of cash to Hydra, their park facilities would be bombed at a time that would cause considerable loss of life as well as destruction of property. Because of the apparent far-reaching scope of this extortion setup, this agency has been asked to assist in preliminary investigations of all the parks that are involved.

You are one of the teams being sent to scout the amusement parks that have received extortion notices. The location of your assignment is a park called Wacko World, near the city of Orlando. As with all of the parks involved, it is possible that Wacko World is actually a front for Hydra's operations, but we have no conclusive evidence to support that suspicion.

Your mission is to uncover such evidence, if it exists, or to determine beyond a reasonable doubt that Wacko World is not directly involved with the extortionists. You will enter the park, posing as ordinary tourists, and perform whatever observation and surveillance you can undertake without revealing your actual identities. Do not instigate any direct confrontation with Hydra personnel, unless that cannot be avoided. This must be a "clean" mission in every way, to be accomplished without injuring anyone and without damaging or destroying any property. You have one day to collect whatever information you can before reporting back to headquarters. You will be issued special surveillance equipment and simple firearms, to be used only if your lives are in immediate danger. Good luck.

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Category T-3

Designed by
Al Taylor

A TOP SECRET® mission for 4-8 players

WACKO WORLD

This information for the Administrator's eyes only!

INTRODUCTION

WACKO WORLD is an adventure designed for a group of 4-8 TOP SECRET® agents, most or all of whom are working in the Investigation Bureau. The Administrator should read through the scenario carefully before beginning play, and should be thoroughly familiar with the physical layout of the park and the characteristics of the non-player characters who populate the scene of the action.

Two new traits for agents, Observation and Perception, are used in the administration of this mission. These skills were originally described in Module TS004: *Fastpass,* and are outlined below. Agents will need to make use of these skills in the adventure, and should be briefed on what the skills are and how they are employed.

Observation = (Willpower + Knowledge)/2

This trait reflects an agent's ability to notice and remember events and details. An agent with a high Observation score has sharp senses and an acute memory, pays close attention to the details of his surroundings, and has an "internal clock" that allows him to keep track of the passage of time.

An agent with an Observation score of more than 100 has a photographic memory and a sense of direction that functions even indoors or in darkness. Such agents seldom get lost, and can easily retrace their paths through complicated routes and passageways. All of an agent's physical senses are used in Observation, and the hampering of any of those senses may lower the agent's effective Observation score until the deficiency is corrected. An agent's Observation score cannot be increased by the use of a telescope, magnification device, or amplifier.

A player must inform the Admin each time an attempt is made to use the agent's Observation trait.

Perception = (Courage + Observation)/2

This trait is used to detect booby traps, hazards, camouflaged or concealed items, forgeries, counterfeits, and coded messages. It is also used to spot pursuing agents, disguised persons, the carrying of concealed weapons, lying, and cheating at games of chance. An agent with a high Perception score has a special sense for knowing when something is not right, or when a situation is dangerous.

If an agent is attempting to conceal or smuggle a weapon or other item on his person, the smuggler's Deception score is adjusted for the Deception modifier of the item before being compared to the Perception score of the observer. For example: If an agent with a Deception score of 45 attempts to conceal a .45 caliber U.S. Government revolver (Deception modifier 8) from a guard with a Perception score of 69, the percentage chance of discovery is 69 - (45 - 8) = 32%.

A player must inform the Admin each time an attempt is made to use the agent's Perception trait.

MISSION PREPARATION

Each agent on this mission will be provided with a special phone tap that transmits all conversations it picks up on a scrambled frequency to a tape recording system built into the car the agents will drive to the park. The tape recording system is activated by remote control and need not be manually operated by someone in the car, although a manual override is available and can be used if desired or necessary. The tap will also broadcast a signal to a special set of earphones which can be made to look like a headphone radio, hearing aid, or other everyday device. Each agent's tap broadcasts on a different frequency from all the other taps; the broadcasting range is one-half mile. These taps should be planted as promptly as possible once agents arrive at the park. They may be disconnected and taken away at the end of the mission, but this is not necessary.

Agents will have access to other types of equipment, which can be supplied to them as desired by the Admin, or at the request of an agent. These items include the usual lock-picking kits, miniature tape recorders and microphones, cameras (which do not have to be concealed in a place like Wacko World, where many people carry them), and related investigative materials.

Each member of the mission team will be issued a small pistol with appropriate ammunition, and under no circumstances will they be allowed to take explosives, grenades, or automatic weapons into the park. Bulletproof vests are also not recommended, since they can be easily detected under clothing, especially the light attire that tourists would be wearing in the Florida climate. Personal communication devices (walkie-talkies, etc.) may be taken along at the agents' discretion. The Admin should remember, and should remind agents if necessary, that this is "only" an investigative mission, not a shoot-'em-up confrontation. Agents should be discreet, low-key, and unencumbered with heavy gear or bulky clothing.

The group will be given the use of an agency car containing the tape recording equipment described above. (If more than 5 agents embark on this mission, a second vehicle will be provided to avoid crowding everyone into a single car, but this second vehicle will not be specially equipped.)

The success or failure of this mission will depend in large part on how well the agents employ their skills of Observation and Perception. The Admin should take special care to explain those skills to agents before they begin, so that they fully understand them and are willing to use them.

ADMINISTRATOR'S NOTES

Of course, things at Wacko World are much more complicated than they might seem at first. In fact, the park is used as the main base of operations for Hydra, and some (but not all) of the park employees are members of that organization. The park manager, Alex Katakis, is the leader of Hydra; Donald Duckworth (also a Hydra employee), who holds the title of assistant manager, actually takes care of the day-to-day operation of the park. Wacko World is a publicly held corporation with a board of directors and stockholders, and Hydra isn't actually involved in the ownership of the park; however, the organization has infiltrated the park's operation, using it as a cover and as a source of revenue (skimming off some profits here and there).

Early in the morning on the day of their mission — before they arrive at the park, but after they've received all their equipment — agents will learn (from a news broadcast or some such source) that Wacko World will be visited by a foreign dignitary on that day. The celebrity is Lady Elenore Mayhall of England, who is in the United States on a special diplomatic mission (see below). Her intention to visit the park was not announced in the media until after the agents received their briefing on their mission. Lady Mayhall will be highly visible during the time she is at the park, because she has an entourage of aides and media representatives around her, and because she presents a striking image all by herself. She is an exceptionally attractive woman who dresses impeccably and stands out in a crowd — especially a crowd of informally attired tourists. While at the park, she will be continually accompanied by two women and a man (her personal aides), and will be trailed by a cameraman and a reporter from a local television station.

Also present at the park on this day, unannounced and unobserved by media, is Lt. Mohammed Abdul Ahmed, the young son of a Saudi Arabian oil magnate. Lt. Ahmed is on leave from Patrick Air Force Base in Florida, where he is taking jet pilot

training through the U.S. Air Force as a foreign national. He is in uniform, and is visiting the park simply to enjoy himself. An agent will recognize him on a successful Perception roll. (The lieutenant is included in this adventure only as a distraction for agents; he is in no way involved with Hydra, and knows nothing of the existence of such a group.)

Also at the park on the day of the agents' mission, unbeknownst to Hydra, the agents, or anyone else, is a plain-looking young woman named Mary Nolan. She is in her mid-30's, short and slight, with close-cropped brown hair. She is wearing jeans and a simple tank top, and when she enters the park she will be carrying a large shoulder bag.

Mary Nolan is an international terrorist. Her purpose for being at Wacko World is to kill Lady Mayhall in a spectacular manner that will draw attention to the cause of her group. Lady Mayhall came to the United States to campaign against certain "charity" organizations that use the funds they gather to purchase weapons and equipments for terrorist groups operating out of West Germany. Mary Nolan belongs to the British branch of one of these groups. She has been trailing Lady Mayhall and her party for the last few days, waiting for an opportune moment to make her presence felt — and today is the day.

Mary Nolan is well known to most intelligence agencies as "The Bombing Lady," and is universally regarded as fanatical and dangerous. Any agent with a Perception score of 60 or higher who takes notice of her will see that she seems somewhat paranoid in appearance and behavior, and is very protective of her shoulder bag, careful to not let anyone brush against it. Any agent who makes a successful Perception roll after noticing her will immediately recognize her, if she has not yet disguised herself. To determine what happens if she is disguised, see the following section on "Disguises."

Within two hours after the agents arrive at the park (see the "Timetable" section), operatives of Hydra will discover Mary Nolan's presence and will attempt to capture or kill her. Hydra can easily guess at her reason for being in the park, and the group does not want face the federal investigation that would certainly follow if she gets a chance to blow up someone or something. Mary Nolan, being naturally paranoid and irrational, will do everything possible to avoid capture and accomplish her mission — up to and including suicide, as long as she can take Lady Mayhall with her when she goes.

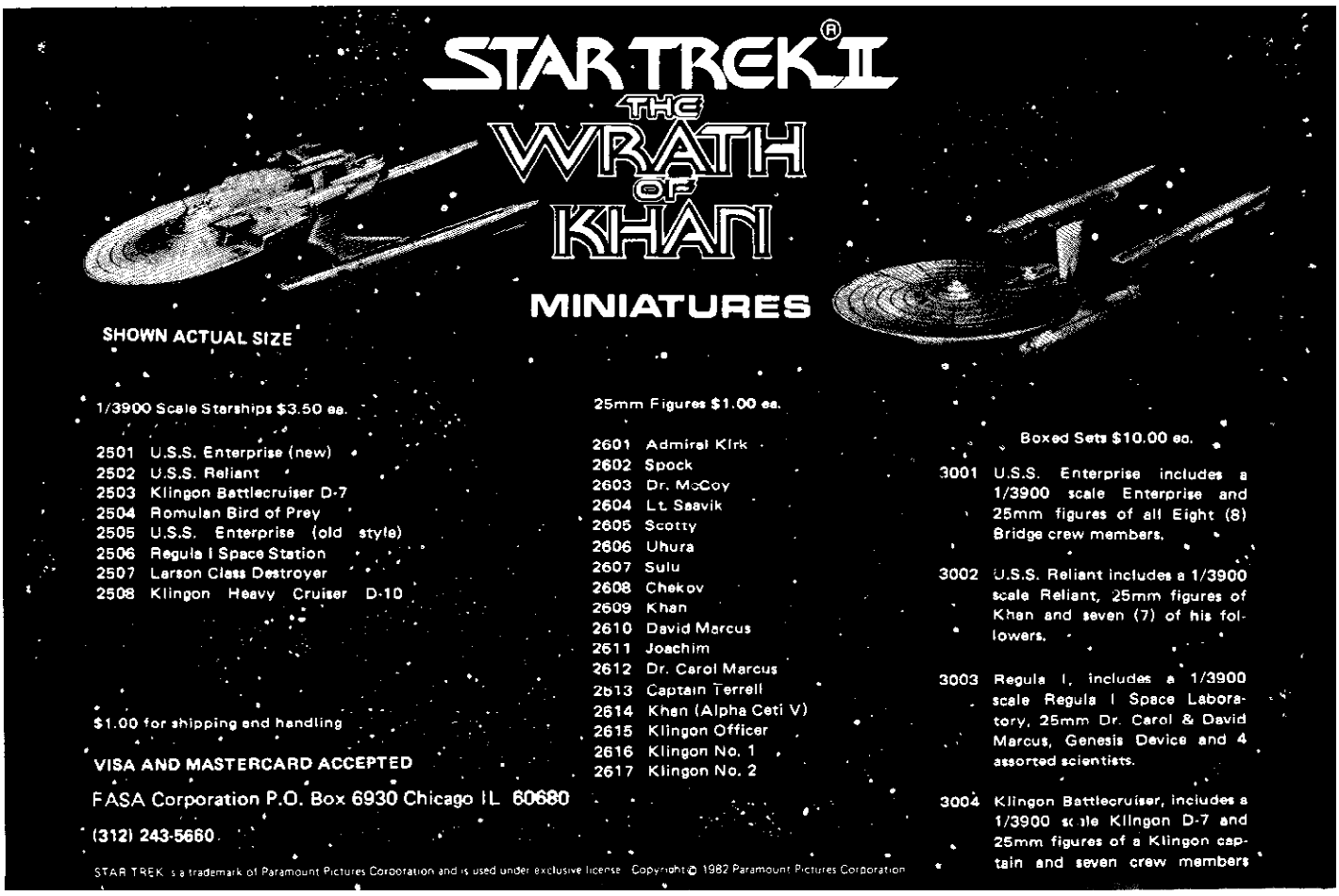
DISGUISES

At Wacko World, there is a small stand called the Makeup and Magic Shop which, for a fee, will make facial disguises to order for customers. Although most of the disguises available are amusing and designed to attract attention (clown faces, for instance), customers can also request to be disguised in a more inconspicuous fashion, so that they don't look unusual but do look different from their normal appearance. This is the sort of disguise that Mary Nolan will request and receive when she enters the Makeup and Magic Shop during her stay at the park.

For agents involved in this mission, the chance of discovering and penetrating another person's disguise is determined by this procedure: Subtract the disguised character's Deception value from the observer's Perception value. The result is the percentage chance that the observer will "see through" the disguise. A result indicating success means that the observer will know that a disguise is being used, will be able to tell what the person's normal appearance is like, and will be able to know the identity of that person if that appearance is familiar to the observer.

TIMETABLE

This section lists the major events that occur at Wacko World on the day the agents come to the park. The Administrator should keep a careful account of the passage of time while agents are in the park, and should combine this information with movement rates and other factors to constantly keep track of the locations of agents and other important characters.



If an agent is in the vicinity of a certain event when it is scheduled to occur, he will notice the occurrence if he attempts and makes a successful Perception roll. Exceptions to this would include detecting certain telephone calls, which only a properly placed phone tap will reveal.

8:00 Wacko World opens gates to public.
8:45 Player character agents arrive at park in car(s).
9:35 Lady Mayhall and company arrive at park in motorcade.
9:45 Lady Mayhall & co. go to Huck & Tom's World.
10:05 Mary Nolan and Lt. Ahmed arrive on bus at front gate of park.
10:10 Lt. Ahmed goes to Rocky Mountain Railroad; Mary Nolan goes on a slow stroll northward along central boulevard, looking for Lady Mayhall's group.
10:40 Lady Mayhall & co., on impulse, go to Skylift at southern end of park and ride to northern end.
10:42 Mary Nolan reaches entrance to Future Train ride and sits down on bench, watching crowd. Lt. Ahmed leaves Rocky Mountain Railroad and goes to Florida Fried Frog, where he encounters and speaks to a friend.
10:44 Lady Mayhall & co. disembark from Skylift at northern end of park, then look over their map of the park briefly before going to the Haunted House.
10:45 Hydra employee from Shooting Range, on break, recognizes Mary Nolan (still at Future Train area) and walks back to his booth to telephone his superior. Mary Nolan, correctly sensing that someone has been staring at her, quietly gets up and moves off southward.
10:50 Mary Nolan enters Makeup and Magic Shop, gets counter assistant to change her looks. Lady Mayhall & co. enter Haunted House.
10:57 Special telephone alert goes out to Hydra operatives around park to hunt for Mary Nolan; her location is unknown but a description (of her undisguised appearance) is provided. Orders are to apprehend her and take her to the security post at King George's Castle. Situation described as "urgent."
11:05 Lady May hall & co. leave Haunted House, head south.
11:10 Lady Mayhall & co. enter King George's Castle; Lt. Ahmed walks off to Star Mountain and stands in line.
11:15 Mary Nolan, wearing heavy makeup and a cheap wig (from the Makeup and Magic Shop) and a different blouse (from her shoulder bag), leaves the Makeup Shop and heads north.
11:25 Mary Nolan reaches southern end of circular walkway around King George's Castle and sits on bench to wait. Lt. Ahmed enters Star Mountain ride, where he will be for the next five minutes.
11:40 Lady Mayhall & co. leave King George's Castle and are spotted by Mary Nolan, who gets up and follows the group at a distance of 50-75 feet, pretending to be looking at scenery.
11:53 Lady Mayhall & co. arrive at Rocky Mountain Railroad and get in line waiting to board; Mary Nolan stands a few feet behind group, clutching her shoulder bag.
12:02 Having seen all he wants to see, Lt. Ahmed walks south and leaves the park for the day.
12:14 Unless agents have acted prior to this time to prevent it, Mary Nolan will enter one of the railroad cars just after Lady Mayhall's group boards another car in the same train. She will drop her shoulder bag and push it under the seat, then pretend to be ill and attempt to leave the train quickly. Since their attention will be focused on Lady Mayhall's group, non-agents (including Hydra operatives) will not see this as anything unusual. Agents with a Perception value of 60 or more who are in the vicinity at this time will sense that "something is wrong" when Mary Nolan flees; any agents with a Perception score of 80 or more who are within 30 feet of

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the railroad car she boarded will immediately focus their attention on Mary Nolan and the direction she is running from. Unless some action is taken to prevent it, a large bomb in her shoulder bag will detonate shortly after this point in time; see the following section on Mary Nolan in "Major Characters" for more details. For information on what happens if the bomb goes off, see the "Aftermath" section.

MAJOR CHARACTERS

Alex Katakis, who serves as the park manager of Wacko World, is the leader of Hydra. He chose the name "Hydra" because the leaders of his organization have trained their underlings to take over for them in case they are incapacitated. In effect, when one "head" of the organism is cut off, another will grow up in its place. (For more information on Alex Katakis, see the description of area 22.)

Hydra was formed in 1981 by several dissatisfied members of an organized crime syndicate in Miami. They envisioned an opportunity to make big money by "going legit" through the operation of an amusement park, Wacko World, which was having serious financial problems at the time. The syndicate members managed to bail the park out of its money troubles, have a number of their own people installed as park directors and employees, and in time severed all connections with their parent syndicate.

For a criminal organization, Hydra is not very large. Though it uses terrorist-like methods, it is not political and is motivated entirely by the promise of financial gain. Hydra does not have access to "fancy" technology beyond what is currently and commonly available, but it will try to use its limited resources to the fullest.

Donald Duckworth, the assistant manager of Wacko World, is the highest-ranking Hydra official who actually knows something about how to run an amusement park. As such, he makes most of the straightforward operational decisions. He was coerced into joining the organization because of his professional experience in park management, and has remained silent and subservient to Hydra out of fear for the safety of himself and his loved ones if he betrays or attempts to subvert the intentions of the criminal organization. If he becomes aware that agents are on the premises, and if he is confident that he can reveal himself to those agents without recriminations, he will agree to do whatever is in his power to get the agents the information they seek. (For more information on Donald Duckworth, see the description of area 23.)

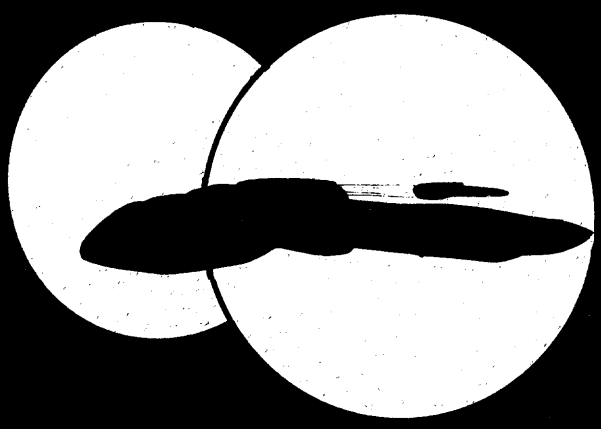
Lady Elenore Mayhall is a pleasant, calm individual who doesn't panic easily. She has set out on a deliberate crusade against terrorist activities, particularly those involving British nationals or those that have intentions of affecting British territory or property. Although she has the full support of her government and the majority of American and European citizens, many observers feel that her outspoken nature and her forceful attitudes will eventually get her into trouble. In fact, she has received numerous death threats, but she has ignored them.

Mary Nolan is a member of the Red Dawn, a terrorist splinter group based in Liverpool, England. The group has accomplished little in its brief lifetime, but has now decided to try to thrust itself into the world spotlight by assassinating a public figure. Mary Nolan volunteered for the mission, and flew to the United States three days ago to pick up the trail of Lady Mayhall. During those three days, she has tried twice to get close enough to Lady Mayhall to plant and detonate the one-pound plastique bomb in her shoulder bag, but has been frustrated for one reason or another.

The bomb has a 30-second timer attached to it, and contains an amount of explosive sufficient to destroy all non-concrete or non-armored materials within a 20-foot radius, while causing great damage to objects out to a 60-foot radius or more. Any person within 10 feet of the blast center will be killed immediately

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unless that person makes a saving roll of 00 on percentile dice, indicating that the person somehow survived but now has an effective Life Level of 1. Those within 11-20 feet of the blast will take 10 + 1-10 points of damage, and those within the 21-30 foot range will take 1-10 points of damage each. Persons within the 31-60 foot range will each take 1 point of damage from flying splinters.

The only weaponry Mary Nolan carries besides the bomb is a .22 caliber self-load Beretta concealed in her boot. She will use this firearm in a life-or-death situation, or if it will help her escape or avoid pursuit. If she is approached by a Hydra operative or an agent, she will attempt to flee into a crowd of people, putting innocent bystanders into the line of fire. If cornered, she will draw her pistol and open fire, possibly using bystanders as hostages or shields. She cares little for anyone's life other than her own, but will also be willing to give her own life for "the cause," especially if the alternative is capture. Her first priority will be to escape, by any route and using any means at her disposal. If she hasn't had a chance to plant her bomb before being discovered, she would not mind using the bomb to help cover her escape and possibly kill. her pursuers, although she would have to start the timer and then delay dropping the bomb until the last possible instant, while still giving herself time to run clear of the blast area.

AFTERMATH

If Mary Nolan fails to get her bomb planted, the Administrator can use the details given above to guide him in completing the scenario. But, if she succeeds . . .

The bomb explosion will immediately panic the crowd at the park, and most of the people within 150 feet of the blast will head for an exit as fast as they can. Mary Nolan will do all she can to escape in the confusion, pushing people aside if necessary in her haste to get to and through the front gate. (She will not be distinguishable by virtue of this, however, since at least dozens of other people will be pushing and shoving just as vigorously.) Any agent with a Perception score of 80 or more who is within 20 feet of her at any time during her attempted escape will sense something unusual about her hasty departure from the park, and may try to follow and/or apprehend her.

The explosion will destroy the Rocky Mountain Railroad shortly after it leaves its starting point, killing everyone aboard the train (a total of 42 people) *except* Lady Mayhall, who will be seriously injured and will require immediate treatment and hospitalization. This incident will only serve to further fire her desire to eradicate terrorism, perhaps leading to future adventures involving her and the player-character agents.

Some park employees — but only if they are not Hydra operatives — will rush to the scene of the explosion just after it occurs (just as many tourists will do, causing extreme crowding in the immediate area of the train ride). Within 10 minutes after the blast, a telephone alert will go out to all employees who are associated with Hydra, warning them to prepare to leave the park shortly. They are to collect their papers, weapons, and portable equipment and make their way to the administration buildings at once. Contact with police and other (non-Hydra) park personnel is to be avoided. Any agent who is within 30 feet of a Hydra operative and makes a successful Perception roll will notice that some park employees, rather than trying to help at the disaster, are collecting belongings and heading in the opposite direction. If an agent uses his Perception skill directly on a Hydra operative, he will notice that the person in question is very nervous and appears to be watching for someone in pursuit.

Once all Hydra personnel have assembled at the administration area, they will be told to flee to a meeting point in Atlanta, Georgia. Each operative will take a different route to get there, according to a prearranged escape plan. This will put Hydra out of operation for at least two weeks, but the organization (being as small and flexible as it is) will be able to re-start its criminal operations fairly easily, provided that none of the leaders are captured or killed.

Local police will begin arriving at the park 10 minutes after the explosion, when one car bearing two officers will be admitted through the wide gate at the front entrance. Three other local police cars (two officers apiece) and two ambulances will arrive within five minutes thereafter. Two State Police cars and five more ambulances will arrive 20 minutes after the bomb goes off. The first goal of the police and ambulance workers will be to treat the wounded; at least 20 people, and perhaps as many as 40, will be suffering lacerations and abrasions caused by flying debris. The police will do nothing to prevent people from leaving the park; the officers aren't numerous enough to practice effective crowd control anyway. But they will make informal attempt to question people to find out what happened, and they will listen to anyone who is willing to talk (such as an agent, or a cooperative employee). If a gun battle or chase is in progress when police arrive, they will attempt to capture or incapacitate everyone involved and take them into custody for questioning.

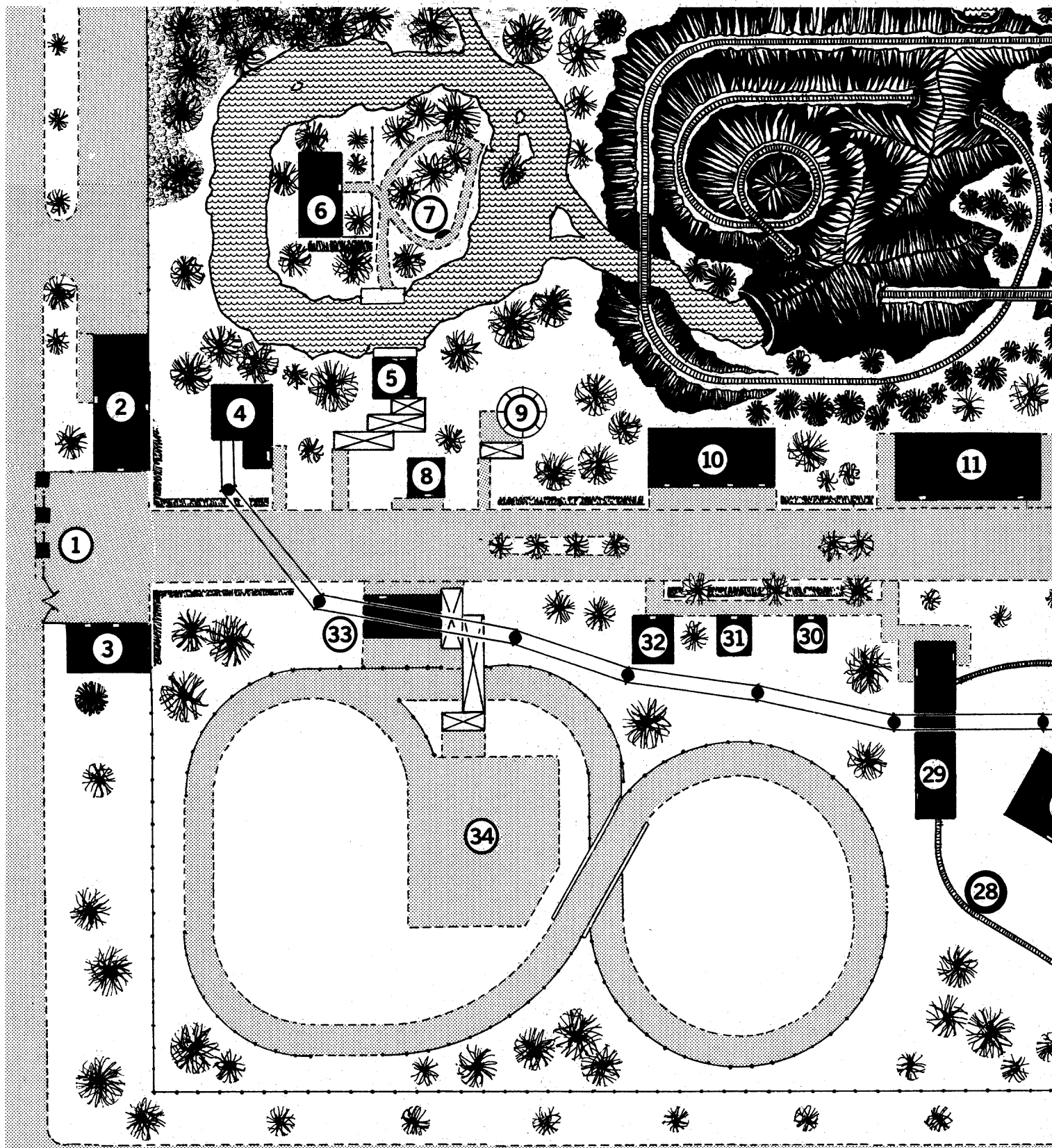
About 30 minutes after the explosion, television and newspaper reporters will arrive on the scene to add more confusion to the surroundings. Reporters may hamper the efforts of agents or police who attempt to gather information by following anyone whom they think looks suspicious or is acting strangely.

WACKO WORLD: GENERAL NOTES

The park is surrounded by an 8-foot-tall chain-link fence with a small barbed-wire overhang at the top. The fence is normal in all respects (not electrified, equipped with sensors, etc.). If an agent tries to climb over the fence, the Admin should make Observation rolls for any Hydra operatives in the vicinity who might have a chance of spotting the intruder. If a fence-climber is seen, security guards will ask him to halt, and if that doesn't bring the proper response, they will fire over his head as a warning. Signs posted at 20-foot intervals along the outside fence announce that the park is patrolled at all times, and no admission to the public is allowed except through the front gate.

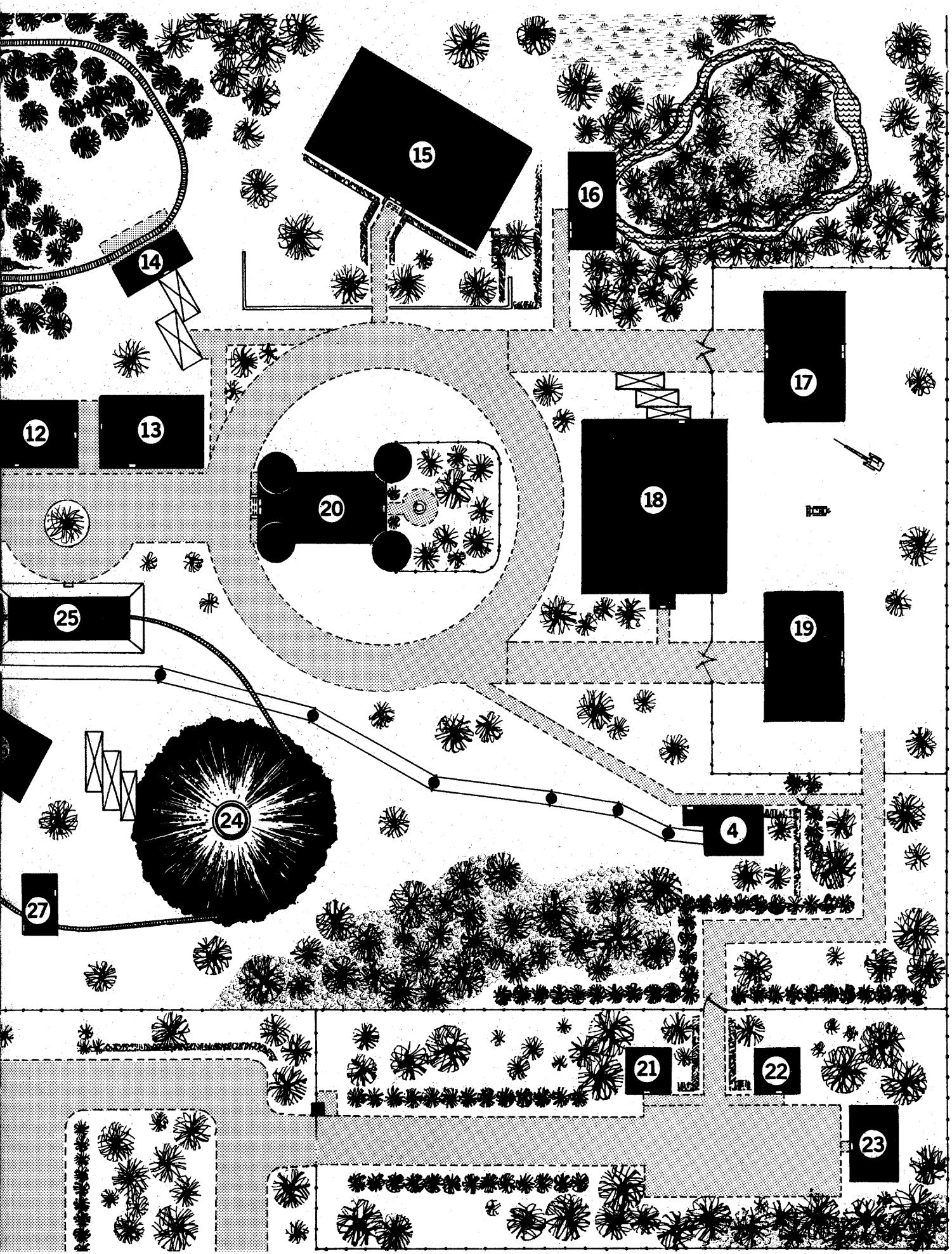
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WACKO WORLD

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All employees of the park who are not Hydra operatives are aware that some of the "regular" park employees carry guns and wear bulletproof vests. They have been told, however, that these workers are special plainclothes security men, and they are the only ones allowed to use the red telephones in the park (see the section on "Telephones and Taps").

Furthermore, normal employees have been ordered not to reveal to outsiders which of the park workers are undercover security men. However, if an agent presents some identification, a non-Hydra employee may be willing to identify some or all of the gun-toters for him. (Every park employee, Hydra and non-Hydra alike, wears a name badge with his or her correct name on it.) To determine the outcome of such an attempt to get information, compare the agent's and the employee's Charm traits and index the result on the Contact Reaction Table in the TOP SECRET rule book. If the agent fails to "fascinate" the employee he contacts, that employee will instead notify the "security" men that someone tried to get this information. Following that turn of events, a telephone alert to Hydra personnel will go into effect, and a Hydra operative will be assigned to follow the agent. Hydra wants to avoid a gun battle or other physical confrontation inside the park, and most Hydra operatives will go to considerable lengths to avoid this — up to and including "allowing" an agent to leave the park property before directly approaching that agent.

PARK EMPLOYEES

All regular park employees wear tan pants, a tan zippered jacket (very light fabric) with name badge and park emblem, and black shoes. Those who are obviously security men wear green pants and jackets, with walkie-talkies and gun holsters at their belts and bulletproof vests under their jackets.

The "special security" employees described above wear tan outfits, but with bulletproof vests and shoulder holsters under their jackets. An agent who makes a Perception roll while observing such an agent will notice the telltale bulges and outlines of the vest and holster, and will recognize them for what they are. If enough of these people are observed, it should strike the agents as odd that so many employees are heavily armed and armored, seemingly far beyond any reasonable need for security.

The average statistics for non-Hydra park employees are found on the Master Characteristics Chart accompanying this text. All employees who are Hydra operatives are individually listed and described on the same chart.

TELEPHONES AND TAPS

Three kinds of telephones are inside Wacko World: normal pay phones, black "internal" phones, and red "security" phones. The pay phones (25 cents for a local call) are the only ones the public is normally permitted to use; park employees will not use them except in emergencies. The black "internal" phones are mainly for use by employees to contact another extension within the park, although they can be used for outside calls as well. Hydra operatives rarely use the black phones.

The red phones are for the exclusive use of Hydra operatives. They are "internal" phones much like the black ones, except that they can be made to all ring at once during an alert, or at a time when the park manager wants to contact all Hydra personnel simultaneously. If the number "00" (two zeroes) is dialed on any red phone, all other red phones will ring at the same time. Hydra employees often use the red phones for personal conversations, both within the park and to outside locations.

Each of the park telephones has its three-digit extension number printed clearly on the face. An adhesive sticker on each phone lists all other extensions in the park (both black and red phones). Black phones may be used to call a "red number," but only at the cost of a reprimand (or worse) for the employee who performs such an action.

There is a 50% chance that any park employee will allow a tourist to use a black telephone in a non-emergency situation (in





the interest of good will) and upon request of the tourist. No employee, Hydra operative or otherwise, will permit the use of a red phone by a tourist, and all non-Hydra employees know better than to try to use the red phones themselves.

If agents attempt to put taps on park telephones (which they are expected to do, to perform their mission), the process of bugging one phone takes only 10 seconds. If a black phone is tapped, there is a 20% chance for each 10-minute period thereafter that it will be used and the conversation on that phone can be overheard and recorded. Nothing useful will be gained by bugging a black phone, although some interesting local gossip may be heard.

If any red phone is bugged, there is a 10% chance during each 10-minute period thereafter that the phone in question will be used. If a conversation takes place, the Admin may choose one of the three possible types of conversations listed below, select another topic altogether, or roll on the following table:

1-3 Hydra agent calling a non-Hydra park employee on unimportant business (what time is it, wanna go out with me, how about a card game tonight, etc.).

4-8 Hydra agent calling another Hydra agent inside park on unimportant matters; 50% chance that some passing reference to Hydra will be made.

9-10 Hydra agent calling another Hydra agent on a matter directly related to the organization (when's the next weapon-cleaning session, any word from Mr. Katakis on plans for the future, any money coming in from blackmailed parks, etc.).

Whenever something unusual or threatening (fistfight, purse-snatching, etc.) occurs inside the park, a Hydra agent will use the nearest red phone to call the park manager's office and the security posts at King George's Castle and the front gate; dialing "123" will connect the caller to all of those sites at the same time. There won't be any unusual occurrences at the park on the day of the agents' visit, unless the agents themselves are the cause.

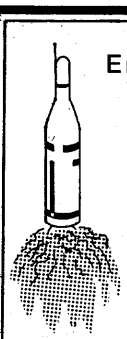
CROWD DENSITY

If a gunfight breaks out between Hydra and the agents (with or without Mary Nolan), it will be vital to find out how many tourists are in the way of the bullets. There are essentially three levels of crowd density in Wacko World, according to the following table:

Density	Locations	Effects on gun combat
Heavy	Near any ticket booth or entryway to a park attraction; around any restaurant or auditorium; anywhere children and adults would congregate	-10% to hit; any missed roll of 10 points over score needed to hit means bystander was wounded or killed
Moderate	Walkways, through the park; areas behind buildings	-5% to hit; any roll of 91-95 means bystander was wounded or killed
Light	The administrative section of the park; the parking lots; anywhere that few or no people would be around (off paths or away from park buildings)	Treat as normal gun combat

AREA DESCRIPTIONS

1) Main Gate: This is where the public enters and exits Wacko World. Tickets are purchased here ($8 for adults, $5 for children under 16). This is also the only checkpoint in the park; visitors are asked here to surrender all food, drinks, pets, alcohol, and drugs before entering. The possession of weapons in the park is, of course, illegal for anyone except security guards. Normally, no one is searched, and attendants at the gate give only a cursory once-over look at those entering (5% chance of spotting an agent's shoulder holster or some other abnormality). Anyone



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identifying himself as an agent will be referred to the security station adjacent to the main gate area. The four attendants at the front gate know nothing about Hydra, and the ticket booths do not contain telephones. (In the event of a disturbance, the security station is within easy shouting distance.)

2) Security Station and Pet Kennel: This station is manned by one receptionist (non-Hydra) and eight security guards, who are all Hydra operatives. The security men wear green uniforms (as described under "Park Employees"). At any given time, six of the eight guards will be wandering the park grounds individually, checking the fences and generally making sure all is well. All security men carry .357 snub-nosed revolvers and wear bullet-proof vests under their jackets; they are described by number in the Master Characteristics Chart.

The security station is divided into a pet kennel, a receptionist's area, a waiting room, and a security office where the guards rest and take coffee breaks. The security office has a red phone, a file cabinet, and a desk littered with paperwork, but none of the documents offers anything revealing about Hydra. A large map on the wall, however, contains markings that indicate that "Injun Joe's Caverns" is significant in some way; any agent who makes an Observation roll while examining the map will notice this. The security alarms in this building (Admin's choice of type) are turned off during the day.

3) Locker Rooms: This building contains hundreds of individual lockers that park visitors may rent for $1 per day to store their personal valuables while they are at the park. It also has a pair of rest rooms and two public pay phones. Two park employees, one male and one female (both non-Hydra) monitor the locker rooms. Anything left unclaimed in the area for more than a week is turned over to park security.

4) Skylift: This is an elevated cable-car ride that goes from one end of the park to the other. The lift sends one car out every 60 seconds, operating automatically, and it takes 4 minutes for a car to reach the other end of the park. The cars are lifted to a maximum elevation of 50 feet and maintain this height above the ground for most of the trip, making them excellent observation posts. Two employees work at each end of the lift; none of them are Hydra operatives. There is a black phone in each of the buildings at either end of the lift.

5) Huck and Tom's World: Visitors are taken on a short boat ride across a "river" to an island where life in the 1880's is depicted. Three employees work at the boat docks, none of them Hydra agents. A small workshop is in the building by the docks, containing rescue equipment, rafts, tools, and one black phone.

6) Fort Sioux: This is a large wood-and-fiberglass replica of an Old West army fort, with an ice-cream stand and gift shop inside its walls. Three of the eight people working here (Bruce, Dave, and Carol) are Hydra operatives. Each of the three carries a .357 snub-nosed revolver in a shoulder holster and wears a bullet-proof vest. The gift shop has three pay phones, one black phone behind the counter, and one red phone in a small alcove for employees only.

7) Injun Joe's Caverns: Essentially a man-made cavern dug out of a hillside, this attraction doubles as an armory for Hydra. A secret door, set in one wall of the cave, is protected by a security alarm. The door can be detected by an agent who searches the cavern and makes a successful Observation roll at a -40% penalty. This roll can be attempted once per turn for as long as the search continues. An agent who locates the secret door has a chance of finding the hidden alarm at the same time, equal to that agent's Observation score minus 30%. The alarm has an efficiency rating of 60%, so deactivating it requires a percentage roll of an agent's Deactivation score minus 60.

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If the alarm is triggered, it will set off small beepers on the belts of each of the three Hydra agents in the area (see the area 6 description). One of the operatives will telephone for assistance, while another gets on the intercom system wired into the cavern and asks everyone inside to leave quietly (claiming that there is some sort of ventilation problem). The third agent will stand near the cave entrance and look over the exiting tourists, ready to draw his or her weapon and fire if necessary. Once everyone has left the cave (or this seems to be the case), the three agents will enter the area and carefully examine it, then make a report to their superiors on the red phone inside Fort Sioux.

Beyond the secret door is a short tunnel leading to a 20-foot-square room stocked with various weapons, particularly a number of M-16 rifles. The serial numbers on these weapons, if examined and checked out, will be evidence of the fact that they were stolen from a unit at Ft. Bragg, North Carolina, about six months earlier. The Admin may add other weapons and ammunition to this stockpile as desired, within reason (no heavy artillery or nuclear weapons, of course).

8) Makeup and Magic Shop: For a price of $5, visitors to this small building can have themselves disguised by one of the four employees inside (none of them Hydra agents). This price includes only the application of makeup; other disguise elements such as hair dye (easily washed out), wigs, and articles of clothing are available at additional cost. It takes five minutes for an employee to apply one simple makeup job, perhaps longer for more detailed requests. The building contains one black phone.

9) Merry-Go-Round: This ride has two attendants (non-Hydra) and, if examined, will be found to contain nothing of interest to agents. There is no telephone on the premises.

10) Sutter's Mill Gift Shop: This building contains a gift shop, a game room with video machines, a snack bar, and a first-aid station. Of the eleven people working here, only one (Dr. Barnes) is a Hydra agent. The doctor's nurse, Jane Blake, has noticed that the doctor keeps a gun in his desk but thinks nothing of it; she has also noticed that the doctor is quite distant and difficult at times, having to go away "on business" fairly often. Actually, the doctor is the "pick-up man" for some of Hydra's extortion schemes. There are black phones in the gift shop and snack bar, a red phone in the first-aid station, and three pay phones next to the snack bar. The doctor has a .22 small-frame revolver, fully loaded, and 11 extra bullets.

11) Mystery Maze: This is a building with a mirrored maze inside. It has one employee (non-Hydra) and no telephone.

12) Moon Walk: Two employees (both non-Hydra) work at this building, which is simply a giant inflated tent with air bags on the floor for visitors to bounce around upon. There is no telephone on the premises.

13) Shooting Range: Two Hydra agents (Fred and Manfred) work here, monitoring an electronic shooting gallery; the guns fire light beams, not bullets. Neither of the attendants is armed, but hidden under each of the side counters on either side of the range is a box containing six bulletproof vests, a loaded .357 snub-nosed revolver, and three boxes of additional ammunition. The area has one red telephone.

14) Rocky Mountain Railroad: This is a miniature train ride, one of the more popular features of Wacko World. A typical ride lasts for 4 minutes; during this time animated cows, cars, and bandits will appear on or around the ride to entertain passengers, and the route includes sharp curves and tunnels to add to the excitement. Two employees man the electronic controls for the train, and one other worker acts as the "engineer," supposedly driving the train. Actually, the "engineer" has no control over the speed of the train; all he can do is use the brakes to stop the train if someone tries to get off when it's moving. None of the employees are Hydra agents. The control booth has a black telephone.

15) The Haunted House: A huge building with walkways built through it in the manner of a fun house, the Haunted House includes highlights such as meetings with famous monsters, a ride in buggies pulled by phantom horses, and the usual ghosts, skeletons, and vampires. Although there is nothing exceptional about the Haunted House, one of the workers (Ralph) is a Hydra operative. He has a careless habit of scratching at his bulletproof vest, adding +20% to an agent's chance of detecting that he's wearing one. He carries the standard "Hydra issue" .357 snub-nosed revolver, fully loaded. The work station here has both a red and a black telephone.

16) The Wild Jungle Ride: Visitors here can get into canoes and paddle around a small watercourse to be attacked by crocodiles, have monkeys drop Styrofoam coconuts on them, be sprayed by elephants, and have angry natives shout at them from the banks. All of the "perils" are mechanical, of course, and harmless. The canoes actually run on tracks just below the surface of the water, and cannot be forced to leave their courses. Anyone taking this trip will be drenched by spray from the mechanical elephants (which is one of the reasons that visitors are required to check their valuables at the front gate). Four employees (all non-Hydra) work here, and the area has no telephones.

17) Under Construction: This building and several others near it are not completed, and are not even finished enough to reveal what sorts of structures they are supposed to be. A mobile crane and a bulldozer are parked between this building and area 19; either vehicle may be started and operated by an agent with an AOK of 50 or more in either Construction, Mechanical, or Transportation Engineering. There are no workers here at this time (they are only present during off hours) and no telephones.

18) Pirates of the Bahamas: This attraction, a fun house similar to the Haunted House, has been closed for repairs since being damaged in a recent thunderstorm. There is nothing of interest to the agents on the premises; the building contains a red and a black phone, but both are disconnected for the time being.

19) Under Construction: See area 17 for details.

20) King George's Castle: The castle building contains a large auditorium, dressing rooms, bathrooms, a gift shop, a janitor's storage area, and a lounge that sells mildly alcoholic drinks. A kitchen and fast-food stand are also present, and each of those two areas has a black telephone. A "lover's lane" park with a fountain is behind the castle, accessible only by passing through the castle area.

A stairway next to the gift shop leads to the second floor of the castle, where an auxiliary security station for the park is located. This station is a single room, 30 feet by 40 feet, containing two desks, a red phone and a black phone, a lo-foot-square holding cell, and a rest room. The station is normally manned by three Hydra operatives, each outfitted with a .357 snub-nosed pistol and a bulletproof vest. One of the three, John Olsen, is the chief of park security and the second-ranking agent in Hydra behind Alex Katakis. The other two guards are Marac and Tom.

21) Employee Lockers: Park employees, both Hydra operatives and otherwise, store their personal gear in this building when they come to work in the morning. There are no guards on the site, but there is a 10% chance whenever the building is entered that someone (30% Hydra, 70% civilian) will be inside, either taking something out of a locker or putting something away.

All park employees have a key to the outside door of the building and a key to one of the lockers inside. They are required to have both keys in their possession at all times. The building is protected by a house-style, door-tripped alarm (as per the TOP

SECRET rule book). An agent can detect the alarm system before opening the door by rolling his Observation score, at a penalty of -15%. If it is tripped, the alarm is very loud and cannot be turned off except by putting a key in the outside lock. Nothing in the building or in any of the lockers will be useful to the agents as evidence. Each locker that is in use has a 30% chance of containing money or valuables worth $10-100; all of the lockers are closed and locked, but only one third of them (32 out of 100) are presently being used. The building has no telephones.

22) Park Manager's Office: This small building contains a receptionist's desk, the manager's office, and two rest rooms. A black telephone is on the receptionist's desk and a red one in the manager's office. Alex Katakis will be in his office during the day, reviewing plans that Hydra has developed for setting up a drug-smuggling operation in the Caribbean. In his desk, behind locked drawers (to which only he has a key) are plans and notes relating to the currently operating extortion ring and several minor criminal operations that Hydra has pulled off in the past. Katakis uses a .45 revolver which is normally stored in one of his desk drawers.

Katakis' receptionist is Martha Collins, a Hydra operative who also has a .45 revolver (hidden in her purse). She wants to further herself in the organization, and has no intention of telling anyone the truth about Wacko World and Hydra. If anyone investigates and obviously doesn't have any hard information to go on, she will direct their attention to another nearby park, Clown Town, claiming that the manager of that park is the one behind the extortion scheme. She will plead with any agent she tells this to, asking that she not be revealed as the source of that information because she fears reprisals from the "criminals." She will not attempt to use her weapon unless someone draws on her first; then she will attack at first opportunity, shooting to kill.

Anyone who gets a close look around the manager's office will see that there is almost nothing about the environment that seems to be concerned with the daily operation of the park, not even an openly displayed map or schedule of events.

The building has a sonic motion-detector alarm system that is turned off during the day when the site is occupied.

23) Administration Office: This building contains the office of Donald Duckworth, the assistant manager of the park, plus a receptionist's area, rest rooms, and an employee lounge with vending machines. No one except Duckworth and his receptionist is normally present for any length of time during a working day. The receptionist's desk has a black phone, and Duckworth's desk holds both a red and a black phone.

Nearly everything in Duckworth's office is related to the management of Wacko World. However, in one drawer of his desk (left unlocked by accident) are papers containing references to the extortion plot. If confronted with these papers by an agent, Duckworth will confess his involvement in Hydra and ask for help in getting "unstuck" from that organization. (See the other details about Duckworth under the "Major Characters" section above.) He has a .357 snub-nosed revolver in his desk, but won't use it. His receptionist is not a Hydra employee and is unarmed. The building has a sonic motion-detector alarm that is turned off during the day.

24) Star Mountain: A miniature roller coaster ride is set into a large fiberglass "mountain," and tourists are treated to many amusing scenes using animated dolls. At one point, the ride becomes completely dark, and passengers are then exposed to brilliant, multicolored lights. The ride lasts for five minutes. It is manned by four employees (all non-Hydra), and the ticket booth contains a black telephone.

25) Future Train: This is a slow monorail train ride, with the track 12 feet off the ground. The train holds up to 24 people at one time, and the ride lasts for 10 minutes, including scenic stops

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along the way. The monorail is completely enclosed, and no one can leave the train between the start and finish of the ride. The train passes through Star Mountain via a tunnel, and passes over several other areas of interest as well. The loading station is staffed by four employees, and two others ride the train, serving as engineer and announcer; all are non-Hydra. The booth at the entrance contains a black telephone.

26) Bumper Car Ride: An ordinary attraction of its kind, monitored by two non-Hydra employees. There is no phone.

27) Silversmith: Future Train riders can look on as four young craftsmen (all non-Hydra) practice the art of silversmithing in this elevated building. It contains no telephone.

28) The Swinging Vines: This is a carousel-like ride using passenger chairs suspended by ropes from a revolving wheel. Two non-Hydra employees work this attraction; it has no phone.

29) "Admin's Choice": This amusement area has been left "undeveloped," for the Administrator to add a personal touch to the park. No Hydra agents work here, and the Future Train makes a stop here before returning to the station. The area contains one black phone.

30) **Movie House:** Although this theater can seat 250 persons, rarely are more than 40% of the seats occupied for a show. Today's film is "Our Friend the Alligator." The movie runs for 25 minutes, and shows start at half-hour intervals. The marquee promises that next week's movie will be "Those Incredible Walking Catfish." Four ushers and a projectionist work this area, none involved with Hydra. The projectionist's booth has a black phone, and there are two pay phones in the lobby.

31) Empty Booth: This appears to have been a cotton-candy vendor, but it now contains no personnel and only a couple of pieces of machinery. The park management has plans to install some other attraction here soon.

32) Florida Fried Frog Restaurant: "Lip-1ickin' Good!' reads the motto, although tourists and agents may feel differently about that. The area has five employees (non-Hydra) and a black phone.

33) Raceway Car Show: This building displays eighteen race cars, mostly either Indy-style (open-wheel) or stock cars. Three civilian employees and two Hydra operatives work here. One of the Hydra agents, Jamie, carries a .45 revolver and wears a bulletproof vest under his jacket. Neil, the other operative, carries a .357 Police magnum and also has a bulletproof vest. If an agent draws a gun on either of these persons, they will both pull out their weapons and fire at once, then try to flee the park as quickly as possible. Any agent making a Perception roll when seeing either of them will recognize the person in question as a professional killer; they are wanted in Washington, D.C., and Kentucky, respectively, for murder. The building has one red and one black phone.

34) The Raceway: This is a special raceway track for tourists to drive midget "race cars" on. The racers cannot exceed a speed of 10 mph, and can only be driven by adults. The area is monitored by Larry, a Hydra operative who has a .45 revolver and a bulletproof vest. He will react like Jamie and Neil (see area 33 description) if someone draws a pistol on him. An agent who makes a Perception roll when viewing him will recognize Larry as a hired gun who is wanted in Kentucky. He is also a master of martial arts.

MASTER CHARACTERISTICS CHART

	SX	PS	CH	WI	CO	KN	CD	OF	DP	EV	DE	OB	HH	SU	PR	MV	LL
Alex	M	70	94	86	83	98	79	81	89	87	89	92	158	176	88	235	16
Donald	M	56	63	60	73	85	41	57	68	52	63	73	108	120	73	157	12
Martha	F	58	50	89	94	83	59	77	72	55	71	86	113	127	90	206	15
Guard #1	M	94	83	64	74	79	99	87	79	92	90	72	186	171	73	352	16
Guard #2	M	69	40	72	88	61	73	81	61	57	67	67	126	118	78	214	14
Guard #3	M	89	93	99	99	75	69	85	87	81	72	87	170	168	93	251	19
Guard #4	M	79	62	75	46	43	83	65	54	73	63	59	152	127	53	237	15
Guard #5	M	76	44	76	52	71	58	55	49	51	59	74	127	100	63	206	15
Guard #6	M	46	78	92	38	94	42	40	58	60	68	93	106	118	66	176	14
Guard #7	M	93	51	87	71	91	63	67	59	55	77	89	148	114	80	243	18
Guard #8	M	62	52	77	80	76	45	61	66	47	61	77	109	113	79	180	14
Dr. Barnes	M	37	48	79	75	70	40	58	62	44	55	75	81	106	75	156	12
Average (non-Hydra) employee	M or F	50	50	50	50	50	50	50	50	50	50	50	100	100	50	150	10
Lady Mayhall	F	31	97	98	97	85	67	82	97	82	76	92	114	179	95	196	13
Lt. Ahmed	M	92	83	87	82	65	88	85	83	86	77	76	178	169	79	267	18
Mary Nolan	F	68	70	00	96	72	98	97	83	84	85	86	152	167	91	266	17
Bruce	M	51	62	37	30	93	48	39	46	55	71	65	106	126	48	136	09
Dave	M	70	89	45	88	56	65	77	89	77	61	51	147	138	70	180	12
Carol	F	46	46	68	61	50	80	71	49	63	56	59	109	119	60	194	11
Fred	M	96	64	96	96	31	74	85	80	69	53	64	165	149	80	266	19
Manfred	M	85	93	73	71	40	98	85	82	96	69	57	181	178	64	256	16
Ralph	M	52	55	85	65	50	54	60	60	55	52	68	107	115	67	191	14
John Olsen	M	89	44	65	90	43	85	88	67	65	64	54	154	132	72	239	15
Marac	M	86	31	32	00	98	72	86	66	52	85	65	100	118	83	152	12
Tom	M	40	45	80	60	80	92	76	53	69	86	80	109	122	70	212	12
Jamie	M	96	94	93	99	89	85	92	97	90	87	91	186	177	95	274	19
Neil	M	90	93	98	97	99	91	94	95	96	95	99	186	191	98	279	19
Larry	M	99	00	90	96	86	00	98	98	00	93	88	199	193	92	289	19

SX: Sex
PS: Physical Strength
CH: Charm
WI: Willpower
CO: Courage
KN: Knowledge
CD: Coordination
OF: Offense
DP: Deception
EV: Evasion
DE: Deactivation
OB: Observation
HH: Hand-to-hand Value
SU: Surprise Value
PR: Perception
MV: Movement Value
LL: Life Level

New avenues for agents

A preview of the TOP SECRET® Companion

EDITOR'S INTRODUCTION

The information you are about to read has been obtained by this magazine with absolutely no difficulty whatsoever. It is not classified or restricted, except that you need the original TOP SECRET® rules to make full use of what follows. These charts and descriptions were composed by Merle Rasmussen, who also designed the game. This information, and a lot more, will be published in the TOP SECRET Companion scheduled for release later this year. In the next few issues of DRAGON® Magazine, we'll bring you previews of some of the major sections of the Companion. That is all . . . for now.

NEW BUREAUS AND DIVISIONS

Two new bureaus and six new divisions, or subclasses of bureaus, have been added to the TOP SECRET® game. The two new bureaus are Technical and Operations. The six new divisions are listed below, according to the bureaus to which they are attached:

Section 1 — Administration Bureau
(Special Operations Division)
Section 2 — Investigation Bureau
(Infiltration Division)
Section 3 — Confiscation Bureau
(Logistics Division)
Section 4 — Technical Bureau
(Specialty Division)
Section 5 — Operations Bureau
(Analysis Division)
Section 00 — Assassination Bureau
(Protection Division)

Section 1, Administration Bureau:

Level	Designation	Experience Points*
1	Junior Case Officer	0
2	Case Officer	2,979
3	Senior Case Officer	6,857
4	Substation Chief	11,713
5	Station Chief	17,625
6	Office Director	24,750
7	Division Director	32,500
8	Bureau Director	43,000
9	Assistant Administrator	58,000
10	Administrator	80,000

* — The agent must have at least this many total points, and the agent must have points in all four of the other bureaus (not including the Assassination Bureau).

40,000 experience points must be earned for every level above 10th.

Section 1, Administration Bureau, Special Operations Division:

Level	Designation	Experience Points *
1	Meddler	0
2	Tamperer	745
3	Interloper	1,714
4	Intruder	2,928
5	Adjuster	4,406
6	Problem Solver	6,188
7	Avenger	8,125
8	Pragmatist	10,750
9	Expediter	14,500
10	Special Operator	20,000

* — Total experience points, in any bureaus.

10,000 experience points must be earned for every level above 10th.

Section 2, Investigation Bureau, Infiltration Division:

Level	Designation	Experience Points
1	Snitch	0
2	Foist	1,000
3	Inside Man	2,500
4	Plant	4,000
5	Ringer	6,000
6	Contact	8,000
7	Insinuator	11,000
8	Penetrator	14,000
9	Subversive	17,000
10	Infiltrator	20,000

10,000 experience points must be earned for every level above 10th.

Section 3, Confiscation Bureau, Logistics Division:

Level	Designation	Experience Points
1	Bearer	0
2	Carrier	444
3	Messenger	1,333
4	Courier	2,666
5	Cut-out	4,444
6	Runner	6,666
7	Bootlegger	9,333
8	Smuggler	12,444
9	Contrabandist	16,000
10	Logistician	20,000

10,000 experience points must be earned for every level above 10th.

Section 4, Technical Bureau and Specialty Division:

Level	Designation	Experience Points
1	Trainee	0
2	Clerk	79
3	Tinker	157
4	Hobbyist	313
5	Apprentice	625
6	Journeyman	1,250
7	Master	2,500
8	Academician	5,000
9	Consultant	10,000
10	Technician	20,000

10,000 experience points must be earned for every level above 10th.

Section 5, Operations Bureau and Analysis Division:

Level	Designation	Experience Points *
1	Guide	0
2	Leader	979
3	Boss	2,857
4	Supervisor	5,713
5	Chief	9,625
6	Principal	14,750
7	Superior	20,500
8	Commander	29,000
9	Director	41,000
10	Operator	60,000

* — Total experience points, from at least three bureaus.

30,000 experience points must be earned for every level above 10th.

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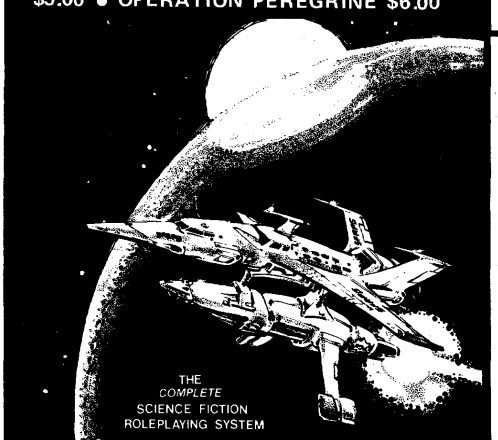
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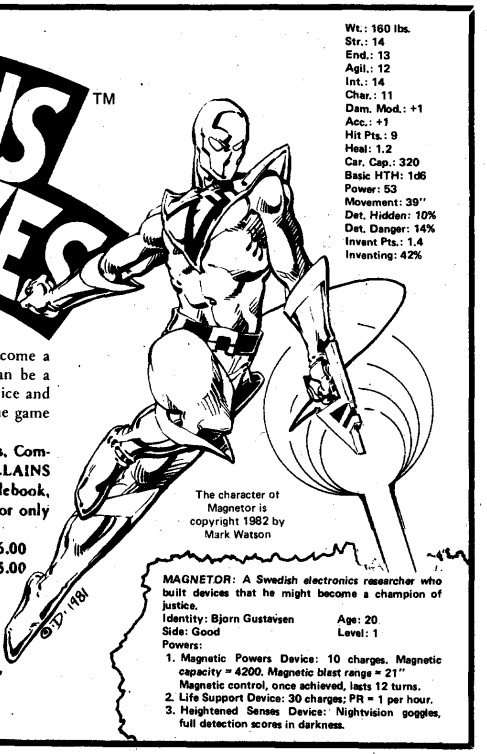
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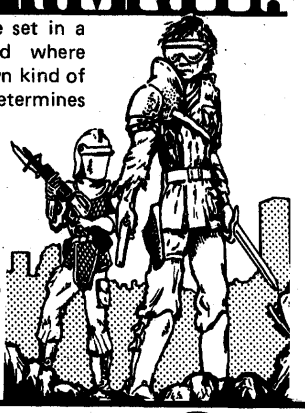
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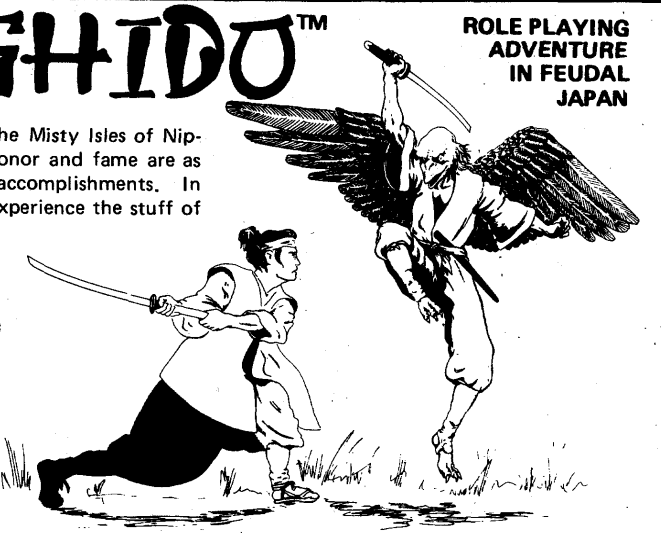
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Section 00, Assassination Bureau, Protection Division:

Level	Description	Experience Points
1	Lookout	0
2	Watchperson	2,222
3	Picket	4,444
4	Sentry	6,667
5	Ward	8,889
6	Human Shield	11,111
7	Bodyguard	13,333
8	Guardian	15,556
9	Defender	17,778
10	Protector	20,000

10,000 experience points must be earned for every level above 10th.

Explanation of Bureau and Division Classifications

No specific role is all-encompassing, nor should it be. Each agent brings particular talents to a mission that often overlap another agent's talents. In the course of a mission, it is best to let the most qualified individual perform any particular task.

ADMINISTRATOR: This is not officially an agent's role unless the admin has a character in the field or positioned where action can take place. Administration is, theoretically, where agents who have worked under all bureaus come to retire. Having survived at least four missions to get into administration, the agent/player should have plenty of ideas on how to design and moderate missions. Administrators often contact an operator to assemble a team of agents for a particular mission. The admin then uses agency resources to supply and pay the chosen operator, who in turn supplies and pays the selected (or surviving) agents.

SPECIAL AGENTS: Special agents work directly under an administrator without an official operator. They act as troubleshooters, blunt instruments (see below), and internal investigators, among other things. They often work alone or in small, tightly knit groups. Special agents may be assigned to groups including confiscators, investigators, assassins, or technicians, but generally do not reveal their unique classification. Special agents are generalists who earn experience as if they worked under the four bureaus, but they do not gain any bonus experience points or payments. Like technicians, they are allowed the use of special devices before they reach fourth level.

INVESTIGATOR: This agent is the eyes and ears of an espionage body. Primarily an information-gatherer, an investigator observes, inquires, and examines the situation or target systematically, often using surveillance equipment. An investigator needs a good memory, and high Charm, Knowledge, and Observation values. Investigators should be proficient in electronics, languages, photography, and tailing. They generally report to their personal or team operator instead of an admin.

INFILTRATOR: Infiltrators are a subclass of investigators. Infiltration goes beyond surveillance; an infiltrator must become part of a group or organization in order to uncover its goals, aims, and secret activities. They usually report their findings to an operator. Infiltrators may eventually be called on to subvert or destroy the group from inside.

Infiltrators need fewer experience points than investigators to gain a level. Experience points earned for infiltration do not apply toward investigation, and vice versa.

CONFISCATOR: This agent is the hands of an espionage body. A confiscator's main concern is seizing property. Most confiscators are well-coordinated and familiar with all types of valuable goods and security systems. Security detection and deactivation are a confiscator's strengths, with picking pockets and gambling as sidelines. Confiscators generally report to their personal or team operator instead of an admin.

LOGISTICIAN: Logisticians are a subclass of confiscators. They are equipment handlers; the logistician's job is to procure, distribute, maintain, and replace agency equipment and personnel. A logistician may need to perform the opposite of a confiscator's job: altering and returning stolen items without being detected. Travel documents, tickets, ammunition, and the necessities of life are supplied by the logistician. When agents need to flee as quickly as possible along the shortest route, a logistician is the person who knows where to go and how to get there.

TECHNICIAN: The technician is a generalist who usually is seen only in support roles, and rarely is placed in the field. Technicians often earn their first experience by attending espionage classes. Those few who are assigned to work with assassins, confiscators, and investigators can expect an equal share of the hazards and difficulties. Many technicians carry no weapons, relying on team members for protection. The technician operates equipment, bandages injuries, analyzes compounds, or studies special devices.

Technicians are allowed the use of special equipment before reaching fourth level. Technicians also get a +100 experience point bonus for courses completed in espionage college.

SPECIALIST: Specialists are a subclass of technicians. Specialists are highly trained in one specific field of study. They are limited to this one job, which they perform very well. In other skills, specialists will have average training at best. A specialist chooses a specialty when the character is created, and is called on to perform only that function. The specialist is extremely dedicated. Specialists will rarely be allowed to leave their low-profile desk jobs to accompany a team of agents on a mission. They are, however, experts in their fields and hence may be called on to perform a specific function.

Specialists advance on the same experience point schedule as technicians.

OPERATOR: In the field, an operator is the boss. The operator leads the team, pays its members, enforces team regulations, and reports directly to the administrator. Most operator duties are mundane and bureaucratic, such as recruiting and training new agents. Many operators, tired of the constant danger of field work, strive to become administrators, whose lives are safer. An operator is personally responsible for the actions of agents under his control. An operator also is responsible for the proper use and care of expensive or valuable special equipment borrowed from the agency. An operator may be a resident of the area where a mission is being carried out.

ANALYST: Analysts are a subclass of operators. Their job is to examine and interpret bits of information or physical evidence. Analysts rely on their memory and observation to assemble clues into useful knowledge. Analysis is primarily a desk job; analysts rarely venture into the field to collect their own data. An analyst in the field is a talking encyclopedia, and may have inside information that other agents are not aware of. Analysts should have a high Knowledge value and several Superior Areas of Knowledge, and should be able to speak several languages. Experienced analysts may become kidnapping targets of enemy agencies, because they can be pumped for information.

ASSASSIN: The infamous yet regretfully necessary assassin is primarily a cold-blooded murderer of prominent persons and secret agents. Rating high in Physical Strength and Willpower, these agents perform dangerous, often suicidal, tasks in the line of duty. Assassins are experts in explosives, poisons, firearms, and unarmed combat. Assassins generally report to their personal or team operator instead of to an administrator.

PROTECTOR: Protectors are a subclass of assassins. Instead of killing and destroying, protectors try to prevent such acts. They are trained in assassination and sabotage techniques in order to better protect against them. Protectors of live targets are called bodyguards, and are trained to use their own bodies as shields to protect other agents or VIPs. Protectors of installations, vehicles, or valuable objects are called guards.

Special classifications

Agents can work under one of four bureaus: Investigation, Confiscation, Assassination, or Technical. When a character is created, the player decides which bureau the agent will work under for the first mission. A character can work under only one bureau at a time. All experience points earned on a given mission must be applied to that bureau only. At any time between missions, a character may change to another bureau. Experience points apply only to the bureau in which they were earned. All beginning characters and characters working under a new bureau for the first time are considered 1st level with zero experience points in that bureau. A character may return to a bureau he left previously; new experience points earned in that bureau are added to the experience points the character earned in that bureau previously.

All rules that apply to bureaus also apply to divisions beneath the bureaus. An agent who is working in a division is also considered to be working in the bureau to which that division is attached. For example, an agent who has worked in the Infiltration, Logistics, and Protection Divisions has worked in three bureaus. If an agent has worked in the Investigation Bureau, the Infiltration Division, and the Logistics Division, he has worked in only two bureaus.

Characters who have earned experience points in more than one bureau are valuable agents. They are given a special classification which defines their combination of talents. The agent's level in the special classification equals the lowest level the character has reached in any of the bureaus where the agent has earned experience. For example, a character who is a 3rd level Investigator and a 2nd level Confiscator qualifies as a 2nd level Magician. "Membership requirements" are as follows:

Magician: Investigation or Infiltration, plus Confiscation or Logistics.
Hunter: Investigation or Infiltration, plus Assassination.
Sleuth: Investigation or Infiltration, plus Technical.
Saboteur: Confiscation or Logistics, plus Assassination.
Wizard: Confiscation or Logistics, plus Technical.
Mechanic: Technical plus Assassination.

As an example of how special classifications work, assume that Shadra, a new recruit, has decided to work in the Technical Bureau. She pays the school entrance fee out of her own pocket, and completes the Pyrotechnic Chemistry and Duplication course in 9 weeks. She earns 90 experience points, plus 100 bonus points for working under the Technical Bureau. She now is classed as a 3rd level technician. On her first field mission, Shadra decides to work in the Confiscation Bureau, and she miraculously gains 455 experience points. She now is a 2nd level confiscator besides being a 3rd level technician. Her special classification is a 2nd level Wizard.

MAGICIAN: Masters at sleight of hand, confidence games, and deception, magicians are welcome on any missions that are conducted in public view. Magicians are escape artists, masters of disguise, and alluring entertainers all in one. A magician generally reports to an operator.

HUNTER: Not necessarily a killer at all, a hunter traces the movement of prey, learns its habits, its strengths, and its weaknesses. The hunter is often a loner who blends in with the shadows, tries to find the target, and often fascinates or forces the surprised target out into the open. Once this occurs, other agents can investigate, confiscate, or assassinate the target. A hunter generally reports to an operator, but can organize a manhunt personally if necessary.

SLEUTH: As information experts, sleuths are valuable assets on highly technical missions where quick, clear thinking is a must. Brilliant, systematic, charming but never assuming, sleuths often solve the problems they pose. Sleuths are cautious yet surprising, and often fool those they come in contact with. Wiretapping and codebreaking are two of a sleuth's strong points. Sleuths generally report to a team operator.

SABOTEUR: Not mad bombers or political terrorists, saboteurs are dazzling, fast-acting experts with a toolbox. Not only must saboteurs know how to stop a machine or a process, but they must know how the mechanism should work properly. To sabotage a series of machines, saboteurs must remove or destroy the same part on each, so a few of them cannot be repaired by cannibalizing parts. Saboteurs work well with mechanics (see below). They usually report to a team operator.

WIZARD: At one time wizards were seldom more than safecrackers, but modern technology has expanded their role. Wizards can deactivate security systems, hot-wire vehicles, find hidden openings, and withdraw information from computer files in seconds. These agents nearly always use tools, and are welcome on delicate missions with time restrictions. Wizards work well with sleuths (see above) and generally report to a team operator.

MECHANIC: Mechanics are agents whose role is to create "accidents." Like wizards, mechanics rely on tools and are concerned with subtlety and secrecy. Often working alone with explosives, gases, poisons, and special devices, mechanics must rely on technical knowhow. While mechanics occasionally aid assassins, they perform many other jobs as well. Mechanics work well with saboteurs and hunters. They usually report to personal or team operators.

Special agents

An exception to the special classifications system is the Special Operations Division of the Administration Bureau. Special agents can begin working in the Special Operations Division without having worked in four other bureaus first. They may only work in the Special Operations Division and may not transfer to any other bureau. Special agents gain experience and are paid as if they worked under all four of the other bureaus. They may never collect a +100 Experience Point Bonus or a +$25 Base Job Payment Bonus. Like technicians, special agents may use special devices before they reach the 4th level of experience.

Contracts and free-lance work

Agents may choose to go independent and become private "spooks." Individuals and corporations hire such individuals for security and, occasionally, for espionage. Contracts are often verbal, to reduce the number of (possibly embarrassing or incriminating) connections between the contracting parties. Most contracts specify exactly what the agent is expected to do (who, what, where, how, and when) and how much the agent will be paid. Seldom will the true reason (why) be explained. It also is commonly understood that if the target offers better pay than the contractor, the contract may be broken and any advance payments made to agents will be returned to the contractor.

The enemy agent

Normally, an agent is loyal to the agency that employs him. An agent who is loyal to one agency while pretending to be loyal to another is an enemy agent. For example, agent X is employed by the CIA as an analyst. Agent X, however, is loyal to the KGB, and is passing information to it. Agent X is an enemy agent. Or, consider agent Z, who works for the CIA and is loyal to the CIA. Agent Z has convinced the KGB that he is loyal to the KGB, and is passing on misinformation about the CIA. Agent Z also is an enemy agent. Enemy agents can work inside or outside the agency they oppose.

The admin should be aware of the enemy agent's plans, and can use the enemy agent against other player characters. An enemy agent who knows the layout of an enemy headquarters could give false directions to a confiscation team invading those headquarters. An enemy agent could sabotage team equipment or assassinate team members. In general, enemy agents look for actions that will weaken the enemy agency and protect their own agency without jeopardizing their cover. Discovered enemy agents usually are given the option of becoming double agents or being prosecuted. Agent provocateurs are enemy agents.

The double agent

An agent whose loyalty shifts covertly from one agency to an opposing agency is a double agent. For example, agent X, the KGB

enemy agent working inside the CIA, is caught passing CIA secrets. To avoid prosecution, agent X agrees to become a double agent and pass false information to the KGB contacts. Or, CIA enemy agent Z may grow tired of taking orders from Washington and ignore the false information being issued to him, instead passing on actual CIA secrets.

Double agents caught by their first employers usually are given the option of becoming a triple agent or being prosecuted.

The triple agent

An agent whose loyalty has covertly shifted from one agency to an opposing agency, and then back again to the original agency, is a triple agent. For example, agent Z, who gained the confidence of the KGB by becoming a double agent, and has gained access to sensitive information, now secretly shifts loyalty back to the CIA, using the new confidence to pass information out of the KGB.

The triple agent is in a precarious position. If the deceived agency unmasks the agent, the agent probably will be prosecuted.

The deep penetration agent

An enemy agent who has worked for a long time developing a near-perfect cover is a deep penetration agent. The agent advances to a position of authority so he will be trusted with confidential information. Deep penetration agents can work into any government agency or private industry. Many such agents become respected members of their communities to enhance their image as anything but a spy. A deep penetration agent inside another intelligence agency is known as a "mole."

The blunt instrument

In an age of economic cutbacks and world recessions, certain espionage activities may be curtailed or abolished by bureaucrats and politicians. Disgruntled field operators and administrators often retain certain agents as unrestrained troubleshooters, or "blunt instruments." For example, an agent previously issued a license to kill in the line of duty may have "officially" lost that license. However, in the eyes of his immediate superiors the license has been retained.

The independent

A self-employed professional, agent who works for the highest bidder is an independent. These extremely mercenary agents usually work for money only, prefer verbal contracts, and do not like being set up or sold out. In the past, an agent who quit an agency was considered a defector. Now, "going private" and becoming a corporate spook is a more respected option for agents who resign or are dismissed by their agency. (Espionage is not as financially secure as it once was.) Private individuals and corporations find an increasing need to hire persons with espionage training and experience.

The sleeper

An agent ready for immediate use but currently inactive is a sleeper. Retired agents and recently recruited agents without a first mission are considered on reserve. Retired agents restored to active duty may resent their new status. On the other hand, recent recruits are often eager to take on any assignment.

The security risk

An agent who knows too much is a security risk. The agent cannot be allowed to resign or retire, lest agency secrets are accidentally or intentionally revealed. The agent cannot be eliminated because someday he may decide to reveal all of the information he has gathered about the opposition. The agent has the dubious honor of being too dangerous to let go and too valuable to eliminate. A security risk is followed and watched closely by members of all agencies; the opposition would like to capture someone with so much information, and the friendly agency needs to prevent a kidnapping or defection. Of course, opposing agencies must realize that their own operations could be jeopardized if such a knowledgeable agent was captured, and then returned to his home agency,

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A look at AOKs, old & new

Another preview of the TOP SECRET® Companion

by Merle Rasmussen

This section of the upcoming TOP SECRET® Companion introduces five new Areas of Knowledge, corrects one of the originals, and defines all AOKs.

The new Areas of Knowledge are Anthropology, Business/Industry, Linguistics, Naval Science, and Philosophy.

The correct name for Social Sciences should be Social Sciences/Sociology.

To include the five new Areas of Knowledge, use the Superior Area of Knowledge list given here instead of the list in the Basic Rulebook.

AREAS OF KNOWLEDGE

01-02	Agriculture
03-04	Animal Science
05-06	Anthropology
07-08	Architecture
09-10	Arts and Crafts
11 - 12	Astronomy/Space Science
13- 14	Biology/Biochemistry
15-16	Botany
17- 18	Business/Industry
19-20	Chemistry
21-22	Computer Science
23-24	Ecology/Earth Sciences
25-26	Economics/Finance
27-28	Education/Indoctrination
	Engineering:
29-30	Aeronautical
31-32	Construction/Civil
33-34	Electrical
35-36	Hydraulic
37-38	Industrial
39-40	Mechanical
41-42	Transportation
43-44	Fine Arts
45-46	Geography
47-48	Geology
49-50	Home Economics
51-52	Law
53-54	Linguistics
55-56	Literature
57-58	Mathematics/Accounting
59-60	Medicine/Physiology
61-62	Metallurgy
63-64	Military Science/Weaponry
65-66	Naval Science
67-68	Philosophy
69-70	Photography
71-72	Physical Education
73-74	Physics
75-76	Political Science/Ideology
77-78	Psychology
79-80	Religion
81-82	Social Sciences/Sociology
83-84	World History/Current Affairs
85-00	Player's choice

Knowledge potentials

A character's Area of Knowledge value indicates the character's ability to apply the knowledge in a game situation. If the Area of Knowledge value is 01 to 33, the character has heard of subjects related to the AOK. If the value is 34 to 50, the character knows related subjects well enough to discuss them briefly. If the value is 51 to 70, the character knows about related subject areas and can converse about the subject as well as someone with a related hobby. If the value is 71 to 130, the character knows the subject well enough to get a job in a related field and operate most job-related equipment and processes. If the value is 131 or higher, the character is an expert in the subject. He can operate successfully all related processes and equipment 99% of the time, and can teach others about the subject or related processes and equipment.

Use of abilities

When a character tries to apply knowledge, his chance of success is equal to the character's Area of Knowledge value (to a maximum of 94%). For example, a character with an Anthropology value of 51 wants to figure out where a small bronze statue was made. The character has a 51% chance to recognize the culture that made the statue. The player rolls percentile dice and gets 36, so the referee tells him the statue is a Hindu fetish, probably cast in the Kashmir district in the late 1800s.

If a character's Area of Knowledge value is 95 to 130, he has a 95% chance to operate a process or piece of equipment successfully. If the character's Area of Knowledge value is greater than 130, the chance is 99%. There is no sure thing.

An agent's chance to identify, duplicate, or invent a particular process or piece of equipment is equal to the appropriate Area of Knowledge value minus 100. For example, a Technician is asked to identify and duplicate a strange behavior-modifying drug. The Technician has a Chemistry value of 124. Given the proper equipment and time, the chance that the drug can be identified is (124 - 100 =) 24%. The chance to duplicate it also is 24% .

Explanations

The following Area of Knowledge definitions outline what a character with an AOK value of 100 knows and is able to do. Admins can use these guidelines to decide what a character with an AOK value above or below 100 knows. (Passages in quotation marks are from *The American Heritage Dictionary of the English Language,* copyright 1976).

AGRICULTURE: Character knows "the science, art, and business" of farming. The character knows how to cultivate the soil, produce crops, and raise animals useful to humanity. Aquaculture, hydroponics, and cosmoculture (farming in space) are included.

ANIMAL SCIENCE: Character knows how to care for, train, and breed domestic animals. The character also understands the behavior of wild animals. Zoology ("the biological science of animals") and paleontology ("the study of fossils and ancient life forms") are included in Animal Science. The character can identify a particular geographical area of the world by the animal life living there.

ANTHROPOLOGY: Character has studied the "origin, physical, social, and cultural development and behavior of humanity." This knowledge overlaps into archaeology ("the systematic recovery and detailed study by scientific methods of material evidence remaining from humanity's life and culture in past ages"). Given an artifact, the character can recognize the approximate date of manufacture and the culture that produced the artifact. The character can identify a particular geographical area of the world by the culture of the people and the artifacts of the people living there.

ARCHITECTURE: Character knows "the art and science of designing and erecting buildings." The character can see what a building was designed for and how it is being used.

ARTS & CRAFTS: Character knows the arts of decorative design and handicraft concerning useful objects. These arts include bookbinding, weaving, needlework, beadwork, leathercraft, woodworking, metalworking, pottery making, and general ornamentation,. The character can work in each of the listed areas.

ASTRONOMY/SPACE SCIENCE: Character knows "the scientific study of the universe beyond the earth." The character, has studied "the observation, calculation, and theoretical interpretation of the positions, dimensions, distribution, motion, composition, and

evolution of celestial bodies and phenomena." With the proper equipment and conditions, the character can tell time by the sun and stars and figure out his position on the earth. The character has a good knowledge of the details of astronaut and cosmonaut training, including exobiology, space medicine, weightlessness, and spacecraft. The character can operate most space vehicles and telescopes.

BIOLOGY/BIOCHEMISTRY: Character knows "the science of life and life processes." This includes "the study of structure, functioning, growth, origin, evolution, and distribution of living organisms." The character also knows "the chemistry of biological substances and processes." The character can tell what types of creatures frequent the immediate environment by physical evidence such as seeds, tracks, and waste products.

BOTANY: Character knows "the biological science of plants." The character can tell whether a plant is harmful or helpful, edible or inedible. The character also can identify a particular geographical area of the world by the characteristic plant life found there.

BUSINESS/INDUSTRY: Character knows how to manage personnel, materials, equipment, and procedures intended for the commercial production of products or services. The character knows how to buy raw materials for business use. The character can manage a business, exact type determined by the character's other AOKs.

CHEMISTRY: Character knows "the composition, structure, properties, and reactions of matter, especially of atomic and molecular systems." The character can tell the purpose of a chemical lab.

COMPUTER SCIENCE: Character knows "the construction, operation, and programing of computers." Given access, the character can operate most computers.

ECOLOGY/EARTH SCIENCE: Character knows "the science of the relationship between organisms and their environment.." Character knows "any of several essentially geologic sciences concerned with the origin, structure, and physical phenomena of the earth." This includes seismology and meteorology. The character can recognize useful or dangerous plants and animals. Given the proper equipment, the character can predict weather and seismic activity.

ECONOMICS/FINANCE: Character knows "the science that deals with the production, distribution, and consumption of commodities" in a country, household, or business enterprise. Character also knows "the science of the management of money or other assets" of an individual, corporate body, or government. After a discussion about economics, the character can tell what another character's Economic Alignment is. The character can disguise his own Economic Alignment value by adding to it or subtracting from it an amount equal to or less than his Economics/Finance value.

EDUCATION/INDOCTRINATION: Character knows "the act or process of imparting knowledge or skill" — teaching. The character also knows how "to instruct in a body of doctrine" or "to teach to accept a system of thought uncritically." The character can determine what another character's Knowledge value is, and can disguise his own Knowledge value by adding to it or subtracting from it an amount equal to or less than his Education/Indoctrination value.

ENGINEERING, AERONAUTICAL: Character can apply "scientific principles to practical ends" in "the design, construction, and operation of efficient and economical" aircraft "structures, equipment, and systems." The character can fly most air vehicles.

ENGINEERING, CONSTRUCTION/CIVIL: Character knows how to apply "scientific principles to practical ends" in "the design, construction, and operation of efficient and economical" buildings, "structures," public works, "equipment, and systems." This includes bridges, dams, tunnels, arches, towers, aerials, roads, and rail embankments. The character can operate most heavy construction equipment, forklifts, and elevators.

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ENGINEERING, ELECTRICAL: Character knows "the scientific technology of electricity." This includes "the design and application of circuitry and equipment for power generation and distribution, machine control, and communications." The character can operate most electrical equipment and devices.

ENGINEERING, HYDRAULIC: Character knows how to apply scientific principles toward "the design, construction, and operation of efficient and economical structures, equipment, and systems" involving fluids under pressure, especially water. The character can operate most hydraulic devices.

ENGINEERING, INDUSTRIAL: Character can apply scientific principles toward "the design, construction, and operation of efficient and economical structures, equipment, and systems [involving] the commercial production and sale of goods and services." If the character knows what is being shipped into an industrial area, he can predict what is being built or set up in that area, and vice versa.

ENGINEERING, MECHANICAL: Character knows how to apply scientific principles toward "the generation and application of . . . mechanical power [and] the design, production, and use of machines and tools." The character can use most machines and tools.

ENGINEERING, TRANSPORTATION: Character knows how to apply scientific principles toward "the design, construction, and operation of efficient and economical structures, equipment, and systems [involving] the business of transporting passengers, goods, or materials." The character can drive most land and sea vehicles.

FINE ARTS: Character is familiar with "art produced or intended primarily for beauty alone rather than utility." This includes "sculpture, painting, drawing, drama, music, and the dance." A character may have a separate score for each of these art forms. Roll percentile dice to find an initial value for each. The value of any one area can be increased by 5 for each point the character's Fine Arts value is increased. The character can sculpt, paint, draw, act, dance, sing, and play an instrument, with the expertise in any specific skill variable dependent on the percentile dice roll for that skill.

GEOGRAPHY: Character knows "the study of the earth and its features (and) the distribution on the earth of life, including human life and the effects of human activity." The character can identify a particular part of the world by the geographical features of the area.

GEOLOGY: Character knows "the scientific study of the origin, history, and structure of the earth." The character can identify a particular part of the world by the geological evidence in the area.

HOME ECONOMICS: Character knows "the science and art of home management, including household budgets, purchase of food and clothing, child care, cooking, and nutrition." The character can cook nutritious meals, manage a home, and care for children.

LAW: Character knows "the body of rules governing the affairs of humanity within a community or among states." The character knows the laws of the land and the general laws of a region.

LINGUISTICS: Character knows "the science of language." This includes "the study of the nature and structure of human speech." A linguist overhearing a conversation can identify the family of the language being spoken. He may be able to identify the precise language or dialect, even if he cannot speak or interpret that language himself. Roll percentile dice and compare the roll to the character's Linguistics value. If the number rolled is less than or equal to the value, the name of the language is known. If the number rolled is greater, the specific language remains a mystery, but the language family is known.

LITERATURE: Character is familiar with "the body of written work produced by writers, scholars, or researchers." The character is familiar with the activity or art of imaginative or creative writing. The character can write creatively and report factually. The character also can identify quotes from great authors.

MATHEMATICS/ACCOUNTING: Character knows "the study of number, form, arrangement, and associated relationships, using rigorously defined literal, numerical, and operational symbols." The character also knows "the bookkeeping methods involved in making a financial record of business transactions and in the preparation of statements concerning the assets, liabilities, and operating results of a business." A character with sufficient time can look at ledgers or other financial records and determine how funds have been used and if funds have been misappropriated.

MEDICINE/PHYSIOLOGY: Character knows "the science of diagnosing, treating or preventing disease and other damage to body or mind [through] treatment by drugs, diet, exercise, and other nonsurgical means." The character also knows "the biological science of essential and characteristic life processes, activities, and functions." The character can apply first aid for minor injuries and illnesses. Given the proper equipment and time, most characters could successfully perform surgery.

METALLURGY: Character knows "the science or procedures of extracting metals from their ores, of purifying metals, and of creating useful objects from metals." The character can identify the metals in an object, and ore being brought from a mine.

MILITARY SCIENCE/WEAPONRY: Character knows the "methodological activity, discipline, or study" of soldiers, is familiar with most combat equipment, and knows how to act like a soldier.

NAVAL SCIENCE: Character knows the "methodological activity, discipline, or study [of] the equipment, installations, personnel, or customs of a navy." The character knows how to act like a sailor.

PHILOSOPHY: Character knows the "science comprising logic, ethics, aesthetics, metaphysics, and epistemology." The character can speak or write abstractly and philosophically. After an interview, the character can tell what another character's Political Change Alignment value is. The character can disguise his own Political Change Alignment value by adding to it or subtracting from it an amount equal to or less than his Philosophy value.

PHOTOGRAPHY: Character knows "the process of rendering optical images on photosensitive surfaces." The character can use most cameras and develop film, given the proper conditions.

PHYSICAL EDUCATION: Character knows "education in the care and development of the human body, stressing athletics and including hygiene." After an examination or workout, the character can tell what another character's Physical Strength and Coordination values are. Also, the character can disguise his Physical Strength or Coordination values by adding or subtracting an amount equal to or less than his Physical Education value.

PHYSICS: Character knows "the science of matter and energy and of interactions between the two, grouped in traditional fields such as acoustics, optics, mechanics, thermodynamics, and electromagnetism, as well as modern fields of atomic and nuclear physics, cryogenics, solid state physics, particle physics, and plasma physics." The character can recognize what a physics laboratory is set up for.

POLITICAL SCIENCE/IDEOLOGY: Character knows "the study of the processes, principles, and structure of government and of political institutions;' and of political campaigns and interactions. The character understands "the body of ideas reflecting the social needs and aspirations of an individual, group, class, or culture." After a political conversation with another character, the political expert can tell what the other character's Political Alignment is. The character can disguise his own Political Alignment by adding to it or subtracting from it an amount less than or equal to his Political Science/Ideology value.

PSYCHOLOGY: Character knows "the science of mental processes and behavior." After an interview, the character can tell what another character's Willpower value is. The character can disguise his Willpower value by adding or subtracting an amount less than or equal to his Psychology value.

RELIGION: Character knows the expressions of humanity's "belief in and reverence for a superhuman power recognized as the creator and governor of the universe." After an interview, the character can tell what another character's Courage value is. The character can disguise his Courage value by adding to it or subtracting from it an amount less than or equal to his Religion value.

SOCIAL SCIENCES/SOCIOLOGY: Character knows "the study of social behavior; especially . . . of the origins, organizations, institutions, and development of human society." After a conversation, the character can tell what another character's Charm value is, and can disguise his Charm value by adding to it or subtracting from it an amount equal to or less than his Social Sciences/Sociology value.

WORLD HISTORY/CURRENT AFFAIRS: Character knows "the branch of knowledge that records and analyzes past events" of the earth. The character also knows of any noteworthy event that is now in progress, and is in touch with the public news of the world.

Sign language and lip reading

Sign language may not be a native language, but may be an additional language. It is usable only when contacts are within short range. The speaker must have at least one arm free to send messages with. If a character is fluent in signing in a certain language, this language is listed with the tag word "sign" directly following the spoken language on the character record sheet. For example:

1. (Native) English
2. English, sign
3. French
4. French, sign

Lip reading (or speech reading) is possible only after learning to speak or sign that language, even for a native language. Language usually is acquired by hearing, and when this sense is impaired, language must be learned by observing, by reading speech on the speaker's lips, by reading, and through intensive study. A character must know a language before learning to read speech in that language. Although speech reading is a skill, it can be listed as a separate language on the character record. Speech reading is universal, so a character with this skill can lip-read any language he knows. Anyone can learn sign language or speech reading.

To read speech, the speaker's face must be visible (at least in profile, if not full view) to the "listener," and the speaker must be at short range. Binoculars and scopes can bring the image of a speaker into short range; divide the actual distance to the speaker by the power of the scope.

Only 26 percent of speech is visible on the lips, so even the best lip readers cannot read everything that is said. Being able to read lips does not allow an agent to speak silently to someone who is not trained to read speech. Anyone can communicate generally by using universal body language, gestures, and facial expressions. Such communication should be role-played with a high chance of NPCs misunderstanding PCs.

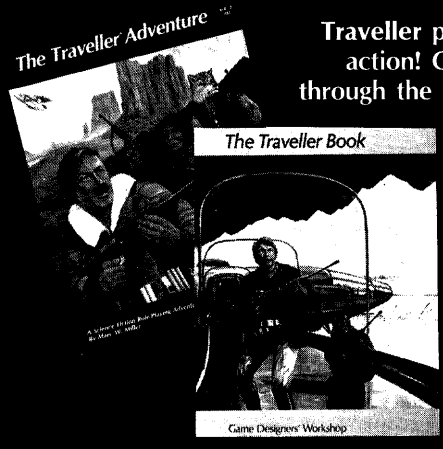
It is assumed that if a character can speak, sign, or speech-read a language, the character can write and read it, too. To be literate in Braille, a character must designate it as an additional language after mastering the parent language. For example:

1. (Native) English
2. English (Braille)

A character who can read Braille with his fingertips can read it by sight also. Such skills may prove invaluable if, for example, characters are trapped in a dark elevator, blindfolded, or temporarily blinded. Some languages, such as Chinese, Hebrew, and ancient Egyptian, do not have raised dot alphabets. In these cases, even raised or inscribed hieroglyphics may be impossible to read by touch. Agents probably should concentrate on Indo-European languages that are used by a great many people.

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AGENT FILE

CHRISTCHURCH, NEW ZEALAND
MISSION BRIEFING

GEOGRAPHY: Whiteout Base is located on a flat, icy island at 64 degrees 15 minutes south, 60 degrees 30 minutes west, ten miles away from Camp Perez. It is situated on property claimed by Great Britain, Chile, and Argentina. Estimates of its human population range from 80 to 120.

HISTORY: In 1947, President Gabriel Gonzalez Videla of Chile established several research stations to reinforce his country's claim to the Antarctic peninsula. Although geothermal activity was detected very close to the site in question, the station was abandoned after two years because the Chilean government was unwilling to finance its continued operation.

The site lay dormant and unoccupied until 1971, when Atlantis Enterprises contacted Salvador Allende Gossens (the new president of Chile) and offered to buy the station. Both Argentina and Britain protested the sale of the station on the basis of the international treaty of 1959 which stated that no person, organization, or government may own land in Antarctica until 1989. Allende ignored their protests and sold the station to Atlantis Enterprises.

Beginning five months ago, routine satellite reconnaissance of Antarctica showed evidence of construction and expansion at the Atlantis site. Best information suggests that Atlantis Enterprises has revived an old association with an ultra-survivalist group, the Children of Neptune (CON). This group has been connected with subversive activities including drug trafficking, the selling of military secrets, and the counterfeiting of Swiss francs.

Only in the last year has any detailed information surfaced about CON. The agency has thwarted two CON operations (the Floating Island Mission and the Mercenary Atoll Mission). The purpose behind the construction of a floating island and a nuclear-powered floating drydock can only be guessed at. Plans and blueprints belonging to CON have been discovered for entire floating cities and submarine cities. Now, it is apparent that CON is on the way to assembling one of these future-survival cities in Antarctica.

Atlantis Enterprises has ignored all attempts at contact by the Scientific Committee for Antarctic Research (SCAR) and governmental agencies of several countries. Each time an aircraft approaches the research station and requests landing instructions, the pilot is informed that the airfield is under localized whiteout conditions and is advised to fly to another nearby research outpost if the craft must set down. (Localized whiteouts are not uncommon in Antarctica, but the reported whiteout conditions at the Atlantis base have become so prevalent that the research station is known to outsiders as "Whiteout Base.")

It is known that research is carried on at Whiteout Base, even though exact discoveries and experiments have not been reported to the scientific community. Outside researchers hypothesize that the residents of Whiteout Base are involved in agricultural and geothermal energy research.

CURRENT STATUS: Responding to the urgings of SCAR members, the UN Security Council decided to inspect the research station. A little more than two weeks ago, a plan was conceived to have a team of SCAR scientists, including a representative of the Security Council, fly to the research station in an effort to open a line of scientific communication between the station and other Antarctic bases.

The scientific team embarked, flew toward the research station, and requested landing instructions. The pilot was informed that severe whiteout conditions over the airfield made landing impossible. The scientists feigned radio failure, approached unchallenged, and landed safely — under clear skies.

The scientists were greeted at the airport by a guard who was efficient but not hostile. He transported them to the research station, which looks from the surface like a cluster of greenhouses.

The team stayed in the complex as visitors for about 24 hours. They were given tours by qualified personnel of certain areas of the complex, and were politely but firmly denied access to other locations. They were under constant personal supervision by at least one guard, in addition to any tour guides.

When the scientists tried to question personnel about the "whiteout" ruse, everyone claimed to know nothing about it except the leader of the outpost, who identified himself as William Billeter, Canadian by birth, and the head administrator of the complex called Atlantis II. Billeter explained that airport personnel are instructed to discourage casual visitors by claiming a whiteout exists, because the station's work is centered around self-sufficiency, and too much interaction with the outside world would defeat the purpose of their research. Billeter assured them that when visitors do land, they are treated cordially but encouraged to leave fairly promptly.

The leader explained further that Atlantis II was involved in researching agriculture in polar regions, with the intent of achieving self-sufficiency. He said the project is funded by Atlantis Enterprises.

The scientists identified themselves and explained the reason for their visit. Billeter agreed to their request to set up a temporary outpost about 500 yards southeast of Atlantis II to conduct their own research, and allowed the team to maintain constant radio contact from their base.

The scientists used the outpost to keep 24-hour surveillance on Atlantis II. Activity outside the complex was almost negligible, much less than would be expected for a base of its size. No aircraft or ground vehicles arrived or departed during the surveillance period, which lasted more than 11 days. During this time, the scientists made brief, scheduled visits to the complex every three days to exchange meteorological data. Their requests for other information were refused.

On day 12 of the surveillance, geiger counters at the scientists' camp detected significant levels of radiation emanating from Atlantis II. They contacted the base, asked about the cause, and were told that information was privileged. The scientists detected the source as a cloud of radioactive steam that was airborne and beginning to drift. They requested permission to leave the base, and were told that their plane would be ready for takeoff in one hour.

They abandoned camp, keeping all their surveillance records and notes on the complex, as well as maps and photographs they had procured at Atlantis II. Just after taking off, they contacted the UN Security Council and sent a coded radio message concerning the radioactive cloud. Shortly thereafter, the Ellsworth base had this contact with the SCAR aircraft, at 1000 hours on June 2:

"Ellsworth, this is Penguin One. Come in, Ellsworth. Over."

"This is Ellsworth. We read you, Penguin One. Over."

"Ellsworth, we are airborne from Whiteout Base. Prepare to receive a complete report as soon as we land at Ellsworth. Our ETA is 1200 hours. Over and out."

"We'll be ready for you, Penguin One. This is Ellsworth, over and out."

One hour later, this message was received from Penguin One:

"Ellsworth, this is Penguin One. Do you copy, Ellsworth? Over."

"We copy, Penguin One. This is Ellsworth. Over."

"Ellsworth, we are having fuel problems. We've just passed our PNR [point of no return] *and the gauges are dropping fast. We'll try to put her down on the Filchner Ice Shelf. Our current position is 73 degrees South, 47 degrees West. We're going down."*

There was no further contact.

ASSIGNMENT

Because of the mystery about what happened to Penguin One, the Security Council has decided to increase the intensity of its investigation of Atlantis II. SCAR intends to send an investigative team to Atlantis II to discover the source of the radioactive steam, the complete plans of William Billeter, and his intended means of achieving his goals. The group has contacted your agency to assemble such a team. Violence is to be kept to a minimum.

Your team and its equipment will be transported from Christchurch, New Zealand, to Ellsworth Base, Antarctica. At Ellsworth your team is to immediately report to Dr. Michael T. Jameson for supplemental verbal instructions. Jameson can be found in the base library. He is an agency contact working for the UN Security Council.

It is suggested that your team transport all issued equipment from New Zealand, since Antarctic bases are poorly equipped for espionage missions. A limited supply of cold-weather equipment, food, water, and vehicles can be obtained from any Antarctic base.

Agent player character list

Choose one of the following agents to play. The Administrator will give you an AGENT DOSSIER after you have chosen an agent to play.

Assassination bureau

"The Mugger," a vengeful vigilante. Stalks lowlife criminals with a large-caliber handgun.

Olga, former trainer for an Olympic wrestling team. Likes to crush her opponents with her bare hands.

Confiscation bureau

"Klepto," picks up souvenirs unrelated to missions. Has large collection of tools and clothing.

Will B. Driver, getaway driver. Enjoys tailing and high-speed chases with any vehicle.

"Paper Chaser," bureaucratic paper-shuffler with piloting skills. She enjoys adventure and danger.

Investigation bureau

Miss Ecoute, interpreter and language arts specialist. She speaks English-92, French-90, Spanish-88, German-40, and Russian-91.

Pierre Piton, French mountain climber. Carries his own crampons and 50′ of nylon rope.

"Dynamo," fast-talking, fast-acting natural leader; at least he thinks so. Enjoys conversation.

Ellsworth Base
Supplemental verbal instructions

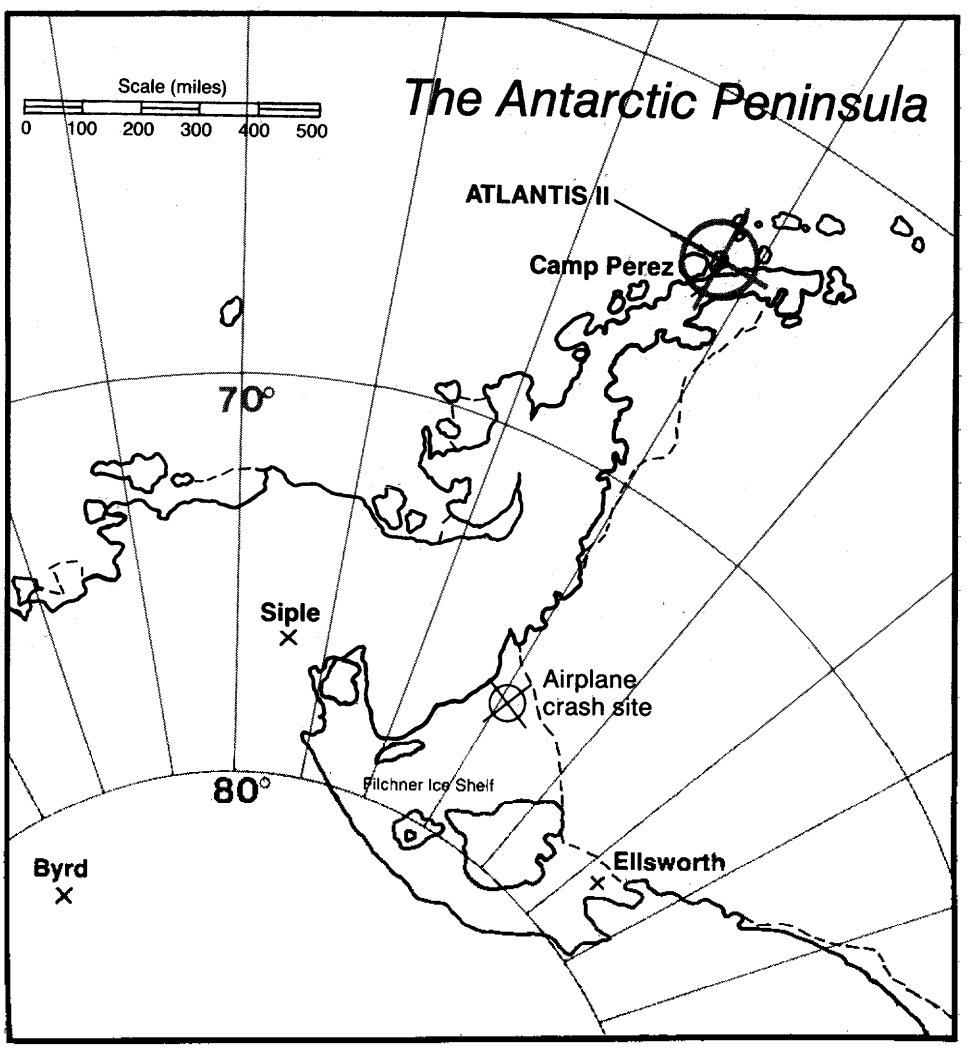
"It has been determined that Penguin One crash-landed on the Filchner Ice Shelf. The Soviets recovered the bodies of the SCAR scientists and the aircraft's 'black box.' The bodies and the black box were turned over to the Americans at Ellsworth. No maps or photos were reported found by the Soviets. It is assumed that the maps survived in a special flameproof container now hidden under snow or wreckage at the crash site.

"Your team must decide how to proceed. You may fly to the crash site to assist in the search for the maps and evidence, or you may set course for another base. Under the treaty of 1959, any base in Antarctica is accessible to you, since no base can refuse permission for a plane to land. This should also apply to Atlantis II.

"Once you arrive at Atlantis II, the exact means of penetration is left up to you. The agency suggests that your team feign aircraft engine trouble and make a forced landing on the Atlantis II airstrip. From there you are to attempt to infiltrate the main complex, collect data, and return to base to report your findings. At no time are you to reveal your true assignment to Atlantis II personnel.

"If chemical, biological, or radiological (nuclear) warfare devices are encountered in the field, you should make no attempt to disarm or contain the devices. Proper authorities (decontamination or bomb disposal units) should be notified at once, even at the risk of jeopardizing a delicate mission. Caution supersedes any political or national allegiances.

"It is currently winter on the continent, which means there is continual darkness in most places south of the Antarctic Circle. The average temperature on the coast is -40 degrees Fahrenheit. Any overland traveling is extremely hazardous. The extreme cold tends to jam conventional weapons. Trigger guards prevent mittened hands from pulling triggers. Bare flesh begins freezing after one minute of exposure to sub-zero temperatures, and bare skin freezes to metal. The agency recommends that agents avoid outdoor battles entirely."



ADMINISTRATOR'S FILE

Adventure preparation

Information in the AGENT FILE should be given to players in the order it is presented here. First, they should read the Christchurch, New Zealand Mission Briefing. Then players make their character selections based on the brief descriptions (or use their own characters), and they depart for Ellsworth Base to finish organizing supplies and receive their final verbal instructions.

A player who chooses a pregenerated character should first determine the bureau classification of the character he wishes to play. Next, he should either choose an available character from that bureau, or select one randomly. In any event, the player's choice is made without knowing details such as the character's exact ability ratings. One of the eight Agent Dossiers will be given to the player by the Admin once the player's decision is made. The personal traits of the characters are fixed, and may not be adjusted upon receipt of a dossier.

Once the players have completed their preparations for the game, the referee finishes setting the stage by bringing the player characters from the mission briefing to the place where the mission is to begin. This is usually a matter of providing a brief narrative (such as, "After obtaining supplies and getting organized, your group is taken via transport plane from Christchurch, New Zealand to the United States Base, Ellsworth.").

Plot synopsis

The Children of Neptune (CON) began as a survivalist group dedicated to insuring the survival of its members in the event of a world war or other global tragedy. At that time, the Children of Neptune practiced natural food farming, supply hoarding, outdoor survival, weapon use, and other survivalist techniques. The group seemed relatively harmless until William Billeter became their leader.

Billeter, a former Arctic explorer, is a popular, dynamic speaker and businessman. Under his leadership, group membership and revenues increased throughout the world. Billeter contacted several investors to provide capital to form a natural food franchise. This franchise became incorporated under the name Atlantis Enterprises.

Soon afterward, the Children of Neptune began planning their own colony. The idea of Atlantis II was born in 1970, and the search for a natural undeveloped building site began. In 1971, Atlantis Enterprises purchased a plot of land on the Antarctic Peninsula where a Chilean research station once stood. In 1981, Atlantis Enterprises purchased 72 prefabricated, heavily insulated housing units and the components for a geodesic dome. Thousands of feet of pipe, hundreds of fuel oil barrels, sixteen Quonset huts, and tons of assorted non-perishable supplies were shipped to Chile.

One year ago, supplies and CON personnel began congregating in Chile before being shuttled by plane and ship to the Antarctic Peninsula. Two runways were built with two hangars and temporary housing. A pipeline was driven deep into geothermal rock. Slush pumped down the pipe became superheated steam to supply power for the base. During the brief warm season, trenches were bulldozed in the sun-softened snow. Seventy-two prefabricated housing units were placed in the trenches. Corrugated metal was used to form curved snow roofs over the subsurface passageways; the snow froze in position, and the curved corrugated metal was removed. Clear acrylic Quonset huts were built on the surface of the snow between the snow-roofed passageways. The Quonset huts were connected with plywood hallways. In the center of the buildings and tunnels, a 60-foot-tall geodesic dome was constructed. The dome is 150 feet wide and is composed of 665 transparent, triangular panels supported by an aluminum skeleton.

CON personnel wasted no time moving into the finished base and setting up housekeeping. A meteorological tower and a radio antenna were raised. Live plants, food, clothing, and laboratory equipment arrived by the planeload. Housing units became mess halls, storage areas, maintenance shops, and laboratories. Atlantis II became the long-awaited colony of the Children of Neptune.

In the meantime, CON has evolved from a survivalist group into an ultra-survivalist faction planning world domination after the superpowers mutually annihilate each other. With Atlantis II as its headquarters, CON plans to rule the survivors of the earth's northern hemisphere, using a fleet of floating islands. These islands are to be constructed in nuclear-powered floating drydocks. At present, CON has constructed Atlantis II in Antarctica, a floating drydock in the northwestern Pacific Ocean, and a floating island in the Great Barrier Reef.

In recent years, CON activities came to the attention of the world's peacekeeping authorities when CON became involved in crime to raise money for construction. In what is referred to as the "Floating Island Mission," international authorities financed a small team of agents to retrieve stolen Swiss franc printing plates. Once the manufactured floating island had been invaded and secured, an intensive investigation of the premises followed. Vague references hinted at CON's involvement in the counterfeiting scheme. It is conjectured that CON was intending to produce counterfeit Swiss francs in order to finance the construction of Atlantis II. Apparently, CON personnel had no intention of flooding the world's financial market or extorting money from the Swiss government.

Agents investigating the activities of Colonel Martin "Mad Merc" Strikewell at a small atoll in the Northwest Pacific uncovered another CON construction. A floating drydock used to construct floating islands confirmed the existence of CON and increased the possibility of additional floating islands. The Mercenary Atoll Mission also hinted at the existence of another CON construction in Antarctica.

CON is attempting to make Atlantis II self-sufficient for two major reasons. First, to insure the continued survival of their members in the event of a supply-halting world holocaust or a blockade against them on the part of outside countries, they must be prepared to provide themselves with the necessities of life.

Second, in 1959, twelve countries proclaimed a treaty that prevented any territorial claims in Antarctica from being settled for 30 years. Although the Children of Neptune have staked out a large tract of land, neither CON nor any country owns land in Antarctica. In 1989, CON hopes to claim and own part, if not all, of Antarctica. CON bases its hopes on the fact that although several countries have permanent scientific outposts and military bases in Antarctica, none of the countries have a truly self-sufficient colony. CON's claim will have at least some validity, since entire families have taken up residence at Atlantis II. Also, most Antarctic bases depend on food, fuel, and supplies from home countries. Atlantis II hopes to grow its own food supplies, use naturally occurring geothermal energy, and manufacture all it needs to function as an independent community.

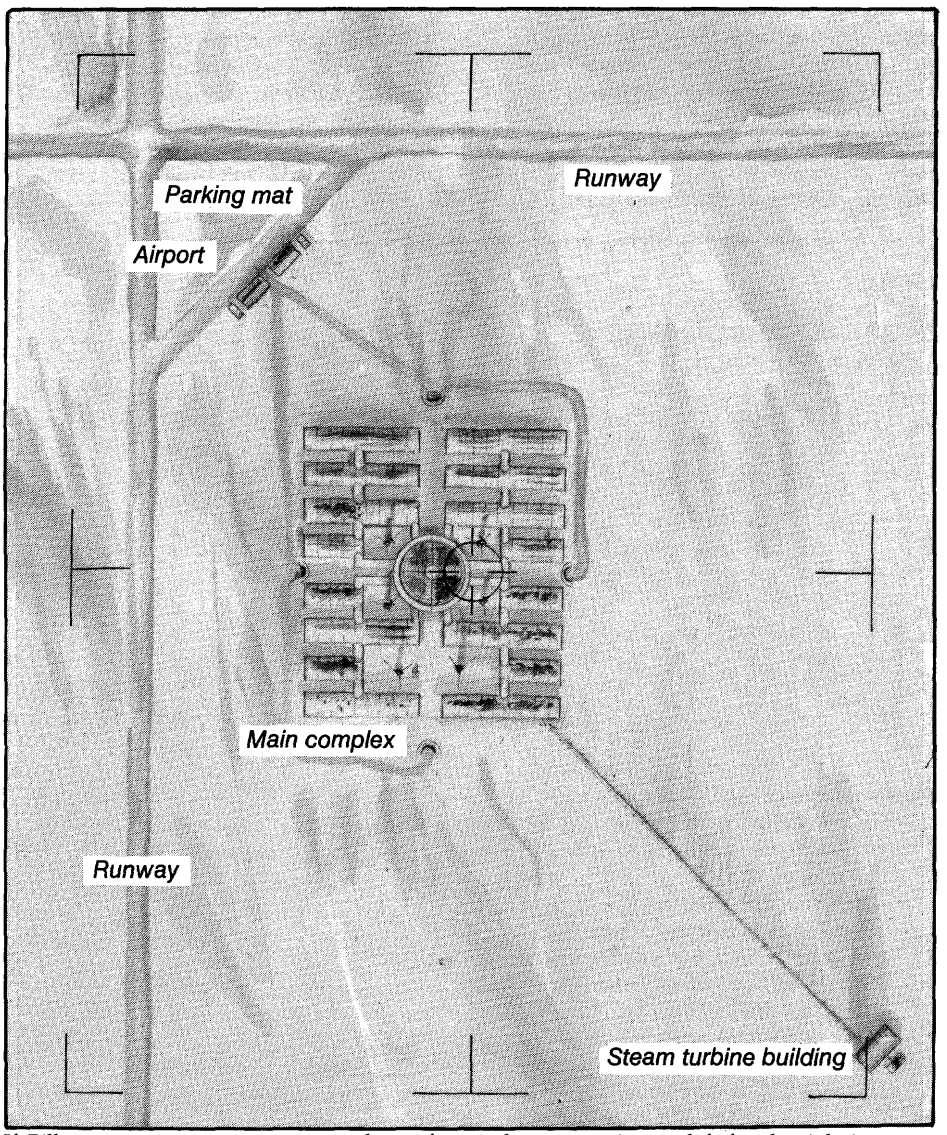
However, now that CON's crimes have been made known to the world, Billeter feels the group's survival is threatened. He has instituted a new offensive plan. A team of CON engineers has begun constructing small nuclear devices designed to destroy the other Antarctic bases. Billeter hopes that setting off a single nuclear explosion at a United States or Soviet base will cause an international crisis. If one side blames the other, a war could break out, increasing Billeter's chances of continental or world domination. If a war does not break out, Billeter plans to claim responsibility for the bomb and threaten to destroy other Antarctic bases unless Atlantis II is recognized as a political entity and given land of its own in Antarctica.

Recently, while workers were building one of the nuclear weapons, an "accident" occurred in the laboratory. This incident forced radioactive dust up an exhaust pipe to the surface. The laboratory was not contaminated, but the outside snow and the pipe were.

Most of the residents of Atlantis II are ignorant of the outside world's discovery of the floating island and the drydock, and are not guilty of any wrongdoing except their devotion to Billeter. They are intentionally kept ignorant of outside events by Billeter and his small group of advisers, who make all the policy decisions.

A small secret group of dissenters, calling themselves "625," want to flee Atlantis II.

Atlantis II aerial view



If Billeter captures any agents, members of "625" may help the agents get away — if the agents agree to take them along.

Plot directions

It is impossible to accurately predict the activities of player-character agents assigned to a free-form adventure. The adventure is riddled with clues, rumors, characters, and objects intended to provoke action and steer the agents. At certain points in the plot, they must make vital decisions. It is important that the agents be reminded of the urgency of their mission from time to time so that their actions are self-motivated, even if incorrect.

The action should begin with the agents being called to a Mission Briefing at a United Nations Security Council safehouse in Christchurch, New Zealand (see the AGENT FILE). The agents may be attacked by thugs in a car waiting outside the Christchurch safehouse. These thugs are not associated with the mission, but the action will get the players in the mood for later fast action during the investigation. The thugs can be armed with any hand-held weapon the Admin chooses. The thugs' character traits are left for the Admin to determine as well.

At Ellsworth Base, the agents meet their contact for the verbal briefing and then decide how to set out. They may refuel their plane immediately at Ellsworth and fly themselves to either the crash site, Camp Perez, Atlantis II, or someplace else. A pilot will not go with them, which means that at least one agent in the group must have piloting skill. The agents may choose to park their aircraft and proceed on foot or by other means, but this is ill advised for distances of more than a few miles. If agents want to embark on an overland trek, remind the players of the time and distance factors involved that make this impossible.

Agents won't find anything important if they visit the site of the Penguin One crash — no map case, no radiation on the wreckage. Based on the reports made by the surveillance team when they were still on the island, the agents should realize that they can probably get into Atlantis II easily, so they don't need maps and photographs beforehand.

Camp Perez is 10 miles from Atlantis II. The characters may choose to refuel and fly themselves to Atlantis II from there, or proceed on foot or by land vehicle across the ice floe. If the team flies in and asks for landing permission at Atlantis II, personnel there will tell them that the landing strip is currently under whiteout conditions and the aircraft cannot be safely directed to land. (Actual weather conditions depend on what was rolled for the current six-hour game period.)

The Children of Neptune will welcome anyone who lands at their airstrip, and will offer the agents mechanical assistance and fuel. If the agents don't want lodging, they will be expected to stay at the airport until their plane is ready to fly again (which would make this a short mission).

If the agents landed the plane because of alleged engine or mechanical trouble, Yang will offer to inspect and repair the aircraft; it will take him 1 - 10 hours to discover that nothing is wrong. He will report this fact to Billeter, who will instruct him to "Snowbank" the aircraft. (See the section on Code Names.)

Yang will only attempt to sabotage the aircraft if all the agents leave the airport area. To cover the time he needs to spend alone with the plane, Yang will tell the agents that he could not find any engine trouble or control problem with the aircraft, but discovered structural wing damage. Repairs can be made in 1-10 hours (Admin's choice or random), and in the meantime they are welcome to stay as guests in the main complex. Agents may be forced to stay because of approaching nightfall or bad weather. Of course, they can simply accept the invitation (and probably lose the services of their aircraft) as a means of getting inside the complex. When they enter, the male agents are housed in Unit #23 and female agents in Unit #8.

If the agents approach overland in vehicles, they will be detected on radar one mile away. Yang will approach them in a Sno-cat to find out where they are going and invite them into the main complex.

Agents who approach on foot won't be detected by radar, but will be seen 80% of the time on the base's infrared surveillance equipment. Two guards will come out on open snowmobiles to investigate. If the agents are discovered and remain friendly, they will be invited to stay in Unit #23 and Unit #8. If agents are unfriendly, they will be hunted by guards and shot at by Atlantis II personnel using heavy machine guns placed inside empty fuel oil barrels around the surface of the complex.

An agent who commits a crime at Atlantis II will be considered armed and dangerous. Guards will attempt to arrest the agent(s) without harming Atlantis II personnel. Captured agents will be turned over to SCAR for legal action. Agents who escape the complex and attempt to leave via their own aircraft will discover their aircraft has been sabotaged — when it crashes an hour after they're in the air.

WEATHER

The climate of Antarctica affects play directly. Temperature and wind combine to create deadly weather conditions. Agents who do not take the weather into account may be injured or killed.

Weather conditions should be checked once every six game hours. Roll two ten-sided dice, and find the number rolled on the first die in the left-hand section of the Weather Conditions and Damage Chart in either the coastal or interior column. ("Coastal" is any place within 50 miles of the sea; "interior" is the rest of the continent.) This number corresponds to wind velocity and determines what row of the temperature chart to consult. To use the temperature chart, add +4 to the second die roll if agents are in an interior location, and then find the resulting number in the top horizontal row of the temperature chart. This number corresponds to the air temperature. By cross-indexing the temperature result with the wind speed result, the Admin can find the base number of Injury Points a character will receive in every ten minutes of exposure under these weather conditions. Agents who travel on foot or in unheated vehicles will be subject to the full dangers of the Antarctic cold.

WEATHER CONDITIONS AND DAMAGE CHART

WIND CHART
First die:

TEMPERATURE CHART (degrees F.)
Second die: (may be modified)

Coast	Inter.	Conditions	Speed (mph)	1 +10	2 0	3 -10	4 -20	5 -30	6 -40	7 -50	8 -60	9 -70	10 -80	11 -90	12 -100	13 -110	14 -120
1	1	Calm	0-1	**0**	1	2	3	3	4	4	5	5	5	6	6	6	7
	2	Light air	1-3	**1**	**2**	3	3	4	4	5	5	5	6	6	6	7	7
2	3	Light breeze	4-7	**2**	**3**	**3**	4	4	5	5	5	6	6	6	7	7	7
3	4	Gentle breeze	8-12	**3**	**3**	**4**	**4**	5	5	5	6	6	6	7	7	7	8
4	5	Moderate breeze	13-18	**3**	**4**	**4**	**5**	**5**	5	6	6	6	7	7	7	8	8
5	6	Strong breeze	19-31	**4**	**4**	**5**	**5**	**5**	**6**	6	6	7	7	7	8	8	8
6	7	Fresh gale	32-46	**4**	**5**	**5**	**5**	**6**	**6**	**6**	7	7	7	8	8	8	8
7	8	Whole gale	47-63	**5**	**5**	**5**	**6**	**6**	**6**	**7**	**7**	7	8	8	8	8	9
8	9	Hurricane	64-96	**5**	**5**	**6**	**6**	**6**	**7**	**7**	**7**	**8**	8	8	8	9	9
9	10	Hurricane	97-138	**5**	**6**	**6**	**6**	**7**	**7**	**7**	**8**	**8**	**8**	8	9	9	9
10		Hurricane	139-208	**6**	**6**	**6**	**7**	**7**	**7**	**8**	**8**	**8**	**8**	**9**	**9**	**9**	**9**

Whiteout

Any **boldface** result on the Weather Chart indicates the potential for real whiteout conditions. Sometime during the next six hours (Admin's discretion), snow will begin falling or blowing so hard that the horizon will become indistinguishable from the foreground. These conditions will last for 1-100 minutes (roll percentile dice). Visibility becomes very limited at best. Small open crevasses become hidden from view (see the Terrain rules below). Attempting to travel overland or in the air without a compass will cause the travelers to become lost (Admin's discretion). Any aircraft caught in a whiteout should not try to land or take off. If either of those maneuvers is attempted, refer to the Explosive Use Against Vehicles Chart on page 37 of the TOP SECRET® Game Rulebook.

Weather damage modifiers

When calculating weather damage, the number of Injury Points to be subtracted from a character's Life Level may be modified by one or more of the following conditions:

Character is:	Modifier
Standing, lying, or inactive	+3
Walking or moderately active	+0
Running or extremely active	-3
Immersed in water or wearing wet clothes	+5
Missing mittens or boots	+2
Missing mittens and boots	+4
Protected from the wind	-2
Moving at less than 20 mph in unheated vehicle without a cab	+1
Moving at 20-60 mph in unheated vehicle without a cab	+2
Moving faster than 60 mph in unheated vehicle without a cab	+3
Wearing inexpensive parka	-1
Wearing moderately priced parka	-2
Wearing expensive parka	-3
Wearing custom parka	-4
Wearing a space suit	-5

TERRAIN and MOVEMENT

Characters who travel overland without using marked roads run the risk of stumbling into crevasses (cracks in the icy surface). The danger of crevasses is further heightened by the fact that they can be hidden beneath a thin layer of ice and snow. An intelligently outfitted convoy of vehicles moving over unmarked terrain usually has a large crevasse detector in the lead. Agents can procure a crevasse detector vehicle 25% of the time from any base, and with this can travel fairly safely.

The Admin should roll percentile dice once every game hour of travel and use the Terrain Chart to determine present conditions. Unmarked crevasses will not occur along marked roads or paths.

TERRAIN CHART

Dice roll	Terrain	Crevasses
01-40	Smooth	None
41-58	Rough	None
59-66	Smooth	Sm & open
67-74	Rough	Sm & open
75-78	Smooth	Sm & hidden
79-82	Rough	Sm & hidden
83-86	Smooth	Med & open
87-90	Rough	Med & open
91-92	Smooth	Med & hidden
93-94	Rough	Med & hidden
95-96	Smooth	Lg & open
97-98	Rough	Lg & open
99	Smooth	Lg & hidden
00	Rough	Lg & hidden

Rough terrain is crossed at one-half normal movement, regardless of the means of overland locomotion used.

Small crevasses are 1 - 10 centimeters wide by 10-100 centimeters long and deep. *Medium* crevasses are 10-100 centimeters wide by 1-10 meters long and deep. *Large* crevasses are 1 - 10 meters wide by 10-100 meters deep.

Agents can always avoid open crevasses (the sort that are not hidden by ice or snow crust) by simply jumping over or walking around them — except for small, open crevasses encountered during whiteout conditions; those crevasses are treated as if they were hidden.

Vehicles can cross any small crevasses without slowing down or being affected.

Any vehicle taken across a medium crevasse will be stuck for 1-10 minutes, and every passenger will take 1 Injury Point of damage from the sudden stop. Any vehicle driven across a large crevasse is stuck permanently, and every passenger takes 2 Injury Points of damage. Hidden crevasses can be detected and avoided by any character who succeeds in a percentile dice roll vs. his Coordination. Each character must make this roll if a group is spread out on foot; if more than one character occupies the same vehicle, check the driver's Coordination for success in detecting and avoiding crevasses. If a character's Coordination is less than the dice roll, he (or his vehicle) slips and falls into the crevasse, doing damage to the individual or each passenger as follows:

Small crevasse — Twisted ankle, 1 Injury Point of damage.

Medium or large crevasse — Damage from falling (see p. 33 of the TOP SECRET Game Rulebook).

Only the lead character risks taking damage if characters travel single file on foot. Characters on foot may choose to rope themselves together. Modify all of the tied leader's damage from falling downward by one half.

TRANSPORTATION CHART

Mode of movement	Top speed (mph)	Velocity (ft/turn)	Range (miles)	Seating capacity	Chance of access
Snowshoes/skis	3	25	—	—	100%
Dogsled	25	185	1000	3	5%
Open snowmobile	65	480	144	3	90%
Cabbed snowmobile	55	405	126	2	70%
Sno-cat	30	220	370	8	50%
Sno-cat w/detector	15	110	370	6	25%
Hovercraft	75	550	330	10	—
Helicopter	120	880	300	4	25%
Cargo plane	170	1250	1500	15	95%

Top speed of a vehicle cannot be maintained indefinitely; adjust foot-per-turn figures downward proportionately when vehicles are traveling at less than top speed. *Chance of access* is the probability that any single base will have one or more pieces of the listed equipment.

Agents will almost always use one of the modes of movement given on the Transportation Chart. In dire circumstances when a character is on foot without snowshoes or skis, his base movement rate is one-half normal (walking speed 1½ mph). This rate is cut in half again, to ¾ mph, in rough terrain.

With snowshoes or skis: Characters move at normal rates (walking speed 3 mph).

Dogsled: Atlantis II has a pair of 6-dog sleds. The dogs may pull at full speed for only 15 minutes; their usual speed is four miles per hour.

Snowmobiles, open or cabbed: These vehicles are usually available at any base. When available, they can be borrowed for the mission. Cabbed snowmobiles have heated enclosures, offering protection from the elements.

Sno-cat: These are enclosed, heated vehicles with skis on the front and treads on the rear. A Sno-cat with crevasse detector is much like a regular Sno-cat, with a spider-web framework extending from the front bumper that detects crevasses before the vehicle passes over them. The vehicle can be driven faster than 15 mph, but the detector will not function properly at higher speeds.

Hovercraft: Two of these experimental aircraft are in Antarctica, one at Ellsworth Base and the other hidden at Atlantis II. The hovercraft at Ellsworth can only be borrowed if all agents on the mission travel in it. Since hovercraft are experimental, there is a 10% chance each hour the vehicle is driven that it will break down. An agent with an AOK value of more than 75 in Electrical or Mechanical Engineering can repair any breakdown in 1-100 minutes. Both hovercraft are enclosed and heated.

Aircraft: The Administrator must keep in mind that bad weather affects low-flying aircraft. A helicopter dropping off passengers might be hit by a whiteout, become disoriented, and crash. Parachutists jumping into gale-like winds will be blown miles off course and be subject to hazardous landings. It is suggested that the Administrator describe the weather conditions and let the agents make the decision on whether to act.

All engine-powered vehicles may carry extra fuel, which can double their maximum range. Broken windows that are not repaired will cause vehicles to cease being enclosed and heated, exposing passengers to the elements. No base will loan personnel to serve as pilots or drivers who would assist the agents on their mission.

EQUIPMENT

The standard parka consists of pants and a padded pullover coat with a hood. Face masks, goggles (sunglasses during daylight), mittens, and boots are standard supplementary clothing. Because of the increased padding of a parka, all damage from combat is halved. This includes both projectile and hand-to-hand combat.

Standard weapons should have the trigger guards removed so they can be used with gloved or mittened hands. Because of the extreme cold, most guns used outdoors will misfire on a roll of 96 and jam on a roll of 97-00 during the hit determination dice roll of combat. Revolvers will misfire on a roll of 99-00, but will not jam. (See page 25 of the TOP SECRET Game Rulebook.)

PHYSICAL SECURITY

All exterior doors can be assumed to be locked (-/20) at night. Interior doors are locked 50% of the time. Desks, files, and drawers can be considered locked 75% of the time. Persons inside private rooms will probably have the door locked and chained as well. Security chains have a Difficulty rating of +10. Vehicles have the keys in them 5% of the time.

LIGHTING

Most rooms will have a light switch inside the door on the wall to the right, and from 1-10 light sources in the room. Unless otherwise noted, most ceiling lights operate from a light switch and are of the fluorescent-tube variety.

PERSONAL ENCOUNTERS

Whenever an agent in the main complex is outside a unit or the dome, there is a chance of encountering a passing pedestrian or seeing a random object. These encounters can occur anywhere except outdoors. The frequency of checking depends on the time of day as indicated on the following charts. A second encounter will not occur until the first encounter is ended. In some cases, the specified random encounter may not occur if the non-player character involved was injured or put out of action during an earlier encounter.

DAYTIME ENCOUNTER CHART
(10am to 10pm)

Roll percentile dice for every 10 minutes.

Dice roll	Encounter
01-25	None.
26-35	Sound of footsteps.
36-45	Shadows moving on the wall in the distance.
46-50	Sound of unintelligible conversation in the distance.
51-60	Maintenance person cleaning or doing repair work. Will ignore most people unless he/she is approached.
61-70	Someone calls out a name and approaches agent with an outstretched hand in greeting. The person has mistaken the agent for someone else.
71-80	A group of 1-10 children on their way to the indoor pool. Five pet penguins accompany the children.
81-90	Security person approaches on routine circuit. He is checking doors to be sure they are locked. He will not speak to the agent or stop unless the agent stops him.
91-00	Cracking and low-level rumble of icy walls settling.

NIGHTTIME ENCOUNTER CHART (10pm to 10am)

Roll percentile dice for every 20 minutes.

Dice roll	Encounter
01-25	None.
26-35	Faint light in the distance.
36-55	Sound of distant running footsteps headed south.
56-65	Faint distant laughter in unknown direction.
66-70	Young couple walking hand-in-hand toward dome.
71-75	Maintenance person cleaning or doing repair work. Will ignore most people unless he/she is approached.
76-80	Someone calls out a name and approaches the agent with a hand outstretched in greeting. The person has mistaken the agent for someone else.
81-85	Hysterical woman (Vera) approaches, begging group to take her away from Atlantis II, back to someplace warm.
86-90	Security person approaches on routine circuit. He is checking doors to be sure they are locked. He will not speak or stop unless the agent stops him.
91-95	Cold, chilly draft from above showers agent with minute ice crystals falling from ceiling.
95-00	Five pet penguins waddle toward characters expecting to be fed. The birds will not leave until they are fed or until agents run out of sight.

PERSONAL TRAIT VALUES & WEAPONRY CHART

Name	PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV	QRC
ABBY	63	26	40	91	29	56	74	59	41	43	159	10	104	100	
ABEL	90	46	21	64	54	56	60	55	51	55	167	11	141	106	
BILL	95	76	103	96	82	87	92	86	82	85	285	20	177	168	e, t
BONA	56	64	45	35	43	46	41	50	55	45	147	10	111	105	
CARL	72	60	75	76	62	89	83	68	75	76	236	15	147	143	
CORA	90	46	21	64	54	56	60	55	51	55	167	11	141	106	
DALE	46	92	41	40	35	95	68	66	94	65	185	9	140	160	
DAWN	73	35	57	74	85	75	75	55	55	80	205	13	128	110	
EARL	28	62	65	50	50	68	59	56	65	59	161	9	93	121	
EDNA	49	79	40	31	80	45	38	55	62	63	134	9	111	117	
FAY	63	26	40	91	29	56	74	59	41	43	159	10	104	100	
FELIX	76	49	39	24	69	71	48	37	60	70	186	12	136	97	
GAY	40	91	99	86	60	99	93	89	95	80	238	14	135	184	
GUY	85	93	88	54	95	53	54	74	73	74	226	17	158	147	
HANS	38	53	27	65	30	99	82	59	76	65	164	7	114	136	
HOPE	29	75	99	81	40	58	70	78	67	49	186	13	96	145	
IAN	40	91	61	86	60	44	65	89	68	52	145	10	108	157	
IDA	89	96	79	81	86	77	79	89	87	82	245	17	176	176	
JACK	36	91	46	89	91	46	68	90	69	74	128	8	105	159	e
JANE	33	33	27	76	68	51	64	55	42	60	111	6	75	97	e
KAREN	70	51	63	95	61	91	93	73	71	76	224	13	141	144	e
KEN	46	91	89	79	62	27	53	85	59	45	162	14	105	144	
LANA	61	45	60	76	84	65	71	61	55	75	186	12	116	116	
LANCE	94	48	66	82	87	49	66	65	49	68	209	16	143	114	
MAE	52	92	75	32	78	92	62	62	92	85	219	13	144	154	e
MARK	91	70	62	56	62	79	68	63	75	71	232	15	166	138	e
NADA	43	41	65	70	55	77	74	56	59	66	185	11	102	115	f
NEIL	33	50	79	81	86	34	58	66	42	60	146	11	75	108	f
OPAL	89	96	46	45	37	76	61	71	86	57	211	14	175	157	f
OTIS	90	50	92	99	78	63	81	75	57	71	245	18	147	132	e
PAMELA	85	51	91	70	80	47	59	61	49	64	223	18	134	110	
PAUL	66	80	70	90	68	91	91	85	86	80	227	14	152	171	d
RENE	68	105	36	53	42	56	55	79	81	49	160	10	149	160	f
RITA	95	90	94	47	61	96	72	69	93	79	285	19	188	162	e
SARA	68	70	81	93	55	90	92	82	80	73	239	15	148	162	
SAUL	70	79	90	80	62	90	85	80	85	76	250	16	155	165	d
THORA	75	94	84	74	38	42	58	84	68	40	201	16	143	152	f
TOM	100	81	35	27	35	97	62	54	89	66	232	14	189	143	e
UNA	80	66	62	94	65	61	78	80	64	63	203	14	144	144	
VERA	65	75	60	91	56	100	96	83	88	78	225	13	153	171	e
VIC	60	93	28	45	26	50	48	69	72	38	138	9	132	141	d
WADE	85	62	88	36	95	53	45	49	58	74	226	17	148	107	d
WANDA	52	89	62	54	95	33	44	72	61	64	147	11	112	133	k, t
XENIA	68	105	36	53	42	56	55	79	81	49	160	10	149	160	k, t
YANG	95	90	94	47	61	96	72	69	93	79	285	19	188	162	k, t
YING	95	90	94	47	61	96	72	69	93	79	285	19	188	162	k, t
ZEKE	68	70	81	93	55	90	92	82	80	73	239	15	148	162	k, t
ZOLA	70	79	90	80	62	90	85	80	85	76	250	16	155	165	k, t

THE PERSONNEL OF ATLANTIS II

Statistical and personal information on the residents of Atlantis II is given in the Personal Trait Values and Weaponry Chart and the Occupation and Location Chart that accompany this text.

Personal trait values are abbreviated in the chart headings: PS = Physical Strength; CH = Charm; W = Willpower; CO = Courage; K = Knowledge; CD = Coordination; OF = Offense; DP = Deception; EV = Evasion; DA = Deactivation; MV = Movement Value; LL = Life Level; HTH = Hand-to-Hand Combat Value; SV = Surprise Value. Statistics not given in these listings can easily be computed, using the traits given along with some imagination.

Those characters who carry weapons have the necessary information listed under the QRC (Quick Reference Code) column; weaponry includes a loaded gun plus one full extra clip of ammunition.

The Occupation and Location Chart uses some abbreviations: STB = Steam turbine building; QH = Quonset hut; SMB = Small metal building.

CODE NAMES

Individuals with knowledge of code names may divulge that information or acknowledge its use (as a password, rumor or whatever) as appropriate to any given situation. The use of code names by non-player characters is at the discretion of the Administrator. Player characters may encounter problems if they indiscriminately use inappropriate code names. The names and their meanings are:

Windfall: CON is attempting to make Atlantis II self-sufficient for two reasons, code-named *Wind* and *Fall.*

Wind (W): First, it is necessary to CON's survival to provide its members with the necessities of life in case they are cut off from the rest of the world. This could occur if outside countries form a blockade against CON or if a world war does break out and there is nowhere left to obtain supplies.

Fall (F): In 1959, twelve countries proclaimed a treaty that prevents any territorial claims in Antarctica from being settled for 30 years. At the moment, no country owns land in Antarctica. In 1989, CON hopes to claim part, if not all, of the continent.

Breakaway: Now that CON's crimes have become known to the world, Billeter feels the group's survival is threatened. He has instituted two new offensive plans, code-named *Break* and *Away.*

Break (B): A team of CON scientists has begun constructing small nuclear devices designed to destroy the other Antarctic bases. Billeter hopes that setting off a single nuclear explosion at a United States or Soviet base will cause an international crisis. If one side blames the other, a war could break out, increasing Billeter's chances of continental or world domination.

Away (A): If a war does not break out, Billeter plans to claim responsibility for the bomb. He will threaten to destroy other Antarctic bases unless Atlantis II is recognized as a political entity and given land of its own in Antarctica.

Thawout: Among the Children of Neptune are a group of dissenters who disagree with Billeter's policies and have secretly joined together into a conspiracy against Billeter. They call themselves "625" after the numbers of the housing units they live in (Units #6 and #25). The code names they use are *Thaw* and *Out.*

Thaw (T): This is the code name for an act sabotaging Billeter's projects. Thora is responsible for "accidentally" releasing the radioactive dust up the chimney from Unit #66, alerting the ill-fated scientific inspection team. Agents who are captured by Billeter's forces may be freed by members of "625" performing a *Thaw* operation.

Out (0): The members of "625" want to escape Atlantis II with the 20 children from the nursery (Unit #11) and school (Unit #12). They will try to slip a message to any Atlantis II visitor asking the visitor to help them escape.

Dustcloud (D): While workers were constructing a nuclear weapon, an accident occurred in the nuclear laboratory. This

LOCATION AND OCCUPATION CHART

Name	Sex	Occupation	Location		Code name knowledge
			Day	Night	
ABBY	F	Botanist	Dome	#19	F W
ABEL	M	Nuclear engineer	#68	#1	BDF W
BILL	M	Leader	#45	#20	A B D F S W
BONA	F	Electrical engineer	#68	#3	BDF W
CARL	M	Mechanical engineer	#66	#4	BDF W
CORA	F	Hydraulic engineer	STB	#1	BDF W
DALE	M	Chemical engineer	#68	#2	BDF W
DAWN	F	Welder	#59	#4	BDF W
EARL	M	Fitter	#59	#3	BDF W
EDNA	F	Maintenance	#53	#2	BDF W
FAY	F	Maintenance	#53	#20	A B D F S W
FELIX	M	Metal laboratory	#59	#19	W
GAY	F	Radar operator	#61	#21	W
GUY	M	Radio operator	#22	#46	W
HANS	M	Doctor	#32	#21	F W
HOPE	F	Doctor	#15	#5	F W
IAN	M	Nurse	#32	#25	F O T W
IDA	F	Nurse	#15	#5	F W
JACK	M	Cook	#13	#25	F T W
JANE	F	Cook	#34	#5	F W
KAREN	F	Cook's assistant	#13	#5	F W
KEN	M	Cook's assistant	#34	#25	F T W
LANA	F	Janitor	#22	#41	W
LANCE	M	Launderer	#29	#25	T W
MAE	F	Carpenter	#58	#6	F T W
MARK	M	Electrician	#43	#25	F T W
NADA	F	Babysitter	#11	#5	F W
NEIL	M	Babysitter	#11	#25	F O T W
OPAL	F	Teacher	#12	#5	F W
OTIS	M	Teacher	#12	#25	F O T W
PAMELA	F	Radio operator	#46	#5	W
PAUL	M	Vehicle mechanic	#38	#26	F W
RENE	M	Vehicle mechanic	#38	#26	F W
RITA	F	Nuclear assistant	#67	#6	BD T W
SARA	F	Geologist	#64	#6	F T W
SAUL	M	Nuclear assistant	#67	#25	BD T W
THORA	F	Equipment operator	#66	#6	B D F T W
TOM	M	Meteorologist	#61	#26	W
UNA	F	Metallurgist	#66	#6	F T W
VERA	F	Plumber	#52	#6	F O T W
VIC	M	Diesel mechanic	#51	#26	F W
WADE	M	Purser	#27	#26	F W
WANDA	F	Guard/pilot	#45	#5	S W
XENIA	F	Guard/pilot	#7	#45	S W
YANG	M	Guard/pilot	SMB#2	SMB#2	B S W
YING	M	Guard/pilot	QH#1	QH#1,	S W
ZEKE	M	Guard	STB	STB	F S W
ZOLA	F	Guard	#7	#45	F S W

accident forced radioactive dust up an exhaust pipe to the surface. The laboratory was not contaminated, but the surface snow and the pipe were.

Snowbank (S): This is the code name for quieting all who visit Atlantis II. All unwelcome visitors are silenced after leaving so they can't tell anyone what they have seen. The SCAR investigation team was the victim of a *Snowbank* operation. Small holes were punched in their plane's fuel tanks so they would run low on gas and either have to return or crash. Billeter may be planning to *Snowbank* the player characters by sabotaging their vehicles (Administrator's choice).

LANGUAGES

All agents and NPCs speak fluent English. Other languages known by the pregenerated agent characters are listed in their respective dossiers. Languages other than English will possibly have limited utility on this mission — but a foreign language might be handy if two or more characters want to converse without being understood by others. The Admin can assign fluency in other languages to the personnel of Atlantis II as desired.

MILITARY INFORMATION

Agents should not be allowed indiscriminate military ordnance, use of military resources, or the control of military personnel. If the agent's agency or government had wanted military involvement, they wouldn't have sent agents on an espionage mission in the first place.

A secret agent should never be allowed to request photographic analysis after surveillance has been conducted by a spy plane or a satellite. An agent should never be allowed the use of a cargo-carrying helicopter with rockets or given command of 25 paratroopers. Not only is such use of military force unwarranted on a low-profile espionage mission, it is expensive, wasteful, and beyond the scope of the TOP SECRET game.

ENCOUNTER AREAS

General descriptions for encounter areas are given, but much remains for the Administrator to describe, such as furnishings and other small details.

Entry into any outdoor environment can be gained from any point outside the perimeter of a map. Those who exit the map area are assumed to have escaped any immediate danger and will generally not be pursued unless they have broken the law.

Player characters will seek information through conversation with the characters they encounter. Answers to routine or insignificant questions will usually be obtainable. For more in-depth queries, use the "Contacts" rules from the TOP SECRET game, depending on the means employed by the player characters. The Administrator should play the roles of the encountered characters during this verbal interplay.

Airport

The Atlantis II airport consists of two hangars and two sheet metal structures. All four buildings are heated by steam pipes in the floor. Each hangar contains a helicopter, a cargo plane, and a Sno-cat, all fueled and ready to operate. The Sno-cats are used to maneuver aircraft, as emergency vehicles, and as transports from the airport to the main complex. Barrels of aviation fuel and gasoline surround the buildings.

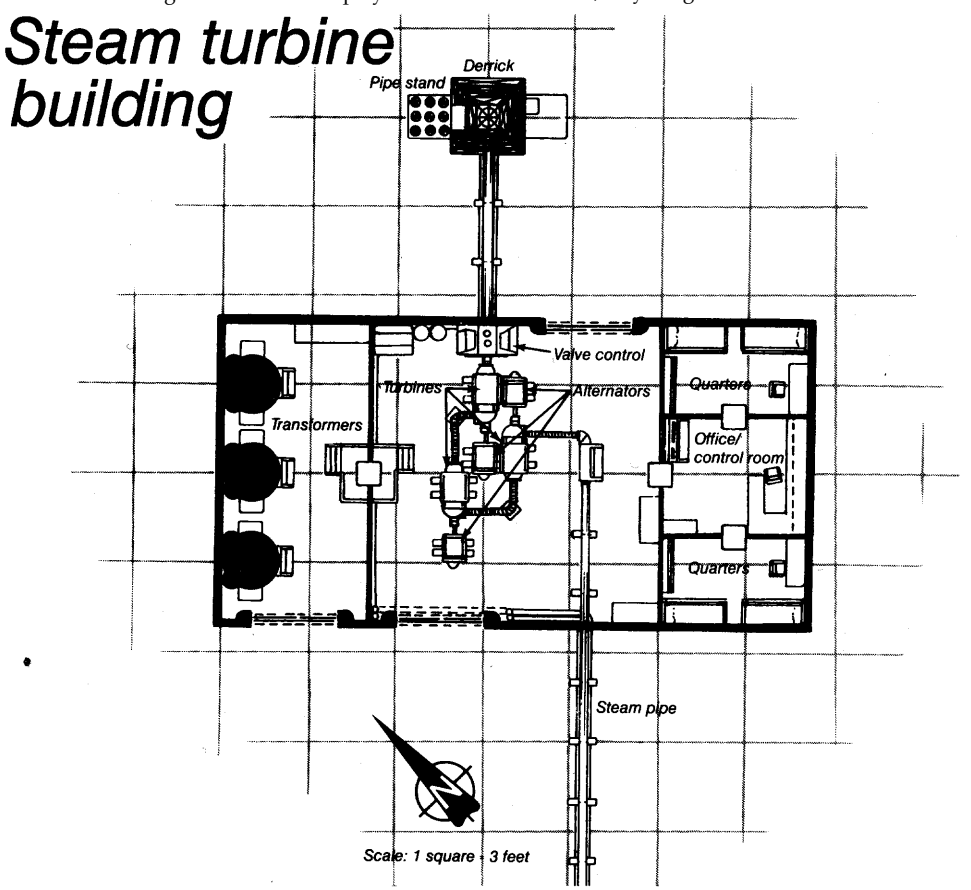
Aboard each cargo plane is a 55-gallon barrel strapped down tightly with restraints. A geiger counter brought near it will detect a very hot radioactive source. The barrel contains a miniature nuclear device (security rating -/75) powerful enough to produce a crater 100 feet in diameter and a blast zone with a one-mile radius. If the device is detonated, anything within the crater will be disintegrated. Any character in the blast zone will suffer l-100 Injury Points. The bombs are meant to be radio-detonated on separate frequencies, but the controls to detonate the bombs are not aboard the airplanes; Billeter has the detonators in his possession.

Sheet metal building #1 contains a kennel housing 12 Alaskan huskies (+3/-1), two dogsleds with six harnesses each, and a locker of raw frozen meat.

Sheet metal building #2 contains the quarters of Yang, an 8′ tall giant employed as a guard and airport caretaker. An intercom connects Yang's quarters with the security office in the main complex.

If an aircraft lands on the Atlantis II airstrip, Yang will be dispatched with lighted hand-held signals to direct the aircraft toward the parking mat in front of the airport. If the aircraft follows his signals and parks, he will assist passengers with unloading and then take them and their luggage to the west opening of the west tunnel at the main complex. Yang is armed. His parka, boots, and mittens are bulletproof.

Yang has an identical twin brother, Ying, who lives in Quonset Hut #1 at the main complex. Ying is usually available to make a trip to the airport and help transport large groups of visitors, or to bring part of a group in to the main complex while Yang stays at the airport with the others. Neither Yang nor Ying will allow any visitors inside the airport buildings without supervision.

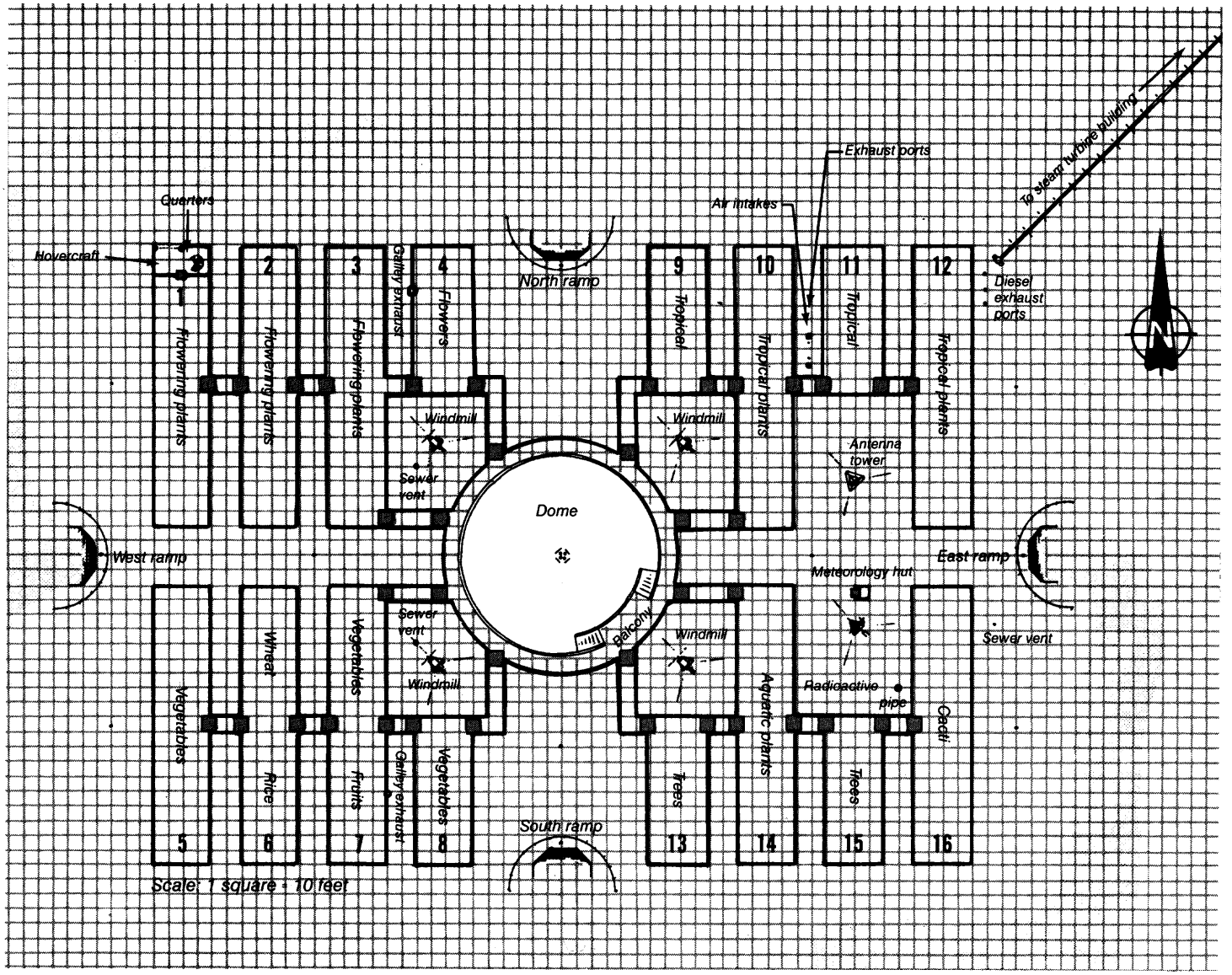


Steam turbine building

This structure stands beside the drilling platform derrick. The entire complex, including this building, is heated and powered by steam. From the derrick attached to the steam turbine building, a slushy ice-water mixture is pumped down to the geothermal rock beneath the Antarctic surface. The mixture turns to steam, which is piped back to the surface and routed against a series of turbine blades. These blades rotate generator shafts, which in turn create electricity. The steam condenses into hot water and is piped throughout the complex for heating purposes.

Zeke is quartered within the steam turbine building as a guard and technician.

Main complex, surface level



MAIN COMPLEX
SURFACE LEVEL

The Quonset huts and the geodesic dome emit a violet light through their transparent walls. This violet glow is reflected on the snow outside the complex and can sometimes be seen up to a mile away or on clouds above the complex. The violet color comes from ultraviolet lamps used to raise plants in the Antarctic darkness.

The main complex is relatively silent at all times. Voices and other sounds that might carry between the huts are drowned out by the sound of the wind blowing ice crystals against the exterior walls. The dome and the Quonset huts are heated by hot water pipes that run through the concrete floors of each building.

The transparent dome and Quonset huts cannot be penetrated by standard bullets; explosives or incendiaries must be used to cut through the tough acrylic surface.

Dome

The central dome stands 45 feet above the surface of the surrounding snow and ice. It extends another 15 feet down into the snow and is 150 feet across. The dome is composed of 665 triangular transparent panels supported by an aluminum gridwork.

Hanging inside the top of the dome are incandescent and ultraviolet lamps, and four surveillance cameras. The cameras are wired to the security control room; they point at four sections of the balcony, but do not scan the lower-level pathways, double doors, or floor.

Access to the floor of the dome is gained through four sets of double doors leading from the main tunnels of the complex. Grass-covered paths lead from each doorway, intersecting in the center of the dome's floor. The parts of the floor sectioned off by the paths contain gardens and a heated pool.

On the upper level of the dome, eight narrow corridors leading from the Quonset huts connect by doorways to the dome's balcony. Two stairways in the southeast quadrant of the balcony lead to the lower level, coming out on either side of the pool.

Beside each pair of double doors in the dome is a button that opens or closes the doors unless overridden by security.

Personnel present, Daytime: Abby.

Quonset huts

Sixteen transparent acrylic Quonset huts are connected to each other and the dome by plywood corridors. Both incandescent and ultraviolet lamps hang from the tops of each hut. Along the walls of each hut are waist-high tables filled with growing plants from around the world. Huts #1 through #4 contain flowering plants. Huts #5 through #8 contain food crops. Huts #9 through #12 contain tropical plants. Huts #13 through #16 contain trees, aquatic plants, and cacti.

All plants are grown by experimental methods. Some are started hydroponically in warm-water pipes with holes drilled in them for the roots to grow through. The seedlings are then planted in nutrient-rich soil on the waist-high tables or placed floating on Styrofoam rafts with their roots hanging in a fertilizer solution. Some vine plants climb vertical strings while others cling to

A-shaped frames, multiplying the available growing space. Ceiling-mounted conveyors move hanging root systems through nutrient-rich misting troughs. The plants respond favorably to ultraviolet light, grow to maturity, and are harvested.

Any agent with an AOK score of 75 or higher in Agriculture or Botany will be able to identify the various experimental growing methods. These methods include aeroponics, hydroponics, trickle irrigation, floating matrixes, conveying systems, intercropping, and nutriculture. Stilts, available in several of the Quonset huts, are used to reach the tops of some plants.

Quonset Hut #1 contains a plywood room with a garage-style overhead door leading to the outside. The room contains a fully fueled hovercraft, a spiral staircase leading down, and the personal belongings of Ying, the 8′ tall twin brother of Yang (see the Airport section). Ying serves as a guard and is the hovercraft operator.

Ramps

Four vehicle ramps made of concrete slope from the surface down 15′ to large metal double doors. These doors lead to the west, north, east, and south tunnels.

Fuel oil barrels

Although fuel oil is not often used at Atlantis II, many fuel oil barrels stand on the surface of the snow surrounding the main complex. Twenty of the oil barrels are really infrared surveillance cameras and remote-controlled gun mounts. The weapon statistics are: Heavy Machine Gun, PWV 95; PB 0; S -2; M -30; L -80; WS Slow; Rate 10.

Windmills

Four 60′ tall, 3-bladed windmills stand around the perimeter of the dome. These generate electricity for the dome.

Chimneys

All chimneys protrude 3 feet above the surface of the ice.

The chimney on the east side of Hut #4 leads to the galley in Unit #13; the chimney on the west side of Hut #7 leads to the galley in Unit #34. One third (33%) of the time either chimney is being examined, it will be emitting warm air that smells like cooking food.

The chimneys near the northwest and southwest quadrant windmills are vents for the sewers below the restrooms in Unit #16 and Unit #31. The chimney west of Hut #16 is a vent for the sewers below the restrooms on Unit #69 and Unit #70. The chimney between Hut #6 and Hut #7 connects to the dryer vents from the laundry in Unit #29. Humid air with bits of lint are exhausted from here one third (33%) of the time. The humid air freezes when it reaches the surface and coats the chimney with ice dotted by multi-colored lint.

Four chimneys penetrate the ice between Hut #10 and Hut #11. The two large chimneys are air intakes for the diesel generators in Unit #44. The two small chimneys are exhaust ports for the same generators. If the turbines in the steam turbine building stop rotating, the two larger chimneys will pump air in to help fuel the generators, and the two smaller ones will expel the diesel engine's exhaust gases.

Three ice-encrusted chimneys penetrate the surface beside Hut #12. These three chimneys are exhaust ports for diesel furnaces used to heat water in Unit #51. If the turbines in the steam turbine building stop rotating, these three chimneys will expel the diesel furnaces' exhaust gases.

The chimney on the east side of Hut #16 appears to be surrounded by gray rock dust. This chimney connects with the experimental ore refining machine in Unit #66. A geiger counter held near this chimney will indicate a trace of radioactivity. It was dust from this chimney, combined with blowing snow and ice crystals, which the surveillance camp detected as radioactive steam.

Antenna tower

This 100′ high tower supports an antenna connected to the radio in Unit #46. Six guy wires support the antenna tower. A 2′ tall triangular fence surrounds the base of the tower.

Meteorology hut

This small white wooden building is large enough for one man to squeeze inside. Weather instruments inside the hut are connected to displays and data analyzers in Unit #61. A small radar dish mounted on top of the meteorology hut rotates constantly. Just south of the meteorology hut is a wind direction indicator and an anemometer. These instruments are also connected to indicators in Unit #61.

MAIN COMPLEX
SUBSURFACE LEVEL

Connecting tunnels

The double doors leading inside from the ramps all open into 20′ wide tunnels that intersect with the floor of the dome. The west and east tunnels are lit, but the north and south ones are not usually illuminated. The double metal doors at the extreme ends of each tunnel have a security rating of (-/50) and a forced entry difficulty rating of 65. (See the Forced Entry rules on pp. 34-35 of the TOP SECRET rulebook.)

A closed-circuit surveillance camera is fastened to the ceiling just outside each set of double doors (eight cameras in all). The cameras are connected to monitors in Unit #45. If security personnel see someone approaching a set of doors, the doors will be opened automatically for any group led by someone wearing an Atlantis II parka (if entering from outside) or a white lab coat (if entering the dome). The doors will close and lock automatically after a person or group has passed through.

Branching off the east and west tunnels are a total of 16 side passageways that lead to subsurface units within the complex. The north and south tunnels each have two side passageways. The large tunnels and the smaller trench-like passageways surrounding the units are not heated directly, but they are a lot warmer than the outdoors. The temperature is about freezing (32 degrees F.), and there is no wind; characters do not suffer Injury Point damage from the elements while they are in the tunnels or trenches.

Two open snowmobiles are parked near the outer double doors in the west tunnel, and two more in the east tunnel. The north and south tunnels each contain four Snocats (with cabs) and two open snowmobiles.

Northwest Quadrant

Units #1-#4

Apartments: Each of these four apartments is the home of a CON scientist, his or her spouse, and two children.

Personnel present, night: #1, Abel and Cora; #2, Dale and Edna; #3, Bona and Earl; #4, Carl and Dawn.

Units #5 - #6

Day crew female dormitory: Eight beds line the west wall of this room. The east wall is lined with eight padlocked (-/25) lockers each containing women's clothing, personal belongings, and 1-100 dollars each. A bookshelf along the north wall is filled with novels. A videotape player and television beside the bookshelf are stacked high with videotape cassettes of classic movies.

Personnel present, night: #5, Hope, Ida, Jane, Karen, Nada, Opal, Pamela, and Wanda; #6, Mae, Rita, Sara, Thora, Una, and Vera.

Units #7 - #8

Night crew female dormitory: Eight beds line the west wall of this room. The east wall is lined with eight padlocked (-/25) lockers, six of them empty and two containing women's clothing, personal belongings, and 1-100 dollars each. The floor is carpeted in light blue shag. There are two clotheslines strung across the room with stockings and sweaters draped across them.

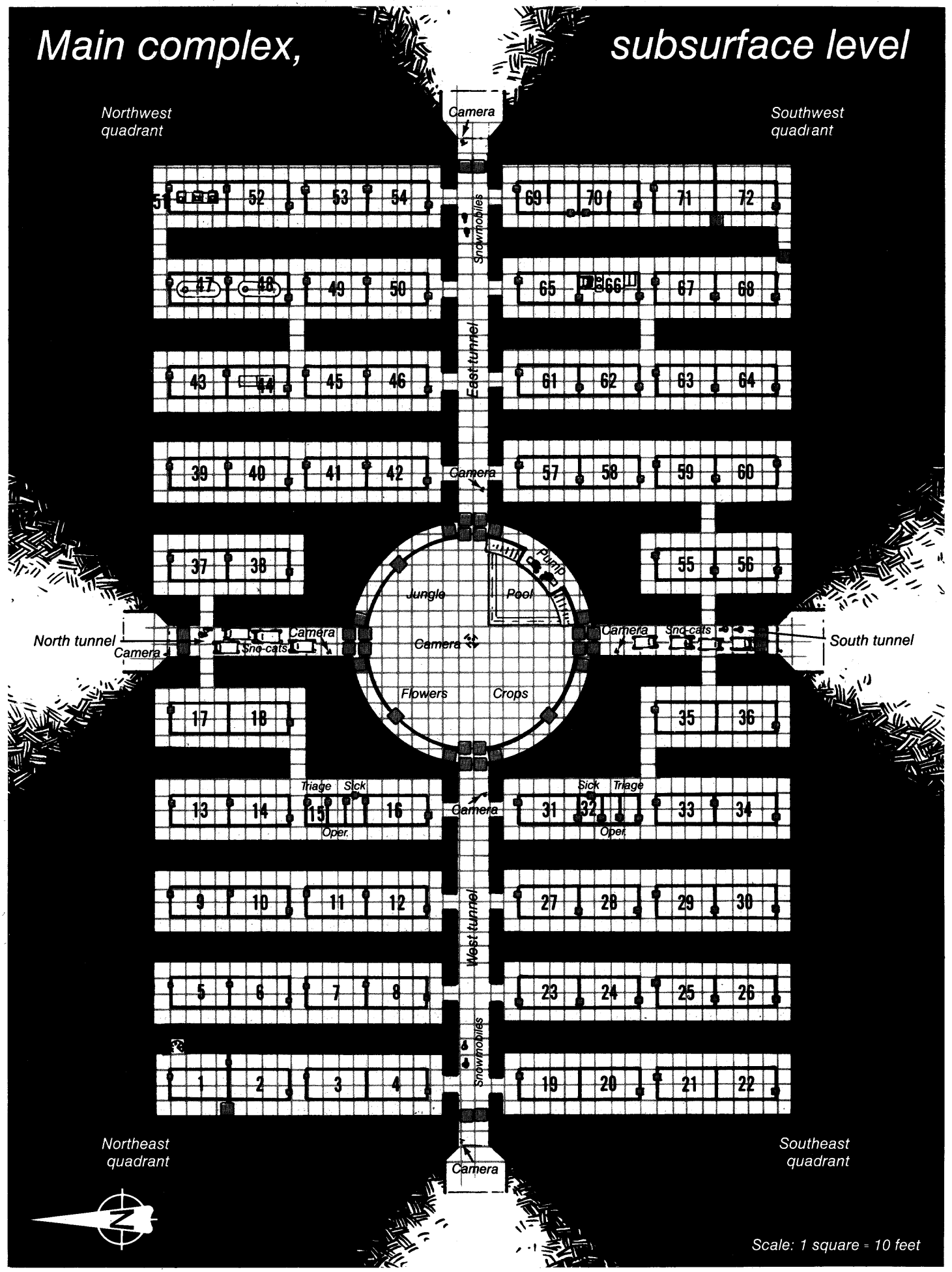
Personnel present, day: #7, Xenia and Zola; #8, unoccupied.

Unit #9

Theatre/Lecture hall: This area has been converted into a small movie theater. There is a blank white wall at the north end of the room. Chairs and a projector stand facing the white wall. Six general-interest, English language films are on a shelf behind the projector.

Unit #10

Recreation hall/Gymnasium: This room contains two weight machines, a set of


Main complex, subsurface level
Northwest quadrant
Southwest quadrant
Northeast quadrant
Southeast quadrant
Camera
Snowmobiles
East tunnel
West tunnel
North tunnel
South tunnel
Jungle
Pool
Pump
Flowers
Crops
Sno-cats
Triage
Sick
Oper.
Scale: 1 square = 10 feet

barbells, two workout benches, six jump ropes, two punching bags, and a treadmill. It has a padded floor.

Unit #11

Nursery: During the day this room contains two babysitters and six babies.

Personnel present, day: Nada and Neil.

Unit #12

School: During the day this room contains two teachers and fourteen children.

Personnel present, day: Opal and Otis.

Unit #13

Galley: Six large pots hang around the hood of a cooking stove. The walls are lined with well-stocked refrigerators, racks of knives, food preparation equipment, and storage cupboards. Inside the cupboards are clean dishes, serving bowls, platters, and silverware. There is usually a large pot of water boiling on the stove when the galley is occupied. (Treat boiling-water splashes as W type damage using the Hand-to-Hand rules.) A large baking oven and a butcher block fill the rest of the room. Thirty meals can be prepared and served at one time from this galley.

Personnel present, day: Jack and Karen.

Unit #14

Mess/Dining room: Eight tables with four chairs each line the east and west walls of this room. Trays of food can be picked up at the door separating the mess from the galley. A tray-return conveyor and dishwasher is along the west wall, connecting the mess deck and the galley. The water inside the dishwasher heats to 150 degrees Fahrenheit when the dishwasher is in use. Anyone unfortunate enough to come in contact with the heated water inside the dishwasher will suffer W type damage as in the Hand-to-Hand rules.

Unit #15

Females' medical facility: This unit is divided into three small rooms. The Triage room has first-aid supplies, examining equipment, and medicine on shelves along the west wall. In the center of the sterile Operating room is an operating table that doubles as a dentist's chair. Crowded into the rest of the room are an anesthetic set-up, trays, and cabinets containing surgical tools and a respirator. One locked (-/30) cabinet contains narcotics, sterile packaged dressings, and splints. The Sick room contains three hospital beds and three unlocked clothes lockers. A desk and two chairs stand near the door leading to the south.

Personnel present, day: Hope and Ida, in Sick room unless busy elsewhere.

Unit #16

Females' toilet and showers: This room contains five toilet stalls and five shower stalls. There are electric outlets above each of the five sinks. Across from the sinks are shelves holding folded towels and bars of soap, plus a bin for dirty clothing.

Unit #17

Fresh water reservoir: A cylindrical metal tank in the center of this room contains 2,000 gallons of fresh, clean water. A water pump (used to both fill and empty the tank) can be operated and/or repaired by any character with an AOK score of 75 or higher in Hydraulic Engineering.

Unit #18

Food storage: Large sacks and cardboard boxes filled with cereal, sugar, flour, beans, coffee, potatoes, dried milk, and salt line the west wall of this room. Six levels of shelves cover the east wall, each stacked with hundreds of canned goods. Every sort of food, from apricots to zucchini, can be found here.

Southwest Quadrant

Units #19 - #22

Unit #19 - Unit #22: APARTMENTS. Each of these rooms is the home of a CON family consisting of one man, one woman, and three children.

Personnel present, night: #19, Abby and Felix; #20, Bill and Fay; #21, Gay and Hans.

Personnel present, day: #22, Guy and Lana.

Units #23 - #24

Night crew male dormitory: Eight beds line the west wall of this room. The east wall is lined with eight empty, unlocked lockers. The floor is carpeted in light blue shag.

Units #25 - #26

Day crew male dormitory: Eight beds line the west wall of this chamber. The east wall is covered by eight padlocked (-/25) lockers each containing men's clothing, personal belongings, and 1-100 dollars. A bookshelf along the north wall is filled with novels. A videotape player and television beside the bookshelf are stacked high with videotape cassettes of classic movies.

Personnel present, night: #25, Ian, Jack, Ken, Lance, Mark, Neil, Otis, and Saul; #26, Paul, Rene, Tom, Vic, and Wade.

Unit #27

General stores: A vast collection of everyday objects and household items can be found here. Office supplies, eating utensils, motor oil, slippery hydraulic fluid, bolts of cloth, and color-coded electrical wire are stored in cardboard boxes stacked on metal shelves along the walls.

Personnel present, day: Wade.

Unit #28

Library: This quiet, carpeted area doubles as a meeting room. A long table surrounded by ten chairs is centered in the room. The west wall is lined with technical manuals, leisure magazines, and world maps. Along the east wall are a microfiche reader, a cabinet full of technical and engineering microfiches, a video console for gaming or education, and shelves full of general-interest books.

Unit #29

Laundry: Among stacks of soiled security-guard uniforms are an industrial washing machine and clothes dryer. White lab coats and casual men's and women's clothing are waiting beside an unheated mangle to be pressed. Two electric irons, two ironing boards, and a sewing machine are also in the room.

Personnel present, day: Lance.

Unit #30

Clothing storage: Stacks of dry, folded towels and sheets line the west wall. Pillowcases, gray mechanic's coveralls, and five expensive parka sets are stacked along the east wall.

Unit #31

Males' toilet and showers: This room has the same features as Unit #16.

Unit #32

Males' medical facility: These three small rooms have the same furnishings and supplies as Unit #15.

Personnel present, day: Hans and Ian.

Unit #33

Mess/Dining room: This room has the same furnishings and features as Unit #14.

Unit #34

Galley: This room has the same furnishings, equipment, and features as Unit #13.

Personnel present, day: Jane and Ken.

Unit #35

Cold food storage: This interior of this unheated unit is lined with frost. The unit contains hanging sides of beef and shelves filled with sausages, cheeses, poultry, vegetables, fruit, and fish.

Unit #36

Fresh water reservoir: This room contains the same features as Unit #17.

Northeast Quadrant

Unit #37

Parts storage: The walls of this room are lined with tools and workbenches. A large supply of various nuts, bolts, nails, cotter pins, shaft keys, C-clamps, and welding rods are sorted in bins along the east wall. Screwdrivers, wrenches, electric hand tools, extension cords, and a 200-pound welding machine are on shelves along the west wall.

Unit #38

Vehicle maintenance: Dissected small engines and a myriad of engine parts are scattered on work benches along the east and west walls of this room.

Personnel present, day: Paul and Rene.

Unit #39

Heavy supplies: Electrical wire, metal

cable, hemp rope, rubber hoses, metal primer, enamel paint, light bulbs, ultraviolet lamps, small chains, and other materials are stored here.

Unit #40

General stores: This room has the same contents as Unit #27.

Unit #41

Janitorial supply: Brooms, mops, and cleaning supplies are stored here.

Personnel present, night: Lana.

Unit #42

Furniture storage: Chairs, tables, desks, beds, and mattresses fill this musty room.

Unit #43

Electrical supplies: In the center of this room is a square wooden table. The cluttered tabletop contains an oscilloscope, unfinished electronic circuit boards, one wire rack with a dozen spools of colored wire, two soldering guns, two 25-foot extension cords, and a small carbon-dioxide fire extinguisher.

Personnel present, day: Mark.

Unit #44

Standby diesel generators: Two diesel-powered generators are located in the center of this room. If the main power supply from the steam turbine building generators is disrupted, both of these generators will automatically start after five seconds of darkness. The northern generator powers all lights and electrical devices on the surface level of the main complex, the airport, and the steam turbine building. The southern generator powers all lights and electrical devices on the subsurface level of the main complex, including the dome. Electrical cables and diesel fuel lines crisscross the ceiling and walls of the room. A character with an Electrical Engineering AOK score greater than 75 will be able to short out, stop, or start either operating generator separately.

Unit #45

Security monitoring room: Six swivel chairs face a bank of 32 television screens. All controls are marked in English. Any character with a Knowledge rating of 75 or higher should be able to activate and operate any device in the room. A single, well-aimed bullet will destroy any particular device, screen, or control in the room.

Twenty of the monitoring screens show the slowly panning views from the surveillance cameras mounted in the empty fuel oil barrels outside the main complex. The images appear to be dark except for heat sources, which appear in various shades of red, orange, and yellow.

In front of each of these twenty screens is a joystick and four buttons. The **STOP PAN** button locks a camera onto a viewed target, stopping the sweep of the infrared camera above the fuel oil barrel. The camera's motion is now controlled by the joystick. Pressing the **TARGET** button magnifies the image on the screen for more precise targeting with the joystick. If the thumb button atop the joystick is pressed, a stream of .60 caliber ammunition will be fired from the machine gun in the fuel oil barrel. The original 1000 rounds of ammo in each gun is enough to operate it for about a minute and a half.

The weapon statistics are: Heavy Machine Gun, PWV 95; PB 0; S -2; M -30; L -80; WS Slow; Rate 10.

If the **RETRACT** button is pressed, the infrared camera will be lowered into the fuel oil barrel. The camera image will appear to roll off the top of the monitor screen as the image fades to black. The **START** button raises the camera out of the barrel and starts it panning the surroundings again.

Twelve of the monitoring screens show stationary views from surveillance cameras inside the main complex. These images are in natural light. Eight of these cameras are outside the double metal doors in each of the subsurface tunnels. The other four are attached to the roof of the dome and trained on different sections of the balcony. These twelve cameras have wide-angle lenses that produce a somewhat distorted picture. The cameras are stationary and not equipped with guns; their twelve monitors do not have joysticks and control buttons in front of them. These cameras are always on and operating unless they or the monitors are disabled or damaged.

All the metal double doors enclosing the tunnels on the subsurface level of the main complex can be locked, unlocked, opened, or closed from the security control room by throwing the proper switches. An intercom links the steam turbine building and the airport with this room, so that any sound occurring at those locations can be heard. Three gas masks and a fire extinguisher hang near each of the two doors.

Personnel present, day: Bill and Wanda. Night: Xenia and Zola.

Unit #46

Radio room: This room contains a radio transmitter/receiver connected to the antenna tower on the surface.

Personnel present, day: Pamela. Night: Guy.

Units #47 - #48

Diesel fuel storage: Each of these rooms is practically filled by a huge cylindrical tank containing diesel fuel. Piping from the tank in #47 runs toward the heat plant in Unit #51; the tank in #48 is connected to the standby generators in Unit #44.

A character with an AOK score of 75 or higher in Transportation Engineering or Chemistry will recognize the smell of diesel fuel in either of these rooms. If either tank is penetrated by 20 ounces of plastique (or the equivalent), the resultant massive explosion will ignite the other tank as well. The area of Units #47, #48, and #49 will be destroyed, and everyone in those areas at the time of the blast is killed. Characters in Units #43-#46 and #50-#54 will take 1-10 Injury Points from the explosion, and all of those areas will be moderately to severely damaged.

Both tanks are about two-thirds full at present. They are bulletproof.

Units #49 - #50

Empty rooms: These chambers may be used as cells to hold captured agents and as a storage area for captives' equipment. The outside door of each room may be padlocked (-/25) from the outside. The door leading between the rooms may be key locked (-/20) from either side.

Unit #51

Heat plant: This room contains three auxiliary heat engines (diesel furnaces) which are used to heat water when the steam turbine building is shut down. Hot water is circulated from the heat engines through pipes in the concrete floors of each building unit, and then back to the heat engines. Fuel lines run from the heat engines to the diesel fuel storage tank in Unit #47. A character with an AOK score of 75 or higher in Construction, Hydraulic, Industrial, or Transportation Engineering will be able to operate the heat engines.

Personnel present, day: Vic.

Unit #52

Plumbing supplies: Leaning against the west wall of this room are several 1- 10 foot lengths of plastic pipe, aluminum conduit, and ducting material. Boxes of metal screws, pipe elbows, joint cement, T-fittings, caps, copper tubing, and plumbing fixtures are stacked against the east wall.

Personnel present, day: Vera.

Unit #53

Tools and storage: This room has a square metal table in its center piled high with disassembled mechanisms. Pumps, filters, valves, tubing, control boxes, intercom parts, and fan motors lie scattered about the table. Also in the room are six cans of motor oil, a five-gallon drum of slippery hydraulic fluid, one 200-pound welding machine, welding rod, and a portable cutting torch. Assorted nuts, bolts, nails, washers, and insulators are in a bin along the south wall. The cutting torch acts like a sword at point-blank range only and can inflict 1 - 10 points of flame damage per hit.

If the floor of this unit or another unit is covered with oil or hydraulic fluid, a character with a Coordination of less than 75 who tries to run on it will fall 50% of the time he steps on the surface. The oil or hydraulic fluid can only be ignited by open flame, not by a bullet or an explosion. It will not soak into icy tunnel floors, nor will it melt the ice beneath where it is burning.

Personnel present, day: Edna and Fay.

Unit #54

Parts storage: The contents of this room are the same as those of Unit #37.

Southeast Quadrant

Unit #55

Vehicle maintenance: This room has the same features as Unit #38.

Unit #56

Parts storage: This room contains the same equipment as Unit #37.

Unit #57

Wood storage: There are stacks of fresh, uncut lumber along the east and west walls of this room. Six sealed, plainly marked nail kegs stand beside the door in the south wall. The kegs contain nails ranging from 8-penny size to railroad spikes. Each keg weighs between 75 and 100 pounds. If dropped or thrown, a keg will shatter upon impact with a wall or floor.

Unit #58

Carpentry shop: Two wood lathes, a band saw, and a rotary saw are the largest tools in this room. Power hand tools include a pneumatic nail driver with a clip of 30 nails. The nail driver has a PWV of 50, an Injury Point modifier of -5, a point-blank modifier of 0, and a short-range modifier of-25. It will not fire beyond short range.

Other power tools in the room include a router, a 3/8" drill, and a power saw. Hand tools in the room are two rip saws, a crosscut saw, two hammers, a hatchet, an axe, an adz, and a crowbar. A pair of sawhorses and a pushbroom are along the north wall.

Personnel present, day: Mae.

Unit #59

Metal shop: Two 200-pound welding machines stand near the center of this room. The walls are lined with large machine tools including metal lathes, brake presses, drills, and punches. Small hand tools include ball peen hammers, grinders, pliers, wrenches, drills, and calipers.

An acetylene torch with two 100-pound fuel tanks on a wheeled cart is ready for use. Both the oxygen and the gas must be turned on for a torch to be ignited with a spark from an igniter or by an open flame.

The room also contains 30-gallon barrels, each plainly marked in English according to its contents. The barrels contain lubricating fluid, hydraulic oil, cutting oil, cleaning solvent, motor oil, and sawdust.

Personnel present, day: Dawn, Earl, and Felix.

Unit #60

Metal storage: Bins for the storage of metal take up most of the wall space in this room. The metals range from brittle wrought iron to carbon-hardened plate. Finely tooled steel in a variety of lengths and dimensions, used for repair work, is stored here. There are also large steel plates weighing 250 pounds apiece stacked here, along with coil springs of varying sizes, and long, thin metal bars.

Strewn in front of the door to Unit #59 are the parts of a makeshift set of barbells. The set weighs 150 pounds and can easily roll along the floor at ankle height.

Unit #61

Meteorology laboratory: Inside this lab are the gauges and equipment connected to instruments outside on the surface. Radar equipment, a thermometer, a barometer, a hygrometer, a wind gauge, and a wind direction indicator are all here.

Personnel present, day: Tom.

Unit #62

Hydrogen laboratory: This laboratory contains a table covered by apparatus and three hydrogen-filled balloons, each three feet in diameter. Any character with an AOK score of 75 or higher in Chemistry will recognize the apparatus as hydrolysis equipment. Electrical current is passed through normal drinking water. The current separates the oxygen from the hydrogen. The hydrogen is collected in tubing, pumped into a tank, and used to fill weather balloons. Popping the balloons will cause a loud but harmless explosion which can be heard outside the unit.

Unit #63

Glaciology laboratory: This lab is currently empty and unused.

Unit #64

Geology laboratory: This lab appears to be currently unused but contains pickaxes and whisk brooms. On the tables along the east and west walls are all sizes of rocks and core samples. Characters with an AOK score of 75 or higher in Geology will be able to tell that many of the samples are from igneous rock, which indicates the presence of geothermal activity. The same character will find what appear to be trace samples of gold, uranium ore, and oil shale. It will occur to the character that if the samples were collected by Atlantis II personnel, they must know that they are sitting on a veritable goldmine of natural resources. A geiger counter will detect radioactivity in the uranium ore samples.

Personnel present, day: Sara.

Unit #65

Mining equipment storage: This room contains shovels, pickaxes, rock crushers, grinders, drill bits, and a small red box containing 10 sticks of dynamite.

Unit #66

Ore refinery: This room is dominated by an experimental ore refinery machine. Any character with an AOK score of 75 or higher in Geology will be able to tell that the equipment is well used and appears to be for refining uranium. It looks like the crushed ore is dumped in one end of the machine and uranium ore is separated from the worthless rock at the other end. A geiger counter will indicate a trace of radioactivity everywhere in this room.

Personnel present, day: Carl, Thora, and Una.

Unit #67

Nuclear laboratory: A geiger counter in this room will indicate a trace of radioactivity. Any character with an AOK of 75 or higher in Geology will recognize that the lab is used for packaging uranium ore. The walls of this unit are lead-lined, and three sets of lead aprons and lead-lined gloves are available (hung on the wall when not in use) for workers and visitors to wear.

Personnel present, day: Rita and Saul.

Unit #68

Assembly area: A geiger counter in this room will detect a trace of radioactivity. The walls of this unit are lead-lined. Any character with an AOK score of 75 or higher in Industrial Engineering will immediately recognize that the room is used for assembling something extremely radioactive and dangerous. Eight ounces of plastique, two wire detonators, and an electronic timer are in the room along with various hand tools and miscellaneous equipment.

Personnel present, day: Abel, Bona, and Dale.

Units #69 - #70

Dressing rooms: Each of these units (#69 for males, #70 for females) is divided into a dressing room and a restroom. In each dressing room is an industrial-size electric clothes washer and dryer, plus other laundry accessories. Along the east wall of each dressing room are eight locked (-/30) equipment lockers. Each locker contains a white radiation protection suit with hood, breathing apparatus, boot coverings, and a dosimeter. A suit, properly worn, will protect a character from radiation indefinitely, but there is only enough air in each suit tank for 30 minutes of not too strenuous work. A suit will not protect the wearer from the effects of cold, steam, explosion, gunshot, or a hand-to-hand attack.

Unit #71

Garbage room: This room is filled with the sights and smells of garbage. Eventually, the biodegradable part will be used as plant fertilizer, and the metal and glass garbage will be separated for recycling.

Unit #72

Hot waste: This chamber contains 25 stainless-steel cylinders adorned with radioactive warning labels. Some of them contain unused radioactive core material, others contain radioactive waste dust. The cylinders all weigh the same (25 kilograms each when full, 5 kilograms when empty), and their contents cause radiation poisoning. For each minute that a character is exposed to the contents of a cylinder (only possible if one is opened or broken), that character will receive 1 Injury Point of damage each day for the rest of his or her life. (Loss of 2 pts. per day for 2 minutes' exposure, etc.) A geiger counter in this area will detect a trace of radiation if no containers are opened. If a container is opened, the geiger counter will indicate a very hot source of radiation.

WHITEOUT agent dossiers

Administrator: Photocopy this page, then clip out agent descriptions and hand them to players when their selections are made.

'The Mugger'

Assassination bureau

PS	CH	W	CO	K	CD
86	60	89	86	49	78

Language: English 84

OF	DP	EV	DA	MV	LL
82	73	69	64	273	18

Superior Areas of Knowledge:

	H T H	S V
	155	142

- Engineering, Construction/Civil. 62
- Engineering, Hydraulic. 90
- Engineering, Mechanical. 74
- Metallurgy 103
- Military Science/Weaponry. 96

Olga

Assassination bureau

PS	CH	W	CO	K	CD
92	34	58	80	52	81

Languages: Russian 92, English 68

OF	DP	EV	DA	MV	LL
81	67	68	67	231	15

Superior Areas of Knowledge:

	H T H	S V
	160	135

- Engineering, Construction/Civil. 78
- **Geology** 84
- Medicine/Physiology 92
- Physical Education 112
- Political Science/Ideology 81

'Klepto'

Confiscation bureau

PS	CH	W	CO	K	CD
64	79	56	70	68	94

Language: English 90

OF	DP	EV	DA	MV	LL
82	75	87	81	214	12

Superior Areas of Knowledge:

	H T H	S V
	151	162

- Astronomy/Space Science 64
- Engineering, Electrical. 106
- Engineering, Mechanical. 114
- Geology 82
- Photography 90
- Psychology 76
- Social Sciences 98

Will B. Driver

Confiscation bureau

PS	CH	W	CO	K	CD
75	62	82	96	74	87

Language: English 88

OF	DP	EV	DA	MV	LL
92	79	75	81	244	16

Superior Areas of Knowledge:

	H T H	S V
	150	154

- Architecture 77
- Computer Science 92
- Engineering, Electrical. 78
- Engineering, Transportation 116
- Law. 68
- Mathematics/Accounting. 88
- Physics. 82

'Paper Chaser'

Confiscation bureau

PS	CH	W	CO	K	CD
46	76	80	94	82	66

Language: English 87

OF	DP	EV	DA	MV	LL
80	85	72	74	192	13

Superior Areas of Knowledge:

	H T H	S V
	118	157

- Agriculture 100
- Botany 96
- Chemistry 84
- Ecology/Earth Sciences 74
- Engineering, Aeronautical. 118
- Engineering, Transportation 92
- Mathematics/Accounting. 106
- Social Sciences 102

Miss Ecoute

Investigation bureau

PS	CH	W	CO	K	CD
38	89	52	60	94	70

Languages: English 92, Spanish 88, Russian 91, German 40, French 90

OF	DP	EV	DA	MV	LL
65	75	80	82	160	9

Superior Areas of Knowledge:

	H T H	S V
	118	155

- Biology/Biochemistry. 68
- Botany. 77
- Chemistry 86
- Fine Arts 106
- Geography. 73
- Literature 98
- Photography 89
- Political Science/Ideology 91
- Religion. 64

Pierre Piton

Investigation bureau

PS	CH	W	CO	K	CD
78	75	90	88	50	96

Languages: French 91, English 73

OF	DP	EV	DA	MV	LL
92	82	86	73	264	17

Superior Areas of Knowledge:

	H T H	S V
	164	168

- Ecology/Earth Sciences 86
- Engineering, Aeronautical. 94
- Engineering, Industrial 78
- Geology 96
- Physical Education 101

'Dynamo'

Investigation bureau

PS	CH	W	CO	K	CD
67	90	65	74	76	72

Language: English 96

OF	DP	EV	DA	MV	LL
73	82	81	74	204	13

Superior Areas of Knowledge:

	H T H	S V
	148	163

- Agriculture 82
- Economics/Finance 69
- Engineering, Hydraulic. 84
- Law 76
- Mathematics/Accounting. 68
- Medicine/Physiology 88
- Political Science/Ideology 90
- Psychology 112

Beefing up the bureaus

Suggestions for giving agents separate skills

by Mike Beeman

Has this ever happened to you? Agent 008, Code Name Scorpion, levels his Johnson semi-automatic rifle with a 6x scope at his assigned target, standing only thirty feet away. "Sneak attack?" the Administrator asks. "No," the player answers, knowing that Scorpion has a better chance to hit and can do more damage with normal "to hit" and damage rolls. Scorpion fires and scores a hit to the head — for 2 points of damage.

"But Scorpion's an *Assassin!*" the player yells. "Why can't he *assassinate* anyone?!" The administrator shrugs his shoulders and lets 008 shoot again. Scorpion misses, and the target's guards return fire. Agent 008 dies, the player flies into a rage, and the Admin sits behind his screen and winces.

That chain of events is not only possible under the current TOP SECRET® game rules, but events like it seem to occur with fatal frequency. It strikes this Administrator as odd that Assassins kill no better than Confiscators, who in turn steal no better than Investigators, who can investigate no better than Assassins. This flaw results from the amount of flexibility and freedom built into the TOP SECRET rules. With a little thought, however, players and Administrators can have their cake and eat it too. Agents in each bureau can be given specialized training that allows them to do their jobs more efficiently.

Listed below are several abilities unique to agents in their respective bureaus. All of these abilities reflect extensive and ongoing training, so the Admin may wish to require the agents to take time off to train before advancing in levels. These suggestions are unofficial, and gamers are free to incorporate any one or all of them into their campaigns as desired.

Investigation

1. Since wringing information out of unwilling or unsuspecting persons is a vital part of an investigation, members of this bureau receive +5 points per level on both their general Knowledge trait and their specific AOK values when attempting to Fool or Con using the Contact Reaction Table. This means that a fourth-level Examiner with a Knowledge score of 86 would Fool or Con as if he had a score of 106.

2. If a specific AOK is needed to determine or notice something, an Investigator has a percentage chance equal to one-half of his general Knowledge value to notice *even if he does not possess that specific AOK.* For example, if an AOK of 80 is needed to recognize a Shakespearean quote left by a contact, an Investigator with a general Knowledge score of 90 but who does not have that special AOK (or does not have the required minimum value in that AOK) would have a 45% chance of recognizing it anyway.

3. When attempting to open a lock, an Investigator receives +2 per level to his Deactivation value. This means that a fifth-level Interrogator with a DEAC value of 76 would open locks as if he had a score of 86.

4. Investigators receive the tertiary trait of Shadowing, which is equal to one-fourth the total of the agent's Movement Value and Deception (effective maximum of 100). This skill enables the operative to shadow, on foot or in a vehicle, enemy agents or targeted civilians. Percentile dice are rolled every 12 turns (one game minute), with a roll above the agent's Shadowing value meaning that the target has noticed the shadow and will take appropriate action. A roll of 96-00 always indicates that the shadow has been spotted; conversely, a roll of 01-05 always means that the shadowing agent has lost the trail. The Admin may attach positive or negative modifiers to the dice roll to take into account physical or environmental conditions (flat terrain vs. an area with lots of cover; inclement weather; large crowds, etc.).

Confiscation

1. An agent in this bureau receives +2 per level on his Deactivation scores when opening a lock or desensitizing an alarm (see #3 above, under Investigation).

2. When attempting to fence stolen items, a Confiscator subtracts 5% per level when rolling on the Fencing Merchandise Table. For example, a third-level Swindler who rolls an 82 (ordinarily meaning that the open market fence reports him to the police) would subtract 15%, resulting in a roll of 67 (the fence simply refuses to buy the stolen goods).

3. Similarly, a Confiscator receives +5 per level on his Surprise value when a check is made on the Intruder Discovery Table. This means that a seventh-level Thief with a Surprise value of 120 would evade guards as if his SV were 155.

4. A Confiscator may pick pockets, shoplift, and commit other minor acts of stealthful thievery at a percentage chance equal to the agent's Deception value. Thus, a Pilferer with a Deception value of 76 has a 76% chance to pick someone's pocket. But there is *always* a 5% chance of failure (dice roll of 96-00). The Admin may wish to use the level of the victim as a factor, so that the agent's chance of success is equal to his Deception value minus 5% per level of the victim.

Assassination

1. An Assassin kills on *any* successful Sneak Attack, unless that attack is also a successful called shot to a non-vital area, such as the target's weapon or gun hand. This applies only when the attack is made with a projectile weapon or hand-held weapon, or if it is an attack by strangulation. At the Administrator's option, a bare-handed attack by an agent trained in the martial arts may also be included. If the attack misses, then the victim sustains no *damage*.

2. An Assassin adds d10 x 4% (rather than d10 x 2%, as per the rules) to his Deception when wearing a personal disguise.

3. Since there is no specific AOK dealing with explosives, the Administrator may elect to have Assassins be especially proficient in the use of such devices. Add +10 per level of the Assassin who placed the charge when rolling on the Explosive Use Against Stationary Vehicles Chart. Thus, if a fourth-level Hood places a charge in a truck and the actual dice roll is 29 (vehicle will not move), 40 is added for a final result of 69 (vehicle explodes).

As another aspect of this special skill, Assassins only need to use three-fourths of the normally prescribed amount of explosives for any given job.

The strong get stronger

If you are an Administrator and decide to use these suggestions in your campaign, be sure to note that agents with these skills will be very powerful indeed at high levels. A tenth-level Assassin, for example, will have at least a 40% chance to kill anyone if he can get into position for a Sneak Attack. A tenth-level Confiscator will be breezing in and out of the most heavily guarded installations with relative ease, and a tenth-level Investigator will be able to make almost anyone tell him what he needs to know.

Editor's note: It is strongly recommended that if the Sneak Attack instant-kill variant is used, the Administrator should also use the "fortune point" optional rule from the TOP SECRET rule book to offset the effects of the variant on player characters. Administrators may also consider modifying the instant-kill rule to allow an attack to do increased damage instead of a kill. ♏

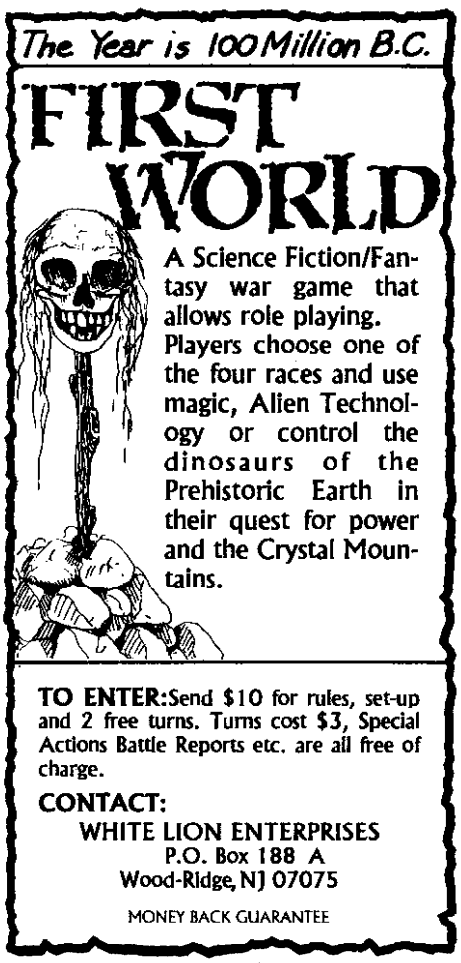
Spies' advice

Clearing up TOP SECRET® game queries

by Penny Petticord

Do the agents in assassination (Section 00) have a license to kill? If they do, there should never be a police investigation, correct?

Agents of Section 00 are of course licensed to kill by their own agencies. However, local law enforcement agencies are not as a rule expected to recognize this. Should a 00 agent be careless enough to provide the local police force with sufficient evidence for investigation and/or arrest, the agency may or may not choose to provide assistance. In most cases, the necessity for maintaining absolute secrecy about agency involvement in such a crime will preclude any offers of assistance. (In fact, some agencies if questioned will not only deny any knowledge of the agent, they may even swear that there *is* no Assassination Bureau in the organization at all.) The agent must consider himself on his own in such matters unless direct communication from his Administrator informs him otherwise.



In the rules, you explain that no agent can be "super," which is only for NPCs, but you say that primary traits have no advancement limits. So a person playing with a Physical Strength of 172 would be super. Please explain.

The rulebook for the TOP SECRET Game (2nd edition) explains on page 10 that "no player character can be in the 'super' rating *initially*" (that is, at first level). Experienced characters may certainly increase some of their traits beyond 100 and enter this category.

Why are there no damage modifiers for rifles? An M-16 is going to do a lot more penetration than a .22 Beretta. Do you intend to change the rule that both guns do the same damage, or have you already done so? Do you think an assault rifle does the same damage as a .22?

An assault rifle has a 14-16% stopping power modifier. ("Stopping power" is the ability of certain types of weapons and ammunition to incapacitate an opponent.) Tumbling bullets, such as the .223 caliber round from an M-16, add +2 to damage.

How much damage does a flamethrower inflict?

A backpack-style flamethrower is connected by hose to a pistol-sized flamegun which can be kept in a hip holster. The fuel can be ejected lit or unlit. The 4½-gallon tank holds enough fuel for twenty bursts of one second duration each. The fuel may be fired all at once or in any number of multiple bursts adding up to 20. One burst will burn for 2 minutes at a temperature of 1200°C. Any unprotected person hit by the flame will suffer an automatic 30 points of damage and will be considered on fire for the next 2 minutes.

How much do arrows and crossbow bolts cost?

Arrows cost $1 apiece; crossbow bolts cost $2 apiece.

What is the .22 Galil? I have found Galil assault rifles in .223 and 7.62, but not in .22 as you describe it. Why is the Galil so accurate in your game? The actual Israeli Galil is a 5.56 mm full automatic assault rifle. Is your .22 a modified version of the above (much like the .22 rimfire adaptation of the M-16)?

The .22 Galil semi-automatic rifle on the TOP SECRET Weapons chart is actually a 5.56 weapon (caliber: .223 inches). The Galil is so accurate because that's the way its statistics fit best into the TOP SECRET game rules for gun design.

On page 20 under "Automatic Weapons," it says that an M3 submachine gun can fire 5 shots/second; under the "Weapons Chart," it is stated that it can fire 4 shots/second. Which figure is correct?

The Weapons Chart is correct; the M3 submachine gun can fire only 4 shots/second.

What are the statistics for the M60 light machine gun, M14 assault rifle, MP56 submachine gun, 81mm M29 mortar, 107mm M30 mortar, 105mm M102 howitzer, Redeye shoulder-fired missile, rifle grenade launchers, M60 tank, Patton tank, Sherman tank, Panzer tank, Ml tank, and Northrop F-5 Freedom Fighter?

The TOP SECRET game is not a military role-playing game. Official statistics on military ordnance are not available.

My assassin finds it difficult to kill a large target with one bullet, even with the optional "Called Shots" rule. Why aren't there any "mortal wounds" provisions in the TOP SECRET game as there are in the BOOT HILL® game?

I am not certain what you mean by a "large target." But if you are saying, for example, that you want to kill an enemy agent with one bullet, remember that he is probably at least as good as you are. If you could kill him with one shot, he could do the same to you if circumstances were reversed. Besides, it just isn't that easy to kill a PC or NPC who has the superior training and skills of an agent. Perhaps if you tried a surprise attack with a projectile weapon, you might have a better chance for a quick kill.

On page 33, there is a chart of weapons with accompanying HTH values. But when these are compared with the "Injury Modifiers" on page 28, it can be seen that everything but a sword, knife, or axe will do precisely the same amount of extra damage. Do you mean that being hit with a purse (HWV = 3) hurts as much as being hit with an oar (HWV = 15)? According to the table on page 28 they both do +1 damage. Is this chart on page 33 a misprint?

Your powers of observation are excellent. You have pointed out an oversight in the

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agency's policy revisions. To clarify: There was once a time in the history of the organization (1st edition rulebook) when the HWV values detailed on the table now found on page 33 affected the ability to hit. In the 2nd edition rulebook, the rules for hitting were revised and adjusted, and the HWV values now only affect damage. However, the table in question was carried over unchanged, and it was not noted that all weapons therein would give the same amount of extra damage. For the time being, use the table as is. More on this at a later date.

My Administrator says that if you have low intelligence (e.g. 26-40), you cannot understand hand signals; I disagree. Could you give a ruling on this?

A system of hand signals may, at the option of your Admin, be considered as a separate language because it requires some training to use and understand. Therefore, if an agent's Knowledge Value enables him to know any other languages in addition to his native tongue, he should be able to learn hand signals. According to the text, an agent with a Knowledge Value of 26-50 may know a maximum of 2 languages (1 plus native). Simply count "hand signals" as your other language.

What would be the percentage for being ambidextrous?

At this time, there is no official provision for agents to be ambidextrous. However, it is a good idea. Therefore, Admins wishing to allow for this within their own agencies may consider permitting it on a roll of 00 (1% chance).

If the Surprise Value and First Shot Values are the same for two agents, who gets the first shot?

In the rare case when two combatants have identical Surprise Values and Net Speeds, firing will occur simultaneously. Both shots will have full effect if they hit, and it would be quite conceivable that the combatants could kill each other.

If someone attacks you with a sword, what defense do you use if you have no sword? None?

Yes. "None" is the only possible defense in Swordplay for a totally unarmed person. It is the strong recommendation of this office that upon finding himself in such a situation, the agent should initiate Possession Combat for the weapon at the earliest opportunity — whether he knows how to use it or not — to take it away from the opponent.

If you are on a mission and you kill an NPC (agent), but that wasn't your mission, what listing on the Table of Missions would the Admin use for experience — "Killing Arms Bearers?"

Yes. Experience would have to be taken from the bottom part of the Table of Missions, entitled "Various Unassigned Missions." The only pertinent entry there is "Killing Arms Bearers."

Can any PC or NPC (agent) use Untrained Combat even if they don't have any AOK in Physical Education or Military Science? On page 7 of the 2nd edition rules it says in the last paragraph of the "Areas of Knowledge" section that all AOKs will have a rating score equal to one-half of the PC's or NPC's primary Knowledge score. So everybody knows at least Untrained Combat and Knife Fighting Combat (according to Military Science) for characters and at least Untrained Combat for NPCs, correct?

Since Untrained Combat requires a minimum Physical Education AOK of 0 or a minimum Military Science AOK of 0, any person may use it in Hand-to-Hand combat. That is what "untrained" means. As for Knife Fighting, it requires a Physical Education AOK of 35 or a Military Science AOK of 25. Therefore, many agents will have this skill, although not all.

In the module "Sprechenhaltestelle," you say that the PCs and NPCs can be chosen out of the "Players' List of Potential Characters." How can these be first level if their Personal Traits and Secondary Personal Traits are over first level (over 100)? How should they be used?

The Players' List of Potential Characters in "Sprechenhaltestelle" does contain characters whose traits are over 100. It also contains a few of our considerably less exciting agents. All of these characters are to be played at first level of experience in their respective bureaus. Players are given a *brief* description of each at the start of the game, and then they must make an essentially blind choice. If you are fortunate enough to choose one of the superior ones, then congratulations! You have a first level character the likes of which you are not likely to see again. Play it well.

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(From page 2)

important as the people who read it. We moved the small "legal type" from this page to the bottom of page 4, since it isn't exactly what we consider exciting reading.

"Out on a Limb" is no more. That identifying line outlived its usefulness when we started "The forum," and we've been intending to change the name of our letters column for a long time. Now it's just "Letters," which may not sound as exciting but is certainly a lot more accurate. "The forum" remains, and now both of those columns are adorned with the same style of header — a motif that we'll extend to other regular elements of the magazine in the issues to come.

What do you get, besides a snazzier-looking contents page? You get one more column of letters in every issue, because we eliminated the column where I used to write about that issue's articles and features. The new format removes the need for that kind of column. To put it mildly, I'm not too broken up about only having to write one column instead of two — and I suspect you won't miss the "extra" column either.

We've been trying to devote more space to letters from readers, because we know you enjoy them, whether they're letters with questions ("Letters") or letters with opinions ("The forum"). We haven't always succeeded in this effort, but maybe this new design will provide a push to keep things headed in the right direction.

I don't have to say this, because I know you will anyway, but please let us know what you' think of the new design. We enjoy hearing when we've done something right — and even if we don't enjoy it, we also want to hear when we've done something wrong.

Agencies and alignments

The varied groups of the TOP SECRET® game

by Merle Rasmussen

Nearly every nation has at least one intelligence-gathering agency to keep tabs on its neighbors. Keeping track of all these organizations is a difficult task even for secret agents. Real-life spy agencies are, of course, an important part of the TOP SECRET® game — but the game world also has a few other organizations with which player character agents should be familiar. These groups may serve as agencies for player character agents or as deadly foes to be fought across the world.

Most of these groups have been mentioned in previous TOP SECRET game modules. Depending on how the adventures turned out, the organizations may or may not still exist. However, defunct spy agencies or terrorist groups have a nasty habit of turning up again if one or more members of that group can escape and manage to rebuild the network.

Information about these agencies is presented in several categories, all of which are defined below. It is assumed that this information is commonly available to player character agents, but not necessarily to the general public.

Nature of agency: The basic nature of the organization.

HQ: The main headquarters for agency operations.

Established: The year the agency was founded.

Activities: Domestic counterintelligence means that the agency is responsible for counterespionage inside the borders of its own country. Foreign counterintelligence means that the agency is responsible for counterespionage outside the borders of its own country.

Policies: The major laws and philosophies of the organization.

Objectives: The major goals of the organization.

Areas of involvement: The places in which the agency is known to operate or where its jurisdiction extends.

Allies: Agencies often share intelligence data formally and informally with one another, when it suits them to do so. Associated agencies do not necessarily share intelligence because of publicly recognized treaties.

Additional data: More information on agency structure, operations, covers, and past history is given here.

Bureaus: If the word "All" is present here, the following TOP SECRET game bureaus may be active within a particular agency: Administration, Investigation, Confiscation, Technical, Operations, and Assassination (see DRAGON® Magazine #82, "New avenues for agents," for an explanation of the newest bureaus).

Alignment profile: An agent trained by a particular intelligence agency will very often develop political opinions that are shared by a majority of fellow agents in the organization. The range of personal opinions an agent has relating to political systems, political change, and economic systems is called his alignment profile. Characters' alignments can be determined by choice or by random roll using the table below. To determine a non-player character's alignments, roll percentile dice. Any value outside the agency profile should be disregarded and the dice rerolled.

Though a player character agent may have political opinions that do not match those of his fellow agents, serious problems will occur if an agent adopts an alignment profile that is markedly different from that of his agency. Would an agent who is an avowed capitalist supporting the violent overthrow of the Soviet government get far in the KGB? Not likely.

Table of alignments

Dice		*Alignments*	
roll	***Political***	***Change***	***Economic***
01-06	Democratic	Radical	Capitalist
07-19	Republican	Liberal	Unionist
20-81	Neutral	Neutral	Neutral
82-94	Authoritarian	Conservative	Socialist
95-00	Autocratic	Reactionary	Communist

Political alignment refers to one's belief in whether governmental authority should be spread out to all of a country's population ("democratic") or kept in the hands of one person ("autocratic"), or some belief between those two extremes. The terms "democratic" and "republican" have nothing to do with the American political parties of the same names.

The "change" alignment measures one's opinions on political change; those with "radical" beliefs think that change should be rapid and far-reaching; those who are "reactionary" want no change at all.

Finally, economic alignment measures one's beliefs in private enterprise ("capitalist") or in government control of business ("communist"), or some position between those two extremes.

Generally speaking, characters with similar alignments will get along well together, since they understand each other's political and economic views. Characters with opposite alignments will usually not get along well over prolonged periods of time. When a player character has to work for an extended period of time with an NPC agent of a different alignment, find the numerical differences between their alignments. The average of these three differences — political, change, and economic — is the percentage chance that there will be trouble between the agents, usually brought on by the NPC agent's intolerance of the PC agent.

For example, a PC agent's alignments are 10/33/55, and a NPC agent's alignments are 10/44/95. The differences are 0, 11, and 40, making an average difference of 17. If the Administrator rolls 17 or less on percentile dice, these two agents will clash at some point during the mission. The nature and results of the difficulties may be administered as desired.

Operations: Missions in game modules in which the described agency was involved.



This includes separately published adventures, adventures in DRAGON® Magazine, and unpublished material from the soon-to-be-released TOP SECRET® Game Companion set.

"The Agency"

Nature of agency: Supranational intelligence organization

HQ: Lake Geneva, Wisconsin, U.S.A.

Established: 1980

Activities: Military intelligence, strategic intelligence, electronic intercept, foreign counterintelligence

Policies: Agents are forbidden to reveal their connection with the organization unless express permission is obtained from the Administrator prior to a given mission

Objectives: To rid the world of offensive characters, to set right the wrongs, to bring honor to the organization, and to improve individual agents. These objectives supersede national priorities. (In fact, some major spies from both the Soviet Union and the United States are members of this group.)

Areas of involvement: The Earth, the Moon, and the space in between

Allies: UN Security Council

Additional data: Cover businesses for "The Agency" include International Trade and Lending, Inc., and New World Distributors.

Bureaus: All

Alignment profile: 01-00/01-00/01-00

Operations: Admin. File 001 *Sprechenhaltestelle;* TS 002 *Rapidstrike;* TS 003 *Lady in Distress;* TS 005 *Orient Express;* TS 006 *Ace of Clubs;* and the "Whiteout" mission (DRAGON® issue #87).

Anti-Imperialist Army (AIA)

Nature of agency: Terrorist group

HQ: Tripoli, Libya

Established: 1947

Activities: Hijacking and destroying trains and aircraft, ransoming passengers until ALA's demands are met, embassy bombing, and performing many other terrorist activities.

Policies: The AIA considers all "colonial" (i.e., European and American) nations to be its enemies.

Objectives: To free political prisoners, fight for the rights of the oppressed, "correct" corrupt governments and bring their crimes to world attention.

Areas of involvement: Europe and Libya

Allies: None

Additional data: Personnel are known for spectacular terrorist attacks, which are characterized by extreme violence, brutality, and a certain flair for gaining wide media attention.

Bureaus: All

Alignment profile: 82-00/01-06/07-94

Operations: TS 005 *Orient Express*

Blackbird

Nature of agency: Spy ring operating

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throughout Western Europe. Blackbird operatives work for no known side.

HQ: Headquarters are apparently mobile and constantly on the move.

Established: 1973

Activities: Steals information from various governments and sells the information to the highest bidder.

Policies: Money talks; use computers to best possible benefit.

Objectives: No political goals; operates out of self-interest only. Avoids all media attention.

Areas of involvement: Western Europe and European rail networks

Allies: None

Additional data: Highly involved in computers and rail transport

Bureaus: All

Alignment profile: 20-81/07-94/01-06

Operations: TS 005 *Orient Express*

The Cartel

Nature of agency: International criminal organization secretly financed by several multinational corporations

HQ: Montreal, Quebec, Canada

Established: 1982

Activities: Known to have hired French mercenaries to kidnap the President of the U.S.A. from Pineton, Maine; and, regularly perform kidnappings, extortions, hijackings, skyjackings, and high-tech theft.

Policies: Prevent national governments from restricting free trade and "private business," and believe in *laissez faire* economics.

Objectives: To promote all policies stated above

Areas of involvement: North America and many French-speaking countries

Allies: None

Additional data: Using all resources available to them, both the American and Canadian governments are actively involved in a major manhunt for all personnel belonging to this organization.

Bureaus: All

Alignment profile: 07-94/07-94/01-19

Operations: Mini-module *Executive One* (with Administrator's Screen)

Children of Neptune (CON)

Nature of agency: Ultra-survivalist group bent on continental or world domination through colonization, nuclear blackmail, and "hemisphericide"

HQ: Atlantis II (Whiteout Base), Antarctic Peninsula

Established: 1971

Activities: Drug trafficking, the selling of military secrets, and the counterfeiting of Swiss francs

Policies: These people are interested in health foods, environmental protection, unlimited use and ownership of firearms, and fighting in other people's wars as volunteers. They also oppose all forms of government interference and refuse to pay taxes of any sort. They vote conservatively.

Objectives: To build future-survival cities in Antarctica, on the ocean's surface, and on the ocean floor; and, to construct a nuclear-powered floating drydock for the assembly of armed floating out islands.

Areas of involvement: The Great Barrier Reef off the coast of Australia, Alulu Island in the west central Pacific Ocean, and the Antarctic Peninsula.

Allies: The Exterminators

Bureaus: All

Alignment profile: 95-00/82-00/82-00

Operations: "Doctor Yes" (DRAGON issue #48), "Mad Merc" (DRAGON issue #56), "Whiteout" (DRAGON issue #87)

The Exterminators

Nature of agency: Mercenary assassination team once employed as guards by Doctor Yes

HQ: Council Bluffs, Iowa, U.S.A.

Established: 1981

Activities: Protection and assassination missions as desired by patrons

Policies: Money talks; they work for the highest bidder.

Objectives: No political goals except those of employer

Areas of involvement: Worldwide, particularly Pacific Basin

Allies: CON

Additional data: The three known members of this group (Dale Craig, Chuck Morris, and Bruce Nee) are reputed to be training assassins for unknown private and international agencies. All three members have $3500 rewards offered for their capture. They wear company emblems on their jackets, and use armored vans supposedly operated by a pest-control company.

Bureaus: Assassination

Alignment profile: 01-81/07-94/01-06

Operations: "Doctor Yes" (DRAGON issue #48)

Headquarters of Education Against Revolution, Terrorism, and Sedition (HEARTS)

Nature of agency: An association of western espionage agencies

HQ: Ace of Clubs Luxury Resort, upstate New York, U.S.A.

Established: 1974

Activities: Training secret agents for Western intelligence groups

Policies: Maintain the Ace of Clubs (a front that appears to be an exclusive adventure sports and gambling resort for members only). All monies earned from the operation of the frontare to be turned over to HEARTS.

Objectives: To provide the most complete and rigorous training for Western agents possible. The resort also serves as agents' R&R spot.

Areas of involvement: Ace of Clubs Luxury Resort only

Allies: Most Western intelligence agencies will support HEARTS to the fullest extent of their powers.

Additional data: The resort may become the target for future terrorist, espionage, and saboteur activity.

Bureaus: All

Alignment profile: 07-19/07-94/07-81

Operations: TS 006 *Ace of Clubs*

Hydra

Nature of agency: Moderate-sized criminal organization

HQ: Located in Florida or Georgia, U.S.A.

Established: 1981

Activities: Extortion, grand theft, protection rackets, vice, and gambling

Policies: No political ethics; solely concerned with making money through criminal operations and through legitimate businesses (used as fronts).

Objectives: To expand their criminal operations throughout the Southeastern United States, taking control of extortion and protection, "businesses" in particular.

Areas of involvement: Florida, U.S.A.

Allies: Very loose ties with other criminal syndicates, but no close allies

Additional data: Hydra employees have been carefully trained to take charge of their section of the syndicate if their superiors have been "rendered inoperable." This requires a high degree of trust among the Hydra personnel, and they are less likely to turn in their fellow organization members to police forces than other criminals might be. A large number of wanted gunmen and assassins are employed by Hydra as bodyguards and killers.

(Turn to page 86)



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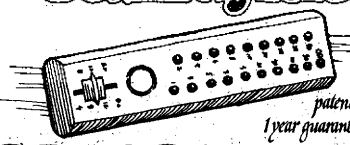
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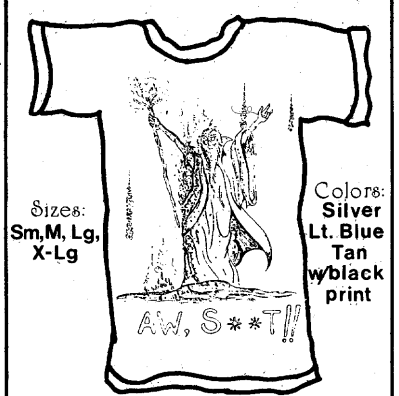
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Agencies

(From page 38)

Bureaus: Administration, Assassination, Confiscation, Operations, Technical
Alignment profile: 82-00/07-94/01-81
Operations: "Wacko World" mission (DRAGON® issue #79).

International Security Bureau (ISB)
Nature of agency: A multinational Western organization
HQ: Paris, France
Established: 1946
Activities: Handling defections of important personnel from behind Iron Curtain
Policies: Given free rein to operate without interference from other Western agencies. Its multinational nature allows ISB to conduct operations without having to implicate a specific nation.
Objectives: To place defectors in "productive positions" within Western nations
Areas of involvement: Eastern Europe
Allies: NATO, government of Switzerland
Additional data: The ISB has six sections. Section Mercury is the Eastern European Operations section; Section Venus monitors the Sino-Soviet border; Section Mars handles defectors from the military of the Soviet Union; Section Jupiter takes in defectors from the diplomatic corps; Section Saturn is involved with scientists and intellectual dissidents; and, Section Pluto tracks Soviet space missions, manned and unmanned (not necessarily for defections).
Bureaus: Assassination, Confiscation, and Investigation
Alignment profile: 01-19/07-94/07-81
Operations: TS 004 *Fastpass*

Red Dawn
Nature of agency: Terrorist splinter group
HQ: Liverpool, England
Established: 1982
Activities: Terrorist bombings and assassinations with political motivations
Policies: The group is a radical communist organization that espouses the destruction of all Western governments, but it also does not approve of most Communist governments, however. The Red Dawn promotes anarchy.
Objectives: To bring about a repressive British government by committing acts of terrorism, forcing the government to adopt more radical and authoritarian measures to deal with the situation. Hopefully, the populace of Britain would then overthrow the government and install a system based upon communist anarchy.
Areas of involvement: Primarily the United Kingdom, though some terrorists have traveled to other countries to commit their crimes.
Allies: Numerous small radical terrorist groups throughout the United Kingdom, France, West Germany, and (possibly) the

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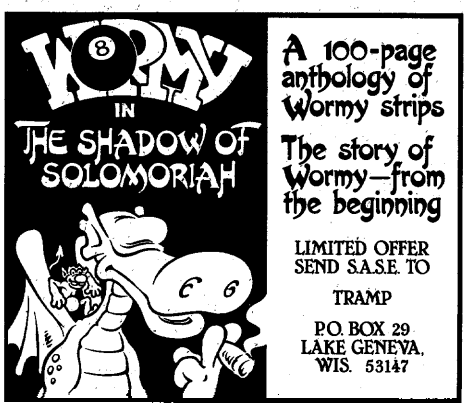
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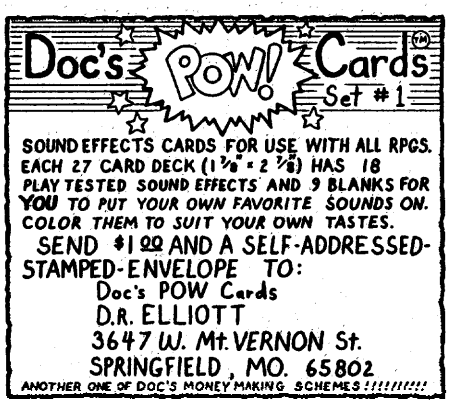
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United States; Eastern bloc involvement possible.

Additional data: The Red Dawn is noted for several acts of senseless violence directed at innocent bystanders as well as at political figures. It is regarded as extremely dangerous and may soon become a "most wanted" terrorist organization. Its members are fanatical to an extreme.

Bureaus: Administration, Assassination, Confiscation

Alignment profile: 01-06/01-06/95-00

Operations: "Wacko World" (DRAGON® issue #79).

Terrorist Revolutionaries for United Military Power (TRUMP)

Nature of agency: International terrorist revolutionary group

HQ: Leningrad, U.S.S.R.

Established: 1954

Activities: Attempted takeover of the Ace of Clubs Luxury Resort (see above). Also, to keep Western espionage from becoming more efficient, spread "disinformation," and train Eastern-bloc secret agents.

Policies: Any means, including violence, that achieve TRUMP's goals are acceptable to its members.

Objectives: TRUMP is obsessed with putting the entire world under military rule.

Areas of involvement: Democratic countries are TRUMP's first and foremost targets.

Allies: AIA, GRU

Additional data: Original name was Today's Revolutionaries Under Military Persecution.

Bureaus: All

Alignment profile: 20-94/95-00/20-94

Operations: TS 006 *Ace of Clubs*

Tiger Team Alpha

Nature of agency: Private contractor with NATO.

HQ: Rome, Italy

Established: 1965

Activities: Testing the security of supposedly safe computer systems.

Policies: Personnel work only on computer systems, not for personal 'gain or fame.

Objectives: Dependent on terms of contract

Areas of involvement: Industrial nations using computer technology

Allies: NATO

Additional data: This company employs people who are infatuated with computer technology, including "hackers" and computer criminals as well as various electronic wizards. Unofficial motto is said to be: "Impossible things take five minutes more."

Bureaus: Technical and Operations

Alignment profile: 01-19/07-94/01-81

Operations: TS 005 *Orient Express*

Authentic agencies, part I

Real facts and figures for TOP SECRET® play

by Merle M. Rasmussen

The TOP SECRET® game world is very much like our own, with a few subtle (and not-so-subtle) differences. Most of the same nations exist on the map, and most of the same espionage organizations operate across the globe. In DRAGON® issue #93, some of the spy organizations unique to the TOP SECRET world were described for use in campaign games. But what of the real agencies, such as the CIA, the KGB, and the British Secret Service?

This article is the first in a short series that presents the rest of the world's "Top Secret" community, and it will cover the various American intelligence-gathering agencies. It must be noted that though these agencies exist in the real world, they are given here only as constructs for the TOP SECRET game world. Most of the statistics given below for these agencies are reasonably accurate and are taken from publicly available information, but some of the statistics were invented for the sake of completeness, and some may have been altered to conform to the specific background and nature of the TOP SECRET game world.

Information about these agencies, as with the previous article in issue #93, is presented in several categories (defined below). It is assumed that this information is commonly available to player character agents and to the general public, though the agents might be given additional information that is not public knowledge during the course of a game campaign.

Nature of agency: The basic nature of the organization.

Governing body: The governing body of most intelligence organizations are national governments. The control for government agencies is the government official to whom the chief of the agency reports. Non-government organizations may have a short description of their group listed here.

Personnel: The estimated size of agency staffs based on public sources. Comparisons show the relative size and activity of various agencies.

Annual budget: The U.S. dollar figures shown are estimates based on public sources. Comparisons show the relative size and activity of various agencies.

HQ: The main headquarters for agency operations.

Established: The date the agency was founded.

Activities: Domestic counterintelligence means that the agency is responsible for counterespionage inside the borders of its own country. Foreign counterintelligence means that the agency has responsible for counterespionage outside the borders of its own country.

Policies: Several of the major laws and philosophies of the organization.

Objectives: The major goals of the organization.

Areas of involvement: The places in which the agency is known to operate or exercise jurisdiction.

Allies: Agencies often share intelligence data formally and informally with one another, when it suits them to do so. Associated agencies do not necessarily share intelligence because of publicly recognized treaties.

Additional data: More information on agency structure, operations, covers, and past history is given here.

Bureaus: If the word "All" is present in this category, the following TOP SECRET bureaus may be active within a particular agency: Administration, Investigation, Confiscation, Technical, Operations, and Assassination (see DRAGON issue #82, "New avenues for agents," for an explanation of the newest bureaus). The DIA serves as the Administration Bureau for Army, Navy, Air Force, and Marine Corps Intelligence. The KGB is the Administration Bureau for the intelligence agencies of the Warsaw Pact nations.

Alignment profile: An agent trained by a particular intelligence agency will very often develop political opinions that are shared by a majority of fellow agents in the organization. The range of personal opinions an agent has relating to political systems, political change, and economic systems are called his alignment profile. The TOP SECRET alignment system was detailed in DRAGON issue #93, in "Agencies and Alignments" (p. 34).

Central Intelligence Agency (CIA)

Nature of agency: U.S. government executive agency

Governing body: President, U.S.A.

Personnel: 15,000-16,500, including 7,500 operatives

Annual budget: $1.5 billion

HQ: Langley, Virginia, U.S.A.

Established: 1947

Activities: The CIA coordinates, correlates, evaluates, and disseminates the results of the following types of intelligence: military, strategic, political, economic, biographical, geographical, sociological, scientific, and technical. The CIA is also involved with both domestic and foreign counterintelligence. It also performs certain services for other intelligence agencies.

Policies: To exploit new technology for the clandestine collection of foreign intelligence, for the conduct of foreign counterintelligence, and for researching and developing technical collection systems

Objectives: The first priority of the CIA is understanding Soviet military strength. Other areas of concern are problems of terrorism, drug trafficking, world energy, and world grain production.

Areas of involvement: Worldwide

Allies: DIA, NSA, Army Intelligence, Naval Intelligence, Air Force Intelligence, Marine Corp Intelligence, State Department, Energy Department, Treasury Department, FBI, MI6 (British Secret Service) and GCHQ (Government Communications Headquarters, United Kingdom)

Additional data: U.S. Special Forces ("Green Berets") are sometimes used to execute CIA plans. The CIA's notorious reputation in the world includes the use of assassination-planning squads known as "Health Alteration Committees."

Bureaus: All

Alignment profile: 01-19/07-94/07-81

National Security Agency (NSA)

Nature of agency: Secret U.S. federal agency

Governing body: Secretary of Defense, Department of Defense, U.S.A.

Personnel: 95,000 worldwide, including 52,500 at Fort Meade

Annual budget: Over $2 billion

HQ: Fort George G. Meade, Maryland, U.S.A.

Established: 1952

Activities: Electronic intercept

Policies: All material is excluded from the Freedom of Information Act. The NSA can intercept all foreign and domestic communication if the domestic is proven to be connected to or associated with a foreign government.

Objectives: To intercept signal intelligence (SIGINT), to perform code breaking, and to create U.S. codes

Areas of involvement: All levels of Soviet cipher systems; Korean, Chinese, and other Communist Asian cipher systems; Latin America and all other cipher systems of the world

Allies: CIA, GCHQ

Additional data: The NSA's computers cover 10 subterranean acres. Its post office handles 18,000 pieces of mail per day, and its telephone exchange connects 30,000 calls

a month. Forty tons of classified material are shredded per day. The computers at NSA are tied to the computers at GCHQ by a secret cable system. The NSA's nickname is "No Such Agency."

Bureaus: Administration, Technical, Operations

Alignment profile: 01-19/07-94/07-81

Defense Intelligence Agency (DIA)

Nature of agency: U.S. federal agency

Governing body: Secretary of Defense, Department of Defense, U.S.A.

Personnel: 7,000

Annual budget: $9 billion including the NSA

HQ: The Pentagon, Washington, D.C., U.S.A.

Established: 1961

Activities: Military and strategic intelligence. The DIA coordinates the intelligence activities of the military services and manages the Defense Attache System, which assigns military attaches to U.S. embassies around the world.

Policies: To collect and produce intelligence for the Secretary of Defense and the Joint Chiefs of Staff

Objectives: To defend the U.S. against all enemies, and to ensure the security of the U.S. and all areas vital to its interests

Areas of involvement: Worldwide

Allies: CIA

Additional data: During wartime, photographs are sent back to the U.S. for processing by the DIA, which makes a more concentrated analysis of the information given in the pictures. The DIA and CIA have an interdepartmental rivalry. As noted above, the DIA serves as the Administration Bureau for Army, Navy, Air Force, and Marine Corps Intelligence.

Bureaus: All

Alignment profile: 01-19/07-94/07-81

United States Army Intelligence and Security Command (INSCOM)

Nature of agency: Field command

Governing body: Department of Defense, U.S.A.

Personnel: 35,000

Annual budget: $700 million

HQ: The Pentagon, Washington, D.C., U.S.A.

Established: 1775

Activities: Military and military-related foreign intelligence, counterintelligence, tactical intelligence

Policies: Command Group INSCOM (CGINSCOM) is responsible for fulfilling national-level intelligence, security, electronic warfare, and related functions within the command's operational responsibility.

Objectives: To interact with other Army Field Commands on matters related to intelligence and security training, doctrine, research and development, and logistics

Areas of involvement: Worldwide

Allies: DIA

Additional data: The CGINSCOM commands Army Intelligence and security units above corps level in the U.S. and overseas. INSCOM performs intelligence and security functions in support of the Department of the Army and other major Army commands, and it can support commanders in the field.

Bureaus: Investigation, Confiscation, Technical, Operations, and Assassination

Alignment profile: 01-19/20-94/07-81

Office of Naval Intelligence (ONI)

Nature of agency: Office of the Department of the Navy

Governing body: Department of Defense, U.S.A.

Personnel: 20,000

Annual budget: $600 million

HQ: The Pentagon, Washington, D.C., U.S.A.

Established: 1882

Activities: Military (especially naval) intelligence

Policies: To support naval operations through three supporting commands: Naval Intelligence Command (NAVINTCOM), Naval Security Group (NSG), and Naval Investigative Service (NIS).

Objectives: To provide intelligence via NAVINTCOM and cryptology (less signal security) via NSG. Information security, counterintelligence and counterterrorism, law enforcement, and investigative matters are provided by NIS.

Areas of involvement: Worldwide

Allies: DIA

Additional data: It is reported that the Navy has a worldwide maritime spy effort composed of business fronts and recruited nationals as agents in more than 140 locations. It replaces Task Force 157 and is called Task Force 168. The NIS is primarily a civilian-staffed law enforcement organization responsible for providing investigative support in matters involving serious crimes committed by or against Naval personnel; its investigations into fraud and other criminal activities have saved the Navy millions of dollars in equipment loss or damage. In 1983, the NIS employed 1350 outside personnel, of which 770 were agents. The Navy also has a fully integrated reserve intelligence force of well-trained civilian specialists.

Bureaus: Investigation, Confiscation, Technical, Operations, and Assassination

Alignment profile: 01-19/20-94/07-81

Air Force Intelligence Service (AFIS)

Nature of agency: Special operating agency under HQ USAF

Governing body: Department of Defense, U.S.A.

Personnel: 56,000

Annual budget: $2.7 billion

HQ: Fort Belvoir, Virginia, U.S.A.

Established: 1947

Activities: To perform military intelligence by conducting in-depth all-source research, directing collection activities, processing and disseminating intelligence information, and exercising management

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and control of all intelligence systems and special security systems.

Policies: To contribute to the deterrence of potential actions by foreign parties that would conflict with U.S. and allied interests; to increase the probability of success for aerospace power to conclude hostilities on terms favorable to U.S. and allied interests; to improve the effective conduct of other military operations

Objectives: To provide decision-makers with information on current and estimated foreign military acitivities, strategy, tactics, capabilities, and intentions; to reduce decision-making risks associated with national security policy and the structuring, posturing, and employment of U.S. military forces

Areas of involvement: Worldwide

Allies: DIA

Additional data: Among the U.S. military services, the Air Force has the largest intelligence program. Its Foreign Technology Division is a leading national source of analysis of foreign aircraft and missiles.

Bureaus: Investigation, Confiscation, Technical, Operations, and Assassination

Alignment profile: 01-19/20-94/07-81

National Reconnaissance Office (NRO)

Nature of agency: Office under the Department of the Air Force

Governing body: Senate Select Committee on Intelligence, U.S.A.

Personnel: 4,000 included in AFIS

Annual budget: Over $2 billion included in Air Force operations

HQ: Fort Belvoir, Virginia, U.S.A.

Established: 1961

Activities: Military intelligence

Policies: To oversee the development and operation of spy satellites and the operation of secret Space Shuttle missions.

Objectives: To photograph foreign territory, and to monitor international communications

Areas of involvement: Worldwide

Allies: CIA, DIA, NSA, and Air Force Intelligence

Additional data: The NRO handles the routine operation of spy satellites. It is believed that during the late 1960s and early 1970s, U.S. surveillance satellites were turned on American antiwar demonstrations and urban riots in an effort to determine crowd size and activities involved. Military Space Shuttle launches from Vandenberg AFB, California, U.S.A., are also managed by the NRO.

Bureaus: Technical and Operations

Alignment profile: 01-19/07-94/07-81

United States Marine Corps Intelligence

Nature of agency: Office of the USMC

Governing body: Department of Defense, U.S.A.

Personnel: 5550

Annual budget: $140 million

HQ: The Pentagon, Washington, D.C.,

Established: 1775

Activities: Primarily amphibious tactical warfare intelligence

Policies: To support commanders at all echelons in the conduct of operations

Objectives: To provide intelligence for the Fleet Marine Forces and their task-oriented Marine Air-Ground Task Forces (MAGTFs) through a triad of organizations: Headquarters Marine Corps (HQMC), Marine Corps Development and Education Command (MCDEC), and the Fleet Marine Forces

Areas of involvement: Worldwide coastal areas

Allies: DIA, Naval Intelligence

Additional data: HQMC is responsible for counterintelligence, plans and estimates, signals intelligence, electronic warfare, intelligence management (personnel, training, and research and development), and national intelligence acitivities. MCDEC provides support in the areas of research, development, education, and training. The Fleet Marine Forces contain the operational intelligence capability that supports MAGTFs.

Bureaus: Investigation, Confiscation, Technical, Operations, and Assassination

Alignment profile: 01-19/20-94/07-81

Bureau of Intelligence and Research of the Department of State (SBI)

Nature of agency: U.S. government



Governing body: Secretary of State, U.S.A.

Personnel: 350

Annual budget: $12.5 million

HQ: 15th St. & Pennsylvania Ave., Washington, D.C., U.S.A.

Established: 1789

Activities: Strategic, political, and some economic intelligence

Policies: To advise the President in formulating and executing foreign policy

Objectives: To promote U.S. interests in international relations

Areas of involvement: U.S. diplomatic and consular posts abroad

Allies: CIA

Additional data: The SBI coordinates the Department of State's relations with foreign intelligence operations.

Bureaus: Administration, Investigation, Confiscation, Technical, and Operations

Alignment profile: 01-19/07-94/07-81

Federal Bureau of Investigation (FBI)

Nature of agency: U.S. federal bureau

Governing body: Attorney General, U.S.A.

Personnel: 19,000 employees; 7,800 are Special Agents

Annual budget: $555 million

HQ: J. Edgar Hoover FBI Building, Washington, D.C., U.S.A.

Established: 1908

Activities: Foreign counterintelligence

Policies: To perform duties other than the agency's objectives specifically imposed by law or Presidential directive, and to conduct service activities for other law enforcement agencies

Objectives: To investigate violations of certain federal statutes, and to collect evidence in cases in which the U.S. is or may be an interested party

Areas of involvement: Within the U.S.A.

Allies: CIA and MI5

Additional data: The FBI has 59 field offices located in major cities throughout the U.S.A. and in San Juan, Puerto Rico. The FBI had fingerprint files on 64,680,080 persons as of February 1, 1979. The FBI has an Academy at Quantico, Virginia. The National Institute of Justice, with an annual budget of $1.5 million a year for crime analysis, provides state and local law enforcement agencies with FBI facilities.

Bureaus: All

Alignment profile: 01-19/20-81/07-81

Department of the Treasury

Nature of agency: U.S. government executive department

Governing body: U.S.A.

Personnel: 300

Annual budget: $10 million

HQ: 15th & Pennsylvania Av., Washington, D.C., U.S.A.

Established: 1789

Activities: Collects foreign financial and monetary intelligence, and assists the Department of State in collecting economic intelligence

Policies: To manage national finances, to provide currency, to maintain U.S. credit, to represent the U.S. in international banking and monetary organizations, to collect taxes, and to supervise the Secret Service

Objectives: (In addition to the above) To protect the President, the Vice-President, the President-Elect, all major Presidential candidates, and the families of all of the above

Allies: CIA, Department of State

Additional data: The Department of the Treasury controls a worldwide narcotics investigation bureau. It also administers the Customs Service; the Internal Revenue Service; the Bureau of Engraving and Printing; the Bureau of the Mint; the Bureau of Alcohol, Tobacco, and Firearms; the Federal Law Enforcement Training Center; and the Bureau of the Public Debt.

Bureaus: Administration, Investigation, Technical, and Operations

Alignment profile: 01-19/07-94/07-81

Department of Energy (DOE)

Nature of agency: U.S. government executive department

Governing body: United States of America

Personnel: 300

Annual budget: $20 million

HQ: 1000 Independence Ave., Washington, D.C., U.S.A.

Established: August 1977

Activities: Political, economic, and technical intelligence concerning foreign energy matters

Policies: To promote conservation, resource development and production, research, data management, and environmental protection and regulation related to energy

Objectives: To carry out the national energy policy

Allies: CIA

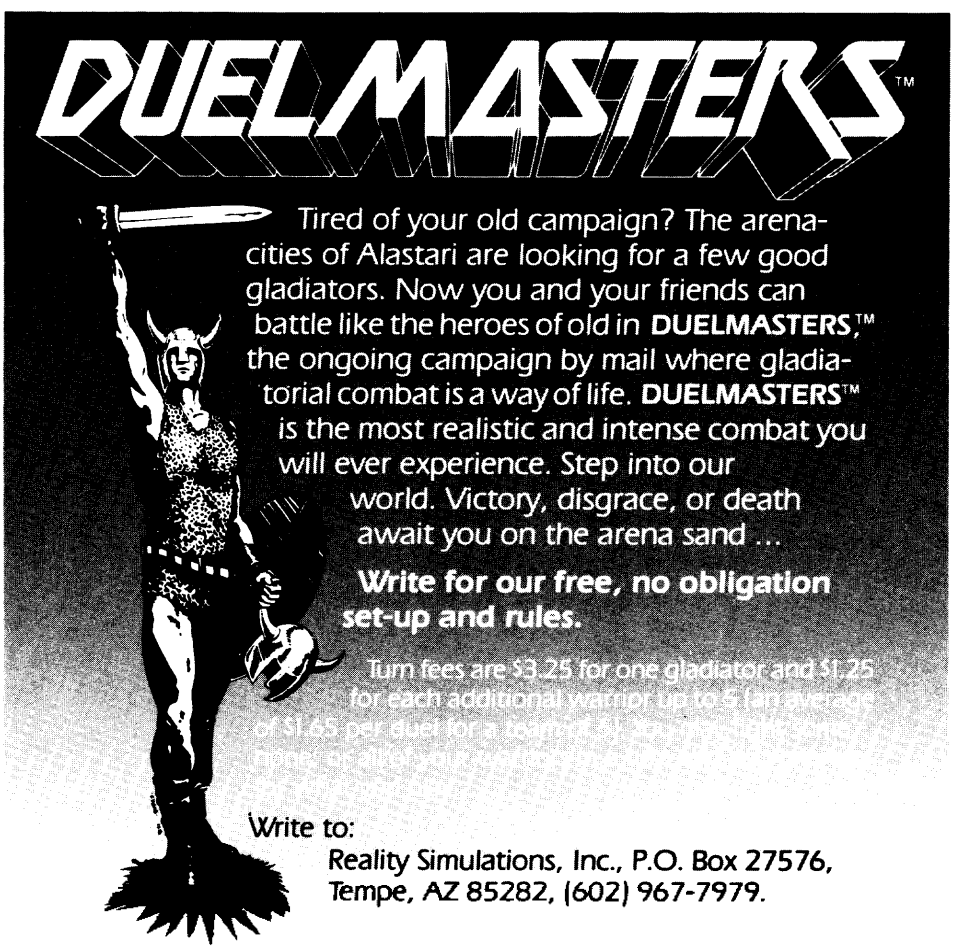
Additional data: The DOE is primarily a consumer of intelligence but does provide technical and analytical research capabilities to other intelligence operations.

Bureaus: Administration, Investigation, Technical, and Operations

Alignment profile: 01-19/07-81/07-81

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Authentic agencies, part II

More real-world outfits for TOP SECRET® play

by Merle and Jackie Rasmussen

This is the second in a series of articles presenting the TOP SECRET® game world's intelligence community. Last month, the American spy agencies were detailed. This month's edition includes data on allied foreign intelligence-gathering agencies and important international organizations. Note that, though these agencies exist in the real world, they are given here only as constructs for the TOP SECRET game world. Some of the statistics given for these agencies are reasonably accurate and are taken from publicly available information, but some of the statistics were invented for the sake of completeness or were altered to conform to the specific background and nature of the TOP SECRET game world.

Information about these agencies, as with the previous articles in DRAGON® issues #93 and #97, is presented in several categories defined below. It is assumed that this information is commonly available to player character agents and to the general public. Agents might be given additional information that isn't public knowledge during the course of a game campaign.

Nature of agency: The basic nature of the organization.

Governing body: The governing body of most intelligence organizations are national governments. The control for government agencies belongs to the government official to whom the chief of the agency reports. Non-government organizations may have a short description of their group listed here.

Personnel: The estimated size of agency staffs based on public sources. Comparisons show the relative size and activity of various agencies.

Annual budget: The U.S. dollar figures shown are estimates based on public sources. Comparisons show the relative size and activity of various agencies.

HQ: The main headquarters for agency operations.

Established: The date the agency was founded.

Activities: Domestic counterintelligence means that the agency is responsible for counterespionage inside the borders of its own country. Foreign counterintelligence means that the agency has responsible for counterespionage outside the borders of its own country.

Policies: Several of the major laws and philosophies of the organization.

Objectives: The major goals of the organization.

Areas of involvement: The places in which the agency is known to operate or exercise jurisdiction.

Allies: Agencies often share intelligence data formally and informally with one another, when it suits them to do so. Associated agencies do not necessarily share intelligence because of publicly recognized treaties.

Additional data: More information on agency structure, operations, covers, and past history is given here.

Bureaus: If the word "All" is present, the following TOP SECRET game bureaus may be active within a particular agency: Administration, Investigation, Confiscation, Technical, Operations, and Assassination. (See DRAGON issue #82, "New avenues for agents," for an explanation of the newest bureaus.)

Alignment profile: An agent trained by a particular-intelligence agency will very often develop political opinions that are shared by a majority of fellow agents in the organization. The range of personal opinions an agent has relating to political systems, political change, and economic systems are called his alignment profile. The TOP SECRET alignment system was detailed in DRAGON issue #93, in "Agencies and Alignments" (p. 34).

Security Service (MI5)

Nature of agency: Security service of the United Kingdom

Governing body: Home Minister, United Kingdom

Personnel: 2,800

Annual budget: $21 million

HQ: 21 Queen Anne's Gate, London, England

Established: 1909

Activities: Domestic counterintelligence, including internal security and counter-espionage

Policies: Publication of staff size is not permitted. Britain controls wiretapping by requiring warrants from the Home Secretary or Foreign Secretary, depending upon whether British citizens or foreign diplomats are involved.

Objectives: To identify spies, keep records of their activities, and decide when such spies should be exposed or arrested

Areas of involvement: Inside the U.K.

Allies: MI6 and FBI

Additional data: An organization analogous to the FBI, MI5 has no power to make arrests. Arrests are made by the Special Branch, a department of Scotland Yard. Special Branch also presents evidence in security cases, allowing MI5 agents to remain anonymous. MI5 conducts thorough background investigations of its prospective agents.

Bureaus: All

Alignment profile: 01-19/07-94/20-94

Secret (Intelligence) Service (M16, SIS)

Nature of agency: "Grandfather" of most of the principal intelligence services outside of the Communist world

Governing body: Foreign Minister, United Kingdom

Personnel: 2,500

Annual budget: $29.6 million

HQ: Leconfield House, Curzon St., Mayfair, London W., England

Established: 1911

Activities: Military intelligence, strategic intelligence, foreign counterintelligence

Policies: Publication of staff size is not permitted

Objectives: To spy on enemies and potential enemies of the nation

Areas of involvement: Worldwide

Allies: MI5 and CIA

Additional data: This agency is known to foreigners as the British Secret Service. Captain Mansfield Cumming set up MI6 prior to World War I, and he used his initial "C" to identify himself to his subordinates. The heads of MI6 have called themselves "C" *(not* "M") ever since,

Bureaus: All

Alignment profile: 01-19/07-94/20-94

Defense Intelligence Service

Nature of agency: Military intelligence staff of the three armed services

Governing body: Minister of Defense, United Kingdom

Personnel: 3,000

Annual budget: $190 million

HQ: Bolton, U.K.

Established: 1965

Activities: Military intelligence. The Defense Intelligence Service consolidates armed service units.

Policies: To combine intelligence at the ministerial level under a Director of Military Intelligence, whose staff also produce economic, scientific, and technical intelligence

Objectives: To collect and disseminate operational (tactical) intelligence

Areas of involvement: Worldwide, especially in Commonwealth member nations and previous colonies

Allies: NATO

Additional data: The Defense Intelligence

Staff replaced the Joint Intelligence Bureau under the permanent undersecretary of the Foreign Office, which is under the Prime Minister.

Bureaus: All

Alignment profile: 01-19/20-94/20-94

Government Communications Center (GCHQ, after an old military title: Government Communications Headquarters)

Nature of agency: Britain's primary source of raw information for intelligence analysis

Governing body: Foreign Minister, United Kingdom

Personnel: 6,000 to 10,000

Annual budget: $500 million

HQ: Cheltenham, U.K.

Established: 1954

Activities: Electronic intercept

Policies: To exchange information with allied nations

Objectives: To make and break all codes

Areas of involvement: Analysis of signals intercepted in Eastern Europe, the European part of the Soviet Union, the Middle East, Hong Kong, and Africa

Allies: NSA, Australia's Defense Signals Division, Canada's Communication Branch of the National Research Council

Additional data: The GCHQ has liaison officers stationed at NSA's headquarters in Fort Meade, Md., and in Ottawa and Melbourne. The computers at GCHQ are tied to computers at NSA by a secret cable system. There are four divisions within the Directorate of Sigint Operations and Requirements. Division "J" is classified as "Special Sigint" and deals exclusively with the Soviet bloc. Division "K" handles all other geographical areas with considerable specialization. Division "H" deciphers codes. Division "Z" obtains orders for intelligence from NATO members and assigns monitoring stations and translators to listening tasks.

Bureaus: Administration, Technical, and Operations

Alignment profile: 01-19/07-94/20-94

Direction Générale de la Sécurité Exterieure (DGSE)

Nature of agency: Principal intelligence agency of France

Governing body: Prime Minister, France

Personnel: 2,650

Annual budget: $111 million

HQ: Paris, France

Established: 1981 (The SDECE was established in 1958.)

Activities: Military intelligence, strategic intelligence, electronic intercept, foreign counterintelligence

Policies: The DGSE is divided into three parts: espionage, counterespionage, and covert operations

Objectives: To understand Soviet military strength, and to cope with the problems of terrorism, drug trafficking, world energy, and world grain production

Areas of involvement: Former French colonies and worldwide

Allies: DST

Additional data: Nicknamed "The Pool," this agency was formerly the Service de Documentation Extérieure et de Contre-espionage (SDECE) — the Department of Foreign Information and Counterespionage. The action directorate of DGSE has paratroopers of the 11th Airborne Division assigned to it. The DGSE is one of the most successful agencies in fending off attmepts to infiltrate its ranks. The French people do not discuss the DGSE publicly in the same manner that Americans discuss the activities of the CIA.

Bureaus: All

Alignment profile: 01-19/07-94/07-94

Deuxième Bureau (Second Bureau, 2nd Bureau)

Nature of agency: French military intelligence agency

Governing body: Minister of Defense, France

Personnel: 5,000

Annual budget: $200 million

HQ: Nice, France

Established: 1872

Activities: Interpreting military intelligence reports

Policies: The 2nd Bureau is repsonsible for intepreting intelligence reports; it then delivers the intepretations to the French general staff for use in making strategic and tactical decisions.

Objectives: The same as the DGSE's objectives

Areas of involvement: Worldwide, especially former French colonies

Allies: The espionage and counterintelligence services of the Special Services (called the Fifth Bureau in wartime)

Additional data: The Second Bureau is currently quite involved in monitoring "minor wars" and terrorist activities in Africa.

Bureaus: All

Alignment profile: 01-19/20-94/07-81

Direction de la Sécurité du Territoire (DST, Directorate for Surveillance of the Territory)

Nature of agency: Controlling service of French national surveillance

Governing body: Minister of the Interior, France

Personnel: 3,000

Annual budget: $22 million

HQ: Lyon, France

Established: 1958

Activities: Domestic counterintelligence

Policies: To expel foreign officials caught spying in France

Objectives: To maintain and preserve internal security

Areas of involvement: Inside France

Allies: The DGSE and the Surete (the French police system)

Additional data: Equivalent to MI5 or the FBI in nature

Bureaus: All

Alignment profile: 01-19/07-94/01-19

Bundesnachrichtendienst (BND, Federal Intelligence Service)

Nature of agency: Most truly centralized intelligence service of any NATO nation

Governing body: Chancellor, West Germany

Personnel: 6,000

Annual budget: $90 million

HQ: Pullach (near Munich), West Germany

Established: 1956

Activities: Military intelligence, strategic intelligence, electronic intercept, foreign counterintelligence, economic intelligence, political intelligence

Policies: The assessment of intelligence gathered is left entirely to political leadership.

Objectives: To gather order-of-battle information, using members of the military detailed to the BND for that purpose; to gather strategic electronic intelligence; and to interrogate prisoners in time of war

Areas of involvement: Worldwide, especially East Germany

Allies: MAD and Bfv (see below)

Additional data: BND has three divisions subversion, counterintelligence, and foreign intelligence

Bureaus: All

Alignment profile: 01-19/07-94/07-81

Militarischer Abschirmdienst (MAD, Military Intelligence Service)

Nature of agency: Military counterintelligence for West Germany

Governing body: Minister of Defense, West Germany

Personnel: 4,000

Annual budget: $100 million

HQ: Bonn, West Germany

Established: 1956

Activities: Military intelligence, electronic intercept

Policies: Prisoner interrogation in wartime is turned over to the BND; otherwise, interrogation is performed by MAD.

Objectives: To gain tactical intelligence from direct contact with the enemy

Areas of involvement: East and West Germany

Allies: BND and NATO

Additional data: Attempts are being made to avoid the World War II mistakes caused by rivalry between competing government bureaucracies.

Bureaus: All

Alignment profile: 01-19/20-94/07-81

Bundesamt für Verfassungsschutz (Bfv, Federal Office for the Protection of the Constitution)

Nature of agency: West German counterintelligence agency

Governing body: Minister of the Interior, West Germany

Personnel: HQ has over 2,000

Annual budget: $87.5 million

HQ: Cologne, West Germany

Established: 1958

Activities: Domestic counterintelligence

Policies: To function as a decentralized

system in which the German states retain significant responsibility for internal security. (This is done to avoid the hard-learned lessons of the 1930s and 1940s under the highly centralized Gestapo.)

Objectives: To maintain internal security

Areas of involvement: West Germany

Allies: BND

Additional data: Bfv has five divisions, dealing with administrative and legal matters, right-wing extremism, communist political activities, counterespionage, and security matters.

Bureaus: All

Alignment profile: 01-19/07-81/07-81

Office of Intelligence and Special Missions (Mossad)

Nature of agency: Main department of Israeli intelligence

Governing body: Prime Minister, Israel

Personnel: 1,500 to 2,000

Annual budget: $85 million

HQ: Jerusalem, Israel

Established: 1951 (In 1937, a secret army was started which was later expanded to include espionage and procurement of arms.)

Activities: Strategic intelligence, foreign counterintelligence

Policies: Israeli intelligence gathering and counterintelligence operations are sometimes quite forceful.

Objectives: To collect foreign political, economic, scientific, and technological information. Secret agents of the Special Operations department have also conducted a fierce undercover campaign against enemies of Israel and fugitives who have committed crimes against the Jewish people, particularly war criminals from Nazi Germany who may be at large.

Areas of involvement: Worldwide

Allies: The intelligence services of the U.S.A., France, Turkey, Ghana, Japan, Iran, Spain, Portugal, Austria, South Africa, Singapore, Indonesia, Taiwan, Thailand, South Korea, Kenya, Zaire, Liberia, and Christians in Lebanon.

Additional data: This agency is also known as the Central Institution for Intelligence and Special Services *(mossad* means "institution" in Hebrew). The Mossad often deals directly with other nations, especially those with which Israel has no diplomatic relations. The Mossad is ranked by espionage experts as being among the six best intelligence organizations in the world.

Bureaus: All

Alignment profile: 20-81/07-81/20-81

Israeli Military Intelligence (Aman)

Nature of agency: A branch of the Israeli Defense Forces

Governing body: Chief of Staff, Defense Forces, Israel

Personnel: 7,000

Annual budget: $375 million

HQ: Tel Aviv, Israel

Established: 1952-53 (reorganized)

Activities: Military intelligence, strategic intelligence, electronic intercept

Policies: To break all Arab spy rings encircling Israel

Objectives: To collect and analyze material dealing with Arab military and political developments

Areas of involvement: The Middle East

Allies: Aman shares, the same allies as the Mossad.

Additional data: Aman is a subdivision of the Mossad.

Bureaus: All

Alignment profile: 20-81/20-94/20-81

Sherut Bitachon Kali (Shin Beth, SHABAK)

Nature of agency: Israeli internal security service

Governing body: Prime Minister, Israel

Personnel: 1,000

Annual budget: $75 million

HQ: Jaffa, Israel

Established: 1951 (with roots back to 1948)

Activities: Domestic counterintelligence and some military intelligence

Policies: Immigrants coming to Israel are monitored by the anti-terrorist section of Shin Beth.

Objectives: To maintain the internal security of Israel

Areas of involvement: Within Israel

Allies: The intelligence services of the U.S.A., France, Turkey, Ghana, Japan, Iran, Spain, Portugal, Austria, South Africa, Singapore, Indonesia, Taiwan, Thailand, South Korea, Kenya, Zaire, Liberia, and the Christians in Lebanon.

Additional data: All telephone communication in Israel can be monitored from a switchboard in Shin Beth headquarters. Shin Beth is analogous to the FBI and MI5. It has three sections: Arab, Eastern European, and Anti-Terrorist.

Bureaus: All

Alignment profile: 20-81/20-81/20-81

Koan Choa Cho (Public Security Investigation Agency, PSIA)

Nature of agency: Japanese secret service

Governing body: Prime Minister of Japan

Personnel: 2,600

Annual budget: $76.4 million

HQ: Tokyo, Honshu, Japan

Established: 1952

Activities: To collect political and economic intelligence.

Policies: To work closely with the Keisatsu Cho (Police Guard Division), which was established to monitor left- and right-wing subversive groups

Objectives: To work with the Police Guard Division in investigating subversive movements wherever and whenever they should appear. Both of these agencies possess the powers of arrest and raiding.

Areas of involvement: Within Japan, although much information is collected from outside the country

Allies: Intelligence services of South Korea, Taiwan, and the U.S.A.

Additional data: The Japanese desire knowledge for its own sake, whether for peaceful or wartime purposes,

Bureaus: All

Alignment profile: 01-19/07-94/01-81

Japanese Military Intelligence

Nature of agency: Offices for specific geographic areas in the civilian bureau of the Defense Agency, in the J-2 (Intelligence) section of the Joint Staff, and in the intelligence sections of the Ground, Air, and Maritime Self-Defense Forces

Governing body: Prime Minister of Japan

Personnel: 100

Annual budget: $10 million

HQ: Yokohama, Honshu, Japan

Established: 1954

Activities: Military intelligence, electronic intercept

Policies: The Japanese have no laws for securing classified documents, limiting U.S. -Japanese intelligence exchanges.

Objectives: To accurately keep track of Soviet air and naval operations in the vicinity of Japan, and of Soviet and Chinese ground forces on the Sino-Soviet border

Areas of involvement: Japanese territory, airspace, and surrounding waters

Allies: The CIA assists with mutual security in Japan only.

Additional data: The Japanese military intelligence system consists of a small group of highly trained and multilingual intelligence officers within several military and civilian organizations. The Japanese are experts at electronic intercept.

Bureaus: All

Alignment profile: 01-19/20-94/07-81

Australian Security Intelligence Organization (ASIO)

Nature of agency: Australian internal security system

Governing body: Prime Minister of Australia

Personnel: 2,200

Annual budget: $51.5 million

HQ: City of Sydney, New South Wales, Australia

Established: 1957

Activities: Domestic counterintelligence

Policies: To monitor the activities of civilians or domestic organizations that seek to prejudice internal security

Objectives: To keep subversive elements from undermining the government

Areas of involvement: Within Australia

Allies: Intelligence services of the British Commonwealth and the U.S.A.

Additional data: Australia, at present, is not particularly threatened by any major internal problems.

Bureaus: All

Alignment profile: 01-19/07-94/07-81

Office of National Assessments (ONA)

Nature of agency: Principal Australian intelligence service

Governing body: Cabinet and Prime Minister of Australia

Personnel: 2,850

Annual budget: $76.5 million
HQ: Melbourne, Victoria, Australia
Established: 1977
Activities: Foreign counterintelligence
Policies: To avoid comment or advice regarding government policy, not to use clandestine means to gather information, to avoid duplicating activities of other departments, and to accept control and overseeing by a committee of ministers on intelligence and security
Objectives: ONA is responsible for national intelligence assessments and current intelligence reporting.
Areas of involvement: Worldwide, but especially in the South Pacific and Southeast Asia
Allies: Intelligence services of the British Commonwealth and the U.S.A.
Additional data: Responsibility for national intelligence assessment was shifted from the military to the separate civilian agency after World War II.
Bureaus: All
Alignment profile: 01-19/20-94/07-81

Royal Canadian Mounted Police — Security Systems (RCMP-SS)
Nature of agency: Administrative department
Governing body: Prime Minister of Canada
Personnel: 1,600
Annual budget: $50 million
HQ: Ottawa, Ontario, Canada
Established: 1873 (present title adopted in 1920)
Activities: Internal security and counterespionage duties were transferred to SIS in 1981.
Policies: To use any technical equipment handy, from dog sleds to computers
Objectives: To enforce provincial laws and the criminal code. The mounties "always get their man."
Areas of involvement: Within Canada
Allies: Intelligence services of the British Commonwealth and the U.S.A.
Additional data: The RCMP is one of the world's most notable crime-fighting organizations. It has laboratories for scientific analysis of evidence, large fingerprinting and identification files, and an academy for training police officers. A commissioner runs the organization from Ottawa and has liaison officers in London and Washington, D.C. The RCMP is the only police force operating in the Yukon Territory and Northwest Territories.
Bureaus: All
Alignment profile: 01-19/20-94/07-81

Security Intelligence Service (SIS)
Nature of agency: Canadian internal security service
Governing body: Prime Minister of Canada
Personnel: 1,000
Annual budget: $21 million
HQ: Montreal, Quebec, Canada
Established: 1981
Activities: Domestic counterintelligence
Policies: The SIS works within the law in order not to violate any civil liberties. If necessary, laws are changed so that the agency can work effectively within the law.
Objectives: To maintain the internal security of Canada
Areas of involvement: Within Canada
Allies: Intelligence services of the British Commonwealth and the U.S.A.
Additional data: This new civilian agency was formed with staff from the RCMP-SS, but it works independently from the RCMP and other police agencies.
Bureaus: All
Alignment profile: 01-19/07-94/07-81

Department of National Security (DONS)
Nature of agency: Semi-secret government agency
Governing body: Prime Minister of Republic of South Africa
Personnel: 1,700
Annual budget: $56 million
HQ: Capetown, South Africa
Established: 1978
Activities: Responsible for enforcing rules and laws. Anyone doing anything that could endanger society can be investigated.
Policies: DONS has the power to arrest and detain without warrants of any kind. Members of DONS do not plan murders; they seek to intimidate potential troublemakers, hence the organization's reputation for violence in the extreme.
Objectives: To maintain the government's apartheid (racial separation) policies
Areas of involvement: Within the Republic, the Homelands, the Independent Homeland States, and outside the country.
Allies: CID and the intelligence services of Israel and Taiwan.
Additional data: DONS maintains a strongly guarded prison for political dissidents on Robbin Island, in Table Bay near Capetown. DONS was created from an older service, BOSS (Bureau of State Security), which was established in 1969, but is not appreciably different from BOSS.
Bureaus: All
Alignment profile: 07-94/07-00/20-81

Civil Intelligence Department (CID)
Nature of agency: Secret investigative department
Governing body: Prime Minister of Republic of South Africa
Personnel: 1,600
Annual budget: $54.5 million
HQ: Pretoria, Transvaal, South Africa
Established: 1974
Activities: Foreign counterintelligence
Policies: To investigate plots to overthrow or control the government of South Africa
Objectives: To prevent sabotage and the loss of national secrets
Areas of involvement: Outside the Republic of South Africa
Allies: DONS
Additional data: The CID is analogous to a secret FBI.
Bureaus: All
Alignment profile: 07-94/07-94/20-81

International Reporting and Information Service (IRIS)
Nature of agency: Privately owned international business
Governing body: Large European financial institutions, organized by a U.S. publisher and a former British Prime Minister
Personnel: 96 correspondents, 33 analysists, plus a varying number of others
Annual budget: $15 million
HQ: New York City, New York, U.S.A.
Established: 1982
Activities: IRIS stores business data which can be retrieved by analysists studying specific trends in the international business community. Meaningful data for a client is sifted from the mass of information that becomes available daily.
Policies: To make all information obtained by this worldwide computerized organization available to the public for a price
Objectives: To serve as an intermediary organization between busy executives in the commerical world and the flood of information around them
Areas of involvement: Worldwide
Allies: None
Additional data: IRIS is comparable to, but excels, the CIA in computer capacity.
Bureaus: Administration, Investigation, Technical, Operations
Alignment profile: 01-19/07-94/01-81

International organizations

United Nations Security Council
Nature of agency: Primary instrument for establishing and maintaining international peace
Governing body: Five permanent member nations (U.S.A., U.S.S.R., United Kingdom, France, and the People's Republic of China) and 10 temporary member nations.
Personnel: Varies
Annual budget: Varies
HQ: United Nations Building, New York City, New York, U.S.A.
Established: 1945
Activities: The Security Council may dispatch an armed U.N. force to stop aggression.
Policies: To prevent war by settling disputes between nations
Objectives: To establish and maintain international peace
Areas of involvement: The planet Earth, the Moon, and the space between them.
Allies: U.N. member nations
Additional data: Dispatched forces may be from any member nation. All member nations undertake to make available armed forces, assistance, and facilities to maintain international peace and security.
Bureaus: All
Alignment profile: 20-81/20-81/20-81

Australia, New Zealand, and United States Alliance (ANZUS)
Nature of agency: Regional defensive alliance

Governing body: Member nations
Personnel: Varies
Annual budget: Varies
HQ: None
Established: 1952
Activities: Military alliance
Policies: Each member nation may choose not to share documents with its allies.
Objectives: To take any necessary joint counteraction under U.N. charter, including the use of armed force
Areas of involvement: Indian Ocean, Arabian Sea, and Persian Gulf
Allies: Australia, New Zealand, and U.S.A.
Additional data: New Zealand recently forbade U.S. ships which were probably carrying nuclear weapons from docking at New Zealand's ports, an action which has called the existence of ANZUS into question.
Bureaus: All
Alignment profile: 01-19/20-94/07-81

Association of Southeast Asian Nations (ASEAN)
Nature of agency: Non-military economic alliance
Governing body: Member nations
Personnel: Varies
Annual budget: Varies
HQ: Bangkok, Thailand
Established: 1967
Activities: ASEAN members regularly exchange political, economic, and military intelligence with each other.
Policies: To cooperate on international, political, and economic issues
Objectives: To promote regional economic integration, like the European Economic Community
Areas of involvement: Southeast Asia
Allies: Indonesia, the Philippines, Malaysia, Thailand, and Singapore are members, with Papua New Guinea having observer status
Additional data: ASEAN was organized at first as an economic grouping.
Bureaus: All
Alignment profile: 01-19/07-94/01-81

Kilowatt
Nature of agency: Anti-terrorist organization
Governing body: Member nations
Personnel: None of its own
Annual budget: None of its own
HQ: None
Established: 1978
Activities: Organization concerned with Arab terrorism
Policies: National units are trained in the commando techniques of West Germany's Leatherheads (GSG9), Britain's legendary SAS, and the French Gendarmerie's Intervention Group (GIGN).
Objectives: To communicate with member nations in an effort to reduce and control terrorist activities
Areas of involvement: Within member nations
Allies: West Germany, Belgium, Italy, the United Kingdom, Luxembourg, the Netherlands, Switzerland, Denmark, France, Canada, Ireland, Sweden, Norway, and Israel
Additional data: This counterterrorist organization was established to trade information and to act as a center for information on terrorist organizations, operatives, methods, and links.
Bureaus: All
Alignment profile: 07-19/07-94/07-81

North Atlantic Treaty Organization (NATO)
Nature of agency: Regional defensive alliance
Governing body: NATO council of top foreign, economic, defense, and financial ministers
Personnel: Varies
Annual budget: Varies
HQ: Supreme Headquarters, Allied Powers, Europe (SHAPE) is located at "Camp Casteau" near the Mons area in Belgium, about 30 miles southwest of Brussels.
Established: 1949
Activities: Military and naval defensive alliance
Policies: Each member nation may chose not to share information produced by its own intelligence services.
Objectives: To take necessary joint counteraction under the U.N. charter, including the use of armed force
Areas of involvement: Member countries on or near the North Atlantic Ocean.
Allies: Belgium, United Kingdom, Canada, Denmark, Iceland, Italy, Luxembourg, the Netherlands, Norway, Portugal, Greece, Turkey, West Germany, and the U.S.A. are members.
Additional data: NATO protects an area of 8 million square miles, containing 500 million people.
Bureaus: All
Alignment profile: 01-19/07-94/07-81

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Authentic agencies, part III

Pulling back the curtain on the KGB and others

by Merle and Jackie Rasmussen

This is the last in a series of articles presenting the TOP SECRET® game world's intelligence community. DRAGON® issue #93 described the game's fictitious spy agencies; issues 97 and 98 gave information on the American and allied foreign espionage organizations, respectively. This month's edition presents the Communist spy organizations (including the infamous KGB). It also gives a little more information on agencies described earlier, new agencies, and spy agencies in general.

Though these agencies exist in the real world, they are given here only as constructs for the TOP SECRET game world. Some of the statistics given below for these agencies are reasonably accurate and are taken from publicly available information, but some of the statistics were invented for the sake of completeness, and some have been altered to conform to the specific background and nature of the TOP SECRET game world.

Information about these agencies, as with the previous articles, is presented in several categories defined below. It is assumed that this information is commonly available to player character agents and to the general public, though the agents might be given additional information that is not public knowledge, during the course of a game campaign.

Nature of agency: The basic nature of the organization.

Governing body: The governing body of most intelligence organizations are national governments. The control for government agencies is the government official to whom the chief of the agency reports. Non-government organizations may have a short description of their group listed here.

Personnel: The estimated size of agency staffs based on public sources. Comparisons show the relative size and activity of various agencies.

Annual budget: The U.S. dollar figures shown are estimates based on public sources. Comparisons show the relative size and activity of various agencies.

HQ: The main headquarters for agency operations.

Established: The date the agency was founded.

Activities: Domestic counterintelligence means that the agency is responsible for counterespionage inside the borders of its own country. Foreign counterintelligence means that the agency has responsible for counterespionage outside the borders of its own country.

Policies: Several of the major laws and philosophies of the organization.

Objectives: The major goals of the organization.

Areas of involvement: The places in which the agency is known to operate or exercise jurisdiction.

Allies: Agencies often share intelligence data formally and informally with one another, when it suits them to do so. Associated agencies do not necessarily share intelligence because of publicly recognized treaties.

Additional data: More information on agency structure, operations, covers, and past history is given here.

Bureaus: If the word "All" is present, the following TOP SECRET game bureaus may be active within a particular agency: Administration, Investigation, Confiscation, Technical, Operations, and Assassination. (See DRAGON issue #82, "New avenues for agents," for an explanation of the newest bureaus.) The KGB is the Administration Bureau for the intelligence agencies of the Warsaw Pact nations.

Alignment profile: An agent trained by a particular intelligence agency will very often develop political opinions that are shared by a majority of fellow agents in the organization. The range of personal opinions an agent has relating to political systems, political change, and economic systems are called his alignment profile. The TOP SECRET alignment system was detailed in DRAGON issue #93, in "Agencies and Alignments" (p. 34).

For further details about the KGB, GRU, and the Hungarian AVB, see p. 32 of module TS 004, *Operation: Fastpass.*

Warsaw Pact

Nature of agency: International Communist mutual defensive alliance

Governing body: Member nations (under Soviet control)

Personnel: Varies

Annual budget: Varies

HQ: None

Established: 1955

Activities: Military and naval defensive alliance

Policies: An attack upon one member is regarded as an attack on all members.

Objectives: The Warsaw Pact is the Communist equivalent of NATO. It seeks to defend the Eastern-bloc portion of Europe and Asia from attack.

Areas of involvement: All member countries

Allies: Bulgaria, Czechoslovakia, E. Germany (Democratic Republic of Germany), Hungary, Poland, Rumania, and the U.S.S.R.

Additional data: Albania, a signatory member, was barred from meetings in 1962 and withdrew from the Pact in 1968, following ideological differences with other member nations.

Bureaus: All

Alignment profile: 20-94/07-94/20-94

Komitet Gosudarstvennoi Bezopasnosti (KGB, Committee for State Security)

Nature of agency: Principal Soviet intelligence service in charge of internal security and external espionage

Governing body: Politburo, Union of Soviet Socialist Republics

Personnel: 400,000-500,000 directly (this includes 25,000- 100,000 assigned to foreign intelligence and counterintelligence, 300,000 troops and guards, and 100,000 administrative personnel)

Annual budget: Unknown, even in U.S.S.R.

HQ: 2 Dzerzhingsky Square, Moscow, U.S.S.R.

Established: 1954

Activities: Military and strategic intelligence; electronic intercept; domestic and foreign counterintelligence

Policies: The KGB heads the system of state security organs, and it also includes border troops, military counterintelligence, and other institutions such as labor camp guards.

Objectives: The KGB combats espionage, terrorism, sabotage, and subversive propaganda of the so-called imperialist states and foreign anti-Soviet centers. It insures the security of the state boundaries of the U.S.S.R., investigates crimes aimed at subverting and weakening the Soviet State and social order, and participates in the development of statewide measures to ensure the state security of the country. The KGB conducts indoctrinational-preventative work to thwart actions aimed at undermining the state and social order of the U.S.S.R.

Areas of involvement: Worldwide, particularly within the U.S.S.R. and its satellites, U.S.A., Canada, Latin America, United Kingdom, Australia, New Zealand, Scandanavia, West Germany, Austria, France, Italy, Spain, the Netherlands, Belgium, Luxembourg, Ireland, China, Vietnam, North Korea, Japan, India, Indonesia, the Philippines, the Arab nations, Yugoslavia,

Turkey, Greece, Iran, Afghanistan, Albania, the English-speaking nations of Africa, and the French-speaking nations of Africa

Allies: GRU, DGI, and intelligence agencies of the Warsaw Pact nations.

Additional data: The KGB is recognized as the world's largest intelligence organization. Its agents excel in human intelligence (HUMINT). KGB agents infiltrate most Soviet institutions, including the GRU.

Bureaus: All. The KGB is the Administration Bureau for the intelligence agencies of all Warsaw Pact nations.

Alignment profile: 20-94/07-94/20-00

Glavnoye Razvedyvatelnoye Upravleniye (GRU, Chief Intelligence Directorate of the Soviet General Staff)

Nature of agency: Soviet military intelligence service

Governing body: Ministry of Defense, U.S.S.R.

Personnel: 25,000

Annual budget: Unknown, even in the U.S.S.R., but much less than is given to the KGB

HQ: Moscow, U.S.S.R.

Established: 1920

Activities: Military intelligence, electronic intercept, industrial espionage, and guerrilla warfare

Policies: The GRU maintains its own schools, offices in Soviet embassies, operations, and communications channels. Most Soviet military attaches are GRU agents.

Objectives: To serve as an independent source of overall foreign intelligence for the General Staff

Areas of involvement: Worldwide, via a network of agents directed by Soviet military attaches abroad and from the intelligence staffs of the Soviet Army, Navy, and Air Force

Allies: KGB

Additional data: The GRU is considered by some to be a subsidiary of the KGB. An intense rivalry exists between agents of the KGB and the GRU.

Bureaus: All

Alignment profile: 20-94/07-00/20-94

Central Control of Information

Nature of agency: Communist China's secret service

Governing body: Social Affairs Department the of Central Committee of the Communist Party, People's Republic of China

Personnel: 10,000,000 (estimated)

Annual budget: $12.3 billion

HQ: 15 Bow Street Alley, Beijing (Peking), P.R.C.

Established: Unknown, possibly millennia old; probably the most ancient of all intelligence agencies

Activities: Military and strategic intelligence; electronic intercept; and, domestic and foreign counterintelligence

Policies: The Central Control of Information concentrates more upon maintaining internal security than upon spying against foreign targets.

Objectives: To obtain free military and technical intelligence from industrialized nations of the world through overt, not covert, means

Areas of involvement: Worldwide, through journalists, business people, military delegations, and students (especially in the U.S.A., Europe, and Japan)

Allies: An information alliance exists with the U.S.A., through weak oral and written recognition of mutual strategic interests (i.e., watching the Soviets).

Additional data: The Communist Chinese intelligence service is ancient and massive. It is organized as one of 13 secret departments among 30 operated by the Central Committee. There are four major units: those of the Chinese Communist Party, the foreign office (Central External Liaison Department), the defense ministry (Military Intelligence Department of the General Staff), and the State Council (government). Each unit not only performs intelligence functions but checks on the others as well.

In 1980, the United States and China set up a jointly operated listening post in the mountainous Xinjiang Uighur Autonomous Region of western China. This post monitors Soviet nuclear missile test flights along the Sino-Soviet border. The Social Affairs Department is similar to the Soviet KGB in its attempts to exercise overall control of intelligence received by the politburo. The size of the CCI reflects the large number of "unofficial" agents throughout China who turn in intelligence data to the agency regularly.

Bureaus: All

Alignment profile: 20-94/01-94/20-00

State Secret Security (STB)

Nature of agency: Czechoslovakian security service and secret police

Governing body: Minister of the Interior, Czechoslovakia

Personnel: 52,000

Annual budget: $950 million

HQ: Prague, Czechoslovakia

Established: 1948

Activities: Military and strategic intelligence; electronic intercept; and, domestic and foreign counterintelligence

Policies: To guard the borders, watch for foreign subversion, prevent civil disorder, and cooperate with the KGB

Objectives: To teach sabotage, weapons use, electronic telecommunications, and urban guerrilla tactics to terrorists

Areas of involvement: Czechoslovakia

Allies: KGB

Additional data: The KGB set up a terrorist training camp for novice terrorists in Karolovy Vary. Top foreign terrorists from Europe and the Third World are trained at a GRU parachute camp in the middle of a 2,000 acre forest, only 30 miles south of Karolovy Vary. The latter camp is called Doupov.

Bureaus: Investigation, Confiscation, Technical, Operations, and Assassination

Alignment profile: 20-94/07-94/20-94

Staatssicherheitsdienst (SSD, Ministry for Security and Intelligence)

Nature of agency: East German security and intelligence service, and secret police

Governing body: Politburo, Democratic Republic of Germany (DDR, East Germany)

Personnel: 57,000

Annual budget: $1 billion

HQ: East Berlin, DDR

Established: 1953

Activities: Military, economic, political, and strategic intelligence; electronic intercept; and, domestic and foreign counterintelligence

Policies: To guard the borders, watch for foreign subversion, prevent civil disorder, and cooperate with the KGB

Objectives: To provide terrorists with instant sanctuary, false documents, money, paramilitary training, protected entrance and exit routes in and out of the country, and weapons

Areas of involvement: West Germany and Third World nations in Africa and Latin America

Allies: KGB

Additional data: The SSD is the most efficient of the Warsaw Pact intelligence agencies, and it is part of the Ministerium fur Staatssicherheit (MfS, Ministry for State Security), also founded in 1953.

East Germany's Verwaltung fur Koordinierung (VfK, Administration for Coordination) is in charge of East German military intelligence. Part of the VfK's list of tasks is to secure information concerning military matters in general, military policy, and armaments. The 400 officers, NCOs, and enlisted personnel belonging to the VfK's directing staff are influenced by Soviet advisors. The VfK works closely with the Independent Department of the Political Administration of the National People's Army. The VfK's alignment profile is 20-94/07-94/20-94.

Bureaus: Investigation, Confiscation, Technical, Operations, and Assassination

Alignment profile: 07-81/07-94/20-94

Allami Vedelmi Batosag (AVB, State Security Guard)

Nature of agency: Hungarian security service and secret police

Governing body: Hungary

Personnel: 36,000

Annual budget: $800 million

HQ: Budapest, Hungary

Established: 1948

Activities: Military and strategic intelligence; electronic intercept; domestic and foreign counterintelligence

Policies: To guard the borders, watch for foreign subversion, prevent civil disorder, and cooperate with the KGB

Objectives: To provide terrorists with weapons and training

Areas of involvement: Hungary

Allies: KGB

Additional data: See module TS 004, *Operation : Fastpass*, for more information.

Bureaus: Investigation, Confiscation, Technical, Operations, Assassination
Alignment profile: 20-94/07-94/20-94

Durzhavna Sigurnost (DS)
Nature of agency: Bulgarian security service and secret police
Governing body: Interior Minister, Bulgaria
Personnel: 30,000
Annual budget: $750,000
HQ: On General Gurko Street, Sofia, Bulgaria
Established: 1947
Activities: Military and strategic intelligence; electronic intercept; domestic and foreign counterintelligence
Policies: To guard the borders, watch for foreign subversion, prevent civil disorder, and cooperate with the KGB
Objectives: To smuggle weapons, sell and ship arms, train guerrillas, and perform coups and assassinations.
Areas of involvement: Bulgaria
Allies: KGB
Additional data: The loyal Bulgarian security service is closest to the KGB of any satellite spy agency, and it's also the most obedient.

The KGB runs a training camp for foreigners (disguised as a pig farm) near Birimirtsi, 7 miles north of Sofia.
Bureaus: Investigation, Confiscation, Technical, Operations, Assassination
Alignment profile: 20-94/07-94/20-00

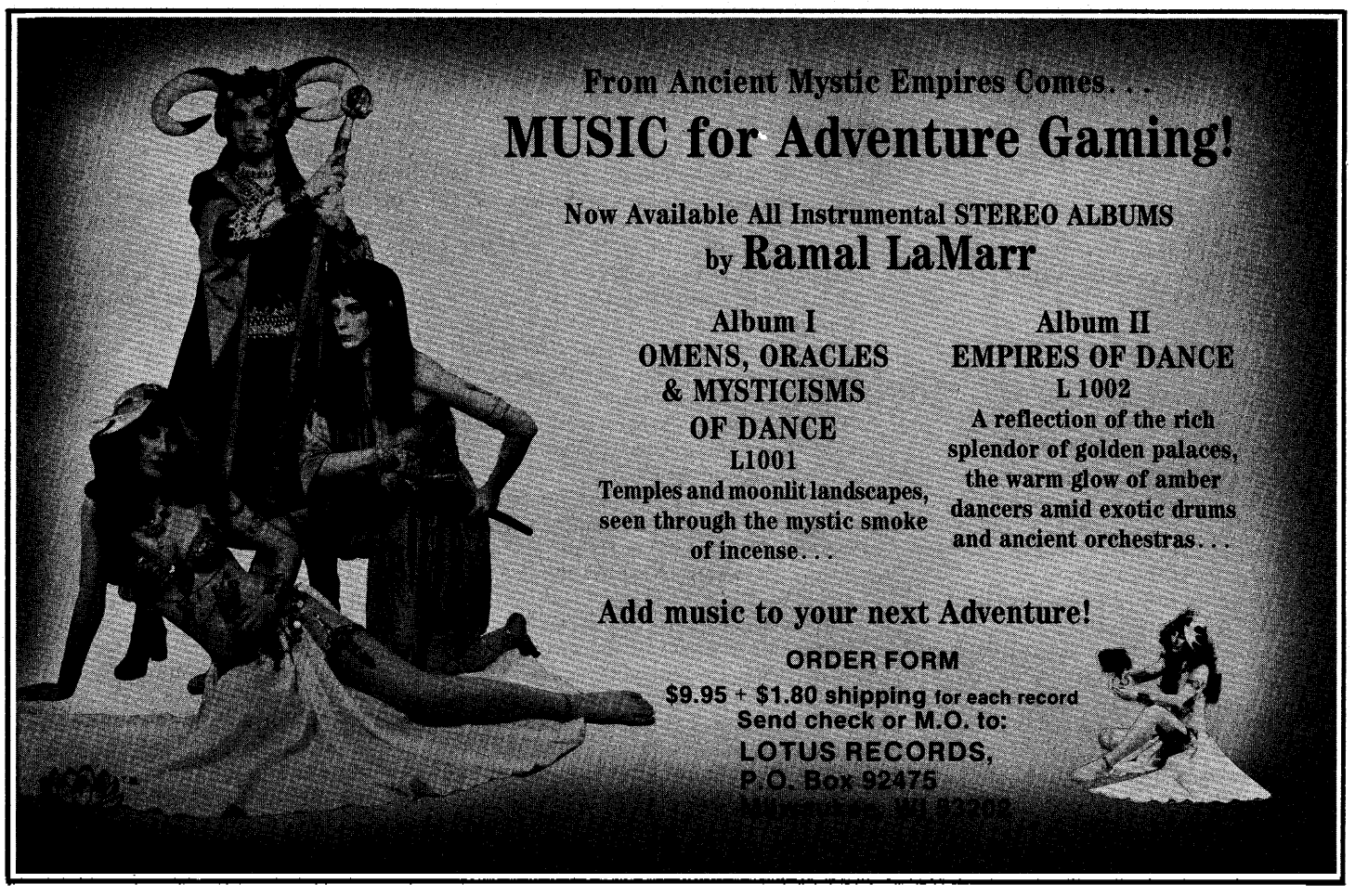
Direction Generale de Inteligencia (DGI)
Nature of agency: Cuban security service and secret police
Governing body: Cuba
Personnel: 34,000
Annual budget: $775 million
HQ: Camp Matanzas, just outside Havana, Cuba
Established: 1968
Activities: Military and strategic intelligence; electronic intercept; domestic and foreign counterintelligence
Policies: To guard the borders, watch for foreign subversion, prevent civil disorder, and cooperate with the KGB
Objectives: To teach urban guerrilla tactics, automatic arms, plastic explosives, sabotage, mapmaking and map reading, photography, forgery, and disguise to revolutionary elements; and, to maintain close surveillance of United States personnel and operations at the U.S. -controlled Guantanamo Bay Naval Base
Areas of involvement: Cuba, U.S.A., and Third World nations in Latin America and Africa, especially in Angola, Central America, and the Caribbean Sea
Allies: KGB
Additional data: The DGI is under direct control of the Soviet Union in matters of assignments, missions, and training.
Bureaus: Investigation, Confiscation, Technical, Operations, Assassination
Alignment profile: 20-94/07-00/20-94

MELT and SAVAK

One (fictitious) TOP SECRET game organization not included in the article in DRAGON issue #93 was MELT, described below.

Middle Eastern Liberation Tribunal (MELT)
Nature of agency: Terrorist group
Governing body: Unknown individuals
Personnel: 50-100
Annual budget: Varies
HQ: Jidda, Saudi Arabia
Established: 1983
Activities: The skyjacking of aircraft and the sabotage of Western space vehicles and launch facilities
Policies: MELT terrorists, who consider themselves idealists, believe that money spent on space exploration should be spent on bringing food to the world's starving masses instead.
Objectives: To destroy Space Shuttle launch facilities and spacecraft
Areas of involvement: France, Mauritania, and the U.S.A. (Florida)
Allies: KGB
Additional data: MELT will assist the Soviets on missions they believe will advance their own objectives.
Bureaus: All
Alignment profile: 20-94/01-06/82-00

Another agency that should be noted is



SAVAK, the (presumed to be) extinct Iranian secret police agency which held power under the Shah of Iran before his overthrow. However, it is conceivable that SAVAK, or a portion of it, survived the 1979 revolution, and that it continues to serve the government of the Ayatollah Khomeini as it once served the Shah. The TOP SECRET game world assumes that this is so, and that SAVAK (or its immediate descendant) continues to exist.

National Intelligence and Security Organization of Iran (SAVAK)

Nature of agency: Iranian secret police force

Governing body: The government of Iran

Personnel: 40,000

Annual budget: $850 million

HQ: Teheran, Iran

Established: 1939 (under the Shah; current form began 1979)

Activities: Internal security and foreign counterintelligence

Policies: SAVAK was formerly known for its use of extreme violence and torture. The current version of the Iranian secret police is scarcely less dangerous, being further motivated by religious intolerance and extreme paranoia.

Objectives: To maintain control of the Iranian republic through the government of the Ayatollah Khomeini

Areas of involvement: Mostly inside Iran, though agents have been known to exist in the U.S.S.R., Afghanistan, Israel and its neighboring states, and (especially) in Iraq

Allies: The intelligence services of most Arab nations

Additional data: The war with Iraq, the conflict in Afghanistan, the existence of Israel, the threat of Soviet invasion, the hatred of Americans, and boiling internal difficulties (including assassinations and terrorist attacks on Iranian government officials) have preoccupied SAVAK's activities. The name SAVAK is an acronym of Persian words. It is without doubt the most dreaded secret police force in the Moslem Middle East.

Bureaus: All

Alignment profile: 20-81/07-00/20-81

The rest of the world

Western intelligence agencies share roughly similar security classifications. The different levels of such classifications are shown in the table below. Increasing levels of secrecy progress from left to right.

NATO (English)	NATO Restricted	NATO Confidential	NATO Secret	Cosmic Top Secret
U.S.A. (English)	none	Confidential	Secret	Top Secret
U.K. (English)	Restricted	Confidential	Secret	Top Secret
F.R.G. (German)	VS — Nur Fur Den Dienstgebrauch	Vertraulich	Geheim	Streng Geheim
Belgium (French)	Deffusion Restreints	Confidentiel	Secret	Tres Secret
Belgium (Flemish)	Deperkte Verspriedlung	Vertrouwelijk	Geheim	Zeer Geheim

Two notes should be made concerning the "Authentic Agencies II" article in DRAGON issue #98. One addition to the description of the BfV is that any one of the state or local Offices for the Protection of the Constitution is called the Landesamt fur Verfassungsschutz (LfV). Also, a third South African agency exists: the South African Defense Force (SADF), which is composed of the Army, Air Force, and Navy of that country. SADF is responsible for external intelligence-gathering and espionage. SADF's alignment profile is 20-94/20-94/20-81.

The spy agencies of the rest of the world are of much lesser power and influence than those already described, but are worthy of mention. South Korea has a Central Intelligence Agency (CIA) which shares intelligence with the U.S.A., Japan, and Taiwan. South Korea's failure to become a fully democratic society has strained its relationship with the U.S.A., limiting the political intelligence that that country will share with Americans. The U.S.A. and South Korea have a "Combined Military Command" and generally share all military intelligence relating to South Korea's security.

The Taiwanese intelligence agency shares information with Japan, South Korea, Israel, and South Africa. Their agency's major espionage target is, of course, Communist China, but certain agents have also been sent to the U.S.A. to assassinate Taiwanese-Americans who speak out against the Taiwanese government. This agency's alignment profile is 01-19/07-94/01-81.

Not much is known about the Italian intelligence agencies. Their Office of Intelligence Coordination (abbreviated SID in Italian) was in an uproar recently following the arrest of high-level individuals who attempted to set up a right-wing state-within-a-state. The SID did assist in the rescue of Brigadier General James L. Dozier from Red Brigade terrorists, and it successfully detected a Soviet nuclear submarine and notified the Italian Navy, which chased it from Italian into international waters. The investigation into the Papal assassination attempt also involved Italian intelligence units. SID, the Italian counterintelligence service, has an Alignment Profile of 01-19/07-94/07-81.

Small West European nations rely on their diplomats, military attaches, and NATO membership for necessary intelligence. Neutral Switzerland relies on its excellent military intelligence services for military, political, and economic intelligence (plus counterespionage). Swiss military intelligence has an alignment profile of 20-94/20-94/20-81. Romania, exercising some freedom from the demands of the KGB, maintains relationships with Albania and Yugoslavia. Romanian intelligence has an alignment profile of 20-94/20-00/20-00. Yugoslavian intelligence has an alignment profile of 20-94/20-94/07-94. The remainder of the Warsaw Pact services give all their intelligence to the KGB or GRU and get little in return.

In the Far East, Mongolia is completely under Soviet control. North Korea, playing Russia against the Chinese, maintains intelligence relations with Iran and Libya through arms sales and training programs. Vietnam, dependent on Russia by choice, provides the Soviets with electronic intelligence facilities at Da Nang and landing rights for Soviet naval intelligence aircraft. These arrangements may change if Vietnam stops pursuing its conquest of Indochina and begins associating with ASEAN.

Non-aligned, emerging, Third World nations use the United Nations as a trading ground of information about neighbors in their region of the world. Japan, South Korea, and Taiwan have developed such an intelligence-sharing relationship. ASEAN began as an economic alliance and now shares many military and political secrets. The intelligence services of the Arab nations currently operate on a national basis; if they pooled their military intelligence, they would pose a serious threat to Israel.

In Africa, Libya supplies Soviet arms to whomever needs them, especially terrorists. Egypt and South Africa have the continent's most advanced intelligence agencies. Egypt, because of its peace treaty with Israel, is not well liked by other Arab nations and suffers internal strife. South Africa could share much intelligence with British and American sources if it would give up its apartheid practices; instead, it shares intelligence with other politically outcast nations such as Israel and Taiwan. Much of the rest of Africa lies starving and in chaos because of mismanagement by selfish leaders and meddling superpowers.

Just because a nation isn't as rich or as powerful as some of those described in the last few articles doesn't mean it can't have a spy agency of its own. As an example of the complexity of even a small intelligence system, such as those found in Central America, South America, and Africa, the Liberian system is explained below.

Liberia, unique for never having been a colony of a superpower, is surrounded by militarily stronger enemies. Sierra Leone is being assisted by the Cubans and Guinea by the Soviets. The Ivory Coast blames Liberia for the disappearance of their president's son-in-law during the 1980 coup that carried Samuel K. Doe to power. In 1983, a coup attempt was made to replace Doe with General Quiompka. The unsuccessful coup adds to the country's internal problems.



This year, President Doe is to allow free elections in Liberia. He hopes to be re-elected.

An intelligence training team from the U.S.A. assisted in the development of a functional intelligence organization for the armed forces of Liberia. The Liberian intelligence community is divided into three parts: the National Security Agency (NSA), G2, and Brigade S2.

The NSA, mainly composed of personnel from the President's tribe, is supposed to be an external intelligence gathering organization but is instead used for gathering internal intelligence. The NSA provides personal presidential security and spies on individuals within the presidential hierarchy. Some NSA agents have dual roles as G2 personnel. The NSA and G2 receive more finances and better equipment than does Brigade S2.

G2, also largely composed of personnel from the president's tribe, is divided into two sections: administrations and operations. Operations is subdivided into four branches: interrogation, agent, order of battle, and liaison. G2 is primarily responsible for uncovering internal plots and assisting in criminal cases. G2 personnel have judicial jurisdiction over the Liberian people. The interrogators are involved in civil, criminal, military, and espionage matters.

Brigade S2, composed of personnel from a mixture of tribes, is used for gathering external intelligence and combat tactical intelligence. Its duties include reporting on external aggression (which is unlikely) and patrolling the borders. Brigade S2 receives the least amount of finances and resources.

The president uses infiltration on all levels of each intelligence agency to ensure that no one in any agency is building a power base which could overthrow him. The NSA and G2, concerned with internal security, are trying to bring General Quiompka, currently in the Ivory Coast, to justice.

Currently, no cross-indexed files are being kept, much less shared, between the various agencies. There is also no classification system to designate the sensitivity of certain information. Tribal affiliation alone gives an individual a "need to know," which hardly limits access.

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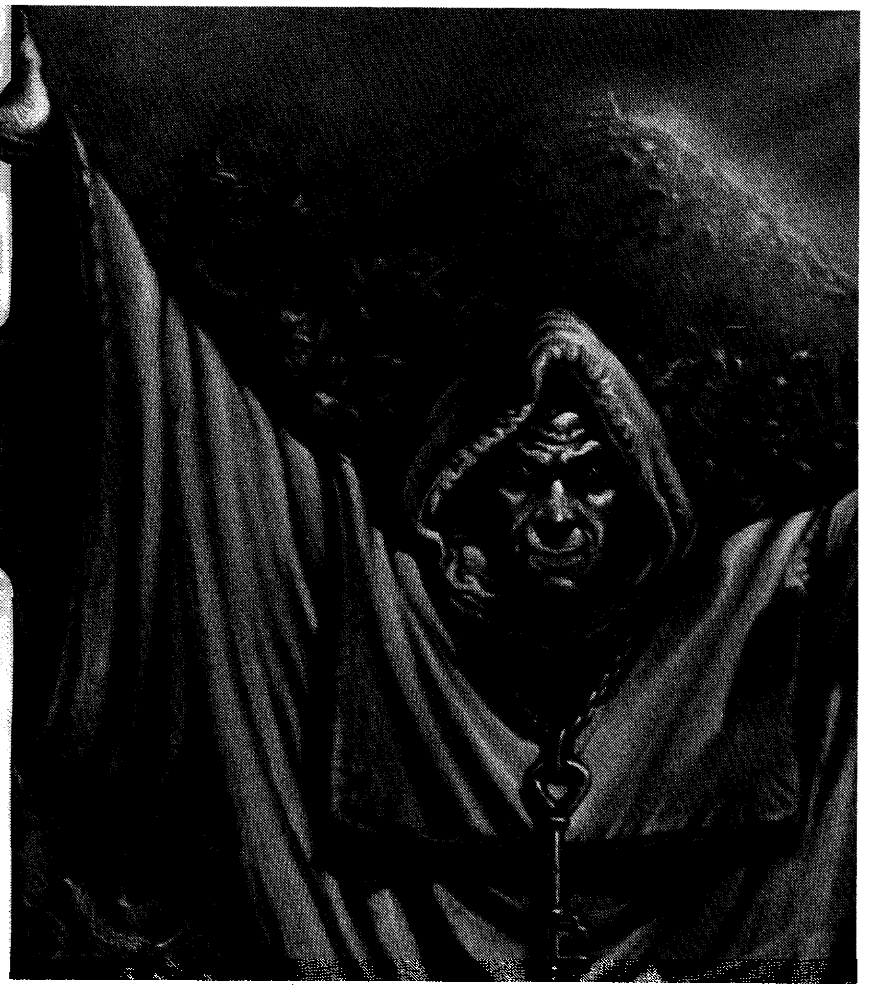
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Now that's firepower!

Machine guns & missiles in TOP SECRET® gaming

by Desmond P. Varady

The mission had gone off without a hitch. Agent Dan Carlyle and his partner Gadgets were running through a forest now, but a boat waited for them just a hundred yards away, and the pursuing guards were far behind. Dropping his backpack and rifle to lighten his load, Dan kept his holstered 9mm Browning. They quickly broke into the clearing around the beach. Just a few more seconds and —

Suddenly, the thumping of a helicopter echoed out of the dawn sky. Dan heard the rattle of an M-60 machine gun and saw sand fly up in a line straight across the beach in front of him. The boat was only moments away, but its crew had no kind of anti-aircraft gun. Dan and Gadgets turned and ran back toward the woods, knowing that their only chance to survive lay in reaching ground cover.

The helicopter was hovering low over the treetops before them. Dan heard the chattering of the machine gun and the crack of bullets flying past him, and he jumped across a dune, rolling on the ground. Gadgets screamed in agony, collapsing in the sand with blood spattered across his clothing. Dan unholstered his Browning, knowing it would have little effect against the chopper. He jumped up and took three quick shots while the gunship was turning to adjust to the strong ocean breeze. He quickly dropped behind the dune just as another line of shots kicked sand across the top of the dune and into his face.

Believing he'd had it, Dan flashed a quick look back at the boat — and saw his operator Florence raising an M-72 light anti-tank weapon across her shoulder. She pulled the trigger with a grim smile. In a split second, the helicopter exploded in an enormous fiery ball and fell into the trees below. . . .

Although the TOP SECRET® rule system provides an array of personal arms for agents' use in the field, some situations arise when heavier weaponry would be used by agents or their adversaries. There are many styles of TOP SECRET play, and commando-type missions might utilize machine guns and personal missile launchers, as described in the situation above. This article discusses the use of these weapons in TOP. SECRET play.

Machine guns

Standard use of a machine gun requires a crew of two — an aimer/shooter and an ammunition feeder. Up to four people can assist in the firing of a machine gun; all individuals involved are known collectively as a *fire team*.

Machine guns do not use magazines to feed ammunition. Instead, they use long belts of individual bullets which can be fed through the gun at an incredible rate. Belts come in varying lengths according to the type of gun being used (see the Weapons Table). Ammunition belts can be linked together for a continuous feed; this is usually done by the ammunition feeder in the machine gun crew. If only one man is firing the machine gun, it takes two phases to link belts together. Rechambering a new round in the machine gun after discontinuing fire takes one phase. Lone shooters cannot link belts while firing.

Bracing for a machine gun is standard equipment and consists of a bipod or tripod used to support the weapon while firing it. With its standard bracing equipment, a machine gun can be used on any horizontal surface and suffers no firing penalty. Other possible areas for bracing a machine gun and costs for necessary accessories are listed below.

window, doorway, pillbox window, roof	$10
ground vehicle (e.g., jeep)	$50
helicopter doorway	$100

Adapting machine guns for use in a vehicle as a standard part of its equipment (e.g., behind rotating headlights) costs 120% of the machine-gun cost, plus 5% of the vehicle cost.

Because machine guns have great range and power, they can be used to penetrate the outer defense material of buildings or vehicles so that the bullets have full effect on the occupants. This aspect of use is covered under the Penetration Factor section below. Finally, machine guns always use the Multiple Targets optional rule (p. 44, TOP SECRET rule book).

In order to determine the success of a fire team or an individual using a machine gun, a Base Accuracy must be calculated, Take one-half of the Offense of the individual or of the averaged Offense value of the fire team (half of the Offense is used because most of the effectiveness of a machine gun comes from the gun, not the shooter); to this, add the Projectile Weapon Value of the machine gun. The result is the percentage chance of hitting the target(s). Adjustments to this value are as follows:

1. Movement adjustments for both shooter and target, as per the Hit Determination chart (p. 24, rule book).

2. The amount of area cover in the machine gun's field of fire:

none	0
light brush, few trees	-10
heavy brush, small trees of hills	-15
heavy trees, rocks	-30

3. Special adjustments:

hand-held use	-20
lack of bracing	-10
emplacement use	+15
penetration use	-30
extra crew	+ 5 each for 3rd and 4th persons
untrained shooters	-15

One person can use a machine gun handheld ("Rambo-style") as a small-arms weapon. All of the above restrictions apply, plus the following.

1. The user must weigh at least 175 lbs., and have a Physical Strength of 85 or greater; otherwise, the user is knocked down and hits nothing.

2. Normal penalties apply for automatic fire, as per the Hit Determination chart for "the Automatic; Submachine Gun" class (p. 24, TOP SECRET rule book).

3. Long ammunition belts are too unwieldy for individual use. Belt lengths of greater than 50 bullets cannot be used by any agent.

4. Lone shooters cannot use the machine gun in an emplacement.

Machine guns can be used to great advantage when an emplacement is established. This involves a number of aspects described below.

1. The machine gun must be braced in some permanent position, like a rooftop, bunker, etc.

2. The crew must have at least 50% cover while firing the gun; sandbags, buildings, or vehicles can provide this cover, as can other objects at the discretion of the Administrator.

3. Finally, the machine gun must have an *established* field of fire — that is, the machine gun must have been fired at least once in this position and the field of fire been marked and tested by the crew that is using the weapon.

All 7.62mm NATO-round belts use a disintegrating belt material which, as the bullets are fed through the gun, breaks up and falls away. NATO machine-gun ammo belts come in lengths of 50, 100, 200, and 300 bullets, and cost $4 and weigh 2 lbs., for each 50 bullet increment.

Soviet 7.62mm rounds come in boxes of 50, which are then fitted into either ammo

boxes similar to magazines or into metal-link belts. Boxes come in 50- and 100-round sizes, link belts in 50-, 200-, and 250-round sizes. Either system can be used in the PK-GPMG or the Goryonov SG43. The cost is $5 and weight is 2.5 lbs., for each 50-round increment prepared; stats include box or belt weight-and cost. Soviet 7.62mm rounds must be prepared before combat. Soviet and NATO 7.62mm rounds are not interchangeable.

Vickers and Browning ammo comes in belts of 100 and 250. Costs and weights are the same as 7.62mm NATO rounds. Browning belts are disintegrating; Vickers belts are made of cloth and can be cut with a sharp knife.

Disintegrating link belts can easily be broken to any size. Machine gun rounds are not interchangeable with small arms rounds of the same caliber.

Personal missile launchers

The advance of modern technology has created many new personal weapons, among these the personal missile launchers (also known as PMLs, LAWs, or light anti-tank weapons). These weapons are tubes 3"-5" in diameter and 22"-36" long (sometimes available in a collapsed form 6"- 16" smaller for easy transportation). The tube contains one missile, launch devices, and sighting apparatus. This self-contained system is not reuseable, and the tube is discarded after it is fired.

The missile systems outlined in this artitle use a crew of one. Operation usually consists of preparing the tube (expanding a collapsed tube, attaching sighting apparatus, etc.), sighting, and firing, all of which can be done in five seconds. The Weapons Chart shows relevant statistics for live missile launchers; effective range is the maximum distance at which the missile would have full penetrative and explosive capabilities. Hit determination and missile effects are outlined under the following explanation of Penetration Factor.

Penetration Factor

Both missile launchers and machine guns have a new statistic called the Penetration Factor. This number is the percentage chance of a projectile (either missile or machine gun bullet) penetrating the outer defensive material of a structure or vehicle. This statistic is treated somewhat differently for each weapon.

Machine guns: In order to use the penetrative abilities of a machine gun, a normal check of hit determination must be made. The machine gun must be on the same horizontal plane as the target. A declaration of the attempt to penetrate must be made by the machine gun crew or shooter, because the use of a machine gun for penetration results in a -30 modifier to hit. Penetration checks proceed after a successful Hit Determination check. Take the base Penetration Factor of the machine gun and add the appropriate adjustments from the Penetration Factor Adjustments table.

If penetration succeeds, half of the bullets fired will affect the occupants of the building or vehicle. Randomly choose targets within the structure or vehicle and apply the appropriate damage from the General Injury Determination tables (p. 25, TOP SECRET rule book). No body part is effectively shielded from penetrating bullets by the vehicle or building protection.

Whether penetration succeeds or not, any attempt to use penetrative fire against a vehicle should result in a normal roll on the Bullet Use Against Vehicle table (p. 38, TOP SECRET rule book), since any attempt to use penetrative fire has to follow a successful hit on the vehicle.

Machine gun fire can only penetrate one barrier. After that, the bullets will lose their penetrating effectiveness.

For example, an agent using an M-60 GPMG hand-held decides to use penetration against a group of thugs pulling away in their getaway car. Adjustments to hit are using machine gun for penetration (-30), car moving 5 mph (-15), agent is stationary (+0), no area cover (+0), using machine gun hand-held (-20), lack of bracing (-10), short range for M-60 (+0), and the PWV for the weapon is 93, for a total of 18. Adding in the successive shot adjustments for an automatic weapon, the totals are 18%, 7%, and then 5% for each of the remaining six shots. The agent gets two hits, both of which roll on the Bullet Use Against Vehicles table and one of which has a chance of penetrating the car. For the former, rolls of 23 and 75 indicate that the car's speed is reduced by 50%. For the penetrating bullet, determination is as follows: M-60 Penetration Factor (+20), normal vehicle protection on the car (+0), car moving at 15 mph (-5), short range (+10), size of target (+0), for a total of 25%. The agent's player rolls a 23, then consults the General Injury Determination table for a random target (chosen in this case by the Administrator to be the driver of the car). The die rolls indicate a serious fracture in the head for 10 points of damage. The driver had a Life Level of 8, so he slumps at the wheel and the car crashes into a lamp post.

Personal missile launchers: A missile does not have to make an initial "to hit" roll in order to be effective. A missile launcher's effectiveness is determined through the process of checking the success of penetration. This is done much as for the machine gun; the base Penetration Factor is adjusted by appropriate modifiers on the Penetration Factor Adjustments table. The resulting number is the missile launcher's combined percentage of hit determination and successful penetration.

All missiles affect the 10'-radius area just beyond the first penetrated protective barrier (usually a door, wall, or window). All

Weapons chart 1: Machine guns

Name	PWV	PB	S	M	L	WS	Rate	Ammo	HWV	Weight	Cost	PF
.303 Vickers MK1* MMG (England)	82	+10	0	-20	-65	VS	6	250 rnd belt	16	33/15	$700	14
.30 Browning MMG (USA)	94	+1	-10	-35	-110	BA	4	100/250 rnd belt	18	30.8/14	$800	20
7.62mm M-60 GPMG (USA)	93	+10	0	-35	-85	VS	8	50/100/ 200/300 rnd belt	22	22.75/10.4	$950	20
7.62mm Goryonov SG43 MMG (USSR)	94	+8	-5	-30	-82	VS	7	50/200/250 rnd **	22	30/13.5	$850	20
7.62mm PK-GPMG (USSR)	95	+10	-3	-30	-90	VS	8	50/200/250 rnd **	24	19.5/8.9	$925	20
7.62mm MAG GPMP (Belgium)	101	+10	0	-37	-100	S	8	50/100/ 200/300 rnd belt	20	23.75/10.8	$950	18
7.62mm NATO MG-42	101	+10	-2	-35	-85	VS	10	50/100/ 200/300 rnd belt	20	25.5/11.6	$950	20

PF — penetration factor
Ammunition sizes given in number of rounds per belt.
Weights given in kilograms/pounds.
All other statistics are as per p. 21, TOP SECRET rule book.

* — The Vickers machine gun requires a 2-lb. pack of water in order to fire it; the water is used as a barrel coolant. The pack cost is included above, but the pack must be refilled for every 200 rounds fired.
** — Rounds per belt or box (see text on Soviet 7.62mm ammo).

persons in that area are immediately killed. Other effects as follows:

1. Surrounding wood and plaster structures will catch fire 60% of the time.

2. Surrounding brick and concrete structures will crack and collapse 15% of the time.

3. Persons in surrounding areas will take damage as follows:

Unprotected by hard cover (walls, rocks) within a 30'-radius area surrounding the blast area — 2-20 points damage.

Falling or burning debris (if applicable) within a 30' -radius area as above — 1 - 10 points damage.

On side of barrier from which missile came, within a 10'-radius area — 1-10 points damage.

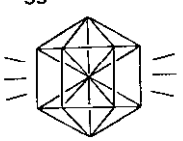
If a missile successfully penetrates a vehicle, the vehicle is totally destroyed and all of its occupants killed. Obviously, the effects of missiles used against player characters are devastating. Using the Fame and Fortune point option (p. 41, TOP SECRET rule book), Administrators can allow the player agents to escape unharmed or with minor damage. This, of course, includes the offering of some suitable alibi for survival by the player agent(s).

If, because of high armor protection or quirk of fate, a missile does not penetrate its target's armor, roll on the Non-Penetrating Missile Effects chart to find the result of this occurrence.

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Weapons chart 2: Personal missile launchers

Name	Nation	Effective range	PF	Weight	Cost
Arpac Freeflight ATM	France	150'	68	2.75/1.3	$150
Miniman	Sweden	600'	77	6.25/2.84	$200
Armburst 300	Germany	750'	62	9.5/4.3	$300
M-72A LAW	USA	450'	85	4.5/1.92	$225
Sarpac AT	France	450'	75	5/2.2	$185

PF — penetration factor
Weights are given in kilograms/pounds.

Training

Agents are assumed to go through basic espionage training, during which familarization with all of the basic TOP SECRET weapons is achieved. This is not the case with the weapon systems outlined in this article. Agents planning to use these weapons in the field must receive an extra amount of training and indoctrination on the use of these weapons, as outlined below.

Machine guns: A one-week course teaches agents the mechanics of operating a machine gun — set up of the weapon, establishing fields of fire, familiarization with the positions of aimer/shooter and ammunition feeder, the use of various bracings available, and how to operate a machine gun from all of these positions with highest effectiveness. Course cost — $750.

Personal missile launchers: A one-week course introduces agents to the major types of personal missile launchers available and their operation. Topics include missile ballistics, range orientation, and effective use against vehicles. Field operatives attending this course shoot dummy and actual missiles in practice. Course cost — $2,000.

The costs of these courses include the

Penetration factor adjustment table

Target protection	
plaster/wood, 1"-2"	+ 40
plaster/wood, 3"+; aluminum, 1"	+ 20
brick, 6"; normal vehicle protection	+ 0
brick/concrete, 12"	-5
steel reinforced concrete, 6"; armor plating, 1"	-10
steel reinforced concrete, 12"; armor plating, 2"	-20
per 1" of armor plating over 2"	-10
Range *	
point blank (machine guns only)	+ 20
short	+ 10
medium (up to effective range for missiles)	0
long (machine guns only)	- 40
per 50' beyond effective range for missiles	- 10
Offense of firer(s) **	
40 or less	-10
90 or greater	+ 10
Size of target	
tiny (doorway, telephone booth)	-10
small (car, helicopter)	+ 0
medium (tractor-trailer, small house)	+ 10
large (warehouse, mansion)	+ 25
Movement of target (vehicle)	
under 10 mph	0
per mph over 10 mph	-1

* — Ranges are as per p. 21, TOP SECRET rule book.

** — The Offense of a single firer or the averaged Offense of a fire team is modified by the Hit Determination Wounds Modifiers, p. 20, TOP SECRET rule book.

Non-penetrating missile effect table

d100	Effects
01-05	Missile is a dud; it will hit and fall in front of the first barrier it strikes, without exploding.*
06-20	Non-penetrating explosion; missile does 2-20 points damage to all within a 20' radius on the side of the target where the missile strikes; vehicle occupants take no damage.
21-45	Non-penetrating explosion; 1 - 10 points damage done to all within 20' radius on the side of the target where the missile strikes, and protection of targeted area is reduced by one class. * *
46-70	Penetrating explosion; 1 - 10 points damage done to occupants of vehicle and to those within 10' radius beyond the first barrier penetrated, and protection of targeted area reduced by two classes.
71-00	Penetrating explosion; 2-20 points damage done to occupants of vehicle and to those within 10' radius beyond the first barrier penetrated, and protection of targeted area reduced by three classes.

* — Unexploded missiles can still be used for their explosive capabilities. A demolitions expert (designated by Administrator's discretion) can hook up detonators to explode the missile manually, with the same effects as described in the text describing building damage.

** — The reduction of protection by classes refers to the variable protection adjustment which the target receives on the Penetration Factor Adjustment Table. For example, a two-class reduction for 1" armor would give the target an effective protection of normal vehicle protection, or of 6"-thick brick.

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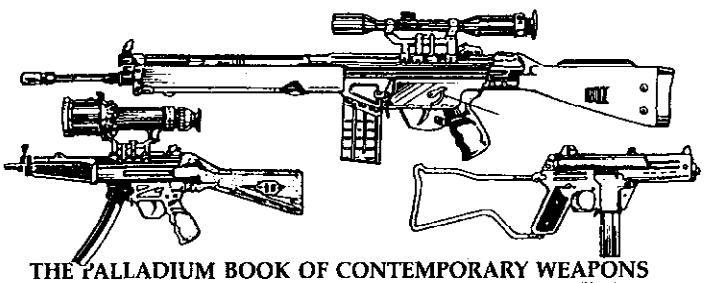
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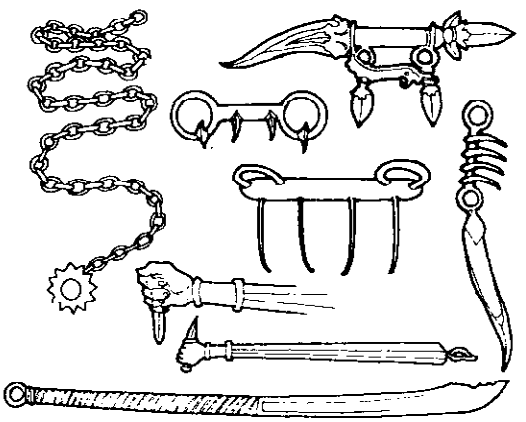
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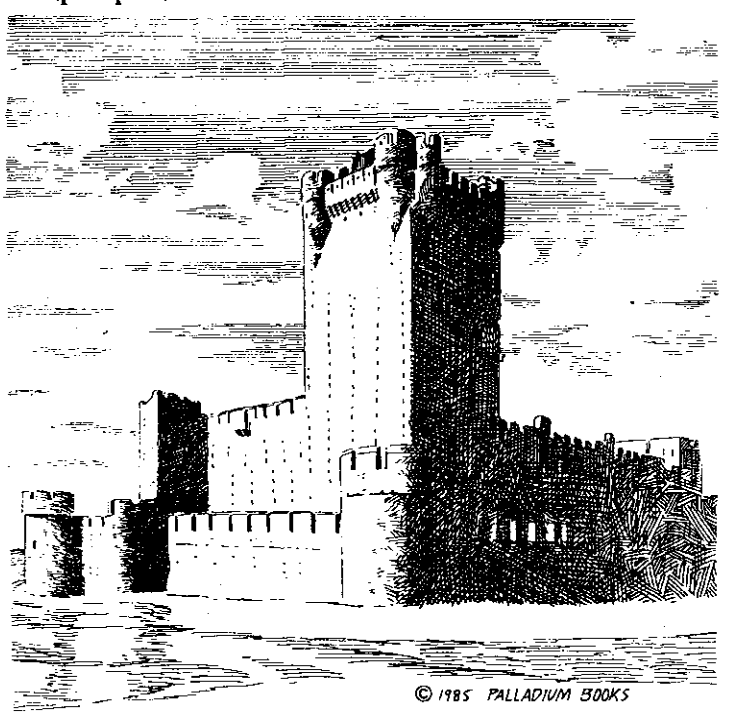
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salaries of training personnel and the cost of the ammunition or missile systems expended.

If one person in a machine-gun crew has training, all crewmen benefit from this situation and no penalty is taken by the fire team. Novice shooters take a -15% "to hit" penalty and cannot use the machine gun for penetration. An untrained missile-launcher user takes three times as long in setting up the missile launcher for use (15 seconds), and the shooter's Offense is halved for purposes of determining penetration.

Campaign notes

Both of these weapon systems have proven to be very lethal in all playtesting situations — as they would be in real life. Some guidelines and warnings are offered for agents' information and Administrative caution.

1. Machine guns have a very high degree of accuracy in short- and medium-range situations. Agents are warned not be foolhardy; without proper cover, crossing an established field of fire is like writing a ticket to your own funeral.

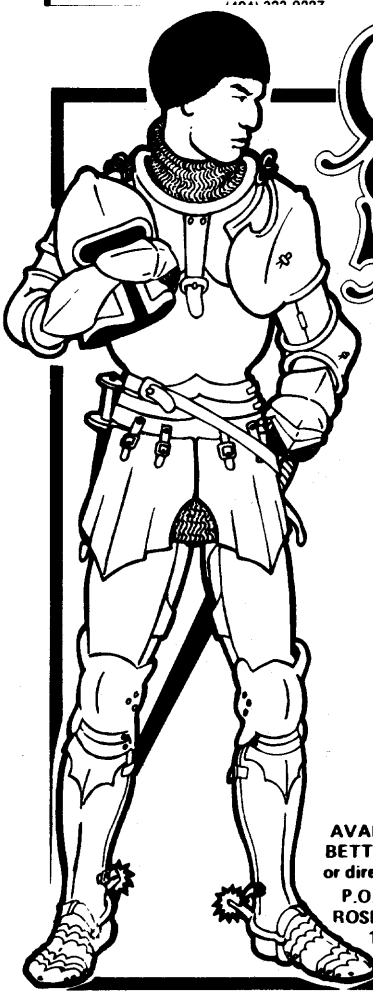
2. Both missiles and machine guns cause great destruction to personnel. Administrators should consider use of these weapons carefully in all scenarios. Properly used, they can provide excitement that your TOP SECRET game has never seen before, but improper use can lead to the destruction of a campaign.

3. The use of these weapons should be supplemented by the use of the Fame and Fortune point option (p. 41, TOP SECRET rule book).

4. This writer has found that the most effective use of these weapons has been in three scenario situations: first, a situation in which both the team of agents and their adversaries have one or the other system, thus balancing each other; second, a situation where the agents have access to one of the weapon systems in the face of an otherwise overpowering foe; finally, a situation where the systems are used in a deterrent role, such as the machine guns used in the scenario *Whiteout (see* issue #87 of DRAGON® Magazine). ⏏

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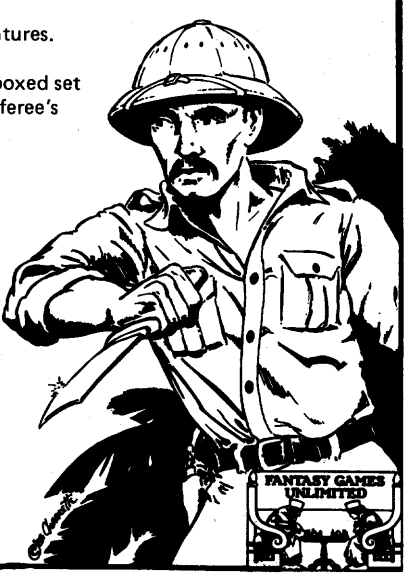
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Spy's advice

Questions and answers on the TOP SECRET® game

by Merle M. Rasmussen

Note: Unless otherwise stated, all page numbers given in this article refer to the TOP SECRET® rule book, specifically the second and later editions. — Editor

What happens if an agent leaves his spy agency and starts his own investigation, assassination, or confiscation business?

At one time, an agent who quit a service was considered to be a defector. Today, "going private" and becoming a "corporate spook" are options for agents who resign or are let go by their agency. Espionage is not as financially secure a business as it once was, but private individuals and corporations are finding it increasingly necessary to hire persons with espionage and counter-espionage related job skills.

A self-employed professional agent who works for the highest bidder is called an "independent." Extremely mercenary in nature, the independent usually works for money only, prefers verbal contacts, and doesn't like being sold out.

Could an agent get to use weapons like Vulcan cannons, bazookas, heat-seeking missiles, military aircraft, tanks, anti-aircraft weapons, destroyers, bulletproof attack helicopters, mortars, homing rockets, guided missiles, and the like?

Yes, but such hardware would *very rarely* be issued to agents. The TOP SECRET game is not a military role-playing game, and official statistics on most military ordinance are not currently available. If an agent encounters such equipment in the field, the local Administrator will have to decide on weapon characteristics and whether to allow the agent to keep such devices. Keep in mind the game balance and one's own personal campaign limits.

What about lasers and other advanced equipment and weaponry? What statistics should such devices have in the game?

As noted in the answer given above, equipment like laser weaponry would almost never be issued to agents, and lasers and electromagnetic weapons (such as portable nuclear accelerators) have no official statistics. I do suggest that in your own campaign a defensive device be provided for each offensive device introduced. Check out the STAR FRONTIERS® game rules for suggested game effects.

When a car is fired upon, how do you determine where the bullets strike the vehicle?

Refer to the Bullet Use Against Vehicles Table (page 38) and interpret the results to determine hit location. If the result is *Speed Reduced 50%, Loss of Control, Cannot Move*, or *Will Crash*, the shot probably hit a tire, If the result is *Speed Reduced 50%* or *Cannot Move*, the engine may have been hit. If the result is *Loss of Control* or *Will Crash*, the steering system may have been damaged. If the result is *Speed Reduced 50%, Loss of Control*, or *Will Crash*, and the vehicle was shot at night, one or both headlights may have been shot out; during daylight, the windshield may have been shattered. If the result is *Explodes*, the fuel tank is ruptured. If the result is *No Damage*, the body of the car is hit, but no other damage occurs. If you'd like, roll on the General Injury Determination Table (page 25), substituting car body locations for human body locations, as follows:

head/neck = front bumper/grill
arm = front fender/hood
hand = headlight/signal
chest = lower front door
upper back = front door window
abdomen = lower rear door
lower back = rear door window
leg = rear fender/trunk
foot = rear light/signal

Finally, check the "called shots" paragraph under the section on bullet use against vehicles (page 38).

Can you give us more information on the Uzi and its variations?

Due to the overwhelming controversy concerning whether Uzis are concealable or not, I re-examined its weapon statistics. During my research on the Uzi submachine gun, I came across statistics for the Uzi semi-automatic carbine and the Mini-Uzi. This data caused me to correct the submachine gun statistics. To show how complicated giving statistics for various kinds of guns can be, I developed the table given below showing 9mm Uzis, with various firing modes and barrel lengths. I hope the information will be of great use and interest to all agents.

Stock modifications: If the metal stock of any Uzi weapon is unfolded and placed against the shoulder, its PWV is increased by + 10 and deception is reduced by - 12.

Barrel lengths: The semi-automatic carbine is available in two barrel lengths; long (410mm) and short (260mm). The Secret Service of the United States has taken 1" off the barrel of the Uzi submachine gun, so it can be hidden in a briefcase or under a raincoat; it can be fired accurately and effectively at close or long range with one

UZI TABLE

			Range modifier														
Weapon (mode)	**PWV**	**PB**	**S**	**M**	**L**	**WS**	**Rate**	**Cost**	**A**	**C**	**F**	**P**	**R**	**DECP**	**WWV**	**WP**	**WK**
Machine pistols																	
Mini-Uzi (SA)	56	+3	-17	-87	- 260	A	3	300	10	2	5	4	1	- 8	8	5.84	2.65
Mini-Uzi (FA)	68	+3	-17	-87	- 260	A	10	300	10	2	6	4	1	- 8	8	5.84	2.65
Submachine guns																	
10.2" brl. (SA)	60	+4	-17	-83	- 250	BA	2	300	12	0	5	4	1	-12	10	7.7	3.5
10.2" brl. (FA)	72	+4	-17	-83	- 250	BA	5	300	12	0	6	4	1	-12	10	7.7	3.5
9.2" brl. (SA)	58	+4	-17	-83	- 250	BA	2	305	11	1	5	4	1	-10	9	7.48	3.4
9.2" brl. (FA)	70	+4	-17	-83	- 250	E	5	305	11	1	6	4	1	-10	9	7.48	3.4
Carbines																	
16.1" brl. (SA)	74	+5	-16	-80	-240	S	2	280	18	0	5	4	3	-24(NC)	12	8.4	3.8
10.2" brl. (SA)	62	+5	-16	-80	-240	S	2	250	12	0	5	4	3	-12	11	7.7	3.5

For an explanation of most of these abbreviations, see the Weapons Chart (pp. 21-23). SA = semi-automatic; FA = full automatic; " brl. = barrel length in inches; WP = weight in pounds; WK = weight in kilograms

hand.

Type of fire: The submachine gun and Mini-Uzi have selective fire, which means they can be instantly switched between full and semi-automatic firing modes. For the purpose of game balance, all full automatic rates of fire have been halved. Even at this reduced rate, 32 rounds of ammunition will last just over three seconds in the Mini-Uzi if the trigger is held down.

Ammunition: All Uzis are manufactured by Israel Military Industries (IMI), and use 9mm Parabellum ammunition in staggered-box type magazines holding either 20, 25, or 32 rounds. A 32-round clip extends well below the pistol grip but does not adversely affect concealment.

Magazine weights: The following table gives approximate values for magazine weights, depending on the type of ammunition used (normally standard lead).

No. of rounds	Empty		Loaded	
	WO	WG	WO	WG
20	6.2	175	15.9	450
25	7.0	200	17.3	490
32	7.8	220	21.2	660

WO = weight in ounces
WG = weight in grams

Accessories: Several accessories can be purchased for either the semi-automatic carbine or the submachine gun. Among these accessories are a scope mount ($50 for carbine, $100 for submachine gun), a magazine clip to join two magazines together in an "L" configuration ($1), canvas magazine pouches ($10), a spotting light that mounts on the barrel ($15), a bayonet and scabbard that mounts on the barrel ($50), and a wooden stock ($20).

The magazine clip allows for fast magazine changes (3 phases). The canvas magazine pouch will hold ten 32-round magazines joined in pairs with a magazine clip. The battery-powered spotting light shines for a total of 30 minutes and increases the weapon's PWV in darkness by + 10 per shot. The attached bayonet and scabbard will not affect the balance of the weapon; the weapon can then be used like a sword in hand-to-hand combat. The wooden stock replaces the metal folding stock. All Deception values given for the Uzis are without the stocks extended.

Restrictions: The Uzi semi-automatic carbine is the only Uzi weapon that can be legally purchased in Canada or the U.S.A. by the average citizen. In America, it is categorized as a sports carbine and can be purchased without a pistol permit. In Canada, the weapon is considered a restricted weapon; a gun permit is required to possess and carry it. Average citizens in the two countries are prohibited from possessing the Uzi submachine gun and Mini-Uzi.

At what point does an object, usually a weapon, change from having a numerical Deception Modifier to a rating of "No Concealment" (NC)? How can you justify modifying someone's Deception value because they are carrying a weapon?

Concealment is a relative thing depending on many outside factors. Generally, an average person wearing a long coat or raincoat can conceal most non-bulky objects or weapons up to the equivalent of a barrel length of 11" to 12.5". Somewhere between a Deception Modifier of -14 and -17, objects become very difficult to conceal. At that point, an agent might just as well carry the weapon out in the open past the security guard. (However, concealment might work when bundled against the weather in Siberia.) The agent's Deception value is reduced enough by the undisguised object that the average viewer will know what the agent is carrying. Imagine how obvious carrying more than one weapon becomes with the additional Deception modifiers applied! If the agent is in a sauna, his trenchcoat will give him away even sooner.

By this definition of "No Concealment," most of the submachine guns on the Weapons Chart would have a Deception Modifier of -8. The .45 Thompson without its drum magazine would be -14, almost visible. The 9mm Uzi, with the statistics corrected above, would have a Deception Modifier of -12. Unfortunately, the carbines, rifles, assault rifles, shotguns, and other weapons listed as NC will remain visible with modifiers between -20 and -40. One exception might be the 5.56mm NATO CAR-15, with a Deception Modifier of -16.

When firing two weapons, is the hit determination modifier -30 for each gun?

No wonder you're confused. Part of the second paragraph under Hit Determination on page 23 is missing. The paragraph should read, "The various modifiers are listed below. Starting with the Offense value of the character, add the Projectile Weapon value of that particular weapon and then add the bonuses and *subtract the penalties appropriate to the situation for each* shot made. The result will be the percentage chance of striking the target." If you fire both weapons during a combat phase, there is a -30 penalty for each shot fired.

Agent A has a NATO FAL and Agent B has a Thompson. Both decide to fire a full burst at each other. Agent A fires first at Agent B, killing him. Does the FAL fire the extra two rounds, and the Thompson five, or can the agents hold their fire to save ammunition?

Since Agent A decided to fire a burst before combat began, all 3 bullets are fired. Since Agent B was killed before he had a chance to pull the trigger, his five bullets were never fired. If Agent B had been an NPC, the Administrator could have the dying agent rattle off live harmless shells for dramatic effect.

Does an increase in Charm increase the Deception as well?

Yes. Permanent changes in Primary Personal Traits affect Secondary and Tertiary Personal Traits. Permanent changes in Secondary Personal Traits affect Tertiary Personal Traits. Temporary effects, such as a lowered Life Level or reduced Deception, may not affect other traits.

What kind of guns did they use on "The Man from U.N.C.L.E." television show?

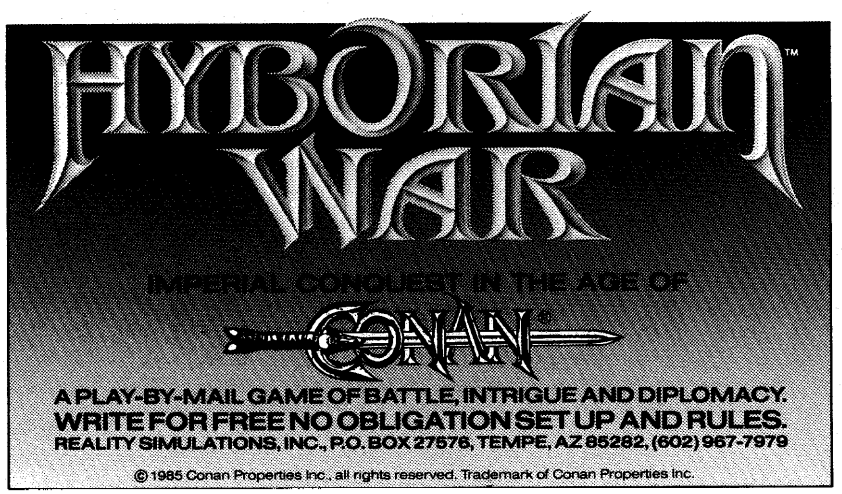
U.N.C.L.E. stands for "United Network Command for Law Enforcement." The American TV series featured a modified 9mm Walther P-38, complete with barrel extension, muzzle brake, silencer, and stock extension. It could also be fitted with a telescopic sight. Yes, scopes may be placed on handguns.

Can Fortune and Fame points be used against executions? Or if the agent was standing next to a tremendous explosion?

Yes, as long as the agent can give the Administrator a logical reason why the intended harm should not occur.

When you wrote that rifles may be scoped, did you also mean assault rifles?

Yes, assault rifles may be scoped. Pistols, carbines, rifles, shotguns, spearguns, and crossbows can all be scoped. Ball-point pen guns, submachine guns, machine pistols, bows, slingshots, blowguns, air (pellet) guns, and dart guns cannot be effectively scoped.



Spy's advice

by Merle M. Rasmussen

Are the weights on the Table of Weapon Weights (page 23) for empty or loaded weapons?

The weights given are for unloaded weapons and usually don't include an empty magazine. (This table did not appear in the first edition of the TOP SECRET rules.) Assume that purchased guns come loaded or with one loaded magazine.

Why do .002 caliber differences between weapons and ammo cause weapons to jam?

The rule under Weapon Modifications and Accessories (page 43) states that ammunition within .001 caliber of a weapon's bore can be used in that weapon. A difference of .002 larger or smaller will cause jamming or non-firing of the weapon. Ammunition that is substantially larger than the weapons' firing chamber will jam the weapon. Ammunition that is smaller will cause the firing pin will miss its mark.

I chose .001 as the margin of error for all weapons so that simple game mechanics would help explain ammunition compatibility and the effect of off-caliber customized gun design. This also creates a sneaky way to sabotage a character's weapons. If you allow the agent to find, steal, and load off-size ammunition, it will teach the agent to only use ammo provided by the agency. For more details, see the rule section on Misfires and Jams, page 25.



Why is high-explosive incendiary ammo more effective against vehicles than armor-piercing incendiary?

This is a good (and embarrassing) question. My original reasoning, given in DRAGON issue #49, was that if an incendiary (I) bullet has a +10 modifier and a high-explosive (HE) bullet has a +20 modifier, it figures that a HEI bullet will have a +30. It now occurs to me that an armor-piercing (AP) bullet with a modifier of +10, or an API bullet with a modifier of +20, is more likely to pass through a lightly armored vehicle than to stop and explode or ignite on impact.

What is the rate of fire for the .45-caliber M3 submachine gun?

The correct rate of fire for the M3 is a maximum of 4 shots fired per phase. The 5 shots each phase mentioned under Automatic Weapons on page 20 is incorrect.

Agent A (Offense 65) has an Uzi submachine gun set on full automatic (PWV 72). He is standing unwounded in broad daylight, aiming with his correct hand at agent B, standing 100' away (medium range modifier -17). His Base Accuracy with all modifiers of hitting with the first shot is 120 (Chance to hit 95%). His second chance to hit with an automatic weapon is at a -11 penalty. Is this penalty deducted from 95 or 120?

The -11 is deducted from 120. The modified Base Accuracy for the five full-automatic weapon shots are: 120, 109, 98, 87, and 74. The respective chances to hit are: 95%, 95%, 95%, 87%, and 74%.

How fully should an Administrator describe an NPC holding a weapon to a player character viewing him? Shouldn't the viewer receive a bonus to notice more about the NPC depending on his skills or knowledge?

I would roll percentile dice and compare the value rolled against the viewer's Observation, Perception, or general Knowledge score. If the value rolled is less than the viewer's value, the character with a pistol will be much better described than if the value rolled is greater than the viewer's score. Specific Areas of Knowledge will help to identify a character's uniform, costume, weapon, or other outer appearances.

What is the air gun (pellet-type) mentioned on the Special Weapons list on page 9? What are its weapon statistics (PWV, Range Modifier, etc.)? Does the air gun do normal damage?

Air guns (like dart guns) are intended to be used as non-lethal projectile weapons. All damage should be calculated as if they were regular weapons, and then halved to reflect the non-lethal nature of the attack. It is possible for a victim to receive ½ point of damage; persons with 1 point of Life Level *may* be unconscious, persons with ½ point are always unconscious, and persons with a Life Level of zero or less are mortally wounded and usually die within 5 minutes if left unaided.

Weapon statistics for an air gun are the same as those given for a dart gun on the Weapons Chart, page 23, except that ammunition varies from 1-100 (pellets only).

How many Areas of Knowledge (AOK) can one agent have? My character doesn't know anything about Military Science/Weaponry; is this possible? If my agent does not have Transportation Engineering as an AOK, can she still operate any vehicle?

Every agent has 37 different AOKs (42 if the Agent Dossier accessory rules are included). The number of superior AOKs that an agent can have are determined by dividing the general Knowledge trait score by 10 and rounding up. This gives the number of AOKs in which the character possesses a subject familiarity beyond that of his normal general knowledge. For instance, an agent with a Knowledge rating of 81-90 would possess 9 superior AOKs. Your agent only has the superior AOK he or she starts the game with. It is possible by applying experience points to raise any AOK value to 150, whether it started out as a superior AOK or not.

The other more numerous AOKs outside of a character's personal expertise will also have a rating score, and that AOK score will uniformly begin at a figure which is one-half (round up) of the character's primary Knowledge score. For instance, if a character has a Knowledge trait score of 89, he or she would possess 9 superior AOKs at the start (with a roll made for each) and the score for the remaining AOKs would be a uniform 45.

In TS 003, *Operation: Rapidstrike*, characters have a tertiary personal trait called "Wrestling Value." What is this?

Wrestling Value is an obsolete trait that was cut from the TOP SECRET rules in the second edition. Its function is performed by the Hand-to-Hand Combat Value.

Spy's advice

Questions and answers on the TOP SECRET® game

by Merle M. Rasmussen

Note: Unless otherwise stated, all page numbers given in this article refer to the TOP SECRET® rule book, specifically the second and later editions. — Editor

In DRAGON® issue #49, did Mr. Rasmussen mean that .44-caliber magnums are not satisfactory for low-level agents with a low Physical Strength, or did he mean they are not satisfactory for any agents?

Magnum ammunition of .41 or .44 caliber is not satisfactory for combat use. It has great stopping power, but is difficult to control in fast, multishot action. The muzzle flash is so bright and the blast so loud that one shot will alert everyone in the area as to your location. In poor light, the flash will be easy to see. (The same goes for tracers.) Because of the lack of control due to the power of the magnum ammunition, multiple targets with smaller arms may have the advantage.

Weapons using magnum or tracer ammunition should have their hit determination modified. In the Hit Determination Chart under "Miscellaneous" (page 24), add the following modifiers:

Second consecutive shot by one character following a tracer = + 10.

Third consecutive shot by one character following a tracer = + 5.

In short, I meant that .41-caliber and .44-caliber magnums are not satisfactory for any agent who wishes to remain hidden, no matter how high a Physical Strength the agent has.

Magnum ammunition adds +2 to damage. Is that added to standard ammunition? Are shotguns automatically able to take magnum shotshells? Can you have a magnum M-16?

The +2 bonus is added to all magnum-load bullet types and shotgun shells. Remember, though, that magnum and standard ammunition can be fired from magnum-chambered weapons. Magnum ammunition cannot be fired from standard weapons. Only shotguns chambered for magnum loads can use magnum shells. Magnum ammuniton costs $1 more per box. Modifying standard weaponry to accomodate magnum ammunition costs $100 per weapon. Magnum weapons can be converted to standard load for $100. Yes, you could have a customized M-16.

In DRAGON issue #53 you talked about equipment availability. Do these percentages include the black market?

If the item is to be obtained from illegal sources (the so-called "black market"), double the chance of availability each time the offered price is doubled. There is no availability exception when items are physically available and obtained from the black market. Availability is always 100%. There is the chance (50%) that such items may be "hot" or that possessing them may be illegal. Administrators may also reprimand agents who do not go through proper channels in getting equipment.

How long are fusing cords, and how long do you have to wait until they detonate attached explosives?

Fusing cords may be cut to any length an agent chooses. Once ignited, fusing cord burns at a rate of 1" per second. Ten feet of fusing cord weighs 1 lb. Fusing cord will not burn under water, but will fizzle and be delayed under damp or rainy conditions. Extinguishing the spark or cutting the cord will prevent detonation. Branching to additional charges is not recommended, since the flame may not follow both cords.

Is it possible to load a gyrojet gun under water?

Yes, launchers may be used in a vacuum or underwater (this includes loading), since the projectiles carry their own oxygen supply to support combustion. If a launcher is used underwater, reduce all ranges by 75%; however, the damage from striking the target remains unchanged. Firing-pin ammunition may not be used in a gyrojet launcher.

The TOP SECRET game mentions four kinds of bullets: standard, armor-piercing, dum-dum and gyrojet. How are these bullets different? How do you know what bullets go with what guns?

These bullet types were described in DRAGON issue #45. Standard (S) ammunition is inexpensive, intended for use against live targets and light objects, contains a lead alloy core, and is jacketed with a sleeve of cupro-nickel or gilding metal. Other solid metals and even ice may be used instead of lead alloy and will perform almost identically.

Armor-piercing (AP) bullets are designed to penetrate steel plates of light armored vehicles. Inside the long, slim, flat-tipped metal jacket is a hardened steel or tungsten-carbide core. AP bullets often pass through living targets without causing extensive damage, due to their streamlined penetrating design.

Dum-dum (DD) bullets (named after the Dumdum Arsenal near Calcutta, India) may have a soft, hollow, or notched nose, and may have a partially split jacket or a jacket with the tip cut off. Some hollow shells are filled with mercury and tipped with a BB. All of these variants cause the bullets to mushroom (50% of the time) on impact with a live target, tearing a large wound through the victim. Standard (S) ammunition of caliber .30 or less is often designed to tumble through the air to produce a similar effect (granting a +2 injury modifier).

Gyrojet (G) ammunition is self-propelled much like a miniature rocket. They hiss when fired (instead of making a bang), and have one-tenth the kick of a .45-caliber pistol (+10 to shooter's chance to hit). At 100', the projectile travels twice as fast as a .45-caliber bullet.

Gyrojet ammunition may not be fired from conventional firearms (those containing firing pins). Such specialized ammunition is fired from cast aluminum launchers possessing electrical igniters. These miniature, solid-propellent rockets produce a visible burning tail and are not particularly accurate. The bonus to hit with such a weapon should be applied for targets at long range, due to the acceleration of the projectile while launching.

Residue buildup within the weapon barrel may cause the launcher to misfire after the tenth shot unless the weapon is cleaned properly. The chance of a misfire after the tenth shot is 5%, with 5% more added cumulatively for each succeeding shot. Hence, if the gyrojet hasn't misfired by the fifteenth shot, there is a 25% chance that it will misfire on that shot.

Gyrojet launchers operate off a simple nine-volt battery good for 30-90 launchings. The cost of the battery is $1; launchers cost $150, are pistol-sized, and may be smuggled through metal detectors and searches if they are disassembled. Launchers generally act like other pistols, duplicating their PWVs, Range Modifiers, (+10 at long range), Weapon Speeds, Rates, Ammo supplies, and other characteristics.

Can a character die from an overdose of truth serum?

Not usually. However, if the victim's Willpower and Physical Strength are reduced below a total total of 5, the victim could die since his Life Level would be

below 1. If half damage rules are in effect, he would still be alive but unconscious.

Can agents seek help in the agency if they are sought out by the Mafia?

Sure, I don't see why not. The agency should be of some benefit to its agents.

Are karate pads worn only on the hands or are they also worn on the feet?

Karate pads are worn on both the hands and the feet. A fighter may opt to not wear them in order to deliver uncushioned blows.

Why can't a "punch" be included in Untrained Combat? Surely, anyone can make a fist and swing, or can they?

The "Hand to" blows (page 29) are with fists! If you like, they can also be claws, hooves, talons, flippers or tentacles.

Can an unconscious agent use a For tune or Fame point to jam someone's gun before the agent is shot?

My first reaction was to answer with a flat "No." Then I referred to DRAGON issue #45, in which I gave the following guidelines: "Unconscious characters can call on Fame and Fortune points if that option is being played; however, once you're dead, you're dead. (There is no raise dead or resurrection spell in TOP SECRET gaming.)

"Agents using Fame or Fortune points should give their Administrator a logical reason why their intended harm should not occur (i.e., dud ammo, deflection off belt buckle, lack of fragmentation, remarkable resemblance to shooter's close relative, others possible). Administrators should not allow the same logical reason to be used more than once per mission or game year."

My final answer, tempered by careful reason is that it depends on the circumstances. If the victim only has 1 Life Level point remaining and any additional damage will kill the character, then yes, the Fame and Fortune point may be so used, but only once this year, with this gun, and with this attack.

What is the modifier for shooting a weapon in the darkness out-of-doors?

Projectile combat in extreme darkness has a -100 penalty on the chance to hit. Use the same modifier for combat in unlit, windowless, indoor situations.

Are there any limits on the advancements of a player character's six Primary Personal Traits?

Not according to the Improvement of Character Abilities rules on page 18: "There is no limit on how far abilities may increase, except for for specific Areas of Knowledge (AOKs). Scores of over 100 are possible, and quite probably will be necessary as the agent proceeds to higher levels in his or her bureau, for the better the agent, the tougher the challenges must be."

If the character's Knowledge score is increased, does the score for the AOKs increase, or do the original scores remain the same?

According to the Improvement of Character Abilities rules on page 19, there is no limit on the general Knowledge score (i.e., it can exceed 100), but for each point of Knowledge added, 5 points of specific knowledge are received and may be added to the agent's score in any one specific knowledge areas (see "Areas of Knowledge" under Character Construction). The Knowledge value can be increased in either a superior AOK or a normal AOK. An AOK score for player characters can never exceed 150.

We find it hard to believe that the police carry .45 Thompson submachine guns as stated on page 17 under Police Weaponry Carried In Vehicle. Is this true?

This general chart was developed for use with police worldwide. In some places, the police provide their own weapons and are more heavily armed than those in the U.S.A. or Canada.

How are language fluency ratings raised?

Language fluency increases in two ways. One way is to refer to the section on Improvement of Character Abilities on page 19 and treat separate languages as specific Areas of Knowledge (AOK). The other way is to complete the Languages & Culture Course described in the "Rasmussen Files," DRAGON issue #51, and in the TOP SECRET Companion, page 50.

Do non-player characters (NPCs) have either Observation or Perception Personal Traits?

It is only fair that if player characters (PCs) have something, NPCs should have it too. I realize that they don't get Primary Personal Trait bonuses or Fame and Fortune points (unless they are retired PCs), but they should get a chance to see danger coming.

One of our agents stopped his van in front of an enemy agent's sports car. I want to know what the chances are of an explosion and, if no explosion occurs, what type of damage the passengers take. There are no rules governing car crashes. Please give me some.

Good rules for crashes can be found in DRAGON issue #78 in Ed Teixeira's article, "Pop the clutch and roll!" If you don't have DRAGON issue #78, refer to the Explosives Use Against Vehicles rules on page 37. If your vehicle is moving at the time of the crash, use the Explosives Use Against Vehicles Chart. If your vehicle is stationary, use the Explosives Use Against Stationary Vehicles Chart.

If the vehicle doesn't explode and kill those aboard, a crash will cause 1 point of damage per person for every ten miles per hour the vehicle is traveling when the crash occurs. If the vehicle is sitting still and is hit by another one, or is moving and is hit broadside, use the other vehicle's speed to determine damage. If your moving vehicle is hit from the rear, use the difference in the two vehicles' speeds to determine damage. If the vehicle is hit head-on, add the speeds of the two vehicles together to determine damage. If seat belts and shoulder harnesses are worn, reduce the total damage by 90%.

Are range modifiers (RM) cumulative?

Range modifiers are not cumulative with each other. To determine the RM for a target at long range, use the listed value; do not add the PD, S, and M values together or add them to the L value. Range modifiers are cumulative with modifiers found on the Hit Determination Chart (page 24).

Can bullets of made metals other than lead be used?

For custom-made bullets made from metals other than lead, or bullets in non-standard calibers, multiply the regular 50-round box price by 25. For poison-coated bullets, multiply the cost of a single dose by the price of a 50-round box. The poison's damage is combined with the bullet's damage. Treat ice bullets the same as lead, except that they must be refrigerated and may melt before firing. Their cost is twice that of standard lead shells.

Do plastic death rings inject poison into the victim that puts them on or into someone else when hands are shaken?

Any unfortunate victim shaking hands with a wearer of a death ring is injected. Your idea of having rings that inject the wearer instead would work well as booby-trapped weapons.

When two agents are talking and one decides to attack the other, does the Administrator still have to check for surprise?

No, the normal use of surprise values assumes that characters are exercising caution and are remaining relatively quiet prior to an encounter, not talking to each other. If this is not the case, the Administrator can adjust the surprise values accordingly.

What exactly is a neckband holster?

A neckband holster is primarily used for a single, thin throwing knife worn hanging down the spine. One could be worn in front, but the chin would get in one's way during a draw. A small firearm or shuriken could also be holstered between the shoulders, but a cursory search would quickly locate such a solid object.

I have seen replaceable cylinders, similar to magazines, for revolvers. How many phases would it take to replace a loaded cylinder?

Replacing a revolver cylinder with a loaded cylinder would take 4 phases, the same as for a magazine on a self-loader. Reloading an empty cylinder takes two

phases for each round reloaded.

Can a .45-caliber M3 submachine gun use a .45-caliber Thompson submachine gun ammunition drum?

Nope. Sorry about that, Mr. Capone.

Do fragmentation and blast grenades cost the same?

Yes. Both of these grenades cost $20 apiece.

What are the prices and weights of a tear gas canister, a mace canister, and an anesthetic capsule?

Tear gas and mace canisters cost $20 apiece and weigh 1 lb., each. Anesthetic capsules have negligible weight and cost $5 each. The gas is encapsulated in a sphere of very thin glass approximately 1 inch in diameter, which breaks when dropped or thrown. Such spheres are packaged in a foam-lined case about the size of a thick paperback book; each case holds 6 capsules. Smoke and sleeping gas capsules will fit in the same case.

If an agents shoots someone at point-blank range, does he use the General Injury Determination Chart on page 25?

No; use the Called Shots rules on page 41. Agents should be sure to use a weapon with a PWV greater than 24.

If you fire a flechette or microjet at point-blank range, does the casing fall off the bullet in time to expose the dart? If not, what is the distance needed for casing to fall off and the dart to be exposed?

One must *really* be into detailed gaming to ask such a specific question. For the purposes of quick gameplay, the casing falls off at the end of point-blank range. For damage purposes, treat flechette and microjet ammunition as standard ammunition within point-blank range.

To enhance realism, remember that the +20 bonus to hit with a microjet should be applied for targets at long range only due to the acceleration of the projectile after launching.

Do telephone taps have their own transmitters? If so, are radio receivers used to receive their transmissions? If not, what is, needed?

Telephone taps, as listed on page 9, have transmitters. Radio recievers tuned to the specific transmitter frequency (1 chance in 10,000 per second if the frequency is unknown) receive the telephone tap transmission.

Can the walkie-talkie on page 9 be concealed? Do the walkie-talkie and the miniature radio receiver hidden in a fountain pen beep when someone is trying to contact the agent carrying them?

The walkie-talkie is not concealable, but it may be disguised. Both devices beep (if turned on) when someone tries to contact the agent. The auditory signal can be replaced by the agency's Q Section, for a price, with a flashing light or vibrating signal.

If a weapon is submerged, but does not fire while underwater, what happens? Will it still work?

As stated in DRAGON issue #45, wet firearms or other powder-firing weapons are extremely unreliable; even when protected, they will-only fire 25%-50% of the time (Administrator's discretion) after immersion. Water condensation inside plastic sacks after 15 minutes of immersion has the same effect on stored bullets and powder explosives,

Where are the defenses S1, S2, and S3 used in hand-to-hand combat?

Situation 1 (S1) and Situation 2 (S2) are listed on the Untrained Combat Table (page 29). Situation 3 (S3) was taken out, but unfortunately the reference to it was not.

The prices for many of the Other Weapon Types found on the Weapons Chart (page 22) are different from the prices listed under Equipping the Character (page 8-9). Which is correct.?

The correct prices for Other Weapon Types are listed on the Weapons Chart. A manual speargun costs $50. A CO, speargun costs $100 and pressurized CO, capsules cost $1 each. A sword ($30) and a sword cane ($50) are used in much the same way, but are concealed differently. Dart guns cost $250. A boomerang that returns is only $5; if it hits anything greater than its own weight ½ lb.), it will not return. Boxing gloves cost $25 a pair, and complete karate padding for hands and feet costs $50 a set.

What can you tell me about buying non-espionage-related equipment? Can my character select merchandise from a real-life store catalog and pay the listed prices?

Flashlights purchased from the agency include batteries and will float. (They're 55%-75% waterproof.) Paper matches are free, and 250 wooden stick matches come in a non-waterproof cardboard box for $1. (A wet match, of course, will not light.) Butane lighters good for 1000 lights apiece should cost $1 and are 50% waterproof. International credit cards are difficult to come by and can't be used for buying espionage-related tools, equipment, or services. Counterfeit money cannot be used to buy equipment at the start of a mission, nor should it be used to buy more bogus bills. People who deal with funny money know it when they see it.

The catalog idea is a good one for determining the cost and availability of non-espionage-related equipment. Be sure your Administrator agrees to the catalog you are using, and don't expect him to give you any extra money for expenses or sales discounts.

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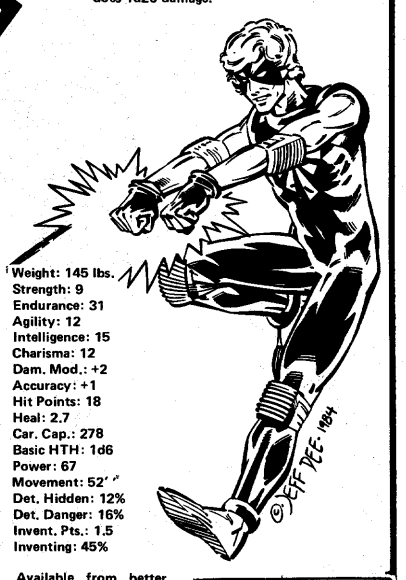
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SHATTERMAN: An American military veteran and rock musician who uses his powers to continue to protect his country from the forces of crime and evil in general.
Identity: Jack Dunn — Age: 23
Side: Good — Level: 1
Powers:
1. Heightened Endurance: +19
2. Regeneration: Max. once per turn, takes one action, heals full healing rate.
3. Invulnerability/20
4. Flight: Max. airspeed = 279 mph, PR = 1/hr.
5. Power-Blast: 20 inch range, PR = 1 per shot, does 1d20 damage.



Weight: 145 lbs.
Strength: 9
Endurance: 31
Agility: 12
Intelligence: 15
Charisma: 12
Dam. Mod.: +2
Accuracy: +1
Hit Points: 18
Heal: 2.7
Car. Cap.: 278
Basic HTH: 1d6
Power: 67
Movement: 52"
Det. Hidden: 12%
Det. Danger: 16%
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FANTASY GAMES UNLIMITED

Agents and A-bombs

Nuclear devices in TOP SECRET® game play

by Thomas M. Kane

The power of the atom has a profound effect on modern affairs and on global intrigue. The existence of atomic bombs has brought great nations to a stalemate. Superpowers now fight their battles in lesser countries and by undercover means. Radiation has also offered a frightening new opportunity to terrorists. Even without a nuclear bomb, individuals can kill thousands of people by releasing radioactive substances in populated areas. Obviously, agents in a TOP SECRET® game campaign may have to deal with these events.

Extreme caution must be exercised in nuclear situations. To excerpt from the TOP SECRET Companion, page 63: "Agents will never be issued any type of chemical, biological or radiological (nuclear) warfare device. If such devices are encountered in the field, agents should make no attempt to disarm or contain the devices. Proper authorities . . . should be notified at once, even at the risk of jeopardizing a delicate mission. . . . Caution supersedes political or national allegiance."

In the TOP SECRET game, an agent's role is to protect mankind from the misuse of nuclear devices. The appearance of the particular dangers of radiation in a campaign requires that the Administrator be familiar with nuclear effects.

The nature of radiation

All matter is made up of infinitesimal particles called atoms. These atoms themselves are composed of a central massive nucleus of smaller particles called protons and neutrons. The nucleus is surrounded by yet tinier particles called electrons. Some atoms are unstable and drop off their various components. These jettisoned particles are known as radiation. Radiation cannot be smelled, heard, seen, felt, or tasted. It is detected only by instruments, the geiger counter being most common.

After a period of such particle loss, a substance becomes more stable and less radioactive. Thus, radioactive materials are assigned a half-life, a period after which they emit only half as much radiation as they did previously. Note that two half-lives do not make a whole; a substance is not safe after two half-lives have passed. Each time the half-life elapses, only half as much radiation is emitted, so a substance never becomes entirely nonradioactive. A radionuclide is considered inert for most purposes after ten half-lives have expired.

Each element is also assigned a biological half-life, a measurement used when a person is contaminated with that element's radiation. The biological half-life is used in the same way as the physical half-life, but it is based on the rate at which a living body excretes the material. The table below lists the uses of common radioactive materials and their half-lives (y = years, d = days).

Substance	Use/Location	Half-Life	Biological
Californium-252	radiography, medical	2.65 y	2.2 y
Cesium-137 *	waste, fallout	30.5 y	11 d
Cobalt-60 *	radiotherapy, tracing, radiography	5.3 y	9.5 d
Hydrogen-3 *	fusion byproduct	12y	12 d
Iron-55 *	used reactor material	2.7 y	2.2 y
Iodine-131 *	medical, fallout, waste	8 d	7 d
Plutonium-239	bombs, power, waste	24,000y	44d
Polonium-210	bomb components	138d	46 d
Radon-222	uranium tailings	3.8d	**
Radium-226	tracing, radiography, radiotherapy	1622 y	43.8 y
Sodium-24 *	used breeder coolant	1 d	1 d
Strontium-90 *	medical, fallout, waste	28 y	17.5 y
Uranium-235	bombs, power, waste	***	300 d
Uranium-238	mining, U-235 byproduct, plutonium production	****	15 d

* — These elements commonly exist in nonradioactive form.
** — Once clean air is reached, radon may be exhaled.
*** — 710 million years
**** — 4.5 billion years

There are three sorts of atomic radiation: alpha, beta and gamma. Alpha particles consist of a neutron and a proton, making them rather large on the subatomic scale. This size also makes them easy to screen out; a piece of paper can stop alpha radiation. Beta rays can penetrate paper, but are stopped by metal foil. These particles are individual electrons. Gamma rays are not particles. This emission is similar to visible light and X-rays. A gamma ray is extremely energetic and can penetrate as much as 2 inches of lead or 3 feet of concrete.

Nuclear reactions

Atomic fission can occur in certain large nuclei. In fission, an emitted neutron strikes the nucleus of another atom, knocking more radiation loose. If enough fissionable material is concentrated together (forming a critical mass), the newly liberated particles strike other nuclei, and the process continues in a chain reaction. The atoms involved are transmuted into other materials. This atom-smashing converts matter into huge amounts of energy, just as Einstein predicted. If fission is rapid, it creates a colossal explosion, as in an atomic bomb. In an atomic power plant, some neutrons are absorbed by control rods, keeping the reaction manageable but creating sufficient heat to drive the motor for a generator, submarine, spacecraft, etc.

There are two elements which may be used for this process. One is uranium-235, and as little as 37 lbs. of it may undergo fission. The critical mass of plutonium is only 22 lbs. In nuclear facilities, a critical mass is sometimes formed by accident. The resulting explosion is called a criticality, which is as destructive as the detonation of 1-10 lbs. of plastique explosive. The area affected by the blast becomes contaminated (as described below).

Fusion reactions involve heating atoms until their nuclei fuse together, creating heavier elements. This produces much more energy than fission. Fusion is the process utilized in hydrogen bombs, and is what keeps the sun and stars alight. At present, temperatures high enough for fusion may be artificially generated only by nuclear fission. Attempts have been made at controlled fusion, but to date they have been unsuccessful.

The hazards of radiation

When an atom is struck by radiation, it is altered in various ways due to the impact. Chiefly, electrons are knocked from the atom's "shell," creating an ion (an atom with an electrical charge). Thus, nuclear emissions are sometimes called ionizing radiation. When atoms in a living cell are ionized, the cell is damaged. Obviously, then, high-intensity radiation can kill an organism. Even when less potent, this altering of cells can cause cancer and genetic mutation.

There are many methods of measuring radiation in science. The

system most applicable to TOP SECRET gaming uses the rad, or radiation-absorbed dosage. The actual formulas for determining radiation intensity are much too complicated for game play. Therefore, intensity numbers are assigned to common radioactive elements. These are not exact figures, but are designed to account for biological hazard as well as actual radiation emitted. Iodine-131, for example, binds to the thyroid gland, and for that reason is quite dangerous.

Intensity numbers of various substances

Substance	Alpha intensity	Beta intensity	Gamma intensity
Californium-252	5	0	1
Cesium-137	0	3	3
Cobalt-60	0	2	4
Hydrogen-3	0	1	0
Iron-55	0	0	2
Iodine- 131	0	3	2
Plutonium-239	7	0	2
Polonium-210	5	0	3
Radon-222	5	0	3
Radium-226	4	0	2
Sodium-24	0	4	4
Strontium-90	0	4	4
Uranium-235	4	0	2
Uranium-238	4	0	1

A number of rads equal to the intensity number is emitted by one gram of radioactive material during one hour. Thus, a gram of cobalt-60 emits two rads of beta particles and four rads of gamma radiation in sixty minutes. There are 28.35 grams in one ounce; thus, a pound of cobalt-60 yields 2721.6 rads per hour (907.2 rads of beta, 1814.4 rads of gamma)! This dosage is quite fatal. Radiation intensity is inversely proportional to the square of the distance between the source and recipient. Since intensity numbers are figured for 5', at 10' the intensity would be one-quarter. At 15', one-ninth normal strength would be received. Actual contact with radioactive materials is covered below.

Radiation poisoning

When exposed to large amounts of radiation, agents suffer acute radiation syndrome. Details of this are given below. Radiation damage is cumulative over one year's time, so an agent who receives ten rads a day for thirty days is affected as if he had suffered 300 rads. With dosages under 2,000 rads, no effects are felt for 1-10 hours.

5-199 rads: No symptoms of acute radiation syndrome are felt at this stage, but genetic damage and cancer may be a threat. For every live rads received, there is a 1% chance that the agent will die of cancer in 3-30 years. This probability cannot exceed 40%. The same check must be made to determine genetic damage in any offspring of the victim, with results applied by the Administrator as seen fit.

200-399 rads: The agent suffers nausea, reducing his coordination and physical stamina by 50%. This effect lasts for one day per 100 rads. His immunity system is depressed, and there is a 5% chance of contracting an incidental disease, reducing his physical strength by 10%. After seventeen days, hair loss and skin hemorrhages occur. Charm is reduced by 30% for 1-100 weeks. Also, over seventeen days, the agent's life level drops down to half. If untreated, there is a 10% chance of death for every 100 rads received. Death occurs twenty days after the exposure. If the agent survives, life levels may be regained normally. Other saves must be attempted to avoid cancer or genetic damage. Treatment, including blood transfusions, sedatives, and antibiotics, may prevent fatalities and incidental diseases.

400-1999 rads: All symptoms are described above, but without therapy the agent dies in twenty days. If treatment is available, a save vs. radiation may be attempted using the above system (10% chance of death per 100 rads). Exposures over 900 rads are always fatal.

2000 + rads: The agent loses consciousness in 1d10 minutes and dies within 1d10 hours.

Contamination

An agent who physically contacts radioactive material may become contaminated with it. Worse yet, contamination may be spread to whomever or whatever the victim contacts. A person is contaminated by direct contact with radioactive material, by entering a contaminated area, or by contacting contaminated objects or people.

If an agent is contaminated, the Administrator generates a *contamination number* by rolling percentile dice and applying modifiers. Use of a gas mask or scuba mask reduces the die roll by half (x½). Swallowing or inhaling the material adds 50 to the result. The contamination number is then used to get a digit between one and four (01-25 = 1; 26-50 = 2; 51-75 = 3; 76-00 = 4). The result is multiplied by the sum of the material's intensity numbers for each form of radiation (alpha, beta and gamma). The total is the amount of rads received by the agent in one day. If the agent contacts more than one substance at a time, the initially generated contamination number is used for each material. A contamination number never exceeds 100%.

Atomic installations have radiation alarms at their doors. If an agent triggers an alarm and is captured, he is then stripped of all clothes (possibly revealing weapons, stolen materials, etc.) and vigorously scrubbed. This scrubbing is painful and results in a loss of five Coordination points for one day. Any contaminated objects are disposed of. Decontamination subtracts 50 from the agent's contamnation number. If the contamination number was greater than 50%) what contamination remains is internal and may not be spread, although the agent still suffers exposure. This radiation is halved with each expiration of the biological half-life. Certain drugs cause internal contamination to be purged twice as rapidly, but they also reduce physical strength by 5% while treatment lasts.

One important exception to the above concerns plutonium-239. Once this substance is ingested, in almost *any* amount, the person is as good as dead. Plutonium-239 comes to rest on the inside of bones, where blood-cell manufacture occurs in the marrow. Once here, it completely destroys all blood cells around it, killing the victim in 1d10 days. No other known substance is as dangerous and toxic as plutonium, and agents who are aware that such material exists in their immediate area should exercise extreme caution. No antidote or treatment exists that will reverse this substance's effects.

Reactors and accidents

Nuclear reactors contain huge amounts of radioactive material. If an atomic plant were damaged, by accident or design, the local areas would be devastated by radiation. Direct rupture of the reactor is fortunately difficult. The fuel is held in metal fuel rods and the entire fuel assembly is contained by a reactor vessel of 10" steel, in a building of 1"-thick steel. The whole plant is then covered by 3' of reinforced concrete. However, the temperature at which a nuclear power plant operates is so great that, if not cooled, the reactor vessel would melt through the floor (the famed "China Syndrome"). Not only would this release radioactive material, but, if the sinking core struck water, a huge steam explosion would result.

There are three common methods of cooling a reactor. The most usual is the boiling-water reactor (BWR). In it, water is simply pumped in to be boiled and create steam, which is used to power a generator. Pressurized water reactors (PWRs) are also common. A PWR keeps its coolant under pressure great enough to keep it from boiling. The cooling pipes then exchange heat with water contained elsewhere, producing steam. Nuclear ships use this form of reactor. In a high-temperature gas-cooled reactor (HTGCR), normal fuel rods are not used. This plant uses cooling gas which is pumped through a core of graphite and uranium carbide. The gas heats water, which drives a steam generator.

The experimental breeder reactor is more dangerous. In it, the reaction is blanketed with uranium-238, which is thereby transmuted to fissionable plutonium. This form of plant runs at much higher temperatures than previously described, and must be cooled by liquid sodium. The coolant in the reactor becomes radioactive. This means that its temperature must first be transferred to nonradioactive sodium, preventing contamination of the environment. The nonradioactive sodium heats water, producing steam. Sodium explodes on contact with water, so any leak can result in a meltdown.

Every effort should be made to prevent terrorists from destroying atomic plants. But should it occur in a campaign, this table may be used for results.

Meltdown effects

Plant type	Meltdown chance	Area contaminated	Explosion chance
BWR	60%	1-100 sq. miles	40%
PWR	50%	1-100 sq. miles	50%
HTGCR	60%	1-100 sq. miles	60%
Breeder	85%	2-200 sq. miles	85%

The meltdown chance is the likelihood of a disaster should the primary cooling system be impaired. If a plant melts down, the indicated number of square miles become contaminated. Explosions destroy normal structures and cause 5-50 points damage in a radius of 200-2000 yards. At up to twice the rolled distance, 1-10 points damage is inflicted. If an explosion occurs, the maximum area is always contaminated. The contaminating materials are strontium-90, cesium-136, iodine-131, uranium-235, plutonium, and, in breeders, uranium-238.

Usage of atomic material

Although use of nuclear warfare devices is strictly taboo, there are nuclear procedures that our agents may carry out. Likewise, foes may use these methods, and agents should be aware of them. X-rays are usually used to detect concealed objects, but they can only detect suitably dense objects located within soft material (such as a gun in a suitcase). Californium neutron radiography is a superior "X-ray" method. This allows clear examination of the contents of all containers, but it is not sensitive to changes in color (it won't allow the reading of sealed documents, for example). Also, californium is highly radioactive and may not be transported in the field. Objects larger than 2 square feet cannot fit into the CNR device.

Assassins could well take a leaf from terrorists and expose opponents to damaging radiation dosages. However, this method is only tolerable in extreme situations. Caution must be exercised, since the handling of nuclear material may leave a trail of contamination. The Administration will *never* issue radioactive material to agents for this purpose.

Dilute radium powder has been used for some time as a tracer. An object or person may be contaminated, so the subject's movements can be followed with a geiger counter. More is said on this in the TOP SECRET rulebooks. The radiation involved is harmless, but it may trigger alarms in nuclear facilities.

Safety precautions

Alpha and beta radiation can be blocked without much difficulty. For this reason, those who must work with radioactive materials wear protective clothing. The clothing is of two types, either dense rubber or tissue paper. Both forms prevent contamination unless damaged. Rubber clothing blocks all alpha particles and beta particles. It may be washed and reused. Paper clothing merely negates alpha exposure. It is discarded after use and is ruined if wet or torn. As well as protection, these uniforms set workers off from intruders. Those caught within a nuclear facility without a proper uniform must fool their captors or, failing that, evade them to avoid arrest.

If protective clothing of this nature is used, the appropriate changes must be made when calculating the total intensity numbers for radiation to which a contaminated agent has been exposed. Thus, no alpha radiation amounts are considered for an agent who is wearing paper protective clothing, and so forth.

Great care must be taken to isolate nuclear material. When being transported, it is kept in reinforced lead-lined containers, requiring twenty-four sticks of dynamite or 2.5 lbs. of plastique to break. While being processed, highly radioactive substances are kept in gloveboxes. These are sealed window boxes with affixed rubber gloves extending inwards. The air within the box is kept at low pressure, so that if the box is punctured, outside air is sucked inwards, allowing less radioactive material to escape. Gloveboxes and traveling centainers block all radiation unless damaged.

To detect radiation leaks, nuclear workers wear film badges. These are chips of photographic film worn like jewelry or on one's outside shirt pocket. Radiation exposes the film, alerting officials to leaks. In some cases pencil dosimeters are worn. These are pen-sized cylindrical tubes that give immediate readings on radiation received.

Obtaining radioactive material

Obviously, every effort must be made to keep terrorists and other undesirables from possessing radioactive substances. Thus, the methods that might be used by nuclear thieves must be understood. It would be difficult to steal radioactive material from a nuclear facility without setting off a contamination alarm. Lead shielding is not helpful, since nuclear facilities are also protected by metal detectors. Precautions taken by facilities vary, though, and it is not impossible for unauthorized persons to obtain radioactive substances. No nuclear installation is invulnerable to having its managers bribed, for example.

Because of the extreme danger, careful records are kept of the location of radioactive materials. Users of radiation must submit these to the Nuclear Regulatory Commission. If any discrepancy occurs, a thorough search of the plant is made. Pipes are flushed with acid, and the area is patrolled with geiger counters. Some material is never found, and it is declared MUF (material unaccounted for). So far, 8,000 lbs. of plutonium have been reported missing. Since radioactive materials are so desirable to terrorists, agents are advised to do their own research on MUF incidents, infiltrating nuclear facilities and tailing shipments. Atomic terrorists may well leave a trail of contamination, allowing them to be followed with geiger counters.

Rapid decommissioning

In war zones, nuclear reactors are very dangerous. Not only could they be ruptured, releasing radiation, but enemies who gain control of them could conceivably build atomic bombs. It is imperative that such facilities be destroyed. This has actually occurred. In April 1975, as the government of South Vietnam collapsed, its one nuclear power plant was secretly dismantled by a team of Americans. The fuel assembly was lifted from the reactor vessel (using the crane provided for refueling) and flown to the United States. Then the reactor building was dynamited.

If this is done properly in the game, only one square mile is contaminated, with iron-55. However, the removed fuel rods are extremely radioactive. Each contains 2-20 lbs. of each product listed in the section on reactor accidents, except for uranium-235, of which there is 5-500 lbs. Disposal of these rods must be left to authorities not connected with an agent's Administration.

Location of nuclear material

Uranium is mined under low security, as it is quite impure. After mining, it is purified to yellow cake, an earthy yellow material. The sandy waste materials are known as tailings and emit radon gas. Almost 90% of yellow cake is useless uranium-238. In order to separate out the useful uranium-235, yellow cake is shipped to a gaseous diffusion plant, where it is converted to uranium hexafluoride, a gas. This is then run through a huge network of barriers until the lighter uranium-235 rises to the top. After this, the material is converted to a metal again. At this point, protection from terrorists is warranted.

At another plant, the uranium-235 is formed into fuel rods or explosives. The uranium-238 may be converted to plutonium by neutron bombardment, but often it is discarded. After use in a reactor, fuel rods may be reprocessed, yielding plutonium. However, this process is presently suspended in the United States and performed only in the U.S.S.R. and Great Britain. The many waste products (see the section on reactor accidents above, for a list of common elements within reactors) must be disposed of permanently. Terrorists may well attempt to raid waste dumps, since these materials are extremely deadly, if not fissionable.

Research labs and large universities often possess radioisotopes and even small reactors. If a terrorist group is known to be seeking nuclear material, these institutions should be monitored. In addition, radiography is performed in many industries. Hospitals and medical clinics usually own some radioactive materials.

Atomic bombs

There are two sorts of nuclear explosive: gun bombs and shell bombs. The gun bomb consists of a tube with a conical piece of uranium-235 at one end that may be fired through the pipe with conventional explosives. At the other end is a round piece of uranium-235, with a cavity to admit the cone. Each piece weighs slightly less than critical mass. To cause an actual explosion, rather than a criticality, a neutron-producing alloy of beryllium and polonium is applied to the uranium components. The Hiroshima nuclear weapon was a 13-kiloton uranium gun bomb.

The more advanced bomb type, the shell bomb, uses several wedge-shaped pieces of plutonium wrapped with plastic explosive. When the explosive detonates, each piece is fired into place, forming a ball and attaining a critical mass. In addition to the beryllium alloy, most shell bombs are wrapped with uranium-238. This reflects neutrons inwards, enhancing the explosion. A hydrogen bomb consists of a mass of deuterium (an isotope of hydrogen, having only one neutron) within a shell bomb.

Hydrogen bombs would be beyond the reach of a terrorist, without a factory, materials, and workers at his disposal. But small atomic bombs could conceivably be built by small groups that obtain the proper materials. In building a fission (atomic) bomb, a terrorist would need a supervisor with chemistry and physics AOKs of 80 or more. The bomb-builders must have a metalworking shop, but unless special precautions are taken, the workers may be contaminated. It requires 200 worker/days to build the explosive. No more than twenty workers may efficiently work on the same bomb. The supervisor of the group must check for deactivation each day; if the check is failed, the group is contaminated, and the day's work becomes useless. After construction, the bomb must be taken to the target area and a means of detonation established.

A completed bomb can be as large as a 15′ long, 3′ wide cylinder, down to a 1′ diameter sphere, depending upon the level of sophistication possessed by its builders. Size is of little relevance in atomic bomb manufacture; the key element is the technological ingenuity that goes into it.

Any means possible may be used to prevent terrorists from building an atomic bomb. Should it be built in spite of all efforts, a last-minute search of the target area may allow it to be located and disarmed. Disarming a bomb requires the same AOK scores as building one and takes 1-10 hours. At the end of that time, the disarmer checks deactivation. If it is failed, those within 10′ become contaminated. If a 00 is rolled, the bomb explodes with full power.

The consequences of even a small bomb's detonation are tremendous. Most sources estimate that a fission bomb produced by terrorists would have a yield measured in the tens of kilotons at worst, though the large industrial cities of Hiroshima and Nagasaki were obliterated by such "small" devices. *[See the accompanying article on the effects of nuclear blasts for more detail.]*

Nuclear explosions occuring near or on the ground produce great quantities of radioactive debris, known as fallout (since it falls out of the sky as ash). The area covered with fallout is contaminated with the products listed in the section on reactor accidents. Shell bombs also spread uranium-238. The detonation of any nuclear device above ground or in shallow water will produce the characteristic mushroom cloud, which can reach altitudes of up to 40,000′ in the case of a 20-kiloton device. This will spread fallout over an enormous range, usually thousands of square miles.

"Broken arrows"

Nuclear weapons, like peaceful nuclear devices, have incredible potential for disaster. Although a nuclear bomb is unlikely to go off in an accident (known in military lingo as a "broken arrow"), contamination of the crash area is likely. The study of a damaged weapon could reveal many elements of the design of the weapon and its weaknesses, making it vital that the remains do not fall into enemy hands. Likewise, enemy nuclear devices should be recovered if possible.

These incidents could occur on the arctic icecap or other remote areas. For example, a B-52 crashed near Thule, Greenland, with four plutonium bombs aboard in January 1965, scattering the plutonium over a wide area of ice and snow. But "broken arrows" may occur in inhabited areas, as did the crash of a B-52 with four H-bombs near Palomares, Spain, in 1970. Agents should be prepared to search in any location.

Certain manned and unmanned spacecraft are powered by SNAP (space nuclear auxiliary power), deriving electricity from the heat of decaying plutonium. These satellites are not usually sensitive to national security, but accidents with them may still require investigation, or defense from enemy agents and terrorists. The re-entry of Cosmos 954, a Soviet spy satellite, over Canada in 1978 scattered nuclear material over a wide area, prompting a major search-and-decontamination mission known as Operation Morning Light. Fortunately, this area was only lightly inhabited. The re-entry of Apollo 13's lunar module descent stage posed a problem in April 1970, as it contained a small nuclear plant aboard it. (Had the Apollo 13 mission not been aborted, the descent stage would have been left safely behind on the Moon.) However, the lunar module was completely destroyed upon re-entry, along with its reactor. Similar events could conceivably occur in the near future.

Atomic diplomacy

With the stakes so high, nations have made agreements about nuclear materials. It is very important to monitor any nation suspected of cheating in such a bargain. These are several treaties that should be monitored.

The ABM Treaty: Antiballistic missiles have a profound effect on nuclear strategy. Because of this, the SALT treaty limited the number of ABM installations to two per nation. Since then, it has been reduced to one. (The Soviets have an ABM site at Moscow, but the Americans have no ABM facilities at present.) Should an agent suspect that an ABM site is under construction, he should gain proof of it and then contact his Administration. Since effective ABM systems are extremely difficult to design, it may be more useful to have agents uncover the workings of an ABM project than to immediately halt its creation. Of course, such a project could ruin the world balance of power. Therefore, completion of a new ABM system must be prevented.

The Limited Test Ban Treaty: Both the Soviet Union and the United States have agreed not to test atomic explosives, except underground. This may be monitored by satellites, but human agents may be required to gain proof of a test's "proper conduct." Also, the Administration may be interested in the data gained by the enemy country in the test.

The Antarctica Treaty: It has been suggested that nuclear waste (which is hot from the temperature of nuclear reactions) be placed on the southern icecap and allowed to melt a hole for itself. The hole would then freeze over, burying the waste. Due to environmental concerns, this method has been forbidden. This treaty is not directly important to national security but may yield clues to interesting events. The South Pole is so remote that a nation is unlikely to defy agreements to dispose of waste there. But the evidence from a banned or secret project could well be disposed of on the icecap, so antarctic dumping could be a very important thing to explore.

We cannot overlook the possibility that another country might export nuclear material to terrorists. Agents must watch other nation's nuclear dealings as closely as our own. Terrorists *must* be prevented from having atomic capabilities. Interfering here is a touchy diplomatic situation, especially when a hostile country is the culprit. Extreme discretion is advised.

Running a nuclear scenario

Throughout this article there are many suggestions for missions that agents might undertake. The Admin should keep in mind the hysteria that may occur if citizens learn that nuclear terrorism is taking place. Because of the dangers involved, much more drastic measures than usual can be tolerated in twarting nuclear espionage and terrorism. All in all, radiation cannot be taken lightly in real life and can have a powerful impact even in a role-playing game.

Several TOP SECRET modules dealing with radiation have been published, in both DRAGON® Magazine and by TSR, Inc. They can be quite useful for reference and inspiration, as well as being excellent adventures in themselves. *"Mad Merc"* (in DRAGON issue #56) is a good example of infiltration of an enemy nuclear

facility. It also gives rules for radiation damage from a radioactive materials vault, on page 45. Radiation damage from a damaged nuclear reactor is given on page 46. "*Operation: Whiteout*" (in DRAGON issue #87) is a good example of the investigation of a nuclear accident and possible treaty violations. TS 008 *Operation: Seventh Seal* is a good example of the apprehension of terrorists who are building a bomb (though of extreme size).

Other suggestions for nuclear adventures include the apprehension of foreign agents who are stealing nuclear secrets or material, avoiding contamination by an enemy agent, the decommissioning of a facility that is near capture or has been captured by hostile forces, the infiltration of an enemy nuclear facility, the "protective" infiltration of a nuclear facility, the investigation of the corrupt staff of a nuclear facility, the investigation of a nuclear accident, the investigation of treaty violations, and the recovery of lost nuclear material.

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* — These books contain explicit game-applicable information on the science involved.

** — Although these books are quite controversial, they contain a lot of possibilities for scenarios.

After the blast

In case it matters, how to play out bomb effects

by Roger E. Moore

Because hydrogen bombs are out of the average terrorist's reach (as well as nearly everyone else's reach, except for certain major governments), agents in the TOP SECRET® game are most likely to encounter kiloton-level devices in the field. The table below describes the effects of such "small" devices. Megaton-level devices are so massively destructive that little could be gained from describing them in game terms. If you're close enough to notice it, you're much too close.

Each figure given in the body of the table shows the radius in which each effect occurs. In other words, lethal radiation is taken within a 1500′ radius around the burst of a 1-kiloton weapon. The effects from the table are cumulative; outside the dead zone; agents will be subject to radiation, burns, and blast effects, and will take each of the three kinds of damage (subject to any shelter or protection used by the agents). Thus, an agent at 5000′ from a 10-kiloton burst will suffer minor radiation poisoning, moderate burns, and severe blast effects, for totals of 2d10 debris damage, 1d10 burn damage, and whatever results the radiation poisoning gives. The agent can avoid some or all of the debris damage by jumping for cover at this point.

The maximum range of atomic blast effects extends far beyond this table. Light damage from an air-burst, 20-kiloton device will extend as far as eight miles, though few casualties will occur on the human scale.

The effects of the electromagnetic pulse (EMP) produced by a nuclear blast will likely destroy all communication devices, automotive ignition systems, computers, and similar electronic devices within a wide range. Exact information on this effect cannot be found, though an Administrator could assume that all such devices within a radius of two miles per kiloton are rendered useless.

It must be noted that this table is based upon a great deal of guesswork. Sources vary with regards to the blast effects they describe, and translating these into TOP SECRET game terms is difficult at best. Depending upon the quality of the bomb, its design, location, and other factors, these blast effects could vary considerably. The Administrator should use great discretion in applying these effects in the game, and should be prepared to modify effects as necessary.

Table of kiloton-level blast effects

Effect	1 kt	10 kt	20 kt
Dead zone	1000′	1500′	2000′
Lethal radiation	1500′	2000′	2500′
Median-lethal radiation	2500′	3750′	4250′
Minor radiation	4000′	5000′	7000′
Severe burns	1500′	4500′	6300′
Moderate burns	3000′	7000′	7750′
Minor burns	4000′	8000′	10,000′
Extreme blast	2500′	3500′	4500′
Severe blast	3000′	5000′	6300′
Moderate blast	4000′	8000′	10,000′
Fire storm	doubtful	yes	yes

Definitions of effects

Dead zone — Because of the extreme effects of the shock-wave blast, heat, radiation, and so forth, the chances of finding survivors within this area are virtually nil. All structures will be damaged beyond repair or completely destroyed. Lethal radiation will remain in this area (especially from ground-burst bombs) for several days, though a protected person may be able to drive quickly over the area after several hours pass, and walk over the area a day later. Staying at ground zero for any length of time before the day is up may prove fatal. Assume that anyone in the area will take 1000 rads after the burst, decreasing by 100 rads per hour until 500 rads is reached, then reducing the amount by 10 rads per hour.

In addition, a ground-level burst will completely destroy everything within a certain range. A 1-kiloton bomb will produce a crater 150′ wide, easily cutting any large skyscraper (like the World Trade Center buildings) in half. A 20-kiloton bomb will produce an 800′-diameter crater that is 100′ deep, and will produce ground-shock effects equal to an earthquake measuring 5 on the Richter scale if fired underground.

Wind speeds from the shock wave within the dead zone are usually in excess of 500 mph immediately after the blast. Buildings with 10″-thick concrete walls and heavy steel frames are crushed flat. Only shelters placed deep underground may survive.

Lethal radiation — Agents take 1000 +

rads of gamma radiation from the burst. (See the previous article for the specific effects of high levels of atomic radiation.) This damage is taken immediately when the weapon goes off.

Median-lethal radiation — Within this radius, agents take an average of 500 rads of radiation (giving them a 50% survival chance). This damage is taken immediately when the weapon goes off.

Minor radiation — Agents take 100 rads of radiation immediately from the burst.

Severe burns — Agents lose 4d10 Life Level points from extreme thermal burns. Heavy clothing reduces this to 2d10; special protective garments reduce this to 1d10. Only shelter in a strong structure or vehicle can negate this damage. This damage is taken immediately when the weapon goes off.

All flammable material in this area ignites instantly, though the shock wave blows out most fires within seconds. Many fires will reignite, however, and spread to all combustible material.

Moderate burns — Agents take 1d10 points of damage from moderate burns from the nuclear flash. Heavy clothing reduces this to a loss of 1 point; special protective garments reduce this to no loss of points. All flammable material ignites, and fires are extreme and widespread.

Minor burns — Agents take 2 points of burn damage from the burst immediately upon detonation. Heavy clothing or any form of shelter negates this damage. Fires are widespread, all ignited at the moment of the burst.

Extreme blast — Agents within this radius take 5d10 points of damage from the blast wave and flying debris, making survival in the open very slim. Buildings with 12"-thick brick walls are destroyed, as are light concrete buildings and those with steel frames. All multi-story buildings are destroyed or rendered uninhabitable. Wind speeds immediately after the blast will be in excess of 150 mph.

Severe blast — Flying debris (broken glass, rock, vehicle parts, etc.) causes 2d10 points damage to all within this radius, unless characters remain within heavy stonework, reinforced-framework, or underground shelters. Because the blast is associated with the shock wave generated by the burst, an agent has a chance to dive for shelter in a ditch, behind a car, etc., if he detects the initial flash from the burst — but he can only do this if he is 5000′ or more from the burst, as this allows him the necessary three seconds of reaction time to take cover. Buildings with walls of 9" or more thickness will stand, though they will suffer extreme damage.

Moderate blast — Flying debris causes 1d10 points damage to all within this radius, unless characters remain under heavy cover (thick walls, behind armored vehicles, etc.). See above note on avoidance of the shock wave from the burst. Most homes and buildings will remain standing, though suffering from severe fire damage and (in the case of small, wood-frame buildings) severe blast damage.

Fire storm — If a weapon of 10 kilotons or greater power is exploded at a moderate altitude (2000′) over a city, it will produce a fire storm from the massive amounts of material set aflame by the burst. The fire storm begins twenty minutes after the burst, reaching its peak two to three hours later with wind velocities of up to 40 mph or more. The fire storm for most such bursts will usually burn itself out in six to seven hours. The fire storm causes 2d10 points of damage per turn to anyone caught within it. Though it may vary, the fire storm will probably be up to 1000′ in radius. The fire storm drains all oxygen from the area, producing suffocation in one minute. The fire storm may generate black, ash-filled rain over a wide area within minutes after it begins.

Exploding a 20-kiloton nuclear device in shallow water produces an assortment of effects. All ships and structures within 1500′ are destroyed. At 2700′, all ships and structures are severely damaged; all submarines and half of all surface ships will sink. Ships out to 3000′ will be immobilized by damage to their engine rooms and propulsion systems, and those out to 3600′ will suffer serious loss of efficiency (destroyed communications, structural damage, on-deck cargo lost, etc.). Partial damage (resulting from the shock-wave blast through the air and water) will be felt out to one mile or so, and light damage (broken windows, cracked plaster, minor flying debris damage) will occur out to two miles.

In addition, a 20-kt shallow water burst, though it will not produce severe thermal effects far from the burst, will hurl tons of radioactive water and material over a wide area. Median-lethal radiation will be spread over an area 1-2½ miles in radius, and minor radiation will be spread out to four miles or more from the burst. The blast will also send a tremendous wave toward all nearby shorelines, ranging from nearly 50′ in height above the regular water level at 1000′ from the blast center to a 9′ wave a mile from the burst.

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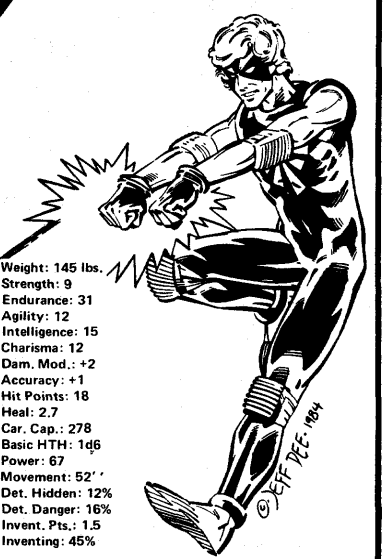
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Administrator's advice

How to make and maintain a **TOP SECRET®** campaign

by John J. Terra

When I originally introduced the TOP SECRET® game to my AD&D® game players, the response was less than overwhelming. Out of the fifteen people in my campaign, only four showed any interest in trying out the game. Everyone else was either unexcited about a "modern-day" role-playing game or disliked dealing with real weapons and actual world problems such as terrorists, spies, and the like. It seemed a bit too close to reality.

That was eighteen months ago. Today, our TOP SECRET campaign contains ten players out of those fifteen, and one of the first four is an Administrator, too. Some of these players even like it better than the AD&D game! How was this turnaround achieved?

This article will try to give some answers. The TOP SECRET system is an excellent espionage role-playing game that should enjoy more popularity than it currently has. Of course, since any game is only as good as the person who referees it, perhaps the observations and advice included here will help other Administrators develop more fun and interesting campaigns, and perhaps win over some of those hesitant players.

The organization

One of the first things an Administrator (or Admin, for short) should have established before starting a campaign is a good espionage organization for player character spies. The organization is responsible for sending the agents on missions, paying them upon successful completion of said missions, and disciplining them for rules infractions, among other things. To create a strong, believable spy organization, answer for yourself the following questions:

1. Who started the organization, and why?
2. What are its goals, and how does it go about achieving them?
3. Is it a known agency, or is it secret? If secret, why?
4. Where is it located?

For example, I created an organization called I.C.I.C.L.E., short for InterContinental Investigation, Confiscation, and Law Enforcement. It was established by thirty Western and neutral nations to be a pool of agents that cannot be traced to one single country. It exists to keep national stabilities, prevent wars, foil Eastern-bloc espionage activity, and combat terrorism. The agency is unknown, to the public and to most nonmember nations, since the agency feels secrecy is one of its best weapons. Its main headquarters is in Coventry, England.

As you can see, the international flavor of the group justifies many different agent nationalities working together in a logical way. Also, its multi-faceted role promises the full gamut of missions with the whole world available as possible locales. Consequently, the agency has many enemies to deal with, since they cannot achieve their goals without stepping on a few toes.

Since there are no moral alignments in TOP SECRET gaming, the Admin may wish to assign a code of ethics and rules for the organization. Such rules could prevent "over-enthusiastic" agents from torturing, looting, and firing twenty rounds at the nearest KGB agent who looks at them the wrong way. Spies, after all, are supposed to be subtle.

Of course, a nice, healthy agency bureaucracy can put a damper on agents who do things such as taking equipment from enemies that they have killed. When my agents defeated a piracy attempt by a group of machine-gun-wielding terrorists, suddenly everyone wanted to keep the AK-47 assault rifles left by the terrorists. So, everyone found themselves filling out form P-152a, requesting permission to keep items they found. A percentile dice roll of 20% plus 5% per level of agent gave the lucky applicants the weapon they wished.

Additionally, as the Admin, I sometimes give one or two agents a special assignment. Usually it involves keeping an eye out for "abnormal behavior" in his or her teammates. Any act of unjustified malice is reported, and goes on the agent's dossier. This sort of mission is usually delegated to a member of the Investigation bureau.

If you are not interested in designing your own agency, you can choose an agency already in existence, either an actual one (FBI, NSA, Mossad, DI-5), or a fictional one (U.N.C.L.E., CONTROL, IMF). The advantage with these groups is they already have a defined structure, origin, etc. There is very little preparation necessary on the part of the Admin, though a bit of research can help in playing the organization the way it is meant to be. *[See DRAGON® issues #93 and #97-99 for potential organizations that may be used in TOP SECRET games. — Editor]*

The reality factor

The tone you set for your game is very important. You can expect players to behave for the most part in the same manner that you do. Ask yourself just how realistic you want your campaign to be. Is your setting one that includes robots, lasers, clones, and other things not exactly commonplace in our time period? Perhaps you want something like the television show "Get Smart," where everything is either tongue-in-cheek or downright crazy. The above-mentioned settings allow for a truly interesting, not to mention bizarre, campaign. However, things can get out of hand. Games like this can disintegrate into nonstop joke fests. This in itself is not so bad, if you wanted it in the first place.

My favorite approach is the realistic one. While I have run certain secret organizations which steal nuclear bombs or create lethal gasses and such, my missions for the most part are based on things that exist today. My standard is this: Can the situation that occurs in this adventure possibly happen or have already happened?

The world news section of your paper can offer some truly exciting ideas for adventures. The recent West German spy scandal, with its wave of defections on both sides, provides some interesting possibilities for missions. Also, there's illegal arms shipments to Iran to be stopped and cocaine smuggling from South America to be foiled. What about the recent attacks on NATO installations by terrorists? These are the sorts of things from which good adventures come.

By the same token, it is strongly suggested that if you do use current events for inspirations, good taste should prevail. Sending agents out to avenge assorted car bombings or hunting down Salvadoran death squads seems to be a poor reaction to the tragic and confusing goings-on in some parts of our world, especially when such events are embroiled in controversy and it is hard to tell who the bad guys are.

Making the agents do too much, or making them do something so far-fetched that if it happened in the real world it would be the end of civilization as we know it, is another trap into which Admins may fall. Take the following adventure. See if you can spot where it starts to get a bit unrealistic. The agents are supposed to go to the Soviet Union and book passage on the Trans-Siberian railroad. They are to go to this remote area where a secret lab is located. Once at the lab, they are to break in and steal a particular object. After they take it, they are to go to Vladivostok and steal an experimental submarine, then sail it to Pearl Harbor.

If anyone out there raised their eyebrows

at the words "experimental submarine," then give yourselves 500 experience points (plus an extra hundred if you are an Investigator). Does anyone have any idea how tight Soviet Naval security is? If you remember the true story of the Soviet destroyer that tried to defect to Sweden, only to be stopped by a massive force of maritime strike aircraft and naval vessels, you know that the Soviets would be even more paranoid about an experimental submarine.

A mission like the above mentioned one is certainly spectacular, but tell me, what does one do for an encore? How can the Admin outdo himself now? Only by making the situations more and more impossible. While some Admins find this acceptable, I think that AD&D gaming has a good term for it: Monty Haul.

If you intend to run a campaign that meshes with our current world situation, then forget such missions as assassinating Qaddafi, Khomeini, or any other irksome leader. Don't bother trying to overthrow Castro, blow up the Soviet aircraft carrier Kiev, or spark a war between China and the Soviet Union. Stay with things that could be happening "behind the scenes."

Scenario work

Now that you have an agency from which you can send agents, and you have determined the overall tone of your campaign, your next step is to provide your players with exciting, challenging, and fun missions that will keep them on their toes, and possibly even attract new players. First, let's look at the ready-made scenarios available at your local hobby shop.

The one common denominator in all of the TOP SECRET modules is the feasibility, however remote, of the situation really happening. Just recently, PLF terrorists hijacked the ocean liner *Achille Lauro* in the Mediterranean, which is exactly what happens in one particular module. (I won't reveal which one . . . It's supposed to be a surprise for the agents!)

The two most far-fetched modules are TS 002, *Operation: Rapidstrike!*, and TS 008, *Operation: Seventh Seal.* They deal with mad scientists and nuclear terrorism, respectively, and are very challenging. Situations in real life along these lines are possible, but not probable.

TS 004, *Operation: Fastpass*, is a classic East-West defection scenario. The maps provided give the Administrator some fine inspiration for further adventures in Eastern Europe.

TS 006, *Operation: Ace of Clubs*, is a nice whodunit, and offers a good chance for players to really role-play their characters, as well as bone up on old skills or learn some new ones. Like *Fastpass*, it can be used over and over again.

My favorite is TS 005, *Operation: Orient Express*, which gives not one but *six* different adventures on the European Rail system. This module is a real bargain. Like *Fastpass*, it too, can be used over and over, and is a valuable resource for traveling in Europe by train. It is also perfect as an escape route for your NPC villains who have been foiled by your intrepid players!

If you do not have the Administrator's screen, this is another good item. Not only do you have the charts at your easy reach, the mini-module is challenging as well. The same holds true for the recently released TOP SECRET Companion volume.

I will not go into the modules included in DRAGON Magazine, due to the difficulty in locating the issues that have them. If you can, by all means get "Operation: Whiteout" (DRAGON issue #87).

The other scenarios available to an Admin are the home-grown variety. Unlike the preplanned modules, design-your-own modules offer you the advantage of complete freedom of design. Since the campaign hinges on the missions it features, extra care should be taken in preparation of scenario. A constant string of badly planned games will lead to a decline in players.

The missions you give your agents should be consistent with the goals of the organization to which they belong. The first thing that should be considered is what locales are to be used as backdrops to the mission. Taking a package of plans from point A to point B is easy enough, but add the Soviet Union as the scene of the adventure and things become harder to do. Recovering the remains of a ditched U.S.A.F. B-52 may seem routine, but if the bomber crashed in Libya, well . . .

Which leads to another point, namely the objective. Let's take the crashed B-52 bomber as an example. It crashed in Libya, so why are a group of NATO agents trying to salvage it? It just so happens that this particular plane has some state-of-the-art elint (electronics intelligence) equipment on board, commonly used by the majority of the NATO nations, and it cannot fall into the wrong hands. There's your objective. Find the equipment and bring it back. If you cannot do this, then destroy it. thus far, this still seems like your basic recovery mission, rehashed from movie, television, and book plots. Ah, but now comes the next element!

Call it "complications" or "plot twists." Nothing is ever as it first seems. This can be information either unknown to or withheld by the case officer assigning the mission. Murphy's Law reigns supreme in the field of complications. Back to the example: The agents are briefed and sent packing to Libya. What the agency does not know is that the KGB was immediately tipped off about the crash, and Soviet agents have already dispatched a team to retrieve the equipment. Also, a group of nomadic terrorists are converging on the wreckage, and a group of anti-Qaddafi partisans have seized the surviving crewmen in an attempt to bargain for military aide from the U.S.A.

Does this sound complicated? Of course it does! But if the Admin is organized, there should be minimal confusion. Once again, plausibility should take precedence over complications. It certainly would not make sense to have a squad of militant neo-Nazis also converge on the plane. Everything thrown at the players should have a logical (and not far-fetched) explanation.

Notice that the last plot twist is not necessarily bad, if the agents play their cards right. In theory, the Western agents and the anti-Qaddafi faction are pursuing the same goals. If the agents find these people, both groups could benefit. Always give the agents an even break. Remember, you are not out to kill everyone off.

Thus, designing a module can be as easy as following these steps:

a. Select a geographical location;
b. Create a situation;
c. Create a list of people involved;
d. Draw up maps and floor plans, if needed;
e. Make up a chronology, so you know who is where and when;
f. Set the objectives for the agents, and write up their briefing;
g. Whip up a series of nice twists and complications (since things are never as they seem); and,
h. Invite the players over and enjoy!

Books and movies can be good sources of adventure, as long as you are careful that your players are not reading or watching the same things you are. Take one of those plots, and ask yourself what you would change if you'd written that book, or directed that movie. Watch "The Avengers" "Mission: Impossible," "I Spy," and "McGyver" for visual inspirations, and read books by Ken Follett or Robert Ludlum for literary inspirations.

While we are at it, movies like *Rambo*, *The Terminator*, *Dirty Harry*, or *Commando*, while nice to watch (I suppose), are terrible excuses for a TOP SECRET adventure. Besides, you could go crazy rolling all of those gunshots to see if they hit, and where, and how severe the wounds are, and so on.

Personalities

A good adventure can combine an exotic setting with a tough challenge. You can weave plots and sub-plots, with clues strewn about for your agents to find and piece together. But if you don't have good, realistic non-player characters, you are wasting your time as well as that of your players. Since many missions involve human targets and contacts, it is incumbent upon the Admin to come up with NPCs that the characters can believe in and relate to.

Every good story has an antagonist, and what is a TOP SECRET adventure but a story in which characters participate? An antagonist can be anyone from a basic lackey who guards a target to a wily KGB colonel who seems to slip through the agents' lingers time and time again, to return and befuddle them in the future. Obviously, the Admin would spend more time developing the latter NPC, though most NPCs deserve some minimal fleshing out.

Languages known, high AOKs, a physi-

cal description, and a short personality sketch should be included for all but the most insignificant characters. It also helps to throw in detailed, ad-libbed descriptions of a few random passersby. It makes the players suspicious of them, since they probably think you would not bother describing the NPC unless it means something important. It sure does mean something, all right. It means the players will go crazy. This can be fun. More on this later.

Remember, these NPCs have origins, goals, motivations, and a few ingenious ideas of their own. They, too, have been trained and outfitted by their respective organizations. They are not just clay pigeons waiting to be blown away by trigger-happy agents — at least, not all of them are. Even the lowly guards should be alert, suspicious, and competent. Otherwise, they wouldn't be guards in the first place!

Of course, the greatest temptation for the Admin is to allow the NPCs to act upon knowledge that they would have no way of knowing. The Admin has to put himself in an NPC's place, and ask what he would know and do in a particular situation, limiting your responses to what can be allowed based on the NPC's statistics. One frustrating hazard the Admin faces is when some of his prize NPCs are wandering into a brilliantly planned trap, courtesy of the players, and there is no way NPCs could know anything about it. You have to sit there and let it happen.

Give the NPCs a three-dimensional quality. A particular assassin may be fond of classical music (give him a Fine Arts AOK of 100), or a jewel thief may have a personal distaste for killing and thus not carry a gun (this would be a perfect character to give a high Evasion rating to, for making easy escapes!).

Not every confrontation with an enemy agent need be fatal. Nothing injects a little color more than a healthy rivalry with someone who can be a challenge. This lends continuity to the campaign. The players get a sense of accomplishment in foiling and outwitting an archenemy. Perhaps the rivalry will ultimately end with one side or the other dead, but at least both can be satisfied that each gave a good account of themselves, and the victory will have been well-earned.

Write down the stats of your NPCs on 3" x 5" cards, and file them in alphabetical order to keep everything organized and quickly accessible. This is perfect for those NPCs that always pop up at the most inopportune times.

Another matter entirely concerns the brief contacts, the faceless cut-outs, or the horde of 100 angry Iranians that the agents have brought down on themselves due to sloppiness. Life stories, relatives, and what flavor ice cream they enjoy are moot. These people need only the briefest detail, since they are only cannon fodder. Concentrate only on the NPCs that you think the agents will most likely get involved with in one way or another.

Case officers and other members of the players' organization may also be fleshed out, with satisfying results. For example, if your spy organization has two case officers — one who happens to be very easy-going and another who is short-tempered — notice how differently the players act towards each in situations like debriefings. Once again, the players get a sense of continuity. They will get to know and come to expect certain behavior from certain NPCs. Needless to say, agents who act disrespectful towards a grouchy superior can expect the worst missions imaginable.

In short, make your NPCs human. Agents will be less prone to kill if the characters they face seem real. When running an NPC, play the part well. Ham it up! That's what role-playing is for.

Just because you're paranoid . . .

In the AD&D game, a DM can strike terror in the heart of the stoutest players simply by rolling dice, deliberately glancing at certain charts, then smiling wickedly. This is known as a paranoia roll. The TOP SECRET game allows the same opportunity, but it must be more subtle.

What a wonderful world we live in! Such variety, such excitement. So many people, each with their own story. People can be peculiar — even normal people. Reflect this in the game. Observe: You and your three friends are agents in Vienna, Austria, trying to track down a dangerous GRU agent. The following description is read to you.

"You four are seated at a sidewalk cafe. At the table on your right are two men dressed in badly tailored suits. They are furtively looking around the cafe, and one man keeps adjusting his tie. The waitress seemed extremely friendly; she asks your names and where you are staying. Twenty feet down the street is a parked Mercedes in which a man appears to be listening to a Walkman. At the fourth table behind you is a man in an ill-fitting suit drinking vodka and chain smoking smelly thin cigars. He looks arrogant. The waitress arrives with your order. The dishes are not prepared quite to your liking. The waitress explains that the cook is new. At the street corner sit four people at a bus stop, two men and two women. They are not traveling together."

Does anyone have any idea who the enemy is? There are many possible leads, and the situation certainly looks threatening. That is the idea! In the world of espionage, *everyone* is suspect. It is a world where each mistake could be your last. Let the players know this. Use your voice to your advantage. Stress mundane facts. "The man in the car *appears* to be listening to his Walkman." Of course he does! He *is* listening to it. Players, however, will kick their imaginations into high gear and suspect that the Walkman is a gun or something. This could lead to some very amusing (or horrible) results.

This is a big world with an even bigger population. Try to have as many people as possible in a starring role. Don't make all KGB agents alike, wearing ill-fitting suits and having Coordinations of 30. These people are experts. Avoid stereotypes.

Incidentally, the two men looking uneasy are trying to pick up girls, hence their unease and furtive glances. The waitress is merely a flirt, the man in the car is on vacation, and the arrogant vodka drinker is a man who happens to be arrogant, drinks vodka, and has poor taste in clothes. And the cook? Oh, he's just new, that's all. The GRU agent is one of the women who even now is taking a seat on the bus which has just pulled away. Better luck next time.

. . . doesn't mean they won't get you

"Don't get mad; get even." It's not really the best way to live, unless you happen to be an Administrator. The complications tables given in the TOP SECRET rules, as well as in the Companion volume, are exactly what the Admin needs to drive home the point that actions have consequences — sometimes fatal ones. This is especially true when the complications call for an assassination attempt against the PC agents.

When such an action is called for, by all means, give the agents a fighting chance. In fact, the attempt itself can be the basis for a whole adventure. The agents just would not know that for a fact. Take the following example.

A long while ago, the agents in my campaign broke up a nest of Exterminators (a group of assassins mentioned several times in early DRAGON issues; I made them a world-wide assassins' network) in Paris. Unfortunately, a few of the enemy agents escaped with a good description of my agents. All was forgotten and other missions followed, until one day a London tabloid came out with a story hinting at the existence of an ultra-secret Western spy agency based in England.

The description fit "my" agency to a T, and the higher-ups, who were positively livid at these uncomfortably accurate allegations, immediately dispatched the intrepid agents to find out where the leak was. They visited the reporter at his office. So far, so good.

What they did not know was that the story was a tip given by an Exterminator. The Exterminator then rented an office directly across the street from the reporter's office window, set up surveillance equipment, and watched to see who would nibble at the bait.

By the time they realized what was going on, several of the PC agents were killed and the killers had escaped, to return someday to plague the agents again. An archenemy is born, and a contest of survival begins.

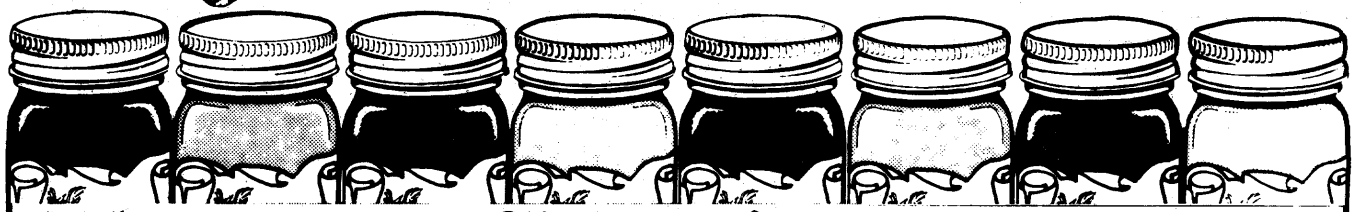
In that particular scenario, the agents did have a few chances to guess at what was happening. It was not a hopeless situation. In fact, the mission in Paris that started the whole thing in motion was very sloppy, hence the vendetta's generation. Had loose ends been tied up a bit tighter, the enemy would have less information to go on and

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less of a chance to strike back.

Thus, retaliation by enemy agencies is not always certain; when it is, there is still a chance the agents can find a way to survive it. Be creative in the actions of your NPCs, and your players will enjoy the challenge, even if they do manage to get their characters killed in the process.

Administrator style

The beauty of the TOP SECRET game is the low margin of error allowed to the participants. In AD&D games, if three-fourths of the party gets wiped out, the *resurrection*, *wish*, or *alter reality* spells are trotted out, and POOF! All is well. On the other hand, if four out of six agents on a mission get gunned down by the Red Brigade — well, it was nice knowing them. This makes TOP SECRET gaming very, very exciting, knowing that each mistake could very well mean the end — unless, of course, you have a Fame and Fortune point to spare.

Fame and Fortune points are all that stand between an agent and the enemy's Uzi. They are very potent and should be carefully played. Fame and Fortune points are the players' only chance to alter your reality and change the flow of events in your game.

The Admin, like the DM, has the last word in any situation. There may be times when a player could expend every Fame and Fortune point he or she had, and it would still do no good. Obviously, such times should be few and far between, and should have a rational explanation. A fanatical assassin or sentry who is determined to dispatch an unconscious agent may in fact be able to do so, regardless of how cleverly the player uses his points. The TOP SECRET Companion recommends that the players give an explanation for how the point is to be used. Personally, I feel that this opens the door to too many bizarre explanations, as well as forcing the Admin to keep track of which agents used which excuse, and it should be avoided.

If the agent failed at some non-combat maneuver and expends a point in order to succeed (such as for leaping a chasm, jumping off a speeding train, etc.) then let the attempt succeed. In projectile combat, saying things like "I resemble the shooter's brother," or "The bullet ricocheted off my belt buckle," seems a little silly. Why not just alter the effect the bullet had, changing a serious wound to a light wound? Simply explain that the wound was not as bad as originally feared.

One final suggestion. If an agent has just committed severe premeditated stupidity (e.g., rushing at a loaded AK-47, drop-kicking a vial of nitroglycerine across the room, wandering into a critical nuclear reactor), then, for heaven's sake, kill off the fool. Points should be used to bail an agent out of a jam not of the agent's doing, not as a cover-up for deliberately bad playing.

Disciplining unruly players in the game is another tricky thing. In AD&D games, the DM can bring in "bolts from the blue," divine intervention, and other things that can make fantasy life interesting. In the modern-day world of TOP SECRET gaming, however, an Admin's options are limited, and even in the context of those options, he or she must be careful, for TOP SECRET characters are not as resilient as their AD&D counterparts. A hit squad that gets too effective could conceivably create the TOP SECRET version of a party-killer.

Once again, this is where a bureaucracy comes in handy. Any decent bureau should be keeping tabs on the psychological status of its agents, as well as their performance. It further stands to reason that the agency would encourage other agents to report signs of erroneous behavior to their case officers. (Admins should use caution when exercising this privilege, or the game winds up resembling a certain other humorous role-playing game involving traitors, The Computer, and many laser blasts.)

Agents found to be abnormally violent or prone to fits of wanton vandalism could possibly be transferred to husky-cleaning duty in a Yukon branch office. Withholding experience points or payment (perhaps even leveling fines), giving forced leaves of absence without pay, or getting chewed out by a case officer in front of everybody are some ways of dealing with out-of-control agents. If these measures fail, consider locking them up for psychiatric observation, enforcing dismissal, or the ultimate trouble-ender: termination. It is recommended that you not assign the latter duty to PCs; things may get personal.

As an Administrator, you must be ready for whatever off-the-wall solutions your players come up with. Try not to force your players into doing things the way you want to do them. A player in our campaign tried his hand at Administrating and became frustrated while the players got bored. He wanted to see the players take a very specific course of action — and, like any good players, we refused to be placed in rigid confines.

Perhaps one of the disadvantages of TOP SECRET gaming is that it takes place in a society in which, if one has the money, one can go anyplace, buy anything, and do anything one wishes. Admins must be prepared to ad-lib like crazy when the players decide to rent cars, go to a restaurant, or demand to see the Soviet ambassador even though you never "wrote one up!"

Props can add a very nice touch to a game. The above-mentioned player who tried to control the agents had the best briefing I have ever seen. He had glossy photos of people who were supposed to be our targets, as well as a news magazine article related to the mission. Part of the briefing was tape recorded. We were also supplied with a road map and other such materials. Despite the problems, much of the adventure was very impressive.

This list of suggestions is by no means complete. Hopefully, they may help make the chore of running the game a bit easier and fun for the Admin. Of course, should you reject these suggestions and get captured by the Regiment of Aggravated Top Secreters (R.A.T.S.), this agency will naturally disavow any knowledge of you.

Author's note: For anyone who wishes to use I.C.I.C.L.E. in a TOP SECRET campaign, here are its statistics, using the format given in DRAGON issues #93 and #97-99.

I.C.I.C.L.E. (InterContinental Investigation, Confiscation, and Law Enforcement)

Nature of agency: International Western and neutral agent pool

Governing body: Private individuals with numerous governmental connections

Personnel: Unknown; possibly in the low hundreds

Annual budget: Unknown; possibly in the tens of millions

HQ: Coventry, U.K. (front: Excalibur Investment Firm)

Established: 1975

Activities: Worldwide intelligence/counterintelligence, defection protection/prevention, law enforcement

Policies: Secrecy and subtlety are our best weapons. Keep the peace. Do not kill if unnecessary.

Objectives: Keep the world from blowing itself up. Calm down trouble spots. Prevent undesirable elements from getting too powerful. Remove anyone who resists said objectives. Maintain a strong international force of agents that any single country can draw upon, and not have their activities traced to them by their adversaries.

Areas of involvement: Worldwide

Allies: Mossad, FBI, Scotland Yard, and Italian anti-terrorist units

Additional data: The public has no idea of this agency's existence. It was founded by a group of wealthy ex-spies from six Western nations. There are sub-stations and branch offices in selected countries (not to be confused with safe houses). The KGB, CIA, CON, and the Exterminators suspect that some sort of private organization exists, but they have no details.

Bureaus: All

Alignment profile: 01-94/07-94/01-94 8

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Pull the pin and throw

Grenades get more detail for TOP SECRET® play

by Kevin Marzahl

Contrary to popular belief, grenades are not powerful enough to blow out the side of a building — an outhouse, perhaps, but nothing like a well-built office complex. However, grenades have more uses than blowing things up, as will be shown later. A brief history of the hand grenade follows, with a discussion of the different types of grenades, how they function, and how to use them in the TOP SECRET® game system.

History

Webster's New World Dictionary defines a grenade as "a small bomb detonated by a fuse and thrown by hand or fired from a rifle." This certainly applies to the hand grenades of today, but the first "grenade" used in history was probably a clay pot filled with poisonous snakes, burning oils, or acids, and thrown by hand at an enemy. Such primitive grenades most likely originated in the Far East with the barbaric Mongols. They were also used in Medieval sieges.

Grenades reappeared during the American Revolutionary War. Black powder was used as an explosive in grenade form, though its use was primarily limited to the bombing of the riggings and powder magazines of British ships. Grenades were improved during the American Civil War, as powder delay fuses were added.

Not much more happened with grenades until World War I. Here came an explosion of grenade designs, stemming from the peculiarities of trench warfare. However, most of these grenades did not get far and, in World War II, warring countries fell back on the tried and true grenades of World War I. Most of these were forms of the fragmentation grenade. For the British, it was the Mills Bomb; for the Germans, it was the famous "Potato Masher" stick grenade, drawing its unusual name from the kitchen utensil it resembled. World War II also marked the birth of the white phosphorus, or WP, grenade, which hurls particles of burning chemical upon explosion. Since then grenades have been improved and specialized. What was once a military tool has found its way into riot control and even espionage.

Functioning

The different types of grenades all share four common characteristics:

1. Range
2. Effective Casualty Radius (ECR)
3. Knockdown Radius (KDR)
4. Time Delay Fuse (TDF)

Range depends upon the weight and shape of the grenade, as well as the thrower's ability. The ranges for individual grenades that are listed on the Grenade Table in Part II are the ranges that the grenades are best suited for, although all grenades can be thrown a maximum of 100'. A character's chance of hitting on target with a grenade is inversely proportional to the range. A character would have a 95% chance of being on target at a range of 5', and only a 5% chance of being on target at 95' away. If the grenade is thrown within the range listed on the Grenade Table, add 8% to the character's chance to hit on target. The maximum percentage chance to hit a target cannot exceed 95%.

Effective Casualty Radius (ECR) is the radius of an area around the point of detonation within which exposed personnel become casualties.

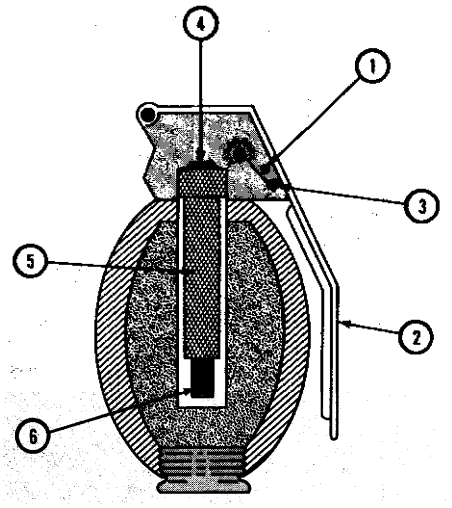
Knockdown Radius (KDR) is the radius of an area around the point of detonation within which the Stopping Power Rules should be applied (see the TOP SECRET Companion, page 41-42, or DRAGON® issue #49, page 24). As a general rule, all grenades and 40mm ammunition will incapacitate an unprotected human target.

Time Delay Fuse (TDF) is the length of time between the ignition of the primer and detonation.

In addition, all grenades share a common assembly consisting of three basic parts:

1. Fuse Assembly — The safety lever, safety pin, striker, primer, delay element, and detonator or ignitor.
2. Body — The container that holds the fuse assembly and filler.
3. Filler — The substance with which the body is filled: chemicals, high explosives, or gas.

The manner in which these three parts function together is quite simple. As anyone



knows, all one must do to use a grenade is pull the pin and throw. But what happens in between these actions and the explosion?

First, the pulling of the pin. In the accompanying diagram, the pin would be placed through the hole (1). After the pin is pulled, one would normally throw the grenade. However, if you pull the pin and don't throw the grenade, the device will not go off in your hand. The reason for this is that the pin is merely holding the safety lever (2) in place. The lever, or "spoon" as it is sometimes called, is holding the striker (3) in place. Once the thrower lets go of the lever, the striker, powered by a small spring, moves to hit the primer (4). The primer, in turn, activates the delay element (5). After the delay element has finished burning, it activates the detonator or ignitor (6), which causes the grenade to go off.

Grenades and launchers

What kind of grenades can agents obtain, and what can they do? The table below lists the grenades described in this article, their four characteristics, damage (explained in detail under the grenade descriptions), and

Type	Range (feet)	ECR (feet)	KDR (feet)	TDR (seconds)	Damage	Weight (pounds)	cost ($ U.S.)
Fragmentation	80	40	5	4-5	special	1	20
White phosphorus	70	55	5	4-5	"Z"	2	50
Concussion	70	20	10	4-5	special	1	15
Thermite	60	—	—	2	special	2.5	35
Smoke	70	—	—	2	—	1	10
Gas	70	special	15	2	varies	1	20
Flare	80	—	—	7	—	1	15
Stun	60	—	special	.5	special	2	100

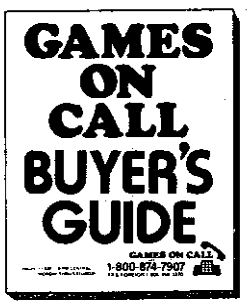
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individual hand-grenade costs and weight. All grenades may be bought as a thrown bomb or a 40mm launched round.

Grenade descriptions

Fragmentation (FR): A standard "frag" grenade is usually round and smooth with a serrated body. Upon detonation of the filler (usually a high explosive), the body and fuse assembly are hurled in all directions, becoming lethal projectiles. As per the rules in the TOP SECRET rule book, fragmentation grenades do 12 points of damage to anyone within 10′ of the explosion, 3 points to anyone 11-20′ away, and 1 point to characters 21-40′ away. This may seem rather weak, but is perfectly realistic. Holding an exploding frag grenade causes 24 points of damage. Jumping on a live grenade results in the shielding character taking the full 24 points. This grenade is based on the M26A1 and M67 hand grenades, both used by the United States Armed Forces.

White phosphorus (WP): The WP grenade is cylindrical, tapering toward the bottom. The body, like that of the frag grenade, is serrated for easy break-up. Upon detonation, it throws particles of burning phosphorus an average distance of 50′, though some pieces may go as far as 60′. Damage from WP grenades does not decrease with range, since damage depends not upon velocity (as in the frag grenade), but upon the burning of the chemical. Damage can be calculated using the "Z" HTH combat table found on page 29 of the TOP SECRET rule book. A WP grenade also produces a white screen of smoke (treat as a smoke capsule). This grenade is equivalent to the 40mm incendiary shell in the, TOP SECRET Companion.

Concussion (HE): This grenade is the equivalent of the "blast" grenade found on page 35 of the rule book (and clarified in DRAGON issue #67, page 13) or the high-explosive shell found in the Companion. It is based on the Mk3A2 and is a pre-packaged high-explosive charge in a fibre-board casing. The casing does not cause fragmentation damage, but "blast" does occur (i.e., enormous shock waves which stun and knock characters to the ground). The damage is calculated as in the rule book, but the damage is considered non-lethal, as this grenade is meant to incapacitate, not kill.

[It is assumed that the concussion grenade is not the same sort as the stun grenade described below. If desired, referees may combine the statistics of these two grenades, using the additional effects noted for the stun grenade (deafness, paralysis, and loss of Coordination) for the concussion grenades. — Editor]

Thermite (TH or INCEN): This is an example of a specialized grenade. It is cylindrical and made of sheet metal. When the delay element ignites the filler or magnesium oxide, the mixture burns for about eight turns (40 seconds), reaching-a peak temperature of 4,300°F. This molten thermite flows from emission holes on the top of the grenade; it does not explode. The mixture will melt through a half-inch of steel as well as asbestos walls and safes, setting the contents of a safe afire. It will weld machinery parts together as it flows between them. Any character unfortunate enough to come into contact with the thermite while it is burning suffers 10 points of damage per phase for up to five phases, or until he is no longer in contact with the mixture. If a character is within 5′ of the mixture, he will suffer five points of heat damage per phase for up to five phases or until he is a safe distance away.

Hexachloroethane smoke (HC): These grenades are cylindrical and contain colored smokes used primarily for signaling. Available colors are red, orange, yellow, green, blue, purple, violet, white, and black. No smoke appears during the turn that the grenade lands; in the next five turns, a cloud of smoke will appear, extending downwind. The cloud will disappear over a period of two to three minutes.

Gas (GAS): These grenades contain anesthetic, tear gas, mace, sleeping gas, or poison. These five types of gas will all take the form of a 15′ x 15′ cloud. Anesthetic, tear gas, mace, and sleeping gas are colorless. All but sleeping gas have an odor. Their effects and durations are found on page 39 of the TOP SECRET rule book. Poison-gas grenades come in all six types listed in the rule book and cost the same as one dose of the appropriate type of poison; all other gas grenades cost $20 each.

Illumination flare (IF): This grenade, as do the rest in this article, comes in two types: a hand-held grenade and a 40mm round. In this case, the round is much more effective. The flare grenade is not usually thrown, but is dropped or rolled. After the delay element has finished burning, the base of the grenade is blown off. This reveals the burning filler which produces a very bright light over a 50′-radius area, lasting 30 seconds. Looking directly at the light causes temporary blindness for 1-6 turns, reducing Coordination by 1-100% until the effect wears off.

The 40mm launched rounds are fired from one of the launchers described in this article. The round is shot into the air and slowly descends on a small parachute. While descending, it casts a light over a 30-yard radius, but is visible for 3 miles over still water and slightly less over land. A flare at the maximum height of 600′ is visible up to as far away as 33 miles over a calm body of water. These flares come in red, yellow, green, and white, and they are used for both signaling and illumination.

Stun (ST): So far, no official statistics are available on this type of grenade. The description below was drawn from fictional accounts found in numerous espionage and adventure novels. This is, however, a real grenade, and an excellent reference to it is found on page 295 of *The Devil's Alternative,* by Frederick Forsyth. Readers are also directed to recent James Bond novels by John Gardner for other descriptions of the grenade.

This is a very sophisticated and expensive device. It has found its greatest use in anti-terrorist operations, particularly by the British Special Boat Service (SBS) and its sister organization, the Special Air Service (SAS). Almost immediately after these grenades are thrown, they explode with a blinding flash. For game purposes, this results in temporary blindness lasting for 5d10 turns. The grenade also gives off a tremendous "bang" at the same time. This "bang" has a 90% chance of blowing out the eardrums of an unprotected human target (eardrums will heal over a period of 1-6 months) and will automatically cause an instant loss of concentration and partial hearing loss. In all, the flash and bang reduce the Coordination of a character by 1-100 + 50% for 1-5 minutes. In addition, if a victim's eardrums are blown, a tonal sound (the "crash") enters the middle ear and causes a lo-second paralysis of one's muscles. Because this grenade is quite powerful, the Administrator may wish to make it difficult for agents to obtain.

All grenades are marked according to their type and are lettered to indicate their fillers. These letters are shown in parentheses beside the titles of the grenades in the above descriptions. Body and letter colors are as follows:

Concussion and fragmentation — olive drab with yellow markings

Gas and chemical — gray or light green with black markings

Dummy (training) — black with white markings, or blue with black markings

Smoke (HC) grenades have a colored band around their middles, depicting the color of the smoke they produce.

Grenade launchers

Grenade launchers obviously have no place in true espionage. However, the TOP SECRET game also encompasses short, commando-style raids, such as in module TS 002, *Operation: Rapidstrike!* Therefore, agencies have made three types of grenade launchers available to agents participating in such assaults: the M-79, the M-203, and the Mark-19.

The M-79 is a hand-held 40mm launcher. It takes grenade rounds as well as the 40mm ammunition given in the TOP SECRET Companion. It is a break-open, single-shot launcher with a wooden stock.

The M-203 is a weapon-mounted grenade launcher and uses the same statistics as the M-79, because they are essentially the same weapon but carried in a different fashion. The M-203 is designed to fit the M-16 assault rifle in the standard under-over configuration, although it will fit any assault rifle with some minor modifications. It is a single-shot, breech-loaded, pump-action launcher that comes with a quadrant sight assembly that must be attached to the rifle.

The Mk-19 is an infantry-support weapon, generally vehicle mounted, though

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Weapon	PWV	PB*	S	M	L	WS	Rate	Ammo	cost	Decp	HWV
M-79	53	—	-45	-145	—	BA	1	1	350	NC	14
M-203	53	—	-45	-145	—	BA	1	1	350	NC	14
Mk-19	73	—	-38	-130	—	BA	3(1)	50(1)	500	NC	NA

* — Launchers may not fire at point-blank range, since the round needs to build velocity or it will not detonate.

a tripod will do. This weapon takes belted 40mm ammunition or single rounds, depending upon how much firepower the agent wants. This is a powerful weapon and should be used only by experienced agents on dangerous missions.

In general, grenade launchers give agents the advantage of greater range and accuracy. The maximum range of a launcher is 800'. The statistics for the weapons assume that the character has taken the time to calibrate the sight for range, trajectory, etc. Launcher ammunition may be set to explode at a set altitude or upon impact. Ammunition set to explode at a specific altitude must be purchased with said altitude specified upon purchase; altitude may not be adjusted during a mission. The maximum altitude that a launcher will fire is reached at medium range.

All military projectiles are 40mm and fired from one of the above-described weapons. When using ammunition of such high caliber, there are two modifiers not used with thrown grenades. These are the Damage Modifier and the Vehicle Damage Modifier. The Stopping Power Modifier is used with both grenades and 40mm ammunition.

Damage Modifier (DM) is applied on a direct hit. The number on the chart below is equal to the number of injury points that should be added to the normal damage suffered by a character and is applied within the ECR.

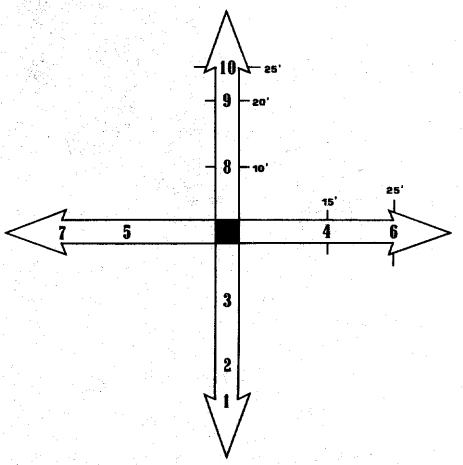
Vehicle Damage Modifier (VDM) is applied when 40mm ammunition is used against vehicles. Add the appropriate modifier to the dice roll before consulting the Bullet Use Against Vehicles Table found on page 38 of the rule book.

Stopping Power Modifier (SPM) is used to determine if a character is incapacitated according to the Stopping Power Rules found in the TOP SECRET Companion, or on page 24 of DRAGON issue #49.

Type of round	DM	VDM	SPM
Fragmentation	+10	+80	120
Gas	+13	+30	480
Concussion	+31	+240	1560
Illumination	+16	+60	720
Incendiary	+16	+120	840

Scatter

Regardless of whether a character throws or launches a grenade or 40mm round, the projectile must *go somewhere* if the character misses his intended target. The accompanying diagram is a pictorial form of the information given in the rule book. When a character misses, roll 1d10 and consult the diagram. If a character misses his target, but it remains stationary, add 5% to his chance to hit on his next throw or shot.



Booby traps

Grenades do not have to be thrown or launched. There are numerous documentations of booby traps involving grenades. In some cases, the pin was pulled, but the safety lever was held down. The grenade was then placed under a dead body or similar object. When the object was lifted . . . BOOM!

It is also very simple to secure the grenade to a post or tree and attach a sturdy line to the pin. The line can be drawn across a path at ankle level. When this trip line is pulled, the grenade will go off.

Whether a grenade is thrown, launched, or used as part of a trap, it is a useful tool limited only by the imaginations of the agents.

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TOP (SECRET) GUNS

Military aircraft in TOP SECRET® gaming

by Patrick Rice

In TOP SECRET® module TS003, *Lady in Distress,* the agents are assigned to raid an enemy villa in the Spanish highlands. Their transportation is by twin-engined aircraft, which is to take them outside of Barcelona for a parachute drop. What if the Spanish government found out about the mission? It would have sent military aircraft to intercept the agents' plane — and the Administrator would have searched for information about the topic of aviation to no avail. Below is some TOP SECRET information about military aircraft, flying skills, military reactions to enemy aircraft, and typical aircraft weapons.

Flying skills

Any player character may elect to become a pilot, as long as he or she meets the following AOK scores — Aeronautical Engineering (80), Computer Science (65), and Military Science/Weaponry (65). If the character fits the requirements, training must be received in flight tactics, the principles of flight, aerodynamics, navigation, and jet propulsion. Such skills are taught at flight school or at a military base; in the latter case, the player character would be assumed to have enlisted in the armed forces prior to training (and prior to the current campaign), and must have served at least four years in the military branch chosen. The cost for private flight school is about $5,000 total.

A major concern in flying is the weather. If characters are using aircraft, the Administrator should keep careful notes on the weather conditions in that area. It might be worthwhile to check the daily newspaper to find the weather conditions in the part of the world the party is occupying. Different weather conditions have an effect on flight quality, as shown in the following table. Note that the results given apply particularly to low-level flight over rough terrain; turbulence at higher altitudes can result in instability of flight, but not necessarily a crash.

Aerial combat

Aerial combat is carried out in a way similar to that made with projectile weapons, with the exception of missile combat. Whenever a pilot elects to hunch a missile at an enemy aircraft, the Administrator finds the maneuverability score for the aircraft and locates the result of the attack on the table below.

Maneuverability

score	Effect
1-2	Plane automatically hit
3-4	Plane 90% likely to be hit
5-6	Plane 75% likely to be hit
7-8	Plane 50% likely to be hit
9	Plane 40% likely to be hit

The chances of being hit do not take into account any electronic jamming, but they do account for evasive actions made by the pilot to evade the missile. Jamming, if applicable, reduces the chances of being hit by a variable percentile score determined by the referee, depending upon the reliability of the jamming equipment and the susceptibility of the missile to being jammed. Note that some missile types have a chance of being duds — *i.e.,* they won't explode on impact.

If an airplane is hit by an exploding missile, consult the Explosive Use Against Vehicles Table (page 37, TOP SECRET rule book) for the results. The crewmen each have a chance of surviving, though any survivors take 0-18 (2d10 -2) Life Level points of damage. However, if the aircraft outmaneuvers the missile, the missile flies out of its effective: range and explodes on impact with the ground. An aircraft hit by a dud missile has a better chance of survival (use Bullet Use Against Vehicles Table, page 36, with -10% penalty); injuries sustained by the crew are 0-5 (1d20 - 5) Life Level points of damage.

Weather conditions	Effect
Very high winds (71+ mph)	Forces aircraft to crash into terrain (90% chance)
High winds (10-70 mph)	Hard to keep craft stable (10% chance of crash)
Gentle winds. (up to 10 mph)	No effect
Heavy rain.	Impossible to see, computer guidance only
Light rain	Blurred vision (25% chance of computer guidance required)

Enemy reactions

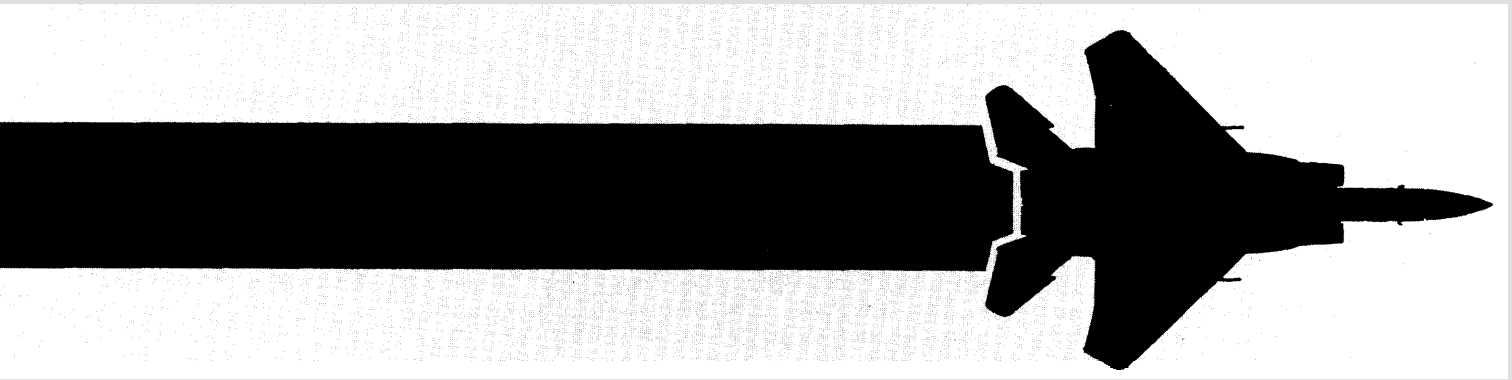
Whenever an aircraft enters an enemy's airspace, it is usually picked up on radar, and aircraft from a nearby air base are launched. The number of aircraft varies (2d10), but all will be fully armed. Any aircraft can contact another aircraft or ground unit through an all-wave radio mounted in the cockpit of the plane. If contact is not made, the intercepting aircraft will usually attack until they are destroyed. The intercepting aircraft arrive in 4-40 minutes after the intruding aircraft is picked up.

Aircraft may be attacked from the ground by anti-aircraft guns and ground-to-air missiles. Anti-aircraft guns should be treated as having a PWV 65, with no modifiers whatsoever. The large anti-aircraft guns are not easily seen, but they become easy targets once spotted because they are not very mobile. On the other hand, ground-to-air are highly mobile when mounted on a truck. Most ground-to-air missiles have an effective range of five miles and should be treated as air-to-air missiles for hit determination and damage.

Attacks from aircraft to targets on the ground can be attempted by equating 40 ounces of plastic explosive with an air-to-ground missile. Cannon fire on ground targets should be treated as typical projectile combat, with a few exceptions:

1. Damage to people on the ground is always serious;
2. Treat missiles as armor-piercing against vehicles; and,
3. Missiles can never be used for called shots.

Bombs may be dropped, each having a variable chance of hitting a target and causing a variable amount of damage. The quality of bomb attacks depends on many factors (weather, target quality, local terrain, presence of night, ground fire, bomb type, electronic guidance from plane, onboard bomb guidance, etc.) — so many factors that they cannot all be listed. Assume a flat 20% chance of a successful strike, modified up or down as seems appropriate. Bomb sizes and effects also



vary widely; the referee should use his discretion here, remembering that aerial dogfights and bombing runs may lie outside the scope of the TOP SECRET game itself.

Military aircraft roster

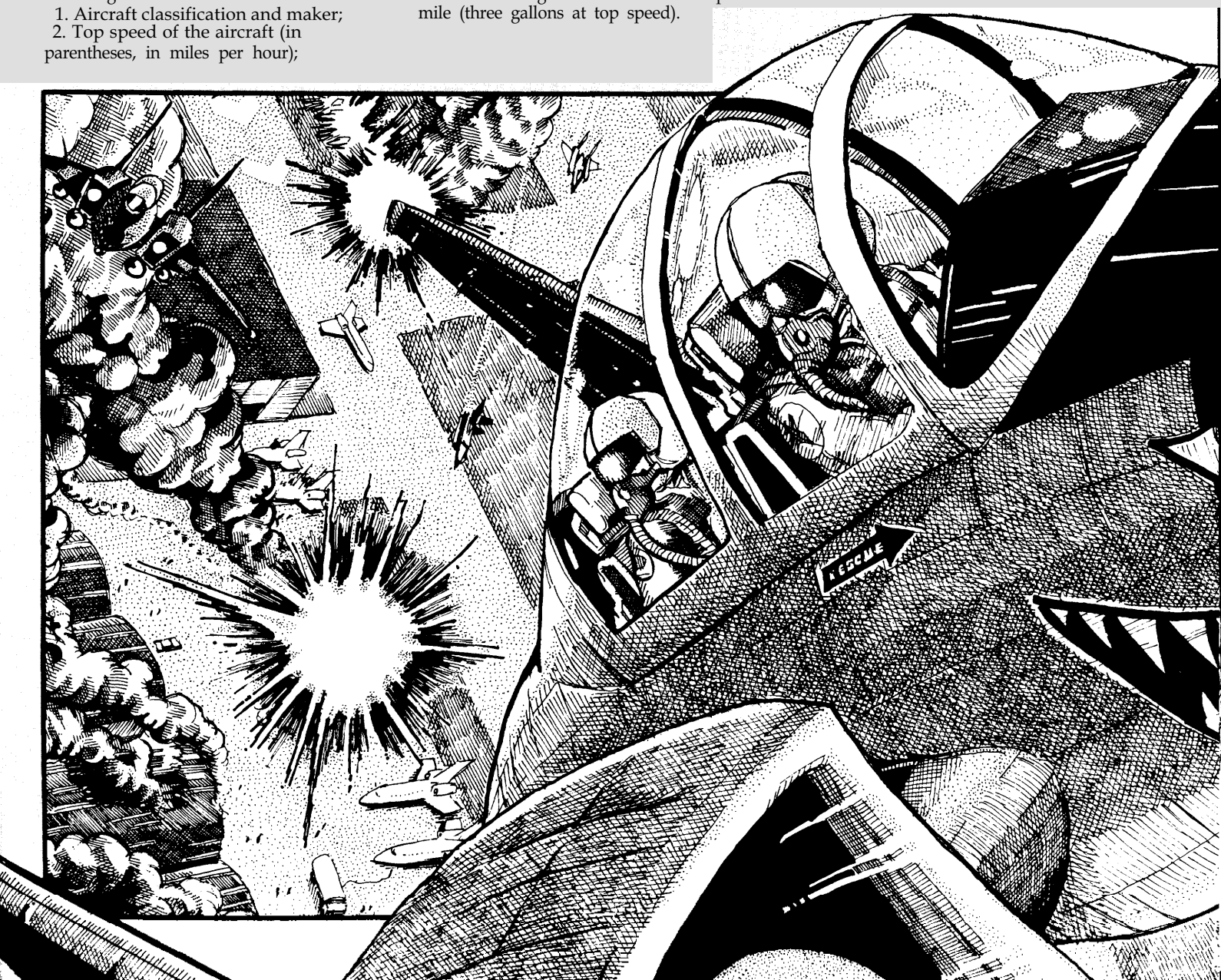
The following is a list of aircraft being flown by various national air forces and navies. The information is presented in the following order:

1. Aircraft classification and maker;
2. Top speed of the aircraft (in parentheses, in miles per hour);
3. Type of mission for which the aircraft is used, and countries that use that particular plane;
4. Fuel capacity (in Imperial gallons);
5. Combat ceiling (in feet);
6. Range (in statute miles);
7. Maneuverability score (used above; from 1-9);
8. Armament; and,
9. Cost (in U.S. currency).

Each aircraft is structurally stable, and consumes one gallon of aviation fuel per mile (three gallons at top speed).

Dassault-Brebuet Mirage III (1,460 mph) Single-seat, all-weather, long-range fighter serving in Switzerland, Israel, South Africa, Lebanon, Australia, Pakistan, Spain, Brazil, Venezuela, Argentina, and Abu Dhabi. Fuel 733; Ceiling 55,775; Range 745; MS 4; two 30mm cannons, one MATRA 530 missile, and two AIM-SD Sidewinder missiles; $167,900.

Saab-37 Viggen (1,320 mph) Single-seat, multi-mission combat aircraft.



Fuel 945; Ceiling 36,900; Range 659; MS 4; four AIM-SD Sidewinder missiles and two AGM-12B Bullpup A missiles; $179,200.

BAC Lightning (1,386 mph) Single-seat interceptor of the Royal Air Force. Fuel 735; Ceiling 57,000; Range 640; MS 5; two Aden cannons and two Red Top missiles; $149,725.

British Aerospace Harrier (720 mph) Single-seat vertical take-off fighter used by the Royal Air Force and the United States Marine Corps. Fuel 630; Ceiling 35,000; Range 604; MS 1; two Aden cannons and two AIM-SD Sidewinder missiles; $122,000.

Panavia Tornado (1,450 mph) Single-seat, multi-role aircraft flown in the U.K., Germany, and Italy. Fuel 1,600; Ceiling 63,000; Range 1,650; MS 4; one IWKA-Mauser cannon, two AIM-SD Sidewinder missiles, and four BAE Skyflash missiles; $165,900.

Mig-21/NATO codename: Fishbed/Mongol (1,358 mph) Single-seat, light-weight fighter used in India, China, and Czechoslovakia. Fuel 572; Ceiling 51,200; Range 683; MS 5; one 23mm cannon and four Atoll missiles; $188,199.

Mig23/NATO codename: Flogger (1,520 mph) Single-seat, variable-geometry, tactical fighter used in Soviet-bloc nations. Fuel 775; Ceiling 60,000; Range 725; MS6; one 23mm cannon and four ANAB missiles; $130,000.

Mig-25/NATO codename: Foxbat (2,110 mph) Single-seat, supersonic fighter used in Soviet-bloc nations. Fuel 1,050; Ceiling 60,000; Range 895; MS 6; four ANAB missiles; $199,250.

McDonnell Douglas A-4 Skyhawk (645 mph) Single-seat, naval aircraft used by the Blue Angels demonstration team. Fuel 1,002; Ceiling 58,400; Range 1,613; MS 9; four AIM-54A Phoenix missiles and two 20mm cannons; $165,720.

Grumman A-6 Intruder (685 mph) Two-seat, strike aircraft used by the U.S. Navy. Fuel 559; Ceiling 53,800; Range 294; MS 2; two AIM-7E2 Sparrow missiles and four AIM-SD Sidewinder missiles; $107,910.

Aerospace C-7 Corsair II (698 mph) Single-seat, light attack aircraft of the U.S.A.F. Fuel 1,122; Ceiling 40,958; Range 427; MS 3; one M61A1 cannon, two AIM-26A Heatseeker missiles, and four AIM-SD Sidewinder missiles; $127,000.

McDonnell Douglas F-4 Phantom II (1,434 mph) Two-seat, ship-based interceptor or shore-based fighter. Fuel 1,545; Ceiling 38,400; Range 1,427; MS 5; one M61A1 cannon and four AIM-9B Sidewinder missiles; $179,050.

Grumman F-14 Tomcat (1,584) Two-seat, U.S.N. shipboard fighter. Fuel 1,969; Ceiling 60,000; Range 725; MS 7; one M61A1 cannon, six AIM-54A Phoenix missiles, and four AIM-SD Sidewinder missiles; $186,000.

McDonnell Douglas F-15 Eagle (1,676 mph) Single-seat, multi-role fighter used in Japan, Israel, and Saudi Arabia. Fuel 1,724; Ceiling 56,000; Range 1,950; MS 8; one M61A1 cannon, four AIM-7G Sparrows and two AIM-SD Sidewinder missiles; $192,000.

General Dynamics F-16 Fighting Falcon (1,333 mph) Single-seat fighter used in Israel and Belgium. Fuel 893; Ceiling 50,000; Range 1,200; MS 9; one M61A1 cannon and six AIM-SD Sidewinder missiles; $189,000.

McDonnell Douglas F-18 Hornet (1,190 mph) Single-seat, air-support aircraft. Fuel 1,390; Ceiling 65,100; Range 1,740; MS 7; one M61A1 cannon and two AIM-SD Sidewinder missiles; $176,500.

All aircraft have built-in, onboard computers which target enemy aircraft, monitor flight operations, record any conversations between pilot and ground crews, and have the capability of flying the plane for short periods of time. The aircraft also have radar systems which monitor ground movement, an electronic warfare pod which jams any nearby radar systems, and an infra-red camera (except on interceptors) located in the electronic warfare pod.

Weapon systems

Cannons are to be treated as projectile weapons for purposes of combat, and damage should be determined on the Bullet Use Against Vehicles Table. All of the cannons listed have two sets of numbers for PWV; the first is used for air-to-ground combat while the second is used for air-to-air combat.

Aircraft Cannon Types Table

Cannons	PWV	S/M/L	Ammo	A/F/P/R	Rate*
20mm	100/50	+15/-15/-75	125	30/6/2/5	10
23mm	98/48	+17/-13/-67	1000	29/6/2/5	15
30mm	115/55	+25/-05/-65	125	30/6/4/5	20
M61A1 20mm	94/50	+07/-23/-83	1028	27/6/2/5	25
M-39 20mm	100/48	+00/-30/-90	280	30/6/2/5	12
IWKA-Mauser 27mm	110/50	+02/-28/-88	210	30/6/3/5	12
DEFA 553 30mm	120/50	+00/-30/-90	125	30/6/4/5	12
Oerliken KCA 30mm	120/50	+09/-21/-81	150	30/6/4/5	12
Aden m/55	120/59	+10/-20/-70	100	30/6/4/5	10

* - Rate has been halved for game purposes.

Any of the cannons on the Aircraft Cannon Types Table can be stripped from the aircraft and mounted on a tripod (for $100) to be used as an anti-vehicle weapon, but they may have a severe kick disadvantage.

Missiles are very powerful weapons which should be dealt with by the Administrator, who may elect not to have missiles in a specific adventure. Players need to keep track of the number of missiles their characters have and how many they have used. Replacement missiles can only be bought through the government, and they are very expensive.

Aircraft Missile Types Table

Missile type	Range	Cost	Plastique Equivalent
MATRA-530 Air-to-Air	3 miles	$5,000	2 lbs.
AGM-12B Bullpup A Air-to-Ground	6 miles	$7,500	40 ozs.
Rb28 Falcon Air-to-Air	2.5 miles	$4,500	26 ozs.
Nord AS.30 Air-to-Air	3 miles	$8,000	3 lbs.
BAE Skyflash Air-to-Air	3 miles	$7,500	36 ozs.
AIM-7E2/7G Sparrow Air-to-Air	4 miles	$9,000	50 ozs.
AIM-SD Sidewinder Air-to-Air	2 miles	$8,500	3 lbs.
AIM-26A Heatseeker Air-to-Air	2 miles	$8,500	40 ozs.
AIM-54A Phoenix Air-to-Air	5 miles	$7,500	3 lbs.
Red Top	5 miles	$7,500	2 lbs.
Anab	4 miles	$10,000	3 lbs.
Atoll	3 miles	$7,500	3 lbs.

Note: The plastique equivalent is given for any missile which explodes on the ground, having missed its original target in the air.

These ideas may be adopted into regular TOP SECRET play if the Administrator okays it. Agents should note that cannons, but not missiles, can also be mounted on private aircraft.

Guilty as Charged

The legal process in the TOP SECRET® game

by Thomas M. Kane

" . . . The, prosecution rests."

Herman idly watched a reporter drawing his caricature. It was unflattering, He scowled; his thoughts strayed away from the courtroom to that August night three months ago. The mole had been buying drinks for the house, probably with Russian money. Herman remembered the lonely hallway, the mole's fearful look back, the impersonal finality of the muffled shot, the red exit sign in the smoky tavern air.

Then it all fell apart. That blaring rock music should have drowned out anything, but someone had heard. When he reached. the end of the hall, he found the exit door was locked. Locked! The police came entirely too quickly. . . .

Herman shook his head. The witnesses had all been drunk and couldn't positively identify him. Besides, there was no motive. Nobody knew about mission 0068. Herman had felt pretty safe. But then came the ballistics men with charts of muzzle velocities and bullet locations. Finally, the bartender — somehow, he'd seen the gun when Herman had gone up for a drink.

It was the end of the line. He could only pray that no one discovered his link with the Agency. His superiors were angry now, but they would never forgive that. Life imprisonment was a better alternative — and perhaps death was better, too.

According to the TOP SECRET® game rules, trials are resolved with two dice rolls. One is made against the defendant's Charm, to determine guilt; if this fails; the agent is sentenced to 1-100 years in prison. This system seems too fast and arbitrary. Trials should be role-played, not glossed over. Agents who are good at building a case for their actions should have an advantage. It is quite easy to modify the two rolls, adding more features of a real trial. The new system would still be simple and would apply to any nation's legal system or military court-martial, but an extra note of character interaction would be added. Although this method is designed for criminal trials, the same process could be applied to civil suits.

There are several variables to consider in a trial. The present rules cover only the defendant's Charm which, indeed, is important. But the skill of the lawyers, evidence of guilt, and prejudice of the magistrate are also important. To simulate these, each factor in a trial can be assigned a Trial Value. The Trial Values are added together, and the defendant's Charm is then subtracted from the damaging total score. The result is the percentage chance that the defendant is found guilty. This is basically the same check as used before; it merely adds more role-playing, Agents and their counsel may alter the trial values by falsifying evidence or denying incriminating facts. A defendant may fool the court into believing false information. Undesirable evidence may be eliminated by a successful Con or Fascinate roll. Details for these functions are given in the TOP SECRET game rules.

Evidence

When a defendant is obviously guilty, the Trial Value of all evidence (before Charm is subtracted) should be at least 200. Most bits of definite evidence may be assigned 5 Trial Value of 100, so two such pieces of testimony will convict most defendants. Less convincing evidence is assigned a Trial Value of 50. The Trial Value of a given fact is subtracted from the chance of conviction if it helps to prove the defendant's innocence Some common pieces of evidence are described below. When evidence not covered here is introduced, the Administrator may use the following to decide on Trial Values for the new material.

Determining what evidence is used in the trial is not difficult. The mission complications tables (page 44 in the TOP SECRET game book) are very helpful in deciding what clues agents might have left behind on an "illegal" mission. The coverup rules in the TOP SECRET Companion (pages 22-23) are also useful. Aside from this, common sense may be applied. If an agent performed an assassination in public, eyewitnesses may be available. When a police investigation turns up the weapon, it will be used in court. The forensic laboratories of most major cities can perform miracles with the most minute bits of criminal evidence. In any case, the game need not be delayed to put a trial in order.

Unclear documentation of the crime has a Trial Value of 50. Partial fingerprints, verbal descriptions, and personal effects of a defendant found in the crime location are good examples of weaker evidence. A witness who was not present during the crime has a Trial Value of 50. Complete documentation has a Trial Value of 100. Fingerprints, photographs, confessions, and "paper trails" of official records are influential. If the defendant was arrested at the scene of the crime, a Trial Value of 100 also applies .If a weapon (or other instrument) used in the crime was found and belongs to the defendant, it adds 100 to the trial value. If the defendant is wounded or marked by the crime, it is treated as complete documentation.

Most jurors find eyewitnesses quite persuasive. Each eyewitness has a Trial Value of 100. The testimony of an involved person (such as a victim or accomplice) has a Trial Value of 120. If a police or other investigation has a bearing on the case, its records will be subpoenaed 60% of the time, producing evidence with a Trial Value of 10-100 points. If the defendant is actually guilty, the points are added to the chance of conviction; otherwise, they are subtracted. When a motive or reasonable alibi can be established, it has a Trial Value of 100. If the guilty party has failed to successfully cover up the crime (as per the TOP SECRET Companion), evidence is available having a Trial Value of 50.

Although it is *officially* unimportant, the

personal opinion of the magistrate or jury has a great effect on a trial's outcome. When a defendant has previously been convicted of similar offenses, the Trial Value is raised 50 points. Witnesses with a Charm score above 100 have double-normal Trial Values. Furthermore, if a crime was extremely brutal, the chance of conviction is raised by 25 points. In dictatorial nations or those under martial law (possibly during wartime conditions or during widespread civil wars or rioting), the guilt of the defendant is often assumed —especially if the defendant belongs to a disliked minority group; add 100 to any conviction chance under such a harsh government. Local prejudices may also affect Trial Values,

The abilities of the lawyers are quite important to a case. Divide a lawyer's Law AOK by five. The result is the number of points that he or she may alter the Trial Value. Naturally, the prosecutor will attempt to raise the Trial Value and the defense attorney will try to lower it. A lawyer usually charges $100 per hour of testimony, and $1000-10,000 for intense legal research. Defendants who represent themselves are penalized 25 points Trial Value; these self-lawyers alter a Trial Value only 1 point for every 10 points of Law AOK. In many countries, the court hires a lawyer for those unable to pay.

Punishment

Not every crime should receive a sentence of 1-100 years. The nature of the crime and the surety of guilt modify the penalty. The punishment for a convicted character may be determined by cross-indexing the percentage chance of conviction with the severity of the crime. The Administrator should classify each offense as a misdemeanor or felony. Misdemeanors are minor, generally victimless, crimes. Typical misdemeanors would be traffic crimes or possession of minor contraband. Secret agents are much more likely to commit felonies, such as assault, theft, and espionage. The exact severity may be determined with a roll of d10 but, in some cases, the Administrator may wish to assign a precise severity rather than randomly roll it. A brutal murder has a severity of 10, while a parking violation is no more than 2. At the Administrator's option, certain third-world nations may replace jail terms with flogging, amputation, or other penalties.

The players of imprisoned agents usually wish to start a new agent rather than wait for the sentence to be served. However, at times it is fun to play out a scenario with imprisoned agents. Possibly another prisoner knows secret information, or an attempt is made to help the agent escape. If this is the case, the Administrator may roll percentile dice once per month for complications. On a roll of 01-50, nothing unusual happens; on a 51-75, the agent is attacked by 1-10 fellow prisoners using HTH combat and improvised weapons; for a 76-93, the agent is mistreated by guards, possibly losing life levels; on a 94-99, an unrelated prisoner escapes, resulting in a crackdown; on a 00, there is a prison riot. The Administrator may flesh out these events as desired.

It need not always be the player characters on trial. Law-enforcement agencies such as the-F.B.I. and D.E.A. attempt to bring all enemies to court. Although true espionage organizations seldom try enemy agents in a traditional manner, excellent scenarios can be based around the trial process. When enemy spies are revealed in public, a trial is unavoidable. Furthermore, jail may be an excellent way to dispose of minor opponents 'or those who are no longer useful. The trials of political figures, secret agents, or people who know sensitive information could affect the outcome of a mission. Whether agents are defending or prosecuting, trials can be an interesting part of a game.

Sentencing Table

Conviction Chance	Misdemeanors			Felonies			
	1-2	3-8	9-10	1-2	3-6	7-9	10
1-25	A	A	A	B	C	C	D
26-50	A	A	A	C	C	D	E
51-75	A	A	B	C	D	E	E
76-100	A	B	B	D	D	E	F
101+	B	B	C	D	E	E	F

A —$1-1000 fine
B —$100-10,000 fine or 1-100 weeks community work
C —$100-10,000 fine and 1-100 months in jail/community work
D— 1-10 years in prison
E — 1-100 years in prison
F - Life in prison without parole. In the third world, Eastern Europe, and some parts of the United States, this may mean a death sentence (see page 47, TOP SECRET game rules, methods of extermination). Firing squads and hanging are the most common death sentences worldwide. In the United States, electrocution, gas, and poison injections usually replace these methods.

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Creating adventures for TOP SECRET® game agents

by Russell Droullard

Espionage. The word conjures images of deadly weapons, beautiful women, and secret documents worth killing for. It's a world of fast sports cars, miniature bugs hidden in hotel rooms, and exclusive European casinos. Here, agents meet mysterious contacts in back alleys, deactivate sensors to investigate an office building, and gamble away fortunes without a second thought. But danger lurks everywhere; that complimentary bottle of champagne may be poisoned, a knock on one's hotel door isn't always room service, and a turn of a car's ignition can always trigger a car bomb. Yet, as great as the dangers may be, the rewards of wealth are often worth the risks. In the world of espionage, agents play fast and live even faster.

With these notions in mind, creating an exciting mission for agents seems an easy task. By simply mixing any of these espionage ingredients with a foreign location, high-quality, action-adventure missions should be like churning out automobiles off an assembly line. So let's look at a TOP SECRET® game adventure you administrated or role-played last week. Five agents, armed to the teeth with machine guns and grenades, took out 18 guards to recover secret documents in an abandoned warehouse. Or there was a full-scale assault, with 30 well-equipped men under the agents' command, at a Soviet base deep in Siberia. Perhaps the mission called for rescuing six American hostages from a commercial airplane, in which agents laid waste to a dozen terrorists in and around the plane itself.

Somewhere, something was lost. An assault on an enemy's base, in which agents blow away armed guards left and right, sounds more an operation for the military than for highly paid and specially trained agents. These mercenary missions involve little thought for both the Administrator and the agents. Perhaps this is why they persevere as the most common structure for missions. A simple map of a camp installation or a warehouse, littered with armed men and security cameras, is the typical territory for a mercenary assault. Follow through with a lack of puzzles, contacts, and actual spying, and you have a vintage mercenary mission: dry, simple, and unoriginal.

The TOP SECRET game, and all other spy-type role-playing games, are meant to put players in the world of espionage formulated by spy novels, movies, and television shows. Missions should have agents tailing individuals, bugging offices, and performing other clandestine activities, not making military maneuvers like an elite task force. The excitement of a car chase, risking death in a violent gun fight, escorting beautiful women to dinner parties — these are the elements of espionage. Players should experience the world of secret agents and flirt with danger in every mission. Because this is role-playing, the player's mind, not the character's gun, should be the determining factor in a successful mission.

Although creating missions that equal any James Bond movie script requires a degree of time and thought, such missions are not impossible to create. By following certain espionage guidelines and a mixture of cloak 'n dagger ingredients, you can design missions so challenging that even Jim Phelps might not accept them.

Each and every espionage mission should contain three strong elements: characters, plots, and places. Agents show only passive enjoyment when there are no NPC contacts to bribe or follow, reluctantly take missions that seem too incredible or impossible in format, and are quickly dulled if they must frequent simple, non-exciting locations. The Administrator is challenged to create unique environments, expeditious adventures, and mysterious NPCs for each and every mission, but the reward of watching enthusiastic players role-play your mission well is well worth the effort.

Characters

Non-player characters are the love of most Administrators, because through NPCs the Administrators can have a little role-playing fun in their adventure, too. NPCs fill missions with life; it is nearly impossible to create an exciting adventure without human contact. Wherever agents travel, they should encounter NPCs: good, bad, and neutral.

Non-player characters that are walking cliches of their occupation often fit well into adventures. A short, plump old man with a balding scalp and red apron, filled with sagely advice, always makes a good bartender. A taxi driver with a New York accent asking "Where to, mac?" or a cocky waitress smacking gum between "What'll it be?" adds a touch of humor and "fictional realism" to the game. But keep these individuals to a minimum; too many disrupt the mission and make the game less believable.

Those non-player persons important to the mission should be carefully constructed. Certain traits of their personality, style, and interests should be

recorded adjacent to their ability scores; all are equally important. You can progress agents further into a mission by having them follow up on certain personalities of the NPC. Agents can investigate local hangouts of that NPC or take advantage of an NPC's secret bad habits through blackmail or threats. If an NPC must be followed around, let him be predictable in his normal activities. This creates realism in that NPC and reassures that the agents are doing the proper actions.

As an example, let's create a wealthy, American businessman who is exporting large quantities of stolen firearms into South America. The agents must tail and survey him to discover how the shipments are leaving the U.S. This businessman should live and play rich. We'll make him neutral in politics and ever hungry for more money. He has faith in himself and his hired men, and he enjoys a good opponent in chess, fencing, and poker. Accustomed to getting what he wants, he has a bad habit of killing those who step in his way.

With such a well-crafted NPC, the Administrator can design a variety of scenarios to pull the players into the mission. The agents could role-play wealthy businessmen who are intruding into his business with their own firearm exports, or the agents can challenge him to a "death-to-the-loser" game of poker. If you don't want an undercover scenario, the agents can explore various warehouses around Florida and have them investigate their contents, thus leading them to the businessman. Or, because this American loves the challenge of a sport, you can arrange the agents' capture for a "game." If the agents win, they live; otherwise . . .

Adding to espionage games even further are recurring NPCs. If agents survive one mission to adventure into the next, why shouldn't NPCs? Non-played persons can recur as groups (like SPECTRE or TAROT in the James Bond saga) or as individuals. These NPCs create an extra dimension to any espionage campaign as the surviving villains live on to confront the agents once a g a i n .

Recurring individuals and groups also help create goals for the agents. A hit man who guns down an agent will be a target for the surviving agents for many missions to come. Or, during the course of multiple missions, the agents continue to uncover the name of a man who is masterminding a huge smuggling operation. Soon agents will hunger to confront this person and will strive to make contact. In both instances, you have motivated your players — the ultimate goal an Administrator can attain.

Motivated agents act differently than those who are simply paid for a job; they are much more cautious and think more often. Such agents are careful, when following any luckily garnered lead, not to be spotted or identified. Plans are laid, extra precautions taken, and superior risks dared. Motivated players push their characters to do almost anything; nothing stands in the way of a player who *wants* to investigate. Missions also become easier to create when agents are motivated, because their unresolved desires become the basis for future adventures.

A friend of mine was the first to initiate recurring NPCs in our group. He created my favorite NPC, known only by his code name Task Master. Task Master was the leader of a world-wide group known as D.T.A., an organization created to thwart all "good" agents and their agencies. He drove a heavily armored, black Porsche 911, complete with thick, tinted windows and bullet-proof tires. Task Master, always one step ahead of our agents, proved to be a quick, elusive man, incredibly smart and very powerful.

I have created one permanent NPC and a couple of minor recurring characters for my campaign. I consider Isaac Foster permanent because he will never die. Foster is my agency administrator, picking up agents in his sophisticated jet, the Eagle, and then transporting them to their destination. Inside the Eagle, Foster briefs the agents, provides any special equipment, and makes payments for successful missions. Foster and his plane make it simple for me to gather the agents in one spot and transport them to their job site without the hassle of cumbersome commercial flights. I have also created Cassandra Lansford, code-named Grey Fox to the agents. A seductive blonde and a hired assassin, Cassandra often meddles in the agents' affairs by stealing equipment or killing contacts. She leaves her calling card, a silver medallion of a running fox, with her dead targets.

Try to create an air of mystery around significant NPCs. First, let their name be known. Then allow rumors to be heard, followed by a quick sighting or a meeting with the individual. Create reasons (whether it be murdered friends or simply curiosity) to motivate agents in stopping or terminating that NPC. When you have created motivation in your players against an NPC, you have mastered the character ingredient of an espionage adventure.

Places

When the first seeds of an adventure start to grow, there is a tendency to locate the mission in some famous and distinctive location. What agent could resist sailing across the crystal-blue waters of Bermuda while operating undercover as a seller of secret U.S. documents? Who would turn down the chance of investigating a clue in the ancient streets of Cairo, against a backdrop of the pyramids on the dusty horizon? Certainly, such beautiful places add color and mystery to each adventure, as they do in so many espionage movies — but they can, in fact, damage a well-designed mission.

When a foreign country is chosen as the whole or part of a mission, the Administrator must be careful to take advantage of that location. Only by being aware of that country's terrain, laws, and other political and physical attributes can your mission escape the pitfall of existing in name only. What good is an Italian adventure if not one Roman ruin, Italian restaurant, or Renaissance cathedral is ever visited? You may fly your agents to Italy, but until the country's flavor is built up, the players will never really feel that they are in a foreign land.

To take advantage of a mission's locale means to incorporate its peoples, lands, and buildings. A section of a mission involving agents trekking through a huge forest in Japan will not work because there are no huge forests in Japan. If the plot demands a forest setting, base the mission in Oregon or Washington state, where agents will find mountainous wilderness to explore. To make better use of the Japanese location, change the forest into a beautiful rock garden, filled with rock streams, colorful bushes, and little red pagodas.

Occasionally, a mission ruins its location by a poor design in plot. As an example, the agents are told to buy a roll of Soviet microfilm from a certain man in Hawaii. Agents envision sun-drenched beaches, bikini-clad women, bronzed men, and yacht sailing. Instead, the mission takes place solely in a large office building and penthouse in Honolulu. So why pick Hawaii? Why not New York, Chicago, or Los Angeles? The location served no real purpose for the mission; the next time the agents visit Hawaii on a job, their enthusiasm will be lost. Adventures set in Hawaii should maximize the islands' prime scenic spots like golden beaches, Edenlike valleys, and bountiful luaus. If the mission cannot integrate important aspects of its setting, then change the location and save the good stuff for another time.

There are certain tools the Administrator can use to find real and imaginative settings, First and foremost is the imagination. You are an endless well of ideas, and any places you find interesting or fitting for the mission should be used. Don't turn down having the agents dine at the Emerald Point, the restaurant perched atop the Seattle Space Needle, because you've never been there. Even if one of the players has eaten there, proceed with your design and description anyway. As long as you stay away from the impossible (unlikely building constructions or geographical locations, such as a desert in Canada), any setting you create will work, regardless of whether it is real or not.

The other tools at the Administrator's disposal are the atlases, magazines, and travel brochures found in any home, public library, or travel agency. If you want a mountain setting in the Himalayas, find Nepal in an atlas and determine its cities, population, and terrain. Try to locate pictures of your setting in encyclopedias and magazines; certain

photos will trigger a full adventure setting in your mind. Travel brochures are also a cornucopia of ideas, as they deal with the highlights of a region — precisely what the agents need. Restaurants, hotels, places to visit, roads, climate, and maps are just a few of the items a travel pamphlet can give to your adventure. But do be careful: In an imaginative mind, a travel brochure will often trigger so many wild mission ideas that the continued existence of the agents may finally be checked.

Those of you lucky enough to have traveled parts of the world should take full advantage of your experiences. A friend of mine visited West Germany for a month and followed with a TOP SECRET game mission based throughout that country. He was able to describe those little details most Administrators leave out, such as their clean subways and the friendly Bierhalle atmosphere, so that we felt as if we were really there. When possible, try to base an adventure or two on past trips or experiences you remember. If you visited a U.S. Marine Corps base for an air show, design an adventure to start off at such a base. Maybe you'll want the agents to follow a contact through a museum you visited last weekend or partake in the excitement of a horse race you experienced during vacation. Wherever you've gone, your memory will serve as the backdrop for many colorful missions.

Plots

The plot is the backbone of any mission. You can circulate interesting NPCs around exotic locations all woven with action scenes, but it will all fall through without a strong plot. Some premise with an ultimate goal must be made when designing a mission. Agents need a clearly defined task when they start: recover these diamonds, rescue this man, stop this group, etc. Open-ended tasks, such as follow this man, or discover who assassinated this European diplomat, often leave agents in the air. They complete their task, but become confused and frustrated when they are not allowed to stop the greater plots going on around them. A combination of tasks is often the best, such as: find this man, and if he has these papers, steal them; or, follow this couple at this resort and search their room, arresting them if you find this microfilm.

The best way to start a plot is to decide upon a goal: assassination? confiscation? investigation? a combination? Next, create your "Administrator's Information," the origins of the plot. This information is the behind-the-scenes material that the agents may or may not uncover during the course of the mission. Starting plots range from unfinished business, in which a blunder brings the agents into the mission, to steady business, in which agents are brought into the action by leaked information or other "normal" channels. An insane military officer's attempt to destroy the world *(a la* General Jack T. Ripper of *Doctor Strangelove)* is an extreme example of unfinished business, as is a terrorist's attempt to steal plutonium or hijack an oil tanker. Finished business requires that the agents halt that which has already been started, such as ending a steady leak of Pentagon information or a pattern of embassy robberies.

Here is an example of Administrator Information: For nearly a year now, a computer company in northern California has been funding a research farm in the Rocky Mountains. Technicians at this agrarian center are developing a small but poisonous spore that thrives in cool weather. The company's president is planning to extort money from certain countries by threatening them with these spores. But when a local town near this secret farm is accidentally exposed to some spores, killing two people in a horrible manner, the agency investigates by sending the agents in. This scenario is an example of unfinished business. Because of a mistake, the agents are able to investigate the farm and later the computer company, to stop this wild scheme before it is too late.

An exciting plot involves many ingredients at different levels of difficulty and intensity. One plot can emphasize stealthily tailing individuals, while another uses quick thinking and daring feats. If you design one mission to be purely undercover, design another that involves agents slipping around a corporate complex late at night. Variety and detail are what makes a plot exciting to play.

Recipe

Now that the necessary ingredients of an espionage adventure have been defined, there must be a way to mix and combine them to achieve an exciting mission. Before you can start creating NPCs and exotic locations, a basic plot or premise must be designed first. This framework is the backbone of your mission; the stronger and more exciting it is, the more exciting your mission plays through.

The first step in creating a plot is a brainstorming technique that I call "potpourri." Here is a chance to delve into your creative mind and pull forth imaginative ideas and thoughts that will be the building blocks for your mission. Start by listing on paper thoughts or ideas that are somewhat related to espionage. Scuba diving, a secret casino, office bugging, a sophisticated Soviet submarine, or a roof-top fist fight are all typical ideas.

Let your mind run wild. List your ideas on paper as they come to you. It doesn't matter whether you use them all or not; in fact, don't try to use but a few. The idea behind potpourri is to brainstorm, to throw out thoughts for later analysis.

Once you have made a list of ideas, examine them carefully. Choose those that you find the most exciting through role-playing or those that fit together best. Then spin a mission around these ideas. If one thought you chose was microfilm, the agents could be paid to try and find it, or sell it, in a ritzy hotel or on a private plane. Should they need a bug or a tap on a phone? Will they fly to Europe or parachute into El Salvador? One espionage idea can be the basis of many missions.

With potpourri, too many cooks spoil the broth — or, in this case, the mission. Look for quality, not quantity. A mission plays much easier if agents need to tail only one car, fight three planned gunfights, and bribe only one person. Too many passwords, car chases, underwater attacks, and buggings of everyone in a hotel lobby will make a mission disastrous. Create a balance of brains and muscle, of thinking and fighting. Too much at either end can dull a mission very quickly.

Of all the entertainment mediums, television is the master of such balances. Watch any action-adventure series and you will soon notice a formula. First, the episode's plot starts, often without any major characters present. Someone is planning a robbery or escape, but he blunders, leaving a clue behind or talking to one too many persons. The main characters latch onto this blunder and investigate. Next follows the lo-minute talk/5-minute action formula. Once the episode has started, each 15-minute mark is accented by a car chase or gun fight. Between these action scenes, the characters get to talk, drive around, and investigate their clues. The last 15-minute mark is the climax, often being an unusual or spectacular action scene.

Keeping this ratio of talking and acting in mind, work the plot into basics. Create a well-defined task for the agents to achieve, such as investigating a research center or exposing a plan. Then allow the characters to gather a lead or two to start their mission. If the agents must find a missing spy pilot who ejected from his crashing plane, have them listen to the flight recorder or talk to a flight controller who witnessed the plane leaving radar. The stronger the mission plays in the opening scene, the better the whole adventure plays.

Once you have a basis for agents to start on, create the rest of the adventure. Pretend you are playing the mission; what would you do next? Build the plot based on your reactions and intuitions. Chances are the agents will follow in your footsteps, so throw some loops in the plot. Where you might think to stop searching after only one bug is found in a hotel room, have a second or third bug planted elsewhere. If it seems logical that the needed diamonds are in a wall safe, replace them with fake diamonds and hide the real ones in a desk. Shift the reliability of contacts, make the friendly appear bad and vice versa. As you move the plot, vary its settings. One moment, a shooting in a

parking garage — the next, dining in a fancy restaurant. View the mission as a movie, changing the locations as often as necessary, placing NPCs, puzzles, gun fights, and other "espionage stuff" where you see fit. But remember the goal: Agents are trying to complete their task, and the mission should always have a way of attaining that goal.

Agents can be led through a mission in a variety of ways, depending on what the mission calls for. If the agents are undercover, their assumed roles probably require much traveling, whether to a fancy dinner party or to a pheasant hunt to talk with a retired tycoon. For "overt" agents, moving from place to place with the help of clues is a standard plot procedure. If the agents discover a letter in a dead man's coat, they will check out the note's address for more clues. Should they find an important name there, the agents will certainly check out that name, too. But there are other ways of carrying agents through a mission. Information gained from a tapped radio transmitter or a series of clues from a dead man's suitcase are some examples. If the agents must investigate how a high-security complex is leaking information, have a mole from the complex meet the agents in a darkened alley to provide certain information on people and places. He will become the "clue closet" as agents follow through with his leads. To create extra excitement, make the agents leary of the mole, no one knowing which side he is on.

A mission that takes place solely in one setting presents an extra challenge to the Administrator. This location, whether a commercial plane, beach-side hotel, or sailing yacht, must be given far more care in design and description than an average design. The players are going to spend their whole game session here, so make it as believable and as lifelike as possible.

More common than the solitary location in adventures is the changing scene. Agents first visit a museum, then a seafood restaurant, followed by a gunfight on a golf course, and ending in an opera house. This technique creates diversity and randomness to your missions. If the scenes are intelligently arranged and not haphazardly connected, then your mission flows with the diversity and uniqueness every adventure needs.

Sometimes a carefully though t-out mission can stagnate and drift into boredom. When agents sit around a lobby for many hours waiting for a contact who never arrives or tail an individual for many days, players grow restless. Sudden action should be inserted here. A shot from a passing van (perhaps intended for an agent) hits a nearby bystander, or a truck runs the agents' car off the road. The elevator carrying the agents stops between floors, or a character finds a pit viper upon opening his suitcase. As long as these sudden actions have a purpose in the plot and are not just unconnected events, they can speed up the action just when the players are least expecting it.

Once you have worked out a rough plot, smooth out the scenario into specifics. You know that the agents must follow someone at a dog show, but what will happen there? Will a dog bite one of the characters? Will a kind old lady with a poodle mistake one agent for a judge, drawing attention to him? Write your mission out mentally, changing or altering anything you see fit, before pencil touches paper. By creating a "mental movie" of your adventure, you can easily playtest the plot and develop a smooth-flowing mission. You can quickly edit or adjust incidents to better flow with the other scenes and pre-develop your descriptions. By the time you start to sketch out a couple of maps and write out your notes, the mission, from start to finish, should be totally thought out.

The end of your mission should have an action-packed climax. Like any action-adventure movie or television show, the climax brings the plot to a definite end. A mini-assault on a base or a daring stunt like a prison escape finishes off a mission on a high note of action. The task has been fulfilled, the enemies are dead (unless one fled to return in later missions), and the agents are satisfied that they completed the mission with success. Now it is time to collect their well-deserved pay and time for you to start a new adventure.

Espionage guidelines

When you start to formulate your ideas for a mission, follow these guidelines for a polished effect. Over my years as being both a player and Administrator, I have found that by following certain guidelines, your mission and actual playing run more smoothly. Play around with these guidelines until you find them exactly suited to you and your audiences' taste.

Maps and descriptions. Maps are nothing more than schematic representations of an area, be it a building, valley, or country. By presenting a top-view perspective, maps clearly indicate the one element difficult to determine in real life: distance. It is nearly impossible to judge how many yards span between a car in the foreground and a person somewhere in the near distance, especially if objects hide or distort the view. But a top view, oblivious to vanishing points or obstacles on the ground, gives an accurate representation of distance and lines of sight for agents.

Looking over a typical role-playing game, this distance element is used only twice: in combat (for movement rates and target distance) and in general descriptions — which we'll cover first. Hopefully, your missions have more of the latter than



former; gun play should occur only three or four times each mission. Descriptions are the "filler" in adventures, the most common element in the game. Whether with short, clipped phrases or long, structured sentences, the flavor of the setting must be created in the players' minds. Only when players really feel they are *there* will they begin to realistically role-play their characters.

The world around us is three-dimensional, not two-dimensional as maps often suggest. By staring at a flat sheet of paper, the Administrator isolates his mind in a flat world. With overuse of a diagram of a Mississippi riverboat, for example, the whole nostalgic atmosphere quickly turns a lively vessel into an empty, lifeless ship. The Administrator can be so determined to follow his map, checking numbered encounters, room sizes, room notes, and furniture placement, that no atmosphere is created, only repetitive descriptions that flow right in — and out — of the players' ears. The brass lanterns that prick the darkened halls with points of yellow light and the polished wooden decks that shine between whitewashed walls are forgotten. Forgotten, too, are the river's misty air, the constant groaning of the paddle wheel, and the aroma of cooking fish. Rather than projecting an antique riverboat image into the players' minds, the Administrator sits idle with a picture in his mind and wonders why everyone else is growing bored.

Simply put, maps used exclusively for descriptions are more dangerous than helpful. They hinder the Administrator by limiting his imagination. Most Administrators fail to use unique settings such as the Las Vegas Strip or an outdoor shopping plaza because they're too difficult to reproduce on a map. Those few settings that are sketched into maps, such as a hotel lobby or a public park, end up having no atmosphere whatsoever. Administrators simply reiterate the hollowness of the map into speech through lackluster and listless descriptions. Only by phasing out maps and pre-thinking the area descriptions can Administrators escape this rut to bring excitement and vividness into the game.

As you formulate the adventure, picture in your mind the settings the agents will d be visiting. Pull these images from real life, movies, or magazine pictures. Flip through a travel brochure for luxurious hotels, a *National Geographic* for breath-taking outdoor scenes, or a home design magazine for wealthy mansions. Take mental notes the next time you visit an airport or train depot. Recall the beauty of nature while mountain hiking or sailing on a lake. The mind is the best artist; you remember settings far better than any set down on paper if you simply allow yourself time to capture the scene first-hand.

As you write your notes, jot down a. few key descriptions for your locations. "Dark and smoky, with greasy locals apprehensive about strangers," says much about a roadside bar, as does "a faded green mobile home in weedy grass, with broken junk leaning against its aluminum walls" for a trailer-park home. These notes should trigger your initial ideas about that setting. With a few minutes of dialogue, the players should be seeing the same mental scene as you.

Be careful of this infamous pitfall: mapping for the agents. Never draw out a location for the agents to see. This instantly destroys the role-playing excitement of the game and turns the mission into some sort of board game. Except for those rare settings that are so fantastic that a few drawings on paper are essential, maps drawn on paper should never replace detailed verbal descriptions.

The other aspect of role-playing that uses maps is combat. Here, a map is almost required; for an effective gunfight, the placement of everything and everybody must be known at each instant. As your adventure develops, take notes on planned gunfights so detailed maps can be drawn later. A city dock would show the warehouses, rail tracks, cranes, drums, trucks, and other such equipment. A hotel courtyard must have the pool, tables, chairs, and outside bar. Remember, however, that though combat maps show placements and distances, they should not replace the descriptions of the Administrator.

A map is a sort of security blanket for Administrators, and throwing that blanket away is difficult. If maps are a common sight in your campaign, don't suddenly eliminate them; everyone, especially yourself, will go into shock. Instead, phase them out slowly over many adventures. Predetermine verbal descriptions to be used instead of bland maps. Set a verbal mood that no diagram can capture. When you find that region where descriptive maps don't exist and combat maps are used for only location relationships, your missions will come alive with vibrant and colorful verbal descriptions.

Know your audience

When you start to design an adventure, keep in mind the players who will be role-playing it. Create your missions to suit their likes and interests while tailoring encounters to challenge their mind and muscle. If your audience enjoys tackling missions by going undercover with sting operations, design missions that require such manipulative techniques. Thinking agents should receive more clues, traps, and puzzles; aggressive agents more gun fights, car chases, and daring feats.

The key word here is customize. Don't waste your time making adventures that you know the players won't enjoy playing. Certainly, new avenues of adventure make the game fresh and different, but stick to the tried and proven elements that entertain everyone. A mission balanced with undercover surveillance, gunfights, clues, and dangerous stunts, all of which interest various players, is sure to make an enjoyable evening of role-playing.

Gadgets

Sunglasses that double as 5X binoculars; a beer can that acts as a grenade; a missile-launching pen; toothpaste that burns like a fuse — these are some examples of the technological magic of espionage. Just how would James Bond escape from his nemeses without those seemingly ordinary trinkets from Q?

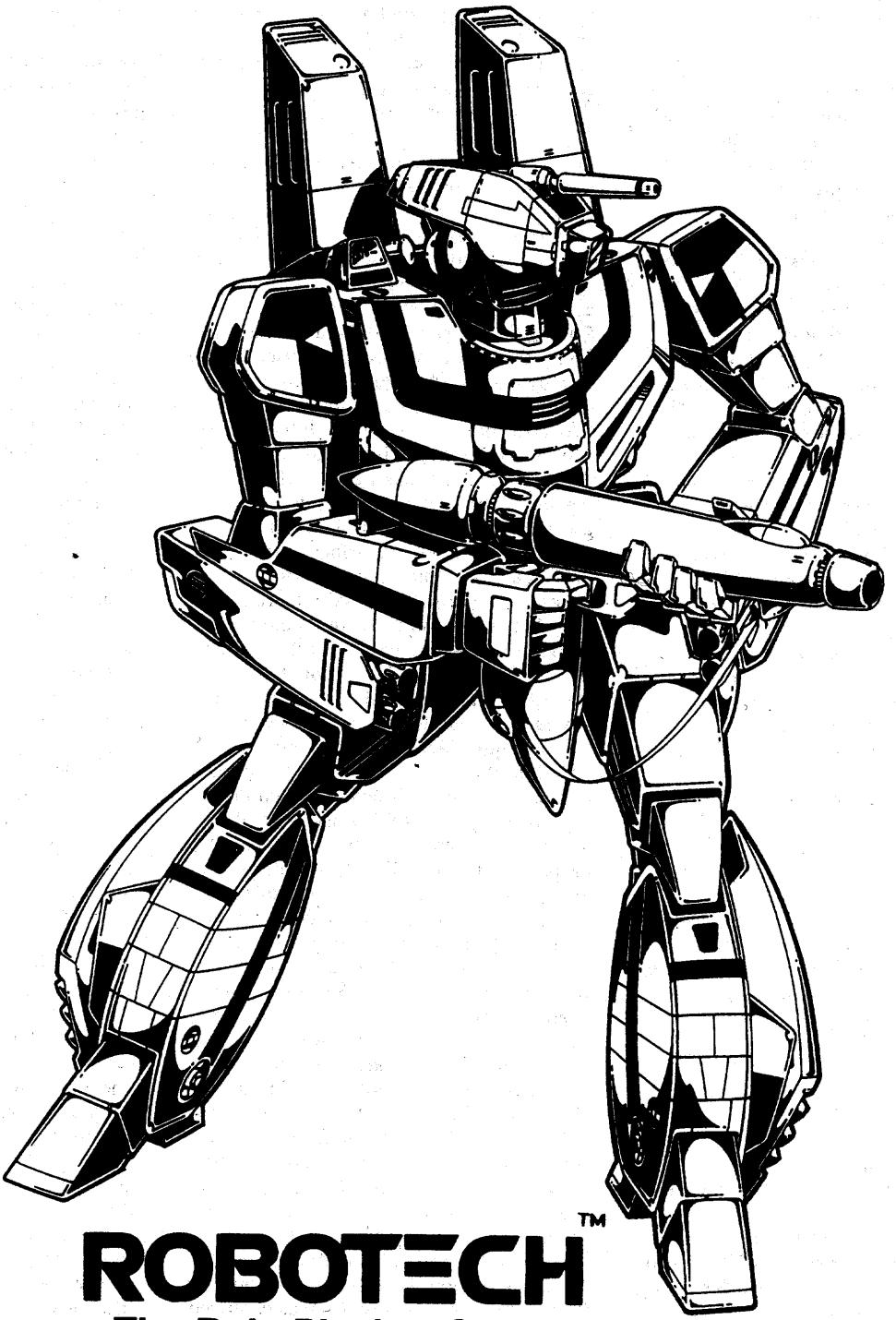
When you decide to give agents specialized equipment, make sure that they give it back. Some agents quickly accumulate treasure troves of these gadgets, soon making no job too difficult for them. If agents claim to have lost such equipment or simply refuse to return it, you (as the Administrator) can fight back. Deduct twice the gadgets' worth from the agents' base pay or, if you are really angered, send an agency thief to steal back the items. Agents will think twice before keeping agency equipment again.

Limit the abilities of these tools, too. Stay away from jet-propelled shoes and spaceship cars. The more incredible your toys are, the less believable your game is. Try to make the gadget out of something common, like a radio, VCR cassette, book, or calculator. This makes the tool more practical and less obvious for NPCs to notice. A customs inspector would pass over a transistor radio but would certainly ask for an explanation of something that looked like a miniature computer in a foam-padded box.

As mundane as the gadget should appear, the level of complexity required to operate the gadget should require nothing less than simple, step-by-step instructions. A certain pattern of manipulating the object (such as inputting a code number in a calculator or flipping the locks of a suitcase in a certain sequence) should be required to activate the gadget. The reason is twofold. First, it keeps average people from accidentally activating the tool, a bonus enjoyed by the agents. Second (as a bonus for the Administrator), think of the surprise when the agents forget the steps for activating a tool in some life-threatening situation!

Gadgets serve one basic purpose: They help agents during their investigations. They can drop oil to hamper pursuers in cars or spy into office rooms from across the street. If you create a dead end in a mission, when there are no more clues or when agents are trapped somewhere, you should have already given them some gadget with which to escape. Items such as acid in a ring to escape from a jail cell or infrared goggles to spot a running figure in the night carry the adventure on when it seems to have ended. Never make such equipment wonder tools; the thinking and skill of playing should come from players, not their equipment.

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Specialized tools should only enhance their abilities, never replace them.

Words into action

Now that the ingredients of an exciting espionage adventure have been explained, put them to a test. By following the outlines laid above, we can design a mission filled with enough action and suspense to challenge any highly paid, specially trained agent.

The audience for this mission is assumed to be average in interests: They enjoy a couple of gunfights, people to contact, original locations, and mind-probing puzzles. They're mature enough to understand NPC emotions and role-play their characters realistically. Both abilities and equipment are standard for third-level agents.

Before a plot can be created, we throw a potpourri of ideas around. Here is a typical list of ideas:

1. A contact who uses carrier pigeons to transfer information.
2. A secret casino in an exclusive New York hotel.
3. White-water rafting trip.
4. Microfilm containing plans for an Air Force communications satellite.
5. An NPC who owns a black bear.
6. Rusty, smelly fishing trawler in San Francisco bay.
7. Mountain climbing.
8. Western rodeo.
9. A chase on horseback.
10. An underground railroad for fugitive spies.

Quite a diverse and unconnected list, just as it is supposed to be. Now pick two or three ideas that conjure images in your mind. Imagine the agents meeting these NPCs or doing these actions. Then decide why they're doing what they're doing. If necessary, list more ideas — or, if you were inspired by your first idea, run with that.

The contrast between the New York casino and white-water rafting compels me to choose these ideas as the two prime locations for a mission. Now comes the difficult part: how to realistically connect them in a plot! The secret New York casino will be a drop point for Eastern block agents in the U.S., while the rafting trip will be incorporated later.

The agents' adventure begins in the casino, but they need a reason to start there and a lead. Here, I begin my Administrator Information. A Soviet agent, working undercover as a top N.Y. police detective (and chief of a task force to protect a visiting Arab diplomat) arrives at the casino to drop information on the Arab's planned assassination. But, in the parking garage, he is attacked by a mugger and slain, his microfiche information stolen with his wallet. The next day, the agency is notified by the N.Y.P.D. that a street mugger was found with a role of microfiche that told of an Arab ambassador's visit to New York. The mission requires that the agents find out how this punk got such secret information and investigate that lead.

Here is a situation in which something goes wrong (the Soviet agent is killed) and the agents latch onto it to start their mission. Agents learn that the mugger killed an off-duty police officer (though his real occupation as a spy won't be discovered for quite some time). Investigating agents find the slain officer was unmarried, and a search of his house reveals nothing (except a big bank account). Soon thereafter, the police, finding the officer's body in a dumpster, notify the agents, who in turn discover the nearby casino. The agents wait to visit the club when it opens that night,

The casino is an exclusive club, and the agents need to find a back way in (possibly bribing a cook for passage). Inside, wealthy couples mingle, talk, drink, and gamble. While the club is illegal, it survives through hefty bribes to the chief of police. It becomes apparent to observant 'agents that certain doors are guarded, and some dark-suited men wandering the area carry pistols beneath their jackets. The action is slow here, and the Administrator should eventually get the agents to sit down for a dinner.

Now a quick action scene is put in to speed up the action. As the agents begin eating, a man in a disheveled tuxedo falls onto their table clutching his throat (he is suffocating from a poisonous injection). He gasps and stares at the agents with dying eyes. One of the characters recognizes the man as an operative in their department. The dying man pushes a matchbook into this character's hand and falls to the floor. Immediately, four men in business suits rush over and carry him away, apologizing for this interruption (it is obvious that the dead man ran from these people).

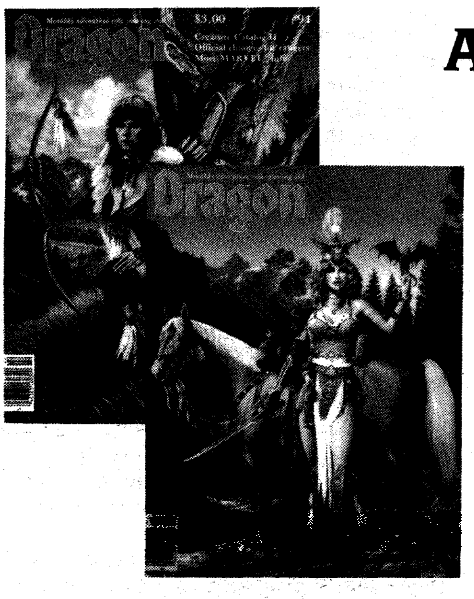
By this time, the agents should realize that this casino is more than just a casino. If the agents check on the dead operative, the agency returns with a report that he was investigating a possible Soviet information drop point believed to be in the casino. The Administrator should know that the operative had discovered the assassination plan on the Arab only hours before his demise. He was captured, but managed to steal a matchbook from the hotel where the assassin was staying, from a desk behind the guarded doors. He scribbled the room number inside the matchbook cover in hopes of giving it to an ally. Later, he was injected with poison and managed to break free, running into the dining lounge. It was by coincidence that he saw the agents and reached them before he died.

The matchbook is from a Manhattan hotel; inside is a penciled room number. The indicated room is rented by an assassin commissioned to kill the Arab. He is waiting for further instructions by phone from the hotel lobby. When the agents knock on his door, the assassin becomes overly cautious and climbs to the roof by way of the balcony and waits, Galil rifle in hand. He is a crack shot with his .22, and the gunfight that ensues on the roof top should prove to be dangerous. He has no clues, making the mission appear to stall in a dead end — but, in the parking garage, another gunfight occurs. The casino has sent a few men to follow the agents because of last night's occurrence; when finished, they were to report to the assassin. They would have called the hit man, told him where to pick up a special letter, and left immediately. Imagine their surprise when they found the agents driving to the same place! In their Mercedes is the typed letter for the assassin, explaining that the spy-cop was killed but to proceed with the hit. When the Arab is killed, continues the letter, go to a certain resort in Colorado for the payment (directions follow).

So far, the adventure has followed a good pace of thinking and action. The Administrator can have some fun in the casino by playing on the agents' unauthorized entry by having them stopped by a guard. The action quickly picks up with the dead operative and his mysterious clue, and the agents must continue without any hint of what the whole picture is. There is a false dead end after the assassin is killed, which assuredly aggravates the players and has them re-think their steps, but the casino's hit men provide the next clue. Not much makes sense to the agents yet, but their arrival in Colorado will explain much.

The directions lead to a mountain vacation lodge set near a roaring river. The agents are told by their Administrator that on a few occasions, known Soviet agents have visited here. The letter indicates that "Mr. X" is to be met in suite 14. Mr. X mistakenly assumes that one of the agents is the hired assassin when he is visited. The agents "will get his second half of the money," says Mr. X, but he must wait until the casino gives him the go-ahead. It should be obvious by now that the Soviets were planning to assassinate the Arab. But, when Mr. X is notified that the assassin was killed and the plot is discovered, he runs (with some guards) to the nearby docks and paddles down the river.

The chase is on! The agents pursue Mr. X and his men down the white-water river, trading a few shots between them. The Administrator is now challenged to create excitement with verbal descriptions. He must describe the cold water splashing into the raft, the steep, foaming rapids they fall through, and those menacing, toothlike rocks. A helicopter soon flies over and drops a ladder to Mr. X and his cohorts (he called for help with a small radio in the raft), but the agents might manage to shoot the helicopter down. The river then enters a rift between tall cliffs, and soon the sounds of a thunderous waterfall are heard.



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Mr. X has one plan left. He throws a rope around' a thin foot bridge that spans nearly 20' above the edge of the waterfall, and he hangs on, staying just yards from the crest of the fall. Keeping his feet looped around the raft's rope siding, the rest of his men fire back at the quickly approaching agents. The agents, in turn, must think. fast. Can they plow into Mr. X's raft and grab onto the rope? If they miss, there will be no second chance. The Administrator, keeping the adrenalin high, describes the scene. Dice are rolled, actions made, and the agents' raft smashes into Mr. X. The agents grab the villain, everyone vying for the wet, slippery rope. More dice are rolled, and if the players fight hard enough, Mr. X falls over the waterfall and the agents climb up to safety. The mission is a success — you hope!

Off-the-wall adventures

There comes a time when even grand missions, filled with their ominous characters, secret gadgets, and hair-raising stunts, become a little hackneyed and boring. At this point, a new type of mission is needed, an adventure that doesn't start with a briefing and end with a payment. By the time you're ready to stray off the path of conformity, your players should have agents who are rich and strong enough to supply themselves and risk not being paid for one or two jobs.

Invitations are popular adventure diversions. The agents are given a written request to join a rich eccentric for an evening of fun. The host can be a known, but heretofore unseen, gangster of the underworld or someone who has no records whatsoever. Accepting the invitation, the agents find out the "fun" is a hunt in which the agents must survive the night in his estate grounds while the host hunts them down (with extra men and fancy tracking equipment, of course). Or, the host threatens the agents into doing an incredibly dangerous mission for him (though there may be some great reward afterwards). Most every invitation is from some wealthy person who wishes to challenge the agents in some extreme challenge. They may be tested to locate a nuclear bomb in some city before it detonates or survive in a Roman-type arena, complete with lions and leopards, swords and armor.

Tests can also come from the agency to check on the agents' abilities. One sort of test could be disguised as a normal mission, except that agents must report every fact and plan to their Administrator. The Administrator then warns other NPCs and foils the agents' well-conceived plans. Ambushes against the agents are set up, NPCs begin to say things they should know nothing about, and nothing the agents do seems to work out as planned — all to test how the agents react to such an incredible sequence of events. Another test, also set up by the agency, is essentially a life-sized shooting range. Agents are placed in a mock set-up of an amusement park, a shopping mall, or a battlefield where they must "survive." Given laser guns and machines that beep when they are "shot," agents must act with as much caution as if the harmless low-power lasers shot real bullets.

Escapes also provide interesting situations for the characters. Put them on a runaway train with a collection of odd people, one of whom is a serial killer, and watch the tension and excitement flow. Or, stick the agents in a commercial plane hijacked to Cuba. The agents must either combat the hijackers and risk the lives of crew members, or else play dumb. If the escape adventure results when a real mission is started, the escape then takes precedent over the mission. If this happens, you may or may not wish to pay agents for their time and troubles. Because agents are almost always more dangerous than average citizens (because of their training and weapons), devise escapes when the characters are weaponless. The agents will cringe at their defenselessness and will have to rely on other resources, such as their survival skills and logical thinking.

Even simple twists in the plot can challenge the players. After much investigating, the agents fully equip and prepare themselves for a desert assault on a secret base. But their plane is sabotaged, and they must parachute into a mountain forest. Forced to evade ruthless attackers without the rope and grapnels they surely need, the agents are going to find great challenges in surviving their environment.

After making 10 or 20 missions, you may feel a little winded. Creating so many different plots, settings, and people takes someone with great ingenuity and much free time. To save yourself some headaches and add a new aspect to your game, connect your adventures with plots, characters, and settings. Here are some examples: The agents find a little city in Germany that is the nerve center for espionage activity in Europe. Whenever agents visit here, they gather enough information to start some sort of mission. If the city is detailed enough, agents will find new excitement with every visit, thus saving the Administrator from designing completely new settings in every adventure.

Another example would be the creation of some vast mission, too good to edit down into one evening's play. Subdivide the mega-mission into two, three, or four parts. Make each part its own mission but obviously part of a larger whole. The next step from here would be the creation of a group of NPCs who concoct some crazy scheme such as a master plan to control or destroy the world. Make their plan long, slow, dangerous, and involved. Your future adventures will involve the agents first encountering the group and their plan, then gathering clues, and finally an assault so that player characters can foil the group's ultimate goal of world conquest. However you connect the missions, the result is the same. Recurring NPCs and ongoing plots give motivation and incentive to the players as they strive to finish the long chain of events.

Perhaps the most difficult adventure an Administrator can create is the undercover mission in which agents not only assume new roles but enter into another way of life. For example, one mission I created had the agents play a motorcycle gang that needed to join another gang. With their leather and denim suits and chrome motorcycles, the agents played their tough characters, passed a dangerous initiation test, and finally joined gang activities. Another example might find the agents entering into a secret mercenary guild that trains young recruits for a violent overthrow of the U.S. government. The difficulty in these adventures is the lack of real gunfights; the agents are interacting with their enemies, not shooting them. The Administrator may devise target or survival tests, or plan a fistfight with a rival NPC, but most of the action is in playing the assumed part and finding time to investigate the surroundings. In these undercover missions, descriptions and the development of NPCs' personalities hold the mission together.

Mixing science fiction, aliens, fantasy, or other role-playing elements is acceptable only if the players agree to it. Some players don't like lycanthropy in their enemies during a full moon; others think the variation is enjoyable and challenging. If fantasy elements are used, keep them to a minimum. If you flood your campaign with healing potions and laser guns, you quickly lose the espionage flavor of the game and are cursed with invulnerable agents who can stand up to anything.

Above all, never forget that role-playing games are played for fun. Create adventures that your group will enjoy, not solely adventures that you enjoy. Don't become so bogged down in rules and statistics that you lose the flow of the game; what you say goes. Enjoyment stems from playing in an imaginary world, not trying to figure out the best way to alter real life into charts and die rolls. Keep the game off paper; limit maps and rule consulting, and introduce more player interaction with NPCs and challenging situations. Through well-planned adventures that take agents from place to place, meeting different people, and uncovering secret information, the players find far more enjoyment than any mercenary mission can deliver. Don't let your players down; make your next adventure tailor-made to them, and serve it with plenty of espionage ingredients.

When Only the Best Will Do

Heckler & Koch weaponry for TOP SECRET® gaming

by Kevin Marzahl

In 1945, the Germans lost the Second World War, and for the second time since the turn of the century, they were forced to disarm. When West Germany was allowed to rearm itself in the mid-1950s, the remains of the Mauser factory in Oberndorf were given to a new firm for weapons manufacturing — Heckler & Koch. Because it had no traditional designs and methods behind it, H & K was open to new ideas and advanced manufacturing. techniques. The result was impressive. Since its first contract (the G3 assault rifle for the West German government), H & K has turned out a range of excellent pistols, a versatile submachine gun, assorted rifles and machine guns, and even a combat shotgun. In the last three decades, H & K has become, arguably, the finest and most respected small-arms manufacturer in the world.

It is not surprising, therefore, that H & K weapons would find their way into espionage and related activities. One of the preferred weapons of the British Special Air Service is the HK MP5, an accurate, reliable, and compact submachine gun available in many forms. Even James Bond has had occasion to use the HK VP70 (see John Gardener's *For Special Services)* and HK P7 (Gardener's *Icebreaker).* Here are the gaming statistics for the H & K line of weaponry, as well as notes on each weapon.

Weapon notes

HK 4: This is the smallest of the H & K pistols. It is unique in that it may be chambered for .22, .25, 7.65 mm, or 9 mm short ammunition in a matter of minutes, simply by changing the barrel, magazine, and recoil spring. This operation can be carried out in the field, provided that the user has the proper tools.

P9S: Although designed as a military sidearm (which accounts for its greater weight than the other H & K pistols), it is an ideal police and security weapon. It has a double-action lock, which allows it to be carried with a bullet in the chamber and the hammer forward. In game terms, this gives a shooter a + 3 modifier to his net speed during first-shot determination.

PT (PSP): The "Polizei Selbstadepistole" was specifically designed for police forces. Two different magazines are available, an 8-round and a 13-round. It is a common weapon among West German border guards and other security forces.

VP7OM: The only H & K pistol capable of true automatic fire, the VP7OM is an excellent weapon. Its holster doubles as a stock. With the holster stock attached, the pistol is capable of firing S-round bursts. A civilian model, the VP7OZ, is available, but without the S-round burst mechanism. It can, however, be fitted with a stock, as can all of these pistols.

PSG-1: As a precision, semiautomatic sniping rifle, this weapon is almost unequaled. It is normally made for single-shot firing, with a special silent bolt closing mechanism. However, a 15- or 20-round magazine feed is optional. Fitted with a telescopic sight, it is deadly.

MP5: When H & K decided to add a submachine gun to its line of weapons, it used the G3 as the basis for their design. The result is the MP5. Its trigger mechanism is fitted with a special burst-control device, allowing for 2-, 3-, or 4-round bursts. No less than four magazines (for 10, 15, 20, or 30 rounds) are available. In addition, it has many variants. The model A2 has a permanent plastic stock, the A3 has a telescoping metal butt, and many others are arranged with varying combinations of sights, silencers/suppressors, and stocks. I chose to include the MP5K as a separate weapon, as it is completely buttless, has a shortened barrel, a foregrip, and a higher rate of fire (3-, 4-, or 5-round bursts), having been designed specifically for antiterrorist use.

G3: As the main rifle of the Bundeswehr since the 1960s (to eventually be replaced by the G11, the second most popular rifle in NATO, and H & K's principal product, the G3 is obviously a fine assault rifle. It is actually a derivation of the Spanish CETME assault rifle. Its variation, the HK33, is for all practical purposes, identical to the G3, save for the fact that it is chambered for 5.56 mm ammunition, and thus was not included as a separate weapon. A civilian model, the HK91, is also available, but with a rate of 2.

G11: NATO began new weapon trials in 1977, and H & K, not surprisingly, was given a contract. It chose to produce something completely different — 4.3 mm assault rifle using caseless ammunition. After encountering some problems, the round was changed to 4.7 mm caseless. The weapon itself resembles a carrying case with a trigger more than a rifle but, nonetheless, it is an effective weapon and ahead of its time. Most importantly, the G11 does not receive any modifiers from the Automatic Weapons table (Hit Determination Chart, page 24 of the TOP SECRET rule book). The reasons for this deal with the weapon's firing mechanisms are quite detailed; basically, the rifle was designed to counter the muzzle rise inherent in all automatic weapons. Thus, it fires three rounds at the incredible rate of 2,200 rpm and can place them within a 3(FM) circle at 500 yards, or

Table I: Heckler & Koch weapon weights

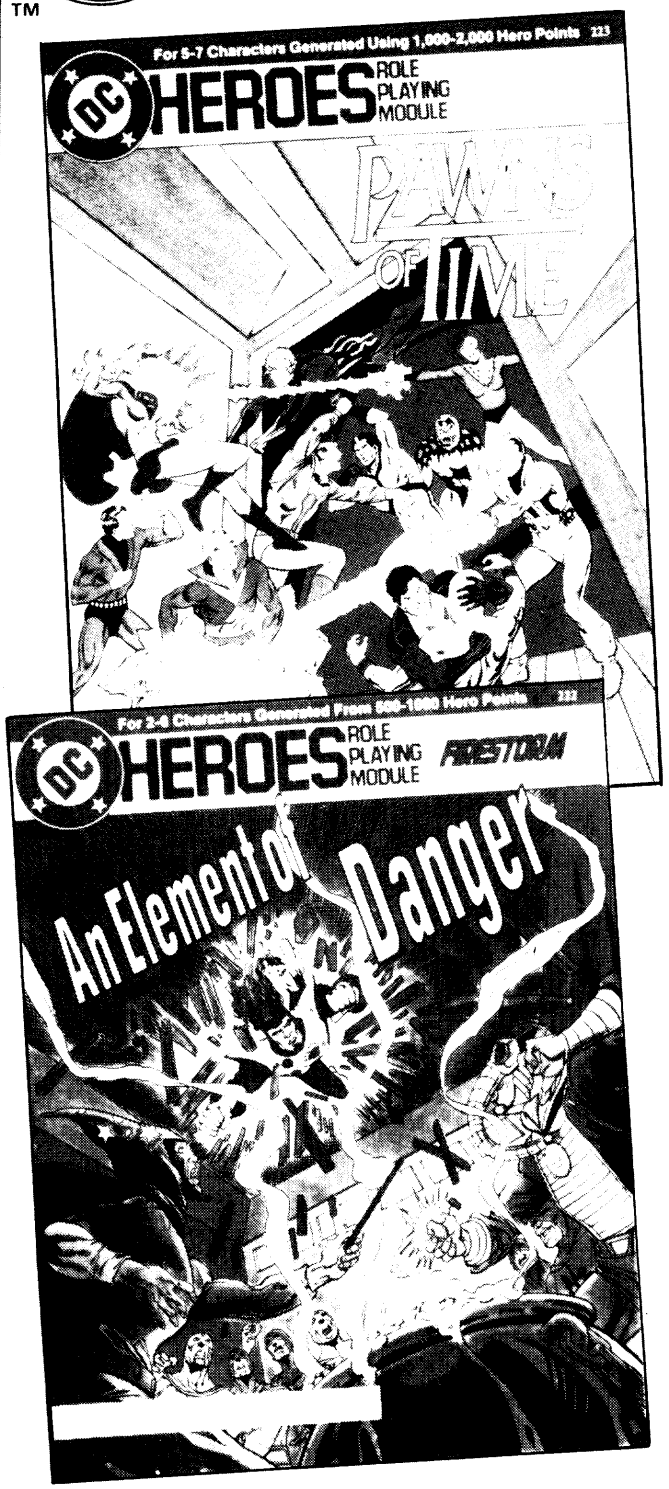
QRC	WP	WK	QRC	WP	WK
ah	7.39	4.25	br	5.4	2.45
bm	1.06	.48	bs	4.4	2
bn	1.94	.88	bt	7.93	3.6
bo	1.73	.79	bu	18.28	8.3
bp*	1.81	.83	bv	11.89	5.4
bq	15.86	7.2	bw	9.5	4.31

QRC — Quick reference code; see Table II for details.
WP — Weight in pounds
WK — Weight in kilograms
* These models come with a holster stock: WP-2.81, WK-1.28

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Table II: Heckler & Koch weapons

QRC	Weapon	PWV	P B S	M	L	WS	Rate	Ammo	Cost	Decp	A	C	F	P	R	HWV
	Pistols															
bm	HK 4 multicalibre															
	.22, .25	46	0 -41	-141	X	VF	1	10	400	-8	5	2	5	4	6	4
	7.65 mm, 9 mm[1]	48	0 -39	-139	X	VF	1	8	—	—	5	2	5	4	6	—
bn	9 mm P9S	47	0 -37	-140	X	VF	1	9	375	-10	6	1	5	4	6	5
bo	9 mm P7 (PSP)	43	0 -40	-143	X	VF	1	8,13	350	-10	6	1	5	4	6	4
bP	9 mm VP70M	53	0 -41	-144	X	VF	1	18	450	-11	6	1	6	4	6	5
	with stock	60	1 -25	-97	X	F	3	—	—	NC	6	1	6	4	6	8
	Rifle															
bq	7.62 mm[2] High Precision Marksman	88	+6 0	-39	-91	S	1	*	600	NC	26	0	5	3	6	16
	Submachine guns															
br	9 mm MP5A2	68	+4 -24	-92	-242	A	*	*	475	NC	14	0	6	4	6	12
bs	9 mm MP5K	60	+4 -21	-84	-240	A	*	*	425	-13	7	1	6	4	6	8
	Assault rifles															
ah	7.62 mm G3	70	+5 -7	-53	-153	S	5	20	300	NC	20	0	5	3	5	14
bt	G11 (4.7 mm caseless)	80	+6 -9	-50	-100	S	3	50	1000	NC	23	0	6	2	6	18
	Machine guns															
bu	7.62 mm 21A1GPMG	93	+9 -1	-33'	-93	VS	9	50	925	NC	20	0	6	3	6	21
bv	5.56 mm 13LMG	85	+6 -6	-37	-97	S	7	25	850	NC	20	0	6	3	6	19
	Shotgun															
bw	CAWS	93	+9 -5	-64[3]	X	S	3	10	1,000	NC	20	0	6	6	6	18

[1] Short; all other 9 mm weapons use standard ammunition
[2] NATO; all 7.62 and 5.56 mm weapons use NATO ammunition
[3] At medium range, shotgun range modifiers are as follows:
51'-150' — Halve the listed modifier
151'-300' — As shown
Shotguns have no effect beyond 300'.
* Special, see weapon notes

a 6' circle at 1,000 yards (a variation of about 1.5 mils, for those familiar with the system).

21A1 GPMG and **13 LMG:** H & K's general-purpose machine gun is the 21A1, which can be fitted with a bipod (near the front of the barrel) or a tripod. It generally takes metal-link, 50-round (7.62 mm NATO) ammunition belts, although the feed system can be taken out and replaced with a magazine housing that will take the G3 magazine. This change must be carried out by a professional in a proper workshop. The 21A1's little brother is the HK13 light machine gun. It fires 5.56 mm NATO ammunition from 25-round magazines, not belts.

CAWS: There is a growing interest in automatic shotguns in the police and military circles. The Close Assault Weapons System was developed by H & K and Olin/Winchester primarily for the military. It fires 12-gauge ammunition (which cannot be fired from any other shotgun), loaded with shot, flechettes, or slug. It is incredibly lethal at close ranges and is still under development. It bears a resemblance to the G11, both weapons having smooth, snag-free bodies (resembling a carrying case, as the barrel is not visible) with a carrying handle over the grip.

Final words

First, fine weapons, especially those which are automatic, should not be easily attainable by agents. This should be especially true of the G11 and CAWS, as they are experimental and very new. A system for equipment acquisition is found in the TOP SECRET Companion, and I highly recommend that Administrators use it, particularly in the area of weaponry.

Second, some readers may be aware that in the module TS 008, *Seventh Seal,* statistics are given for the VP70 which differ from those presented here. The differences are intentional, as I do not agree with those statistics. I believe that the version presented here is more realistic, but readers may choose which they prefer.

Third, some of you may notice that the ACFPR ratings do not tally to match some of the PWVs of certain weapons. This is primarily because I used the guidelines given in DRAGON® Magazine issue #69 (see the bibliography). This was done to provide a more varied and balanced set of weapons.

Fourth, machine guns are potent weapons. If they are used in your campaign, Administrators should use the guidelines given in DRAGON issue #102, page 38 ("Now that's firepower!"). For those using those guidelines, the Penetration Factors for the HK21A1 and HK13 are 20 and 17, respectively.

Last, weapon design and conversion into gaming format is difficult. In research, differing (sometimes even conflicting!) information is found. The stats given here, I feel, are accurate. But some weapons (namely the G11, CAWS, and, to a lesser extent, the VP70) are very new with little use behind them; the only way to be completely accurate on them would be to fire those weapons myself, and automatic weapons are not easy to come by. Readers may modify these statistics if, because of experience or knowledge, they believe that their versions would be more accurate. In any case, when you don't want to take chances, break out the H-&-Ks.

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Stayin' Alive

Developing your agent in TOP SECRET® gaming

by John J. Terra

The TOP SECRET® game, when played correctly, is very intense. The Administrator has the difficult task of running a campaign encompassing the whole world. Similarly, the agents have just as hard a job trying to survive in a place where one mistake could be their last. The margin for error is slim, and players have to remind themselves that they do not have curative spells, wishes, battle armor, mutations, or a frantic "Beam me up, Scotty." to fall back upon when things go bad.

This article attempts to give those who play TOP SECRET game agents a collection of tried and true suggestions designed to reduce character casualty rates and give agents the chance to advance beyond 4th level. Though this is by no means an exhaustive treatment, there should be more than enough tricks and such to give any Administrator nightmares.

Creating the agent

Any role-played character is more than just numbers on a sheet of paper, and TOP SECRET game agents are no exception, After all the character-generation rolls are finished (and there's usually many of these, especially with the introduction of the TOP SECRET Companion!), the player should ask some basic questions.

1. What sort of background did this character come from?
2. Based on this background, what is this character's personality?
3. What are the character's likes, dislikes, and interests?
4. How and why did the character get involved with espionage?
5. Did this agent have any unusual incidents in his or her life?
6. When the mission is over and everyone goes home, where does this agent go and who does the agent hang around with?

Each character, in the context of the game, was born, went to school, and had other experiences that shaped that agent's personality. Giving the character these extra dimensions adds a generous touch of realism.

The fourth question given above is especially important, and it's one which many people never consider. Espionage can be dangerous work, and it seems very unlikely that someone went to their guidance counselor in high school and, after talking it over, decided to become a spy.

The motivations to enter espionage can range from the noble (a strong sense of national duty) to the dishonorable (greed for money and power, or a desire to harm people). Motivations can sometimes interfere with a mission, especially if two agents' motives are in conflict. Incidentally, this opens up excellent opportunities to do some good role-playing of your agent.

By all means, include things in your character's background such as hobbies, eccentricities, phobias ("Why did it have to be snakes?"), bad habits ("Stop biting your nails! You're driving me nuts!"), and even philosophies of life. The TOP SECRET game has no moral alignments, but this should not prevent people from giving their agents personal honor or codes of ethics. *[See Merle Rasmussen's alignment-profile statistic in DRAGON® Magazine issue #92, page 34. — Editor]*

The Areas of Knowledge that a character gets can also be prime material for developing background. Someone with a profusion of engineering skills could be an MIT student who is now a top TECH bureau operative. The character with the high Charm and superior Photography AOK may be a model. The high Agriculture score could mean that the agent was raised on a farm, But remember that the superior AOKs need not always correspond with occupations. That high Literature AOK could mean the agent spouts off great literary quotations incessantly. The 120 in Home Economics may mean that the computer programmer is also an excellent chef. The high Religion score could mean that the character is a born-again Christian. You could even roll up an agent with a high Fine Arts score, choose "electric guitar" as his specific interest, and make him a punk rocker. (Hey, why not? Who would suspect a new-wave rocker is really a spy?)

When rolling up AOKs, also remember that you have a 15% chance of selecting your own. This is the perfect chance to give your agent some continuity. Fine Arts and Arts & Crafts go well together, as do all the engineering skills. Biology and Medicine are logical companions, as are Religion and Philosophy. The following are the most popular AOKs in our campaign, starting with the most commonly chosen: Military Science (to be eligible for most forms of unarmed combat), Aeronautical Engineering (to fly and repair aircraft), Computer Science (to break into enemy computers and get information), Transportation Engineering (to drive vehicles expertly and repair them), and World History/Current Events (to know what's going on).

Beware when selecting languages. Make your choices sensible and believable. Try to come up with reasons why your agent can speak a particular language. We have a Vietnam vet who knows Vietnamese, a Canadian who speaks French and English as two native languages, and a Scotsman whose native language is Scottish Gaelic. My own character went to a Catholic school and had Latin forced upon him; it may seem useless at first glance, but remember that Latin is the basis for Portuguese, Spanish, French, Italian, and Romanian. A smart Administrator will not allow my character to translate major portions of these five languages, but he may permit my agent to get some idea of what's being said. Of course, Russian and Chinese might prove useful, too.

As a side note, I recall running an adventure set in Columbia and having someone roll up a new character, deliberately choosing Spanish just because this particular adventure took place in a Spanish-speaking country. Fortunately, Spanish is a popular world language. I hate to think about what would have happened if the adventure had been set in Latvia. Do not generate your character so that he becomes a know-it-all in one small geographical area. If the campaign shifts to another country or continent, which is a common occupational hazard in espionage (especially if your cover is blown), you'll be left high and dry. ("Parlez-vous Serbo-Croatian?")

One unusual idea you can try, as long as the Administrator permits it, is to have your character be a double agent. It certainly gives your Administrator some interesting material to work with. Just keep in mind that this can be risky, especially if your teammates find out. Your double agent need not even belong to a hostile power; what belonging to about a

rival "allied' organization? One of my players arranged to have his agent work for the CIA while joining ICICLE, the central organization in my campaign. The premise was that the CIA wanted to know more about ICICLE, which is a very secret group. *[See DRAGON® Magazine issue #109, page 64-8, for more information on this group. — Editor]*

Finally, do all things in moderation. There is no need to make every single aspect of the character into a melodramatic masterpiece; one or two interesting things should suffice. Of course, more interesting aspects can develop as the character runs into all sorts of interesting people, places, or things. Such is the life of a SPY

Job precautions

As mentioned earlier, the TOP SECRET game is one in which a single mistake can be your last. Though overcautiousness is boring and tedious, there are some very simple precautions one can take to better the odds of character survival.

Though the character sheet does not seem to encourage this, by all means adopt more than one alias. This helps preserve anonymity and frustrate a possible investigation.

An agent should never trust any place that he stays for the night, no matter how ritzy. He should check for bugs just for safety's sake, and keep his room door bolted shut at night. He should also never set booby traps in his hotel room. Agents get no experience points for blowing up maids.

An agent should use his Observation and Perception scores whenever possible. Do not just sit around and wait for the Administrator to point things out for the character, since most of them won't. In our own campaign, we had some confusion over what constitutes Observation and Perception. We put it this way: when you climb your front stairs, Observation tells you how many stairs there are. Perception tells you that one of the stairs looks like it's about to give way. Usually, you perceive only what you have already observed. Therefore, after successfully using an Observation score, follow it up by using Perception.

When leaving a rented room, an agent can place a strand of hair in the door jamb, near the floor. Upon returning, the agent can tell if someone has been in the room if the hair has moved — unless, of course, the agent is up against experts. In the latter case, the agent is in for it anyway.

All agents should have the means to communicate with each other if they happen to split up. Buying a pen radio or asking the agency to lend one is well worth it. A pen radio can also be used as a bugging transmitter if the agent is near the place he wants to stake out. A pen looks innocuous enough that it can be left in an enemy agent's room, while the player characters listen on another pen radio in the room across the hall.

Establish a routine when approaching a strange door, especially if you happen to be breaking into a hostile complex. Listening at the door, checking for alarms and traps, seeing if the door is locked, and looking under the door to see if any lights are on are good starting procedures. It cuts down on surprises.

When a team is going to break into a building, it is wise to keep one or two people as back-ups, usually with an escape vehicle handy. Though it may be boring for the players whose characters are stuck with this duty, usually a considerate Administrator will have something cooked up to keep them busy. This idea is recommended only if the break-in is just a small part of the adventure. No one wants to sit for four hours of real time just waiting for their fellow players to finish the exciting mission.

There may be times when your agent is assigned to follow a courier on a route through several drop points. Never interrupt the drop unless you are certain no one is running interference on the goods. Otherwise, your agent may find out the hard way that several enemy agents have been keeping an eye on the package to prevent others from interrupting the route. Hang back and follow the package all the way to the terminal point.

Finally, if your agent ever visits a country governed by a dictatorship or police state, he should neverassume that the local populace is going to come to his aid if the secret police drag him away. He will be lucky to find three people who will admit that the incident even took place!

Equipping the character

A good mission requires about 75% planning and 25% execution. If you take into consideration the things agents may run up against and plan for them, you will have fewer nasty surprises come up in the actual mission. Some players call this boring. These players are easy to spot, since they can be found rolling up a new agent every third game or so.

One of the first things a new agent selects is a weapon. Obviously, you want something that is reliable, accurate, fast, and concealable. This is why buying an Uzi or an M-16 as your agent's initial weapon is pretty silly. Rifles, carbines, submachine guns, and shotguns are not concealable on one's person and are more of a liability than an asset. If your Administrator is following the availability rules in the TOP SECRET Companion, however, this is a moot point for beginning agents.

Select a gun that is fairly fast and packs a good punch. Looking through the list of pistols in both the rule book and the Companion, I'd select either the FN Browning, P-08 Luger, one of the Walther models, the .45 automatic, the Makarov, or the Stechkin as the best overall pistol, though the last two may draw suspicion from other Western intelligence agents who see you with them. (Try explaining to the Mossad what you are doing in Jerusalem with a Soviet-made pistol. I wish you luck.)

A silencer is also a good investment, but remember two things. First, silencers are illegal in most nations. Secondly, they do not work on revolvers, since revolvers are not self-enclosed guns and allow explosive gases to escape.

Of course, weapon subtlety is irrelevant if the mission is a daring raid or assault. In that case, a good submachine gun or assault rifle fits the bill nicely. The Uzi or the British Sterling come to mind as favorites. The Uzi is somewhat concealable and has gotten lots of favorable publicity in the last few years. The Sterling has the special advantage of a side-mounted magazine that can be quickly reloaded if two magazines are attached opposite each other.

The Soviet AK-47 is another popular, high-performance weapon, though it is unfortunately popular among terrorist and guerilla groups. Once again, a well-meaning Western ally may see your character with an AK-47 and come to a wrong conclusion that may prove fatal.

Some agents in my campaign have become fascinated with the Beretta 9 mm 93R machine pistol. It packs a nasty punch, is fast and concealable, and the nine-shot rate-of-fire makes it a devastating weapon. I strongly recommend that this TOP SECRET game version of the *vorpal sword* be kept under very strict control by Administrators everywhere. The thing has no drawbacks.

For those agents in the assassination business, may I recommend the Donzo Special, named after the player who put this fine weapon package together. Take a .22 Galil semiautomatic rifle, attach a 6x scope and a silencer, and the agent has a weapon that fires two shots per phase and has no long-range negative modifier. Total cost: $475.

The .303 Lee-Enfield is another popular choice, since it could very well be used for hunting (a useful cover). The agent must get an expensive-looking rifle bag and a hunting permit, but he might very well get away with carrying the weapon through a check point. Please keep in mind that this ruse won't work if the country has no game animals; no one will believe someone would go to Libya to hunt bears.

For a close-in weapon, a throwing knife in a neck sheath or a stiletto in a boot is sufficient. Even a jackknife in a rear pocket is better than nothing. A second pistol never hurts, provided it is small, like a .22 Beretta or even a .22 pen.

Of course, the type of mission an agent gets influences what sort of equipment he buys or borrows from the agency. But there are certain items that virtually bear the tag line, "Don't leave home without it."

As mentioned before, communication is important, especially considering the possibility of agents separating during a mission. Nothing is more frustrating (and

dangerous) than a few agents becoming trapped and outnumbered in a firefight while the rest of their team is out of earshot, with no one having any way of calling for help.

A lockpick set is also a must for every agent, whether or not he or she is a confiscator. Remember that every agent has a Deactivation score, so every agent can try to open a lock. Keep a pair of gloves handy, too; fingerprints can be traced. If gloves are too conspicuous or awkward given the situation, a simple handkerchief will do.

It makes sense to get equipment that relates to an agent's superior AOKs. A high Computer Science score could justify acquisition of a portable terminal or modem. Use your imagination, tempered with common sense. A high Aeronautical Engineering score does not mean an agent must own an F-16. A specific example of this involves my wife's main character, Dr. Evelyn Ashford. This agent has a high Medicine/Physiology score, so along with the character sheet, my wife uses a large index card labeled "Evelyn's Medical Bag." She has specifically listed all the things her character carries around on this card. You would be surprised how many small (but useful) things can fit in a doctor's bag. She has hypodermic needles, sodium pentathol (truth serum), ether (to knock out surprised enemies), basic first-aid items, and several nasty things hidden inside or disguised as innocent items. Furthermore, since the character is a licensed medical doctor, the bag passes easily through customs.

Other mundane items have uses in executing a mission. A can of normal aerosol spray, carried along on break-in missions, can detect electric eye beams without setting them off. The agent need only spray a mist when coming to a doorway. The moisture reflects the electric beam. A penlight can mean the difference between being able to work in an unlit area and stumbling around uselessly in the dark. A favorite tactic of mine is to have four pens in my agent's shirt breast pocket: one pen radio, a .22 pen gun, a pen light, and a normal pen. (Okay, so it seems a bit nerdy. What matters is that it works!) A ping-pong ball can be used as a distraction (something to throw to draw attention) or as a means of disabling a car by dropping the ball in the gas tank to cut off the fuel line. A 35 mm camera, the tourists' staple, is also a good espionage tool. Put a telephoto lens on it, and it will function in a limited way as a telescope. Of course, we can never forget the camera's most obvious use.

Never assume that your character has everything he needs all the time. One of the most frustrating things for an Administrator arguing with someone who claims that because his agent has a particular occupation, it means the agent just so happens to have a piece of corresponding equipment just lying around. Write all your character's equipment down! If it doesn't all fit on your character sheet, then attach a piece of paper to it. Never allow yourself to be limited by a one-page character sheet!

Concealing equipment can also be a challenge. This is especially true when crossing international boundaries, and even more so when entering Eastern Bloc nations. The following are proven methods of concealing that piece of equipment that otherwise raises the eyebrows of the customs officer and wins you a free interrogation session. The good Dr. Ashford has a glass cutter amidst the scalpels of her medical bag, with plastique and smoke bombs hidden in rolled-up bandages. The bag has a false bottom with a dart gun and sleep darts. Someone else in our campaign who picked up on the doctor bag idea disguises sleep gas capsules as cold capsules. Some agents put thin blades in the collars of their shirts or blouses, code books inside other books, ether in bottles of nail polish remover, plastique in lipstick cases, and sleep gas in deodorant spray cans. An agent can hide a phone bug on the back of a watch, or a hypodermic syringe in a walking stick. Piano wire can be stored in a belt or shirt collar.

Pistols pose more of a problem when it comes to concealment. Metal detectors are awfully good at picking up hidden guns on one's person. Aside from taking a weapon apart and hiding the individual pieces, an agent can get by customs with a weapon by having a job cover that allows guns. A private detective, a security guard of some sort, or even false ID for a well-known enforcement agency (such as Interpol) would help. These covers should only be used if traveling within Western bloc nations, since they may arouse suspicions elsewhere.

Some agents who know exactly where they will be staying in a foreign country (a rare luxury) have mailed their weapons to the address. Although one would be trusting a prize weapon to the mail system, this tactic is usually successful.

A more expensive idea, but a good one if your agent constantly goes to the same international airports time and time again, is to hire out lockers in those same airports, stashing weapons and other gear in each of them.

No one in real life has exactly the same possessions as anyone else. The personality of the agent should be reflected in what sort of equipment he owns. Nowhere in the rules does it say that an agent *must* have a gun. Tailor your equipment to fit the agent, Do not hesitate to include things which have no immediate espionage value. A dapper agent may pack his own Yves St. Laurent tuxedo, for those lavish international parties he expects to attend, while his female partner contributes to the subterfuge by taking along expensive jewelry and a mink coat.

Let's look at a more disgusting example. The agent I play (the one who speaks Latin) has an interesting inventory written down on his sheet, including such bizarre things as "cheese danish in left front coat pocket," "steak-and-cheese sub in right front coat pocket," and "battered old Fedora on head." As for a gun, this agent (called Mike) totes a 1918 vintage 9 mm Mauser. Now, the Mauser is not what you would call "the perfect gun." It is big, expensive, and a pain in the neck to conceal. But that doesn't matter. Mike loves big guns. Who cares about maximum efficiency? The guy likes his Mauser!

Incidentally, when Mike goes on missions in the U.S.A., he doesn't drive a BMW, a Trans-Am, or a Porsche. No, Mike drives a chamois-colored 1973 Buick LeSabre with a faded black vinyl top, rust spots, and numerous dents. People can relate to this, since it is a normal, everyday sort of car. It makes Mike seem believable. It also makes Mike seem like a slob, but that is exactly the personality that I gave him.

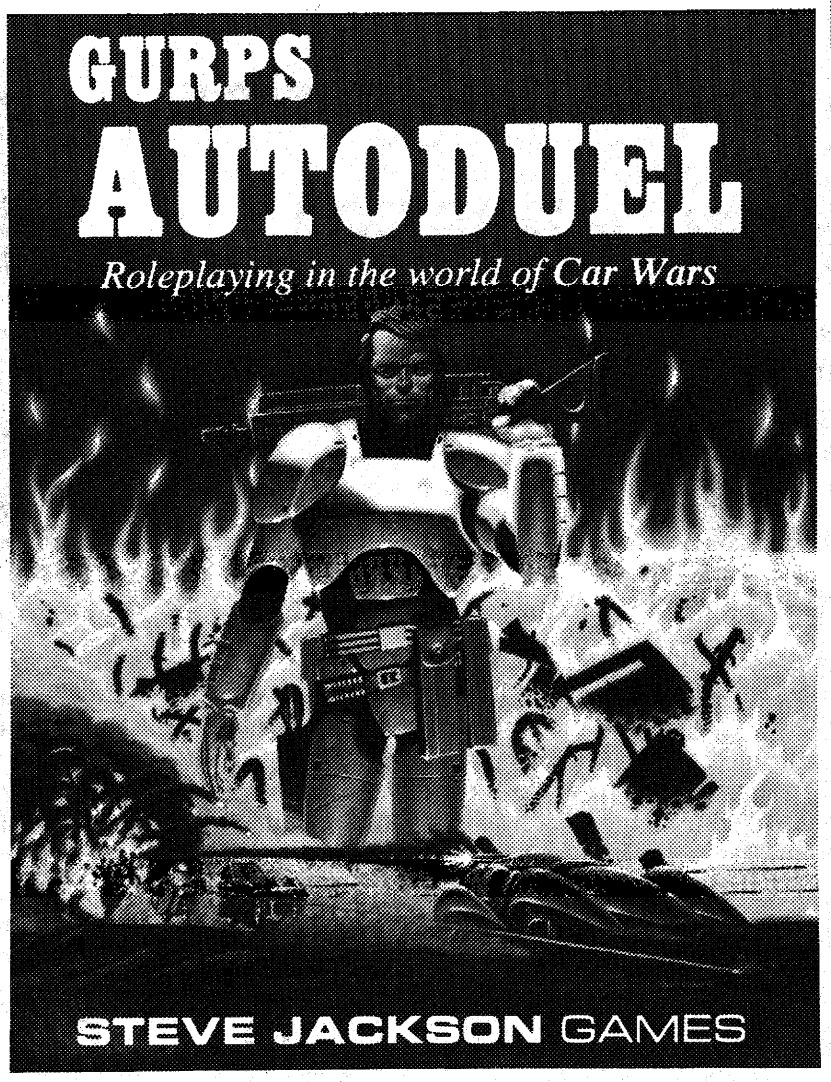
Speaking of automobiles, this can be a trap for people who enjoy fantasy shopping. If your agents are going to rent a car, please don't take a lot of game time and actual time selecting some ridiculously special car. Fancy cars attract attention, which is exactly what agents are trying not to do. Get something simple and dependable that won't fold up like an accordion when cars and trucks ram it. Note that this eliminates most Japanese cars and all Corvettes.

After you have equipped your agent, have him carefully check all equipment. Try out the radios and electronic devices. Clean out the pistol and make sure it can fire. Align the telescopic sights on the sniper rifle. The reason for this is that some Administrators enjoy inflicting a specific complication found in the TOP SECRET game book: equipment failure. Hopefully, this precaution will prevent most such incidences. Nothing can be as embarrassing (and fatally so) as pointing a loaded gun at an enemy agent, saying good-bye, and pulling the trigger — only to discover the gun has jammed.

Mission execution

The only way an agent is going to know what he is expected to do is by being briefed. During this time, the Administrator reads off the who, what, when, where, and why of the situation. If there is any time when the players should be alert, it is now. Listen especially for details, inconsistencies, or other clues to investigate. Take notes. A briefing can tell you a considerable amount. This is not the time to order pizza or noisily open up a bag of chips.

Upon being briefed, the team should pick a leader. This person would probably also be the caller who tells the Administrator what the group intends to do at any given time. This is especially important considering that all characters have a percentage chance of successfully doing a number of different tasks, and it is hard



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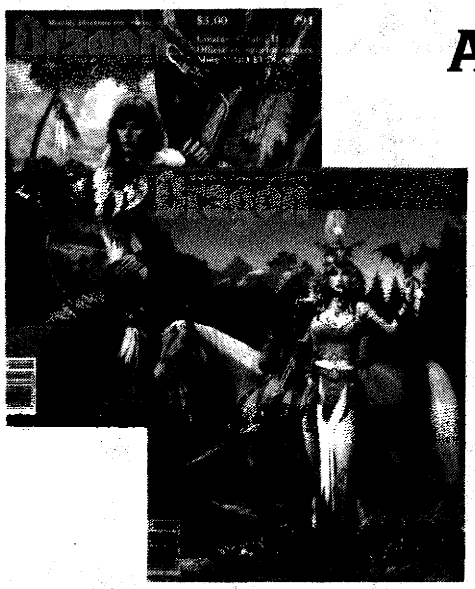
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for the Administrator to listen to eight different players trying to deactivate several doors and alarms at the same time.

When selecting a leader, keep the following in mind. The highest level agent is not necessarily the best candidate for leadership. An assassin who has 3,500 experience points is a level four agent, while an investigator with 3,800 points is. only second level. Theoretically, the investigator is the more experienced agent. If you base leadership ability solely on level, the assassin wins out, perhaps undeservedly.

Neither is the person who has played the greatest number of role-playing games the best candidate. A person may play 25 different role-playing games, attend a dozen game conventions, and subscribe to three role-playing game magazines, but all it may mean is that he is terrible at 25 different games and likes to travel and read.

In general, avoid the people who are proud, dominating, or loud. Not only will the players resent being under such a leader, the Administrator will frown on having to deal with this person on a continuous basis, and may take it out on the group as a whole. "Partykill" is not a term found in AD&D® gaming alone.

A leader commands trust and respect; in this game, these qualities should be in both the player and his agent. The leader has to be able to inspire cooperation and give orders without coming across as an egotist. Let's face it, a leader who cannot get people to obey his orders is a liability, since even his good ideas may be challenged or disobeyed out of principal or spite. Look for the people who are organized, polite, and not prone to knee-jerk reactions to difficult situations. Oddly enough, the best candidates for leadership are the ones who usually do not insist on leading.

Once this is done with, set the goals for the mission. A mission is sometimes open-ended enough that the party could very well accomplish more than one thing. Pace yourselves. Set up a timetable if the mission has no immediate time constraint. If you have four days to catch a traitor, perhaps the goal for day one could be to stake out his hotel room and try to discover his routine. Day two's goal could be to find and eliminate anyone who is assigned to aid the traitor, and so on. Never try to cram everything into one day. You may miss out on some truly interesting things.

Once all the planning is out of the way, get your team to the mission area. If your Administrator is thorough and detail-conscious, he may play you through the traveling part of the mission. Try not to let things drag. Make getting from here to there as simple and quick as you can.

Keep a low profile. Draw as little attention to your agent as possible. Do not travel first class in flamboyant style. Remember, your agents are spies, not jetsetters. Be inconspicuous. If you wish, have the agents dress up as tourists — anything to keep suspicion away.

As mentioned earlier, if agents need to rent transportation, get something simple and dependable. A distinctive model or color of car is useless if an agent want to tail someone without being seen. Blend in with the environment. After all, one does not see real spies running around with gimmicks plastered all over them, driving a silver Corvette with a license plate saying "I-SPY" and a bumper sticker declaring "I brake for defectors."

If the mission involves a break-in, keep a few points in mind. Night is the best time to attempt this action. If breaking into a business building, agents have far fewer personnel to worry about.

Watch for the guards' patrol patterns. Use Observation and Deactivation liberally. Keep some food in your pocket just in case you run into a guard dog. Nastier characters might lace the food with something poisonous.

Another approach is to have someone infiltrate the place as a customer, candidate for group membership, or solicitor, and disable the locks and alarms from the inside. Of course, it is considerably more dangerous than the first method.

Remember to keep a person or two on hand with the escape vehicle at the ready, in case a quick getaway is needed. Keep in touch with everyone by pen radio.

If agents can get blueprints to the break-in target, all the better. A bit of research at the city hall or library can help here, revealing some little-known entrances. We live in an information-saturated society, and your agents can certainly benefit from this. All it takes is knowing where to look for what you want.

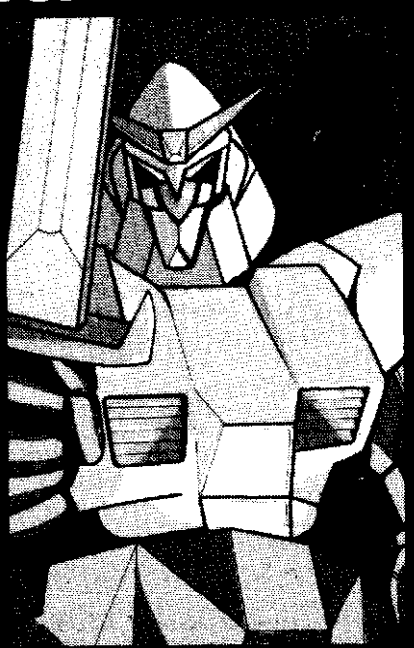
Whatever you do, always check for alarms. Security techniques have improved considerably over the years, and the most inconsequential doors can be alarmed or otherwise secured. Make sure agents have several sets of tools and lock-picks among them. If an agent springs an alarm, he should run like heck. The old adage about discretion being the better part of valor is extremely appropriate in this event.

Security also entails possible encounters with NPCs, and this makes it a convenient time to switch to a more controversial topic: violence and its use. Anyone who has read this magazine faithfully over the past year will notice the long, drawn out debates on AD&D game alignments and the playing of evil characters. The TOP SECRET game has no such ethical limitations, which can be a blessing, but sometimes it opens the game up to some bad practices.

Violence and sex are two very commonplace aspects of our world. One need only open a newspaper to see this. Since the

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TOP SECRET game draws heavily from our world of today, there is the temptation to be just as nasty, brutal and lewd as society can be.

Prolonged firefights and blowing prisoners away are not necessary for a successful TOP SECRET game mission. In fact, the fewer times one has to fire a weapon, the better. Agents should use brains instead of fists. Dare we say that the best TOP SECRET game mission is the one in which the fewest NPCs knew what happened? On Mission: Impossible, the enemy rarely knew what hit them, yet the actual execution of the mission is usually very tense and exciting, as well as very dangerous.

A weapon should be used for defensive purposes. When it boils down to either your agent or the enemy getting killed, opt for the latter, playing defensively. Do not go out of your way looking for some NPC to kill. Notice how many more experience points you get for ultraclean missions than messy ones? Agents are not supposed to be terrorists. Belting an opponent and tying him up shows more class than blasting him into oblivion. A dose of ether, a sleep dart, or sleep capsule are all effective, quiet and quick.

There are the times when an assignment calls for the elimination of a human target (a deed known by various creative and crude euphemisms). Even in these situations, it can be done in a relatively decent way. Do not bore the Administrator (and the other players, who may not be as enthusiastic about death) with the graphic details of how the target is dispatched. Play a quick, clean kill. If your agent is in a position to kill an NPC immediately and means to do so, then say so to the Administrator and keep playing. Don't linger over it.

While we are on the subject of graphic violence, keep torture out of the game, too. As an Administrator, I once got thoroughly disgusted with a player who wanted to torture a tied-up enemy NPC. If there were "bolts from the blue" in the TOP SECRET game, that agent would have been dead meat. Your enemies-may have no ethics, but that is no reason to sink to their level.

Sex is another classic problem. There is no need to go into the details of how your agent seduced the lovely enemy agent; be content with telling the Administrator that your agent makes advances and, if the NPC is interested, the usual happens. The Administrator will mark the passing time, and play can continue normally. There was one instance in my campaign when playing out a small part of a romantic tryst was justifiable. A player had his agent socialize with a female NPC that he met on a passenger liner. They went to his place after their date, but later the player told me that his agent secretly checked his date's pocketbook, just for his piece of mind. It was well that he did. The woman happened to be a top KGB agent sent to guard a courier that the agents were assigned to follow around. I was disappointed that he had found her secret, since I had done a very good job making her seem like a normal vacationer, but I was also proud of the player's thoroughness.

While we are discussing relations with NPCs, it is important to remember that NPCs have great playing value. Interact with them and put some fun into the game. A good Administrator gives give his NPCs at least a partial fleshing out, especially the ones who have a crucial part to play in the adventure. Here is the opportunity to build your own character's personality.

When trying to get information from contacts, rely on statistics first; if necessary, switch to ingenious conversation. With Fooling, for example, the usual die roll based on trait values can be sufficient, instead of having everyone sit around and listen to the Administrator and one player discuss bird migrations for 10 minutes. Initial contact should be resolved on the dice; if things get more involved, you can have the discussions.

It also helps to double up on an NPC. Someone may have the courage to face up to your fist, but who is going to argue with three agents holding Walther PPKs in his face?

Bribery can be a very unreliable way of dealing with contacts. This is not the bribery of a maitre d' for a good table or a hotel desk clerk for someone's room number. Rather, it is the bribing of stool pigeons, government officials, troops, and the like. With these sorts of people, the fact that you could pay them to do something for you means that an enemy agent could come along and pay them more to turn them against you.

Finally, my personal favorite. If the Administrator puts an enemy NPC in your path who happens to be charming and attractive, have your character fall in love with that NPC, and then be reluctant to kill the person. My agent Mike has this lovely adversary that he just can't seem to act against, and the Administrator has graciously made it so that she now has the same reluctance to do him in. They are arch-enemies, but secretly in love with each other.

After your agent has accomplished his goals, his next hurdle is to get out intact. Once again, make sure he has a back-up of several reliable agents or some sort of contingency plan. If entering a dangerous country, make sure your agent's papers are above reproach, and have him leave such a country from a different exit. Do not flee! Guilty people flee. When you run, you attract attention. Spies just melt into the background and slip away.

If your agent happens to be captured,

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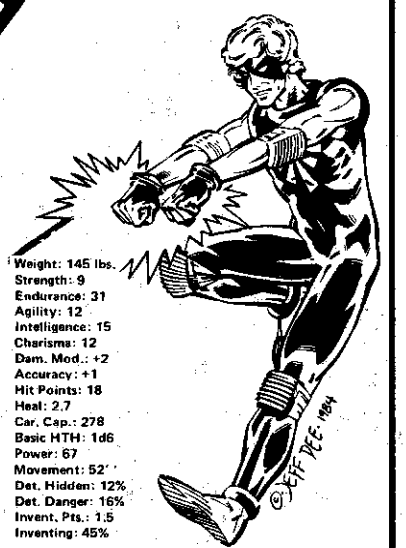
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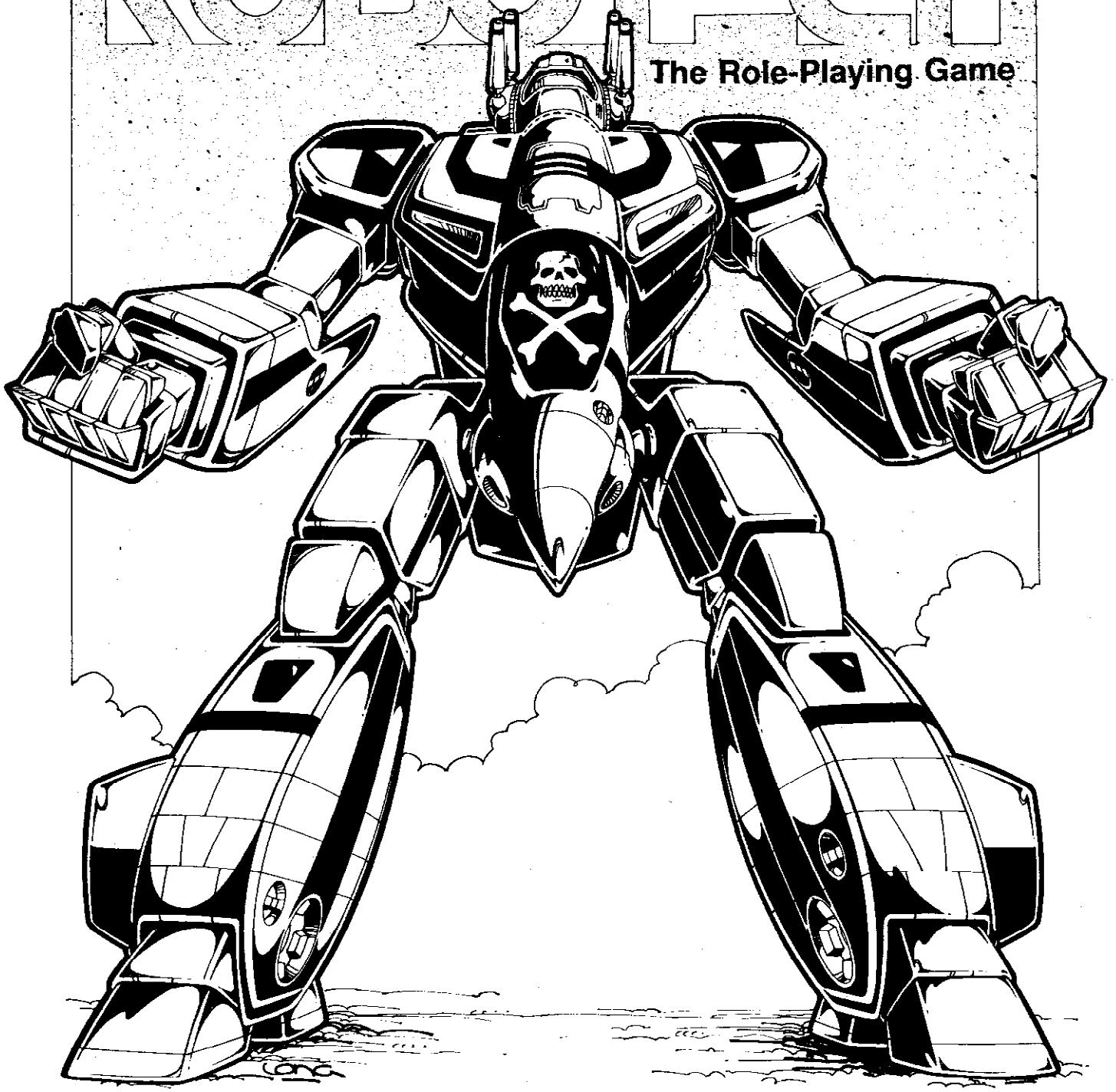
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Don't Settle for Imitations!

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don't have him rush the three machine-gun-toting guards who have a bead on him. Have him bide his time. Administrators eventually get careless and he may have a chance to escape, especially if you have him pull a trick so unexpected that you manage to surprise not only the Administrator's NPCs, but also the Administrator himself!

If your agent is locked in a cell, make the Administrator tell you in detail what the surroundings are. Get to know every part of the place of confinement, and use your imagination in finding commonplace items to aid in an escape. Has anyone reading this ever watched McGyver? That character makes useful weapons out of the most ordinary items. Draw upon your agent's AOKs. Even if you do not know something, your character with the AOK of 144 in Chemistry may know just the thing needed to escape. If all else fails, you can always hope for a prisoner exchange. This may take time and could mean keeping the agent out of play for a long time.

Assuming escape is no problem, one's next concern is covering one's tracks. This helps especially in avoiding those nasty complications that the Administrator, humiliated by your ease in solving the problem, springs upon your unsuspecting characters. This is one aspect of the game where graphic detail has its place. Your agents may have to make an assassination look like an accident or death by natural causes. In the latter case, the old trick of dousing the late victim with alcohol, putting him in his car, and rolling it over a cliff can draw suspicion away from what really happened. Of course, even this is not foolproof. ("Major Kirov never drank in his life! He doesn't even own a car!")

The techniques are many and do not bear coverage in great detail. The Companion offers much useful advice in covering your tracks; invest the time to do so. Do not let elation over completing a mission cause your agent to become careless. Hired assassins have a knack for finding complacent agents.

If any hostile NPC happens to survive the adventure and knows some of the teams' faces, agents should respectfully ask their case officer for a transfer to another continent until things cool down. A group in my campaign who let themselves get seen by one KGB officer too many are now serving in ICICLE's Australian substation.

Anything can go wrong

Despite all the time you can spend planning a mission, there is always the element of the unknown. The agency's briefing could be inaccurate, a teammate could bungle something, or a totally unplanned circumstance could arise.

The first thing to do in the event of a crisis is to avoid panic. If you think that the situation could not get any worse, think again. If an agent does something incredibly hasty and stupid, then you'll SEE just how worse things can get. Keep a cool head and remember, game time is not actual time. Take a few extra seconds and plan actions and reactions. Think through your moves, and make sure the Administrator's descriptions of the situation are accurate in every detail.

If your agent's cover has been blown, then the restriction of keeping secrecy is lifted. There are times when whatever else you do could not get you into worse trouble. At times like these, desperate moves are allowed.

If the mission objectives were achieved when the agent's cover is revealed, he should proceed with all possible haste back to safe ground, casting aside all subtlety. Ramming a border crossing gate with a bus is appropriate here. Besides, it adds drama.

However, if your agent still has not met his goals when discovered, then reconcile yourself to the possibility of a mission failure. Failures do happen and unless your organization punishes failure by death, your agent may get another chance to do it right. "He who fights and runs away, lives to fight another day" applies amazingly well in TOP SECRET games.

The Deception score can help if someone triggers an alarm inside an enemy's complex. If attired much like the occupants and can speak their language fluently, then agents may use "they went thataway" trick, especially if the complex has so many people that it is impossible for anyone to know everyone.

Conclusion

Finally, just a few parting words about playing the game. Essentially, you are probably teamed up with a group of diverse individuals who are trying to accomplish some difficult task. No one can do it alone. Teamwork is imperative if you want any chance of success. Certainly, you may have some minor goals that pertain only to your agent — but, all in all, you are supposed to work together as a group. Do so. Your survival depends on it. There is no place for "chaotic neutral" characters in TOP SECRET gaming.

Remember to role-play your character. Though the TOP SECRET game has no system for awarding experience points for playing your character, a decent Administrator should throw in some extra points for good characterization. Even if he doesn't, it still adds some color to the game.

Do not let yourself get stuck in a rut. Give your character originality, especially in solving problems. Keep the Administrator guessing, giving you the chance to give him a taste of his own medicine. Take a precaution or two and write it down on a separate piece of paper, keeping it folded up but in sight of everyone. Then, when the Administrator pulls off a surprise, reveal the secret that your character has been keeping, if appropriate. In essence, an Administrator can allow himself to be influenced by what he already knows of your characters. Keeping a secret or two from him, by recording it and placing it where he can see it and know that you have not hastily rewritten your precaution, can give you the chance to surprise him right back! Be warned that not all Administrators will accept this tactic.

The TOP SECRET game is not played like the AD&D game, and vice versa. Hack-and-slash is not welcome in a world in which laws prevail and discretion is mandatory. For every spy account we read in the newspaper, there are hundreds that are unreported or unknown. That's because real spies work behind the scenes. Make sure your spies do, too.

Avoid red herrings. TSR, Inc.'s TOP SECRET game modules are notorious for including false leads and blind alleys. Keep in mind your mission, and do not let yourself get sidetracked. Treat such distractions as you would wandering monsters in AD&D games. Avoid them, since their only purpose is to wear your force down by attrition.

I have purposely avoided talking about Fame and Fortune points until now. My only advice is make the excuse you use when invoking one of these points a plausible one, and never use the same excuse twice. Do not be surprised if an Administrator rejects your reasoning and declares an agent dead despite your protests. There will come times when all the luck in the world cannot save your agent. Furthermore, consider using Fame and Fortune points in critical situations that are not necessarily a direct threat on your agent's life. Such situations should be rare and very important, affecting the overall success of the mission.

Keep your sense of humor. Spy stories and television shows abound with everything from slapstick humor to dry British wit. A small bit of silliness keeps the atmosphere relaxed. Do not be afraid to give a character a weird sense of humor. Someone in my campaign has a British character with an alias of Monty Cleese, code-named Python (get it?).

Finally, keep things above board and tasteful. There are too many people out there who are only too glad to criticize something they know little about, such as role-playing games. They are already having a field day blaming the world's ills on sword-and-sorcery role-playing games. Let's not give them the opportunity to do the same for espionage games.

Acknowledgements

I would like to thank the following people in my TOP SECRET game campaign, who gave me the ideas that made this article possible: Ellen (Dr. Evelyn Ashford) Terra, Bryan (C.C.) Villareal, Don (Nick Danger) Manning, Sophia (Jan Davis) Beidel, Kevin (Andre Komaneche) Wells, Doris (Sara Hunter) Wells, Bob (Peter Reynolds) Worsham, and Kevin (Reverend Huss) McBride. ♏

Roughing It

Wilderness and survival in the TOP SECRET® game

by Thomas M. Kane

A revolution in a steamy jungle? An airplane downed in towering mountains? A mysterious radar station in the freezing tundra? Secret agents do not always get to work in the comfort of civilization. Great tracts of uninhabited land abound, and survival in the wilderness can be every bit as challenging as defeating a human enemy. Characters may attempt to perform missions in the wilderness, or they may be stranded there struggling for survival. Whatever the goal, outdoor existence entails many unique considerations and makes for an exciting adventure.

The wilderness can challenge many of an agent's skills and abilities. To simulate this in game terms, an "ability check" may be employed. This simply entails rolling percentile dice. If the result is equal to the appropriate character trait or lower, the more desirable possibility occurs. If the roll is higher, the agent has failed. This system is used for the various feats described in this article.

Arctic and subarctic

The Arctic is of special interest to superpower strategy. Its geographic location makes it ideal for the tracking of ICBMs and any air or space vehicle launched by the U.S.A. or U.S.S.R. The North and South Poles are also among the few truly remote areas left. Maverick individuals, bent on escaping society, may take up residence on an icecap. Merle Rasmussen has already described Antarctica in "Operation: Whiteout," a module which appeared in DRAGON® Magazine issue #87. His data on frigid climates has been recounted here.

Under normal polar canditions, dark objects are visible as far away as one mile. Large objects, such as mountains, can be seen up to 50 miles away. Small white objects, on the other hand, may not be seen if farther than 80'. Sun glare reduces vision by half unless the viewer's cheeks are blackened or goggles are worn. If an agent wanders in the snow without goggles, he becomes snowblind in 1-10 days. This condition causes pain and blindness for 1-5 (1d10/2, rounded up) days.

Weather conditions should be checked every six game hours. Two ten-sided dice are rolled; the first is used to find a number on the left-hand side of the weather conditions and damage table, either on a coastal or interior column (any landscape within 50 miles of the ocean is coastal). This roll determines wind velocity. If the agents are more than 50 miles from shore, add four to the second die roll. Cross-indexing then reveals the number of Injury Points an agent receives every 10 minutes due to cold.

Any **boldfaced** result on the weather table indicates a whiteout arrives within six hours (30 + (3d10 x 10) minutes). This condition of wind-blown snow obscures almost all vision for 1-100 minutes. Small crevasses are always hidden from view during a whiteout, Any aircraft which attempt to land or take off in a whiteout must check on the Explosive Use Against Vehicles Chart (TOP SECRET rule book, page 37). Travelers who do not use compasses become lost (at the Administrator's discretion).

Damage is modified by factors given in the weather damage modifier table. Parkas are assumed to include pants, a pullover coat with hood, face masks, and goggles. The padding reduces any combat damage by half. A vehicle with broken windows is considered open.

Arctic landscapes contain pitfalls other than the cold. Hilly, rough areas reduce movement to half, Crevasses — cracks in the ice — are often easily avoided, but some are hidden. A Coordination check must be made to detect and avoid a concealed crevasse. To determine the detection/avoidance rate for vehicles, the driver's Coordination must be checked. Vehicles which fall into medium crevasses are stuck for 1-10 minutes. All characters on board take 1 point of damage. If a vehicle falls into a large crevasse, every one on the vehicle takes 2 points of damage, and the vehicle is trapped. Characters who step into small crevasses take 1 point of damage from twisted ankles; in other cases, the damage from falling rules (page 33, TOP SECRET rule book) are consulted. If agents are in single file, only the lead character risks damage. Roping the group together reduces the damage taken by the leader from falling by half.

Rough terrain, as shown on the terrain table given here, is crossed at half normal movement speed, regardless of the means of travel used. Small crevasses are 1-10 cm wide and 10-100 cm long and deep. Medium crevasses are 10-100 cm wide by 1-10 m long and deep. Large crevasses are 1-10 m wide by 10-100 m long and deep. Small, open crevasses encountered during whiteouts are treated as hidden. This table applies to both the Arctic and Antarctic environments. Check the arctic terrain table every hour of game movement, or every three miles traveled, as desired.

Arctic terrain table

Roll	Terrain	Crevasses
01-40	Smooth	None
41-58	Rough	None
59-66	Smooth	Small and open
67-74	Rough	Small and open
75-78	Smooth	Small and hidden
79-82	Rough	Small and hidden
83-86	Smooth	Medium and open
87-90	Rough	Medium and open
91-92	Smooth	Medium and hidden
93-94	Rough	Medium and hidden
95-96	Smooth	Large and open
97-98	Rough	Large and open
99	Smooth	Large and hidden
00	Rough	Large and hidden

The trigger guards of firearms should be removed to allow use in mittened hands, Because of the cold, most guns misfire on a roll of 96 and jam on a roll of 97-00 in hit determination. Revolvers misfire on a roll of 99-00 but do not jam.

Many animals live on the icecaps. The arctic animals table determines animal encounters in the arctic. In Antarctica, only seals (30%) and large birds like pen-

guins (70%) are encountered. Polar bears attack if threatened or hungry (60% chance). If not molested, wolves are generally harmless. However, a hungry pack of wolves may attack a lone traveler. Walruses are hot-tempered as a rule. There is a 10% chance per day of encountering an arctic animal.

Forests

Temperate woods are pleasant compared to the other terrains discussed in this article. The weather is agreeable, and the scenery is aesthetically pleasing. Rain forests, however, are hot, filled with dangerous animals, and practically impenetrable. Woods cover uninhabited portions of most nations and often surround urban areas. Jungles are found in Central and South America, Africa, India, and Asia. The undeveloped, troubled nations in these areas are a hotbed of superpower machinations, as each side attempts to dominate local governments — meaning that agents can expect to visit these places quite often.

There is a 20% chance per day of an animal encounter in temperate forests. Although grizzly bears are fierce, they and black bears usually attack only if molested. If hungry, a wolf or wildcat may attack a weak-looking human. The other animals in the table attack only if severely provoked. Big cats include wildcats and pumas; small canines includes coyotes and wild dogs.

Terrain in wooded areas provides excellent cover and hinders movement, vision, and gunfire. Military units find excellent cover in forests, as the concealment offered gives bonuses to chances of success with sneak attacks. Camouflage clothing improves concealment by 2%. If the leaves have fallen from trees (due to autumn or defoliants), reduce the density of the forest by one step: dense to medium, medium to scrub, scrub to thin. In jungles or rain forests, add 25 to the initial percentile roll on the forest terrain table. Check the forest terrain table every mile traveled.

In rain forests, there is a 40% chance per day of an animal encounter. Note that tigers and elephants won't be found in the Americas; likewise, giant constrictor snakes do not appear in Africa or Asia. Roll again if these animals are encountered in the wrong hemisphere. Herd animals vary depending on area; in Africa they may be wildebeests, in India they could be water buffalos, etc.

Big cats (tigers, leopards, jaguars, etc.) attack weak-looking prey 30% of the time. Most poison snakes attack only if startled or handled. The bushmaster of South

Weather damage modifier table

Character is:	Damage modifier is:
Standing, lying, inactive	+3
Walking, moderately active	+0
Running, extremely active	- 3
Immersed in water, wearing wet clothes	+5
Missing mittens or boots	+2
Missing mittens AND boots	+4
Protected from wind	- 2
Moving less than 20 MPH in an open unheated vehicle	+1
Moving at 20-60 MPH in an open unheated vehicle	+2
Moving at 60 + MPH in an open unheated vehicle	+3
Wearing inexpensive parka (up to $100)	- 1
Wearing average parka (up to $350)	- 2
Wearing expensive parka (up to $1,000)	- 3
Wearing custom parka (up to $3,000)	- 4
Wearing space suit (approx. $9,000)	- 5
Endomorphic somatotype*	- 1
Within 5′ of a fire	- 3

* See the TOP SECRET Companion, page 5

Transportation table

Mode of movement	Speed (MPH)	Velocity (ft/turn)	Range* (miles)	Seating capacity
Snowshoes/skis**	3	25	–	–
Dogsled**	4 (25)	30 (185)	1,000	3
Open snowmobile	65	480	144	3
Snowmobile with cab	55	405	126	2
Sno-cat ***	30	220	370	8
Sno-cat w/detector	15	110	370	6

* A vehicle with an engine may carry extra fuel, doubling its maximum range.
* * To ski, an agent must have at least an AOK of 40 in Physical Education. A dogsled may be driven at 25 MPH for 1-10 minutes. Dogsledding requires a week of training. If agents must walk in the snow without snowshoes or skis, movement is halved (and halved again in rough terrain to .75 MPH). Normal walking speed is 3 MPH.
* * * A Sno-cat is a large, heated vehicle with skis on the front and treads on the rear. Sno-cats may be equipped with a framework detector which reveals crevasses, but only at speed of 15 MPH or less.

Weather conditions and damage table

Wind table First die:				Temperature table (°F) Second die: (may be modified)													
Coast	Inter.	Conditions	Speed (MPH)	1 +10°	2 0°	3 -10°	4 -20°	5 -30°	6 -40°	7 -50°	8 -60°	9 -70°	10 -80°	11 -90°	12 -100°	13 -110°	14 -120°
1	1	Calm	0-1	**0**	1	2	3	3	4	4	5	5	5	6	6	6	7
—	**2**	Light air	2-3	**1**	**2**	3	3	4	4	5	5	5	6	6	6	7	7
2	**3**	Light breeze	4-7	**2**	**3**	**3**	4	4	5	5	5	6	6	6	7	7	7
3	**4**	Breeze	8-12	**3**	**3**	**4**	**4**	5	5	5	6	6	6	7	7	7	8
4	**5**	Moderate breeze	13-18	**3**	**4**	**4**	**5**	**5**	5	6	6	6	7	7	7	8	8
5	**6**	Strong breeze	19-31	**4**	**4**	**5**	**5**	**5**	**6**	6	6	7	7	7	8	8	8
6	**7**	Fresh gale	32-46	**4**	**5**	**5**	**5**	**6**	**6**	**6**	7	7	7	8	8	8	8
7	**8**	Whole gale	47-63	**5**	**5**	**5**	**6**	**6**	**6**	**7**	**7**	7	8	8	8	8	9
8	**9**	Hurricane	64-96	**5**	**5**	**6**	**6**	**6**	**7**	**7**	**7**	**8**	8	8	8	9	9
9	**10**	Hurricane	97-138	**5**	**6**	**6**	**6**	**7**	**7**	**7**	**8**	**8**	**8**	8	9	9	9
10	—	Hurricane	139-208	**6**	**6**	**6**	**7**	**7**	**7**	**8**	**8**	**8**	**8**	**9**	**9**	**9**	**9**

Jungle animals table

Roll	Type and number	Life Level	Damage
01-30	Small animals (1d100)	1	1d10 - 9
31-35	Monkeys or apes (1d10)	1d10 - 3	1d10 - 4
36-55	Spider, poisonous (1)	–	*
56-70	Snake, poisonous (1)	1d10 - 3	1d10 - 5*
71-75	Snake, constrictor (1)	1d10	**
76-80	Leeches (1d10)	–	1***
81	Big cat (1)	1d10 + 8	1d10 + 5
82	Elephants (1d10)	4d10	1d10 + 4
83-00	Stinging insects (lots!)	–	****

* See the TOP SECRET rule book (page 47) on methods of extermination for the effects of the poison. Immediate treatment with a first aid kit (by a trained character or one with a medicine AOK above 80) has a 30% chance of preventing harm. Antidotes (see the TOP SECRET rules on antidotes) are available at medical facilities.
* * Only 1 point of damage every three minutes is done by this creature. However, after the initial hit, the snake causes damage until killed. The snake may be treated as having a HTH value of 100. These snakes may attempt sneak attacks from trees.
* * * The victim loses one Life Level of blood.
* * * * Insect attacks subtract 10% of Coordination for 1-10 minutes. There also is a 20% chance that the victim contracts a disease which reduces Physical Strength by 10% permanently.

Arctic animals table

Roll	Type and number	Life Level	Damage
01-40	Caribou (1d10)	1d10 + 2	1d10 - 1
41-70	Seal (4d10)	1d10	1d10 - 6
71-75	Polar bear (1)	(1d10 + 9)	1d10 + 5
76-80	Arctic wolves (2d10)	1d10 + 4	1d10 + 1
81-85	Large birds (1d10)	1d10 - 5 (1 min.)	–
86-90	Walruses (1d10)	1d10 + 4	1d10
91-00	Small animals (1d100)	1	1d10 - 9

Cool/temperate forest animals table

Roll	Type and number	Life Level	Damage
01-60	Small animals (1-100)	1	1d10 - 9
61-75	Deer (1-10)	1d10	1d10 - 5
76	Wolves (2-20)	1d10 + 3	1d10
77-80	Small canines (3-30)	1d10 + 1	1d10 - 2
81-82	Big cat (1)	1d10 + 3	1d10
83-90	Moose/elks (1d10)	1d10 + 3	1d10
91-96	Bears, black (1d10 - 6)	1d10 + 5	1d10 + 2
97-00	Bears, grizzly (1d10 - 6)	1d10 + 8	1d10 + 4

America has a 60% chance of attacking any available victim. Constrictor snakes attack 10% of the time. Spider bites occur when the arachnids slip into clothing removed for the night; proper precautions (shaking of shoes, inspection of clothing) prevent their attacks.

Mountains

Mountains are majestic, dramatic, and beautiful, but they are also deadly. Fugitives may seek refuge in inaccessible high ground, and guerilla fighters usually prefer mountain strongholds. As West Virginians say, "Mountaineers are always free."

Flying through mountains is dangerous. An agent's airplane crashes 10% of the time when 1,000′ above a mountain, and this chance goes up 1% for every 50′ closer the agent flies. Marginal pilots or poor weather conditions add 20% to the chance of a crash; radar devices make flying 20% safer.

Agents may not ascend sheer sections of rock over 100′ high without the proper climbing gear. When using this gear, movement is at one-tenth the normal rate. A Coordination check must be made every 100′; if failed, the climber falls. Multiple climbers who are roped together do not require this check.

Rockslides and avalanches should be checked for after heavy snowfall, or when agents are actively climbing away from established trails. Slides do 3-30 points damage, and an area 1-100′ wide and 10-1,000′ downslope is affected. The chance for agents to start an intentional slide equals the natural chance for a slide to occur per hour. Explosives add 1% per stick of dynamite or ounce of plastique used to this chance. If such a slide is created, the characters who triggered the slide have a chance equal to their Evasion scores to escape damage. The mountain terrain table is checked every 300 yards traveled.

Above two miles, the air contains low amounts of oxygen. Agents who are active in rarified air lose 1-100 hp Physical Strength and 1-10 of Knowledge. This occurs once only and lasts only until more oxygen can be obtained. If any score is reduced to zero due to rarified air, one Life Level per minute is lost until the agent dies or is supplied with oxygen. Use of oxygen restores all damage and lost abilities within ten seconds to living agents. Agents may become acclimated to mountain air; for every day spent in rarified air, an agent checks Willpower; success means that the agent has developed a tolerance for low oxygen levels. No ability loss then occurs, as if treated with oxygen. After 1-10 days at low altitudes, this immunity wears off.

Swamps

Wetlands occur where water is spread over fairly level ground. In river deltas, rain forests, and seacoasts, swamps can cover many square miles. Swamps are wet and uncomfortable, but fortresses and secret projects may be hidden in marshland to literally bog down invaders. The Administrator should keep track of anything which water would damage; details for such damage are found on page 58 of the TOP SECRET Companion.

Agents who are searching for quicksand may avoid it with a successful Observation roll (see the TOP SECRET Companion). A character who steps in quicksand sinks at a rate of 1′ per minute. When an agent's head is covered, drowning occurs in one minute. An agent who is equipped with a pole may rescue himself, if a successful Strength check is made. After the victim is 5′ under quicksand, he is immobile. Note that an agent sinks only if greatly weighted down or if struggling; motionless agents may float on their backs and swim to shore with care.

Animal life usually conforms to local tables. However, in tropical swamps, there

is a 5% chance per day of having a special swamp encounter. On a roll of 01-69, the encounter is with stinging insects (see section on jungles). Scores of 70-89 indicate an encounter with leeches, which drain one Life Level of blood. Crocodiles appear on rolls of 90-00, which often attack creatures in the water. The statistics of these animals are listed in the TOP SECRET rule book, on page 46.

Grassland animals table

Roll	Type and number	Life Level	Damage
01-60	Herd animal (1d100)	1d10 to 3d10	1d10 and up
61-79	Small animal (1d100)	1	1d10 - 9
80	Big cat (1)	1d10 + 3	1d10
81-85	Poisonous snake (1)	1d10 - 3	1d10 - 5
86-87	Large bird (1d10)	1d10 - 5	1
88-98	Small canines (1d10)	1d10 + 1	1d10 - 2
99-00	Wolves (2d10)	1d10 + 3	1d10

Grasslands

Flat prairies make good farmland when irrigated, and are often inhabited. Most nations have significant grasslands except for very cold or humid areas. Like temperate forests, the proliferation of plains makes it likely that agents may be employed in this terrain. The importance of plains to agriculture also insures the interest of warring nations.

For every 10 miles of grassland travel, there is a 35% chance of entering 2-20 square miles of tall grass, which allows a 10% bonus on sneak attacks. A 5% chance exists for a light forest covering 1-10 square miles. Animal population is quite dense in prairies; there is a 15% chance per day of an animal encounter there. See the jungle section for descriptions of poisonous snakes. Bushmasters are found in South American grasslands. Wolves and coyotes are described under temperate forests. Herd animals vary according to area; in the U.S., they may be elk or long horn cattle; in Africa they could be giraffes, gazelles, wildebeests, elephants, etc. Big cats vary in the same manner according to location.

Forest terrain table

Roll	Type	Movement modifier	PWV modifier	Sneak attack bonus	Vision
01-10	Thin forest	Normal	Normal	Normal	80'
11-15	Thin forest, hills	1/2	Normal	+5%	80'
16-25	Brush/scrub	1/4	Normal	+ 10%	Normal
26-35	Brush/scrub, hills	1/2	-5%	+15%	Normal
36-49	Medium wood	1/2	-10%	+15%	40°'
50-56	Medium wood, hills	1/4	-15%	+20%	40°'
57-67	Dense wood	1/4	-20%	+40%	20'
68-78	Wood & brush	1/8	-30%	+50%	10′
79-87	Clearing	Normal	Normal	Normal	Normal
88-90	Lake	–	–	–	Normal
91-00	Swamp	–	–	–	Variable

Brush may be hacked through at half the normal rate, but this leaves an obvious trail. See the section on swamps for more information on them. Clearings are generally 10-1,000 square feet in size; lake are 1-10 square miles in size.

Mountain terrain table

Roll	Type	Movement modifier	Sneak attack bonus	Vision downslope bonus	Slide chance
01-20	Shallow slope	1/2	+5%	Normal	1%/day
21-40	Steep slope	1/4	+7%	1.5 miles	5%/day
41-45	Sheer slope	–	+15%	1 mile	10%/hour
46-55	Shallow slope, brush	1/4	+15%	Normal	–
56-60	Steep slope, brush	1/8	+20%	1.5 miles	—
61-75	Shallow slope, boulders	1/8	+20%	Normal	1%/hour
76-80	Steep slope, boulders	1/8	+30%	Normal	5%/hour
81-95	Glacier		(see arctic terrain and weather)		
96-00	Peak/cliff	Normal	–	50 miles	–

Swamp terrain table

Roll	Condition	Movement modifier	Sneak attack bonus
01-10	Dry	Normal	Normal
11-25	Vegetation	1/2	+ 10%
26-35	Pools	1/2	Normal
36-40	Water (1-10′ deep)	1/4	Normal
41-51	Water and reeds	1/8	+15%
52-72	Trees	(see section on forests)	
73-83	Mud	1/2	Normal
84-95	Deep mud (2-20′ deep)	1/4	Normal
96-00	Quicksand (2-20′ deep)	–	–

Deserts

The troubled Middle East contains large expanses of desert, as do North Africa, South America, Australia, Central Asia, Mexico, and the United States. A great part of the worlds oil comes from the Middle East or North Africa; the turmoil there virtually insures that secret agents will be used to protect this resource. Countless mines are located in desert areas; of particular interest are the uranium lodes in western Africa and the United States. Around sources of water, encounters and terrain are similar to those found in grasslands, and towns are often built in these areas. The sun limits vision to half a mile (50 miles for large objects). Distance is very hard to judge in the desert because of the lack of reference points. Distant hills may appear to be only a few miles away and of small size.

Desert survival centers on two objectives: finding water and escaping heat. In hot weather, active characters must check Shock Resistance every hour (see TOP SECRET Companion, page 2: (Courage + Willpower)/2 = Shock Resistance). Loose, light-colored clothing (including parachute material) allows a bonus of 10% on this check. If the check is failed, the agent suffers heat prostration. Characters suffering from heat prostration lose 1-10 Physical Strength points and one Life Level per hour. Rest for 1-10 hours, with copious amounts of water and salt, restores health.

Agents may also be sunburned. Exposure of limbs reduces Coordination 3-30 points. These conditions last until the sun

Wind speed on ocean surfaces table

Roll	Condition	Wind speed (MPH)
01-07	Calm	0-1
08-36	Light breeze	2-7
37-59	Moderate breeze	8-18
60-77	Strong breeze	19-31
78-85	Gale *	32-54
86-92	Storm * *	55-72
93-00	Hurricane/cyclone * * *	73+

* Crewmen on deck have a 10% chance of being blown overboard. Craft under 20′ long must check on the Explosive Use Against Vehicles table (TOP SECRET rule book, page 37).

* * Crew on decks have a 50% chance of being blown overboard. Craft under 100′ must check on the Explosive Use Against Vehicles table (TOP SECRET rule book, page 37).

* * * Crew on decks have a 70% chance of being blown overboard. All craft must check on the Explosive Use Against Vehicles table. In gale winds or more, swimmers must check Willpower to avoid drowning. There is a penalty of -1 on this roll for every MPH of wind over 50.

exposure stops and 1-10 days pass. If agents must travel unclothed in the open sun, 1-10 Life Levels per day are lost from burns and exposure.

Each day in a desert, there is a 10% chance of a sandstorm. This condition lasts 1-10 hours and limits vision to 10′. Exposed agents suffer one injury point for every two hours of exposure to wind.

There is a 10% chance per day of an animal encounter in deserts. Roll percentile dice to determine the exact animal: 01-42, small animal; 43-52, herd animal (see grasslands); 53-63, poisonous snake (see jungles); 64-68, scorpion (see TOP SECRET rule book page 47); 69-70, coyote/jackal (see cool/temperate forest animals table, small canines). On a roll of 71-00, a mirage (usually of trees or water) is visible in a random direction (01-25, north; 26-50, south; 51-75, east; 76-00, west). Scorpions, like spiders, are dangerous only if they are allowed to infest clothing.

For every 10 miles traveled, there is a 20% chance that agents encounter dunes stretching 2-20 miles. Dunes reduce movement by half movement and allow a 5% bonus on sneak attacks. The lee side of a dune is likely to collapse under travelers. Vehicle drivers with an AOK under 70 in Geology must check Coordination each hour; if this check is failed, the vehicle plunges over a dune, doing 1 point damage to all inside and ruining the vehicle.

Some desert dwellers travel by camel. Able to carry half a ton and travel at 4 MPH, a camel can go for 2-5 (1d10/2 + 1) days without drinking, although substantial food and water are required afterwards to restore it to normal health. The Life Level of a camel is 1d10 + 2, and it may cause 1 point damage by biting (or 1d10 by kicking). Camels attack their owners if given the opportunity, and some have a bad habit of spitting when annoyed.

Oceanic environments

Oceans are vital to world transport. Certain wars (such as the Iran-Iraq war, by the Persian Gulf) and events (such as the blocking of the Suez Canal) may be investigated by espionage agents. Suspect shipments, acts of piracy, or naval activities may also involve the use of espionage. Luxury cruises are wonderful settings for contacting the rich or powerful. Undersea exploration has revealed many natural resources there which may need protecting. Oil rigs, sunken ships, scientific operations, and atomic submarines may become adventure settings.

The rules for sunburn (see deserts) apply for prolonged surface exposure. Some items may be damaged by water (see swamps). The wind-speed table is consulted every six game hours.

Excellent details for scuba diving are given in the TOP SECRET rule book (pages 35-36). Under the sea are hills, coral reefs, and great forests of seaweed that can entangle divers 10% of the time. Terrain should be indicated on the map by the Administrator, rather than randomly rolled. Every two hours, there is a 50% chance that agents have an encounter undersea. Sharks are dangerous and unpredictable; there is a 70% chance of an attack on agents. Barracuda attack 10% of the time, but only if visibility is poor (they dislike prey larger than they are). Moray eels and jellyfish attack 80% of the time. Sea snakes and rays attack only if disturbed. Stingrays hide in the silt on the sea floor, and an Observation check allows agents to avoid attack. Sea snakes may be treated as poisonous snakes (see the section on jungles).

Rivers

Rivers and streams should be indicated on maps by the Administrator, not by random roll. Rivers are typically 10-100′ deep and 10-1,000′ wide. Agents may paddle canoes at 1 MPH upstream and 10 MPH downstream. Electric eels (1d10 Life Level, 1d10 damage/jolt by touch) trouble swimmers 1% of the time in certain warm South American rivers; 1-100 piranha (see the TOP SECRET rule book, page 46) may attack in these same rivers if disturbed or very hungry, appearing 20% of the time (80% of the time if blood is in the water). Details concerning wet equipment are found on page 58 of the TOP SECRET Companion.

Undersea animals table

Roll	Type and number	Life Level	Damage
01-65	Normal fish (1d100)	1d10	—
66-70	Stingray (1)	1d10 - 3	1d10
71	Puffer fish (1)	1	See below
72-73	Moray eel (1)	1d10	1d10
74-77	Sharks (1d10 - 4)	1d10 + 9	1d10 + 5
78-83	Barracuda (1d10)	1d10 + 7	1d10 + 4
84	Sea snake (1)	1d10 - 1	Poison
85-90	Jellyfish (1)	1d10 - 2	1d10 - 3
91-93	Whale (1d10)	10d10	— (2d10)
94-00	Dolphin (4d10)	1d10 + 1	1d10 (nose ram)

Puffer fish are dangerous only if touched. This causes 1 point of damage and poisons the character for 1d10 - 4 points of damage. Many whales cannot bite; toothed whales cause the listed damage if they attack (however, few whales have ever been known to attack humans).

River features table

Roll	Condition
01-40	Normal water flow
41-67	Rapids/short falls (1d10′ high)
68-95	Shallows (1d10′ deep)
96-00	Waterfall (10d10′ high)

Rapids double the characters' speed downstream and reduce it by half up-

stream. In rapids, canoeists must check Coordination or else roll on the Explosive Use Against Vehicles table (TOP SECRET rule book, page 37). Shallow sections might require portage for 10-1,000 yards. Agents may check Observation with a +30% bonus to notice a waterfall in time to portage around it; failure indicates that the boat plunges over the waterfall, and all on board take damage from falling (boats are destroyed).

Chance of discovering water (per day)

Terrain	Chance of water	Chance of contamination
Forest	30% (1-100 gallons)	30%
Jungle	30% (1-100 gallons)	60%
Mountain	50% (10-100 gallons)	20%
Grassland	20% (5-50 gallons)	35%
Desert	5% (1-100 gallons)	40%

Weather

The Administrator may wish to generate weather results for several days of play ahead of time, if the agents have access to weather predictions. A weather report has a 10% chance of being wrong for every day in advance it is made. One weather check every six hours may be made. Two rolls are made: a 1d10 and a 2d10 (during winter, the arctic/antarctic weather system may be used, but damage from the cold should be reduced by half). In rain forests, add 4 to the first roll and 2 to the second. Grasslands are drier, so subtract 1 from the second roll. In deserts, 5 is added to the first roll and 4 may be subtracted from the second. At night, the first roll is made at -1, in any terrain. During cold seasons, rain may be treated as snow.

Food

In the wilderness, agents may exhaust their food supplies. A starving agent may live a number of weeks without food equal to his Willpower divided by 15. Each week, 2-20 Physical Strength points and seven pounds are lost. Strength is regained after one week of normal eating; weight is recovered at a rate of one pound per day.

Hungry agents may wish to hunt animals for food. Building simple traps may be performed by anyone; complex traps (Administrator's discretion advised) may require a significant AOK level in Construction Engineering. The tables and chances for animal encounters are used to determine if an animal is caught and the exact animal type captured. A trapped animal may attack the trap to escape it; as a rule of thumb, if 10 or more points of damage are done at once, the animal escapes; ruining the trap (weaker traps require less damage to be broken). Snakes usually can't be trapped.

Small animals feed one agent for one day; animals from the size of a pig to a horse contain 1-10 person/days worth of food, and elephant-sized animals feed 10-100 people for one day. Meat becomes inedible in 1d10/2 days unless preserved. A hunter may multiply the daily chance of animal encounter by two for every 25 points of Observation he has. A character with an AOK above 65 in Botany may scavenge for edible plants. On each day that an Observation check is successful, enough herbs are found for one person in one day. Hunting, scavenging, and trapping may occur simultaneously. Near bodies of water, an agent may fish, if gear is available or improvised. There is a 10% chance per hour of catching one agent/day's worth of fish.

Water

Water is the most important factor in wilderness survival. The environmental survival limit for fasting in the TOP SECRET Companion is based upon lack of both food and water. If, by some chance, an agent has food but little water is available, the survival time is doubled due to the water content in food. At least one-half gallon of water is required each day by an agent engaged in nonstrenuous work. In hot weather with much exertion, two gallons per day are consumed. Failure to meet these needs reduces the agent's Physical Strength and Coordination by 10 points per day, to be regained with the proper consumption of water at a later time. Any source of water may be infested with parasites or bacteria; agents who drink contaminated water lose 10 points of Physical Strength and Coordination for 1-100 days. Boiling or chemical treatment renders water safe.

Agents with an AOK over 70 in Botany may check Observation each day to find water-bearing plants. These plants provide enough water for one person for one day.

Getting lost

There is a chance each day that characters in the wild may become lost. Lost agents proceed in a circle 1-10 miles in radius. If agents have a compass or an obvious trail to follow, this won't occur. Agents with an AOK above 70 in Astronomy/Space Science may find directions in clear weather.

Chance of getting lost

Forest	30%
Jungle	70%
Grassland	10%
Marsh	60%
Desert	40%
Mountain	50%

Survival training

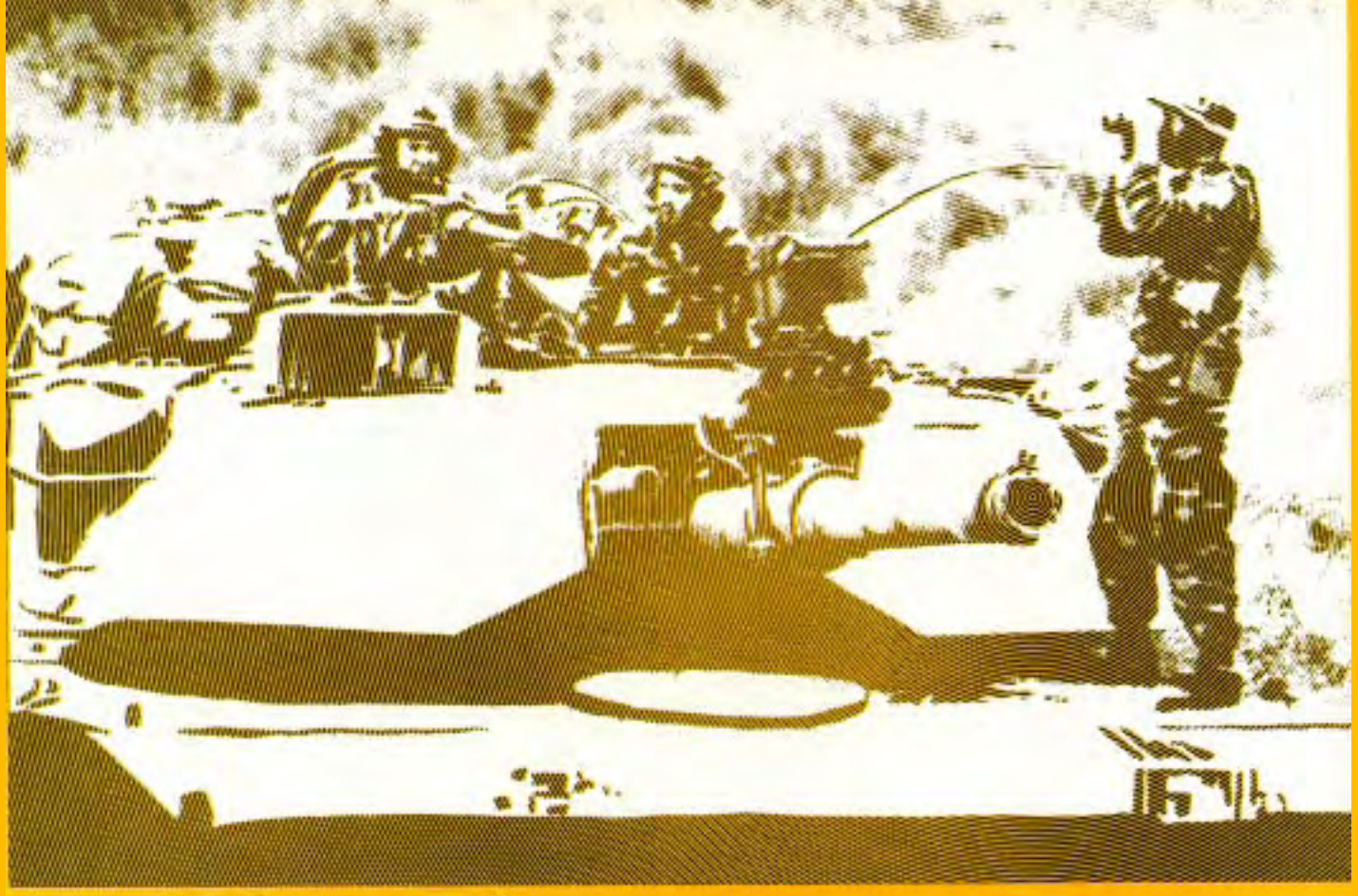
Most agencies offer training in outdoor survival. The course costs $10,000 and lasts eight weeks, four of which are spent on expeditions to the actual environments covered. An agent who takes this course must begin with scores above 70 in Willpower, Physical Strength, and Courage. The agency credits agents who complete this course with 80 experience points. A graduate is able to use any tactic described in this article which requires a specific AOK score, and gains a 5% bonus on wilderness Observation checks and attempts to find water. This course raises an agent's Anthropology, Astronomy/Space Science, Botany and Ecology/Earth Science AOK scores 1-10 points each.

Wilderness scenarios may be combined with civilization-based adventures and vice versa. Agents or their opponents may flee to uninhabited areas when necessary, but, in modern times, few places are completely remote. Often agents may travel from uninhabited wilderness directly into a town. Wilderness scenarios are more likely to feature action than other adventures, but any job our agents perform may require work outdoors. Happy trails! Ω

Weather table

First roll (1d10) (temperature)	Second roll (2d10) (sky conditions)			
	5 or less Sun	6-14 Clouds	15-18 Light rain*	19 or more Heavy rain
1-2	Chill	Cold	Cold	Cold
3-4	Mild	Mild	Chill	Cold
5-7	Mild	Mild	Mild	Chill
8-9	Hot	Warm	Mild	Mild
10+	Hot	Hot	Warm	Mild

* Near the ocean or in jungles, light rain has a 30% chance of including fog; this reduces vision by half. Light rain reduces the chance to hit with a projectile weapon by 5%; heavy rain reduces it by 10%. Rain also reduces movement to one-quarter normal. See swamps for details on wetting equipment. If the temperature is mild, chill, or warm, no effects are felt. Temperatures of hot or cold reduce movement by half, and may require appropriate clothing and preparation.



TOP SECRET® GAME

Unfriendly Fire

War, revolution, and secret agents

by Thomas M. Kane

A machine-gun bullet burst through the office window, showering the room with a spray of crystal. Both agents ducked but kept snatching papers from the office's ruins. They were all too aware of the fighting just outside.

"Let's hurry it up!" Jed shouted, throwing a folder into his briefcase and snapping it shut. "You got everything?"

"Yeah, just in time. One more day and the guerrillas would have had these." Sandra snatched one last paper from the file cabinet, dropped it, and grabbed at it again. "Let's hit the road for the airport!"

Fleeing the office, the two agents ran for the stairwell and hurried down to the main lobby. The large picture windows were now completely shot out. Bullets howled across the street. The remaining government troops had set up a barricade an hour ago, but it was now clearly being overrun. There was an obscene tinkle as shrapnel burst through a car's windshield. In the distance, the two could hear men screaming.

Jed took a deep breath to settle his nerves, then drew his handgun. It seemed ridiculously small now in the face of the murderous fighting outside. He looked at Sandra, who clutched her own revolver with a trembling hand, and she looked back, her face completely white.

"It was good working with you," Jed said, trying to smile.

Sandra laughed weakly "Yeah, really. Let's do it."

Jed nodded. Then they plunged into the street, hoping for the best. . . .

At an exciting time like this, you don't want to roll for 500 shots, injury locations, and damage figures. We know that the TOP SECRET® game is not a military game, but espionage and war are closely linked. Agents have been known to draw fire while uncovering military secrets. Engineering coups, infiltrating armies, or botching international jobs can inject the armed forces into an adventure with ease. Terrorists often trade in military weapons, and agents might unexpectedly find themselves in a war zone at any time.

This article attempts to fill in these missing "war rules." It is not an elaborate military simulation, but it works well enough for general use. The outcome of a fight and the fate of a given individual can be computed without altering the game significantly.

Table 1
Troop Movement Table (in miles/hour and feet/turn)

	Terrain							
	Flat		Rough		Very rough		Other	
Unit type	**MPH**	**FPT**	**MPH**	**FPT**	**MPH**	**FPT**	**MPH**	**FPT**
Infantry	3	25	2	12	½	6	–	-
Motorized	65	480	32	240	–	–	–	–
Armor	35	276	–	–	–	–	–	–
Helicopter	–	–	–	–	–	–	185	1,378
Scout plane	–	–	–	–	–	–	190	1,390
Jet fighter	–	–	–	–	–	–	1,500	11,100
Jet bomber	–	–	–	–	–	–	750	5,550
Submarine, underwater	–	–	–	–	–	–	20	148
Submarine, surfaced	–	–	–	–	–	–	25	185
Large ship	–	–	–	–	–	–	84	626
Medium ship	–	–	–	–	–	–	70	512
Small ship	–	–	–	–	–	–	55	400

Victory and defeat

The Administrator may wish to decide the results of mass battles in advance, since missions will be drastically altered depending on which political power controls the job site. Furthermore, mass battles are so large that an individual fighter makes little difference. Agents may provoke or prevent wars, and they may even arrange for one side to win — but, in actual fighting, they have little effect. This system resolves mass battles, but it is not random; the Administrator may determine the results ahead of time. The effect on individual participants is the major variable feature. These rules explain what percent of a force will be lost and assign a chance that any individual player character will be injured.

Time in mass battles is computed in periods of one hour each. Each side's forces are listed by unit type, which may be of any size, since damage is computed by the percentage of the *original* force lost. Artillery, aircraft, ships, and ground troops should be divided into different units. A unit cannot cause damage to anything beyond the range of its weapons. Unarmed fighters must be immediately adjacent to their opponents; troops with guns may be 700' away, and artillery has even longer ranges. The ranges of various cannon and rockets are described elsewhere in this article.

Obviously, mobility is important. The speed of a unit is the same as that of its slowest member. On Table 1, "flat" indicates a road, desert, or plain. "Rough" can be used for light forests, rocky areas, and hills. Swamps, mountains, jungles, and the like are "very rough." "Other" indicates deep water for ships and the sky for aircraft.

To determine the percent casualties a unit can inflict, find the number of attackers in it. (Usually, this equals the number of troops; however, in an artillery unit, it is the number of guns fired, and in bombing strikes, the number of bombs dropped is what is important.) Multiply this number by the factor given in Table 2.

This accounts for any difference in weapons technology. Next, divide the attackers' score by the total number of troops on both sides. Multiply this by 100% and round it off to a convenient number. A calculator may be helpful with this. Fortification reduces the percentage of casualties (see Table 3). The attackers reduce the enemy by the given percentage each exchange. The number slain is a percent of the *original* force's numbers. If 50% damage is inflicted for two exchanges, the enemy force is destroyed. Not all casualties are actually killed, but they are no longer able to fight in any case. See the sample battle on page 74 for details.

Table 2
Comparative Weapons Table

Defender	Attacker					
	A	**B**	**C**	**D**	**E**	**F**
A	1	2	3	4	5	6
B	0.8	1	2	3	4	5
C	0.6	0.8	1	2	3	4
D	0.4	0.6	0.8	1	2	3
E	0.2	0.4	0.6	0.8	1	2
F	0.1	0.2	0.4	0.6	0.8	1

A. Unarmed.
B. Hand-to-hand weapons and some pistols.
C. Heavy arms. Firearms are common; grenades and machine guns are likely to be present.
D. Military. This sort of force has access to the infantry weapons described in this article and the TOP SECRET Companion. The most effective small arms possible are present. Helicopters and small boats are included in this factor.
E. Artillery. This covers cannon fire, aerial bombing, and the like. Note that a spotter must be in the target area for indirect cannon fire. Tanks and most military airplanes and ships are covered here.
F. This covers most modern weapons of mass destruction. Napalm, the rapid-firing guns of the C-47 aircraft, and compressed-fuels bombs are of this sort. Nuclear, biological, and chemical weapons have specialized effects and are not covered here. If they show up in a mass battle, take note of what areas are devastated and eliminate troops within them as appropriate. *[See "Agents and A-bombs" and "After the blast," DRAGON® issue #108, for information on nuclear weapons and materials. — RM]* CBW devices are covered on pages 75-76 of this issue.

Table 3
Fortification Table

Protection	**Casualty reduction**
Trees	-10%
Hills/earthworks	-10%
Thin wood/plaster	-15%
Wooden beams	-35%
Sandbags	-40%
Concrete/stone	-45%
Underground	-95%
Trench	-50%
Vehicles	-30%
Armored vehicles	-50%
Flak jackets	-10%
Bulletproof armor	-20%
Steel plate	-40%
Barbed wire	-5%
Minefield*	-25%
Moat	-30%

* This figure is added to the casualties inflicted on the attacker as well as subtracted from the casualties received by the defender. Mantraps, pungee stakes, etc., may be treated as minefields.

Moats, minefields, and barbed wire have no effect on artillery. If an attacker moves through or around defenses, they are no longer useful. Explosives can destroy some fortifications. If a force with type D or better weapons wishes, it may attack the foe's defenses. Calculate the percent casualties normally, but subtract it from the protection of a given fortification. Thus,

inflicting 45% casualties on sandbags destroys them. Geographical features (like hills) and personal protection (like flak jackets) may not be destroyed in this manner. An individual combatant may use any fortification on the list to reduce his chance of being wounded, although this does not alter the battle as a whole.

For every hour of battle, each player character must roll 1d100. If the result is lower than the percentage of casualties the enemy inflicts, the agent is a victim of the fighting. Consult Table 4. Fortifications reduce the chance of an agent being hurt.

Table 4
Casualty Table

Die roll	Weapons used by attacker		
(d10)	A-B	C-D	E-P
1	A1	A1	A1
2	A1	A1	A1
3	B1	A1	A1
4	B1	A1	A1
5	B1	A1	B1
6	F1	B1	C1
7	G1	C1	D1
8	G1	D1	D1
9	G1	F1	E1
10	G1	G1	F1

A1. Bullet wound. Consult the normal tables for Projectile Weapon Combat.
B1. The agent is taken prisoner, an event which may be played out in full. A roll of an agent's Evasion score or below on 1d100 allows a prisoner to escape during the battle. Otherwise, the agent is sent to a POW camp behind enemy lines.
C1. The agent takes 1 point damage from an explosion.
D1. The agent takes 1-10 points damage from an explosion.
E1. The agent takes 3-30 points damage from an explosion.
F1. The agent is forced to flee 100-10,000 yards from the battlefield.
G1. The agent is rendered unconscious by hand-to-hand combat.

Sample battle

Agent Eustace Fairchild is trying to kidnap the mysterious terrorist leader "Akeem." He hopes to abduct Akeem in the chaos of battle, when the terrorist won't be missed. Eustace is disguised as a mercenary in Akeem's private army at the time that Akeem is attacking another warlord in the Lebanese desert beneath some rocky hills. Akeem's unit has 500 troops; his opponent has only 250. Both are armed with military weapons; multiplying their effect by one means no adjustment. Thus, Akeem's troops destroy 67% of the enemy each exchange (500/750 x 100%). The enemy troops wear flak jackets, so this damage is reduced to 57%. However, Akeem's troops lose 33% of their number (2501750 x 100%). Eustace rolls an 80 on 16100, evading injury in the first hour of fighting.

In the second hour, enemy artillery in the hills opens up. There are 25 guns; this is multiplied by two, since Akeem has only military weapons. The guns inflict 10% casualties on Akeem's force (50/500 × 100% — the gun crews don't count, as they are out of Akeem's range). Akeem's troops blast another 57% of the enemy troops, destroying them. Akeem also loses 43% more of his oven forces. Of these, 10% were eliminated by artillery; the other 33% were lost fighting with foot soldiers. Eustace has a 43% chance of being injured; he rolls a 44%, narrowly escaping harm. Akeem's men then retreat to escape the guns. They lose 10% of their original number each exchange until they leave the gun's range. If they do not escape the artillery, all are lost in three exchanges. At this point, Eustace sets off a smoke bomb for cover and attacks Akeem; personal combat may proceed.

Military weapons

Agents may find military weapons in the field. Army bases, terrorist camps, heavily guarded installations, and other areas may use this equipment. Obviously, these weap ons are never issued by an espionage agency. Most military weapons are not useful in day-to-day spy work; a mortar is a fearsome device on the battlefield, but it is of little use when tracking suspects. Still, agents might discover military devices and attempt to operate them. Most infantry weapons are described in the TOP SECRET Companion. Desmond P. Varady's article, "Now That's Firepower!" (DRAGON® Magazine issue #102), covered a number of other military weapons. The weapons that have not previously been discussed are vastly different from small arms. Their effects must be described in a new format.

Untrained agents may not successfully operate these weapons; only those specifically trained in their use can make them work. The details on operation given here are provided mainly for nonplayer characters. The weapon descriptions are generic, describing in general terms what these weapons can usually do but not covering all possibilities. If you want an exact simulation of a given make of weapon, feel free to alter the statistics given here. For details on individual weapons, the U.S. government reports on Soviet military power are recommended. These are somewhat controversial, but they do describe many weapons systems from both superpowers. The artillery ranges given here may also be used in mass combat.

Mortar, 60 mm. This weapon cannot hit a target closer than 600'. It is effective as far away as 12,000'. The shell equals a fragmentation grenade. Hitting with a mortar is largely a matter of judging range. When a mortar is fired, roll percentile dice. If the result is less than half the agent's Observation score, the shell hits the target. Mechanical range-finders allow a 30% bonus on this roll. Observation equals Willpower plus Knowledge, divided by two. If this roll is failed, the shell will be 1' off for every point above Observation that the gunner rolled. Use the grenade-miss rules (TOP SECRET game rule book, page 35) to see where the shell lands. In mass artillery combat, five mortars equal one cannon. A mortar weighs 5 lbs. (2.2 kg). Each shell weighs 2 lbs. A mortar can hurl a grapnel 450'.

Personal antiaircraft device. These hand-launched rockets are extremely new. They are rather sensitive and carefully controlled by the nations which produce them. The famed Stinger is such a device. A personal antiaircraft missile has a range of 6 miles. Aircraft hit by these missiles must check on the Explosive Use Against Vehicles Chart (TOP SECRET game rule book, page 37). These missiles are self-guided, but they must be fired properly. An agent using such a missile must roll percentile dice; a + 30 penalty is applied. If the result is above his Military Science/ Weaponry AOK, the missile is ruined. The launching apparatus is disposable. These devices weigh 10 lbs. (4.5 kg).

Artillery. Modern cannons are quite varied. An average gun can shoot 88,620', firing a shell equal to 228 oz. of plastique in power. Fifteen minutes are required to load a shell, and a crew of five is usually needed for each cannon. A howitzer may hit a target as small as a trash can within its range. The operator must roll his Offense or below on 1d100 to hit; otherwise, the grenade-miss rules should be consulted, with the shell landing 10' off target for every point by which the firer missed. Most modern artillery is usually self-propelled, mounted on tanklike treads. Other devices are towed by trucks. Tube missile launchers have a range of 25 miles, with each tube launcher equaling three guns in mass combat. Each rocket equals 330 oz. of plastique in power. Loading each rocket requires 15 minutes, but a rocket launcher may hold 16 rounds when loaded. Otherwise, treat missile launchers as other artillery. If a target is not in view, artillery requires a spotter in the target area who must be in contact with the gunners. Radar may also be used, but the target may jam radar.

Cruise missiles. These missiles may locate and hit a building-sized target as distant as 1,550 miles away. These devices require a 10-man support crew. The firer must roll his Military Science/Weaponry AOK or lower on 1d100 to launch the missile successfully. Missiles of this type may be launched from submarines, surface ships, ground bases, and bomber aircraft. The warhead equals 1,500 lbs. of plastique. The older "ack-ack" antiaircraft guns force a pilot to check on the Bullet Use Against Vehicles Table (TOP SECRET game rule book, page 38) each minute of fire. They can only attack aircraft within 15,000'.

Large surface-to-air missiles are treated

as cruise missiles for launching purposes and can home in on airplanes as far as 200 miles away. An airplane hit by one of these missiles must check the Explosive Use Against Vehicles Chart at a +40 penalty. Radar jamming causes these weapons to miss 50% of their targets. Surface-to-air missiles must be launched from ground silos or large missile carriers.

Armor. Tanks may be armored with up to 6" of plate steel. A crew of four is needed for these vehicles. The main cannon can fire a shell equivalent to 160 oz. of plastique 6,000', using the same firing procedure as artillery. Five minutes are required to reload this gun. Most tanks also have a medium machine gun (as in the TOP SECRET Companion) and an "ack-ack" antiaircraft gun (described above) with a range of 10,000'. A modern tank can be sealed against chemical weapons. Some armored vehicles have been known to mount huge flamethrowers which cause 2-20 points damage to all within 100' range. The speed of a tank is described in Table 1. Most tanks require one gallon of gasoline per mile and can store 50 gallons on board. Other armored vehicles have similar statistics. Missile racks can be mounted on military vehicles; they can hold up to 60 rockets and are treated as the personal missile launcher in the TOP SECRET Companion.

Aircraft. The speeds of various aircraft are described on Table 1. Helicopters can usually mount several medium machine guns, as per the TOP SECRET Companion; they also may carry missile racks as described for vehicles. A fighter aircraft carries one medium machine gun and four guided missiles. Each missile has a range of 11 miles and is fired in the same fashion as a cruise missile. The warhead equals 480 oz. of plastique. Air-to-air, air-to-ground, and air-to-ship missiles are possible. Fighter-bombers, like the F-16, may carry four extra missiles. Any of these rockets may be replaced by a cluster bomb equal to 550 oz. of plastique. Most of the damage is caused by shrapnel, and hard cover halves the damage.

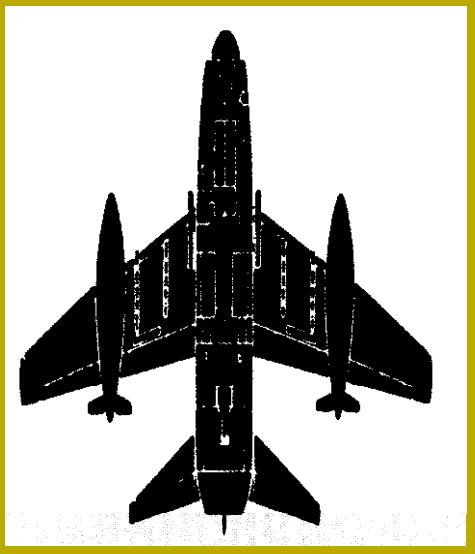
Fighter-bombers may also carry a single high-explosive bomb equal to 1,500 lbs. of plastique. To see if a bomb hits its target, roll percentile dice. If the result is above the pilot's Offense, it misses. Use the grenade-miss rules in the TOP SECRET game rule book; the bomb will be off 100' for every point by which the pilot missed. The large bomb described above is guided by laser, giving the pilot a +10% bonus on his accuracy check in dropping this bomb.

A typical jet fighter can fly 1,000 miles without refueling. Strategic bombers can usually fly 5,000 miles unrefueled. A bomber can carry as many as 10 of the large bombs described above or 100 cluster bombs. Large bombers can substitute one cruise missile for its bombs.

Naval forces. A ship can use many weapons of many sorts. Many larger ships carry a helicopter, which itself can be fitted with weapons. All large ships require extensive crews of several hundred sailors; small ones may have only a dozen or so.

Many larger ships mount missile batteries; antiship missiles have a 60-mile range and equal 300 oz. of plastique. These missiles must be aimed by the firer, and their accuracy is determined as if they were artillery. Antiaircraft missiles equal the personal antiaircraft device in effect. Antisubmarine missiles are often carried; torpedoes and antisubmarine missiles are self-guided and fired as are cruise missiles. A ship hit by such a device must check on the Explosive Use Against Vehicles Chart. Naval cannon are usually treated as other artillery.

To hit a submerged target with an "ash can" depth charge, the user must roll under half his Observation on 1d100. The grenade-miss rules are used for failures. Every point by which the target is missed



equals 20' off-target. The charge causes all submarines within 90' to check on the Explosive Use Against Vehicles Chart. Additionally, warships are designed for ramming other vessels, This forces the victim to check on the Explosive Use Against Vehicles Chart. A battleship's 16" guns are treated as artillery for purposes of hit location. They have a 26-mile range, and their shells equal 75 lbs. of plastique. An aircraft carrier can carry as many as 62 jet fighters and 14 reconnaissance aircraft.

This information should cover most situations that arise in TOP SECRET games. Those who need exact details on a specific ship must consult another source.

CBW agents. Spies are never allowed to use chemical or biological weapons. If they are encountered in the field, they should not be tampered with. Proper authorities should be reached at once, even at the risk of ruining a delicate mission. More on this is said on page 63 of the TOP SECRET Companion. International law forbids the use of chemical and biological weapons. No major nation has openly defied this ban, which is why CBW devices are important to security concerns. Secret agents may be needed to keep these poisons away from terrorists and unstable nations. Many such undesirables could produce CBW agents and may turn to them as an alternative to atomic bombs. Nations may employ spies to limit these devices. The alternatives do not bear thinking about.

Any gun which fires an explosive shell could also use a CBW shell. Some poison gases can be treated like the poisons in the TOP SECRET game rule book. Their chemistry is different, but the game effects are the same. The military employs several standard tear gases. Phosgene, another chemical poison, is an irritant reducing Physical Strength 1-100 points. Phosgene attacks are preceded by an odor of new-mown hay. Cyanogen and hydrogen cyanide may be treated as convulsionary poisons. These gases smell of peaches and almonds, respectively. A gas mask protects an agent from the gases listed above.

Skin necrotizers reduce Charm and Coordination 1-100 points. If a victim is otherwise wounded, he will heal at half the normal rates. These hideous gases attack any exposed skin, causing it to

Table 5
Hallucination Table

Roll	Hallucination and results
01-05	The victim decides that the world is upside down. He attempts to roll along the ground instead of walking.
06-20	A random inedible substance seems delicious to the victim. He attempts to ingest it at every opportunity.
21-30	The victim believes himself to possess some super-human power (such as being able to fly). The victim tells all his associates about it. If challenged, the victim attempts to exercise the power, with possibly disastrous results.
31-40	The victim becomes engrossed in a vision and is immobile for 1-10 hours.
41-60	The victim feels that he has made an amazing discovery. He lectures a nearby character for 1-100 minutes.
61-99	The victim becomes terrified of ail people. If any character approaches within 10', there is a 50% chance that the victim flees, and a 50% chance that he attacks the offending character.
00	The victim permanently reverts to childlike behavior. He becomes a nonplayer character under the control of the Administrator.

Table 6
Biological Warfare Chart

Disease	Contagious?	Incubation period	Duration	Chance of death	Treatment
Virus	No	2-20 days	1-10 weeks	0%/60%	–
Rickettsia	Yes	l-10 days	1 week	80%	A
Bacteria	Yes	2-20 days	1-10 weeks	90%	A*, B
Fungus	Yes	2-20 days	2-20 weeks	10%	–
Botulin	No	None	1 day	70%	A

* If antibiotics are given, the victim may make another roll of 2d10. If the result is below his Life Level, the agent is cured in 1-10 days. Otherwise, the treatment is ineffective.

redden and slough off. A gas mask is no help. Vesicants, such as mustard gas, also affect the skin. They reduce Coordination, Physical Strength, Charm, and Willpower 1-100 points each. An ointment exists which keeps mustard gas from functioning, if the victim also wears a gas mask; it must be used within five minutes of exposure. Mustard gas remains in an area for 2-20 days. Vesicants have a faint garlic smell.

A hallucinatory gas exists which has effects similar to LSD, acting as a deliriant poison. If it reduces a victim's Life Level below zero, the victim is rendered unconscious. The effects last 3-30 hours. A gas mask protects the wearer from this poison. Each hour, there is a 40% chance of a hallucination, rolled on Table 5.

Most deadly of all is the dreaded nerve gas. This substance may be absorbed through the skin or lungs. An exposed character loses one Life Level per minute; this continues even if the gas is dispersed. The victim does not realize that he is dying. Symptoms are a mild headache and difficulty in breathing. The victim's pupils shrink, his vision dims, he suffers nausea, and dies. Nerve gas is so deadly that it is not usually stored in active form. It is produced by the mixture of two harmless "binary gases." They are kept separate until the weapon is fired. When the two gases are mixed, nerve gas is formed.

Most nerve gases are colorless and odorless. An older version, tabun, is brown and has a fruity smell. Most nerve gases break up normally, but others contaminate an area for 1-10 weeks. Any who enter the area without protection are poisoned. Fortunately, the effects of nerve gas are (sometimes) reversible. A character who reaches zero hit points may be kept alive for 1-10 hours with continuous artificial respiration. Agents who have taken the first-aid course described in the TOP SECRET Companion or who have Health AOKs above 70 may perform resuscitation — but there is a 30% chance that the character giving first aid will be poisoned too. Atropine sulfate immediately negates all nerve gas effects. Automatic injectors of atropine have been developed which are worn by those who deal with nerve gas. They are strapped to an arm or leg; when a button is pressed, the wearer instantly receives an injection of atropine.

Very little is known about biological warfare. If used effectively, it could be far more devastating than any other nonnuclear attack. A character exposed to germ warfare must roll his Life Level or below on 2d10 to avoid infection. Agents may be infected by the weapon itself. Diseases are also spread indirectly by infected people or objects. A percentile roll below an agent's Health AOK allows him to avoid indirect exposure. Objects subjected to biological attack are contaminated for 1-10 hours. Washing or exposure to ultraviolet light removes biological contaminants. Contagious diseases may be spread by an infected victim. During the incubation period, a character is unaware that he is sick, possibly exposing many people. After this period, the victim falls ill for a length of time. Physical Strength, Courage, Coordination, and Charm are all reduced to half their usual score.

Some diseases have a chance of killing the victim. If the result from Table 6 indicates that the victim is slain, one Life Level per day is lost until the victim dies. Treatment A indicates that medical attention cures the disease in 1-100 hours. Treatment B means that vaccination makes a character immune. Some viral diseases are selected to be incapacitating; others are to be lethal. For this reason, there are two mortality chances listed. If an agent is cured or survives to the end of the disease's duration, he recovers 1-100 points in each lowered ability. Obviously, no ability is raised above its original score.

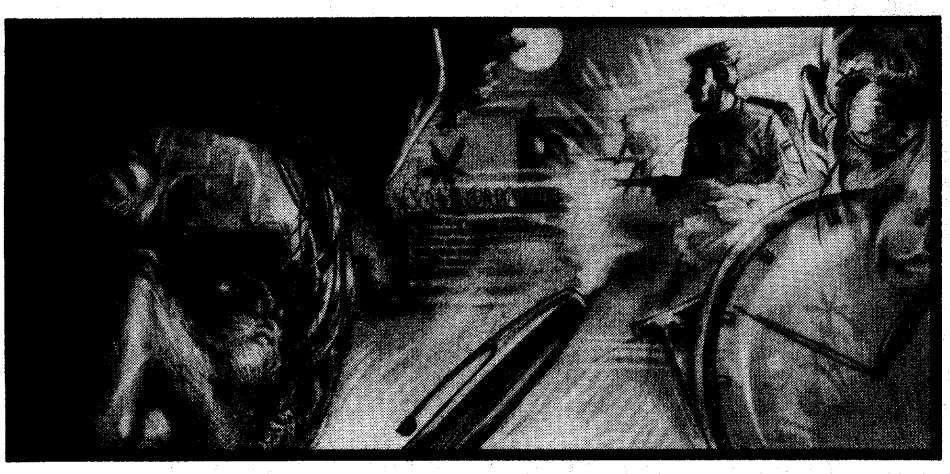
Modern CBW devices are remarkably effective. A CBW bomb, missile, or artillery shell affects an area 13,000′ long and 2,000' wide. More precise poisoning can be performed by aircraft with a spray. CBW grenades, mines, mortar shells, etc., affect 10 square feet. Except as mentioned above, CBW devices may be treated as poison gases in the TOP SECRET game rule book. Poisons which remain in an area may be washed away with bleach. The Soviet Union is known to use a special decontamination van which mounts a turbojet engine. This is used to spray hundreds of gallons of soap and bleach over an area 2,000′ long by 100′ wide. Skin-affecting gases may be foiled by completely covering the body and by wearing a gas mask. The entire body including neck, hands, ankles, etc., must be covered. Normal wet cloth is protective. For more (albeit controversial) information on these weapons, I recommend the book *The Ultimate Folly,* by Congressman Richard D. McCarthy.

Agent training

As mentioned before, agents are unable to use most military weapons without training, and these devices are almost never issued by espionage agencies. Howeven if it is likely that these devices will be encountered in the field, it may be necessary for agents to use them effectively. A pilot, driver, or marine-vehicles course (as described in the TOP SECRET Companion) allows an agent to drive the appropriate sort of military vehicle, but it won't allow the agent to use the vehicle's weaponry. Weaponry training costs $2,000 per week and increases the agent's Military Science/Weaponry AOK by 1-10 points. To benefit from this training, an agent must have a Military Science/Weaponry AOK above 90. One week is required to learn use of an infantry weapon, and two weeks are needed for artillery or tanks. Four weeks are required to learn the use of modern missiles, and six months are needed to learn the proper use of aircraft or ship based weapons. An untrained agent simply cannot operate complicated weapons like artillery or aircraft. Personal weapons, like mortars, may be fired without training — however, a -50 penalty is then applied to accuracy rolls.

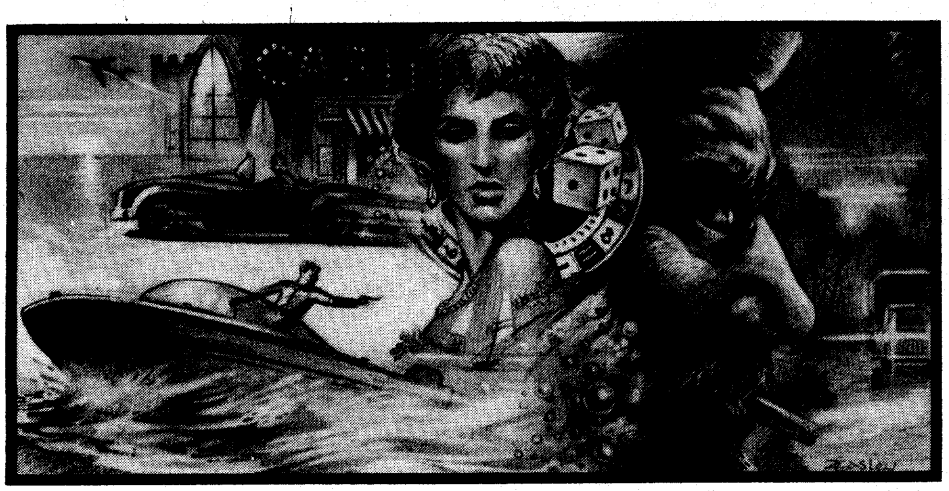
Military operations often are important to espionage; they need not be avoided. Agents can interact with the military in a thoroughly playable system. When agents are sent on missions involving military weapons, they should always have a reasonable hope of survival. Give them places to hide, alternatives to combat, and weapons of their own. You may wish to use the optional Fame and Fortune point system if you plan many scenarios involving military weapons.

As a side note, bloodthirsty agents should not be allowed to wreak havoc with military devices, *Rambo* to the contrary. Injudicious characters may suffer fines, humiliating assignments, firing, imprisonment, or even assassination. Nonetheless, these weapons can add excitement to an espionage scenario — as long as agents avoid unfriendly fire. Ω



This is Only a Test

Training missions for TOP SECRET® games



by Lawrence Liao

Although the TOP SECRET® game is one of the best role-playing games on the market, Administrators will have trouble finding a section of their local bookstores stocked with 500 (or even a dozen) TOP SECRET game modules and game aids. If you're lazy like me or don't have the time to make a half-dozen game adventures, a definite problem appears. How can you fix that?

The answer seemed elementary after I saw the opening sequence of Sean Connery's last 007 film, *Never Say Never Again* — a training mission. It would be easy enough to put together a short fire-fight scenario and run each of the characters through it for an "evaluation." No laborious description, 50-character NPC lists, or complicated plot are necessary. Take a map of a room ("training zone"), a few NPCs with guns ("combat evaluators"), and some excuse to fight, and you've got everything you need to keep each of the agents busy for at least half an hour. To this end, I threw together "The Commando Raid" scenario below, and it was well received by the players. I sent all of them out of the room, bringing in each player in turn to see how he would do. Nobody dies in a training mission, since all "damage" taken is actually assessed by electronic gear (like U.S. Army battle harnesses or the infra-red-pistol games which are popular now). In the end, I awarded a number of experience points to each player's agent based on his performance. The players liked the fire fight; although the threat of "real" death was not there, the isolation of each agent made them want to do their best. The competition to see who could get the highest rating became another important facet of training missions.

Whether for individual players or the whole group, training missions can be easily devised for endless situations. Street alley duels, railroad-car shoot-outs, bar-room brawls, or O.K. Corral-type gun-fights in modern settings are possible. Anything that suits your imagination, including ideas that would be too hard to put into a "real" adventure, works for a training mission (such as fighting terrorists about to detonate a nuclear weapon). Using the listing of real missions in the rule book and the TOP SECRET Companion is a good start. You don't have to be fancy; in my experience, the simpler training missions, such as fire fights, are usually the best-received ones. But, even if you can't think of anything, your players are bound to have some fantasy scenario they'd like to try. A scenario like the Ice Miller example in the TOP SECRET rule book (pages 25-26) would not be hard to formulate; you only need statistics for three assailants and a map of an alley. Say good-bye (at least temporarily) to endless room descriptions!

Of course, if you or your players are not as eager for combat as my friends are, you could put together training missions for other types of situations. Confiscation or investigation missions would require only slightly more work than fire fights. If you can assign agent Galahad to steal a secret formula for some corrupt company — draw one room and let him start from there. You don't have to draw a whole building unless you want to. Or, if you assign agent Lancelot to tail someone through downtown Washington, D.C.; get a real street map and presto — you've got a training mission. Other examples include deactivating a bomb, getting through a heavily wired hallway, breaking into a building or room, passing a note to someone in a bar, evading pursuers, or watching a stakeout location to report on people coming and going.

Training missions can also be useful in other ways. Novice players who don't understand the game's combat system or the contact-reaction methods could be put through a training mission ahead of time (before the veteran gamers show up at your house), so they won't be crippled by inexperience when the "real" thing happens. I used a training mission to test the driving rules presented in DRAGON® issue #78 before I used them in an adventure. It's better than risking a costly mistake in administrating a scenario because of unfamiliarity. Also, training missions could be devised as dry runs to the "real thing." Of course, you wouldn't want everything to appear the same — add a couple of guards here, delete one there, throw in that extra alarm or trap, and be creative.

Training missions are economical for the Administrator. Maps can be used over and over again. In the case of dry runs, the situations can be used almost without change. I'm lazy enough to use maps from published TOP SECRET game modules, like the suite diagram from TS 006, *Ace of Clubs.* I've also used one map for several different situations. An alley diagram can serve as a gun range, a mugger's haunt, or the scene of a high-pressure interrogation. If you're especially unindustrious, use parts of old modules again. Perhaps a shoot-out in TS 002, *Rapidstrike,* ended with the agents getting clobbered; let them try it again as a training mission. Be as cheap and as brief as possible. After all, how much time and money do you think the Agency wants to spend on building generic training sets?

Training missions should be as close to real missions as possible, but there should be some distinctions. Bullets shouldn't cause damage, but falling off a cliff in training should still hurt. Spicing up the training with the unexpected also keeps the players on their toes. For example, a fake set wall suddenly falls away when touched, or a double agent uses real ammunition in the exercise, perhaps planting it in someone else's gun.

I use the same basic format for all my training missions. This format is reproduced hereafter:

1. *Objective:* This explains what this mission involves, in general terms.

2. *Briefing:* This is an explanation of what objectives the agent should accomplish, in order of priority.

3. *Equipment:* Everything the agent can use in the mission is listed here. Anything else is prohibited.

4. *Scenario notes:* General notes, such where the agent starts, where the NPCs stand, etc., appear here.

5. *Descriptions:* Details of the training zone are given here.

6. *Personnel:* Statistics and equipment for the NPCs are noted.

7. *Scoring system:* I usually assign point values to specific actions, making sure the agent can't pass unless he fulfills the main objective. The score then counts as the number of experience points the agent earns from the exercise. You can also rate agents by specific objectives that are achieved. If tournament-style scoring has no appeal for you, ignore this section.

8. *Evaluation* scale: A table for rating the agent, running from "Excellent" down to "Failure," based on what the agent accomplishes (or his score, if you prefer that). Note that if you don't use a numeric scoring system, you can still use the point scale as a guide for the amount of experience to award.

Below are two examples of the sorts of training scenarios you can create. They are usually easy to make (two pages at most) and are good stopgaps until a "real" adventure module can be made or bought.

The Commando Raid

1. *Objective:* This mission evaluates the agent's performance in a combat situation, with a rating given to reflect efficiency.

2. *Briefing:* The agent must assault the complex and:

A. Eliminate or kidnap the "professor;"
B. Neutralize his guards;
C. Escape alive and unhurt; and,
D. Exit in minimum time.

3. *Equipment:* The agent can use only his personal handgun, silencer, holster, two clips of blanks (treat as standard ammunition for "damage" purposes), a .45 Thompson submachine gun with a 20-round clip, and a "fragmentation" grenade.

4. *Scenario notes:*

A. Use the TS 006, *Ace of Clubs,* suite diagram as the exercise area.

B. The mission begins as soon as the agent enters from a door or living-room window.

C. All guards have one extra ammunition clip.

5. *Descriptions:*

A. Kitchen Area: The outer door is locked and chained; the lights are on. Guard #1 is seated at the table with his back to the door. His gun, a P-08 Luger, is on the table. Guard #2 is at the refrigerator looking for food. His gun, an Uzi with a 32-round clip, is also on the table.

B. Bathroom: No one is here. The door is open, and the lights are off.

C. Dining room: No one is here. The overhead lights are off.

D. Bedroom #l: The "professor" is in bed with a gun, a .22 Beretta, under his pillow. The closet and room doors are closed. The lights are off. This room is opposite the dining area.

E. Bedroom #2: Guard #3 is lying on the bed watching TV ("David Letterman") with his gun in a shoulder holster. All doors are closed, but the lights are on.

F. Guard #4 is lying on the couch set against the wall, facing the window and reading a magazine *(Soldier of Fortune).* His weapon, an AKM assault rifle with a 20-round clip, is leaning against the coffee table.

6. Personnel:

NPC	PS	CH	WI	CO	KN	CD	OF	DC	EV	MV	HTH	SV	LL	WPN*
Guard #1	45	72	53	98	47	65	81	85	68	163	113	153	10	f
Guard #2	63	85	65	37	96	54	45	61	69	182	132	130	13	t
Guard #3	77	33	78	67	98	85	76	50	59	240	136	109	16	f
Guard #4	76	78	60	87	46	94	90	82	86	230	162	168	14	
Professor	43	90	52	26	12	60	43	58	75	155	118	133	10	

* As per the Quick Reference Codes in the TOP SECRET rule book and Companion.

7. Scoring:

Action	Value
Kidnap the "professor"	+60
Eliminate the "professor"	+45
Escape alive	+10
Escape unhurt	+10
Each guard neutralized	+10
Unusual insight or action*	+5
Each turn used	- 1
Each bullet fired	-112

* This means taking some bizarre, though successful, action to further the mission (for example, disabling one of the guards with a food processor).

8. Evaluation scale:

Rating	Qualifying action	Score
Excellent	Kidnap "professor" Neutralize all guards Escape alive in under a minute	110+
Good	Kill "professor" and all guards Escape alive	90-109
Good	Kidnap "professor" Neutralize at least two guards Escape alive	90-109
Fair	Kidnap "professor" and escape	75-89
Fair	Kill "professor" and two guards	75-89
Poor	Kill or kidnap "professor" without escaping	60-74
Failure	Professor not killed or kidnapped	below 60

The Mass Melee

1. *Objective:* This scenario evaluates the agent's performance in a "gun-less" combat situation with a rating given to reflect efficiency.

2. *Briefing:* The agent must defend himself against each new set of three opponents, and:

A. Survive each set in a conscious state;

B. Neutralize the three attackers; and,

C. Spend as little time as possible on each set.

3. *Equipment:* Each agent begins with no equipment at all, but he may use any weapon that he can take away from an opponent.

4. & 5. *Scenario notes and descriptions:*

A. The agent may keep any weapons he wishes from previous sets.

B. Draw out a 20′ radius circle as the exercise area. Assume there is a W-high, padded wall around the area.

C. Enemy agents begin each set 15' away in a rough circle around the PC.

D. Between each one-minute set, there is a rest period during which the character may heal one Life Level of HTH damage.

E. A character who fails to neutralize all opponents before the end of a set is not eliminated. He advances to the next set.

6. Personnel:

NPC	PS	CH	WI	CO	KN	CD	OF	DC	EV	MV	HTH	SV	LL	WPN*	AOK**
1	66	53	48	64	47	82	73	58	67	196	133	125	12	ay	50
2	72	70	74	40	32	84	62	55	77	230	149	132	15	ay	50
3	67	76	55	44	79	40	42	60	58	162	125	118	13		50
4	93	43	66	98	57	63	80	70	53	222	146	123	16	hh	50
5	68	94	65	90	76	60	75	92	77	193	145	169	14	hh	50
6	96	90	67	47	44	95	71	68	92	258	188	160	17	ii x 2	50
7	94	62	47	80	33	81	80	71	71	222	155	142	15	qq	65
8	97	60	58	63	73	86	74	61	73	241	155	131	16	qq	65
9	60	91	83	54	41	82	68	72	86	225	146	158	15	qq	65
10	92	76	91	69	71	75	72	72	75	258	167	147	19		75
11	89	94	27	79	81	98	88	86	96	214	185	182	12	-	75
12	84	74	56	69	33	85	77	71	79	225	163	150	14	-	75
13	69	95	75	64	71	96	80	79	95	240	144	174	15	bd	100
14	95	78	99	59	51	94	66	68	86	289	161	154	20	bd	100
15	85	83	97	71	87	87	59	67	85	269	130	172	19	bd	100

* As per the Quick Reference Codes in the TOP SECRET rule book and Companion.
* * AOK refers to the Military Science AOK.

7. Scoring:

Action	Value
Each set completed	+10
Each opponent neutralized	+5
Each set completed without injury	+5
Each turn less than one minute used to dispatch a set	+ ½

8. Evaluation scale:

Rating	Qualifying action	Score
Excellent	Complete all sets	125+
Superior	Complete four sets	100-124
Good	Complete three sets	75-99
Fair	Complete two sets	50-74
Poor	Complete one set	25-49
Failure	Complete no sets	below 25

Ω

The Game Wizards

The New *TOP SECRET®* game

by Douglas Niles

The new TOP SECRET® game has some major factors in common with the original version, It is a game about spies and espionage, with all the special equipment, weapons, and gimmicks that make the secret agent such a popular hero of fiction, film, and television.

However, those of you expecting modifications and streamlining of the original rules will be in for a surprise. From the ground up, the new TOP SECRET game is an original role-playing game system. Systems for character generation, combat, skills, and everything else have been freshly created. A conversion for original TOP SECRET game characters will probably be incorporated as a feature of the game, allowing you to convert your old characters to the new system.

The game is currently between the design and development portions of the process, but a number of sections have emerged as clearly different from the original. Other sections are still up in the air, as playtesters are consulted and various of the designer's cherished ideas are mercilessly trashed.

Speaking of merciless trashing, I'd like to welcome Warren Spector to TSR, Inc. His first project was the editing of TOP SECRET game material, and he wasted no time in firing up his chain saw and getting to work. Between us, we will give you a product that offers all of the flavor of the original system, with game mechanics that are much smoother and faster in play.

The new TOP SECRET game begins with a slightly different approach to its theme. While the detail needed for a realistic espionage game is included, the game's emphasis is much more focused on the secret agent of movies and TV Action and adventure are primary features of the game.

In line with this, the PCs and major villains have enhanced abilities, as well as the opportunity to spend Luck Points to avoid campaign-ending disasters. The minor NPCs have to suffer through the rolls of the dice.

On to the game systems themselves:

The game is built around a single game mechanic — the Attribute Check. Each character has five attributes, each generated by a "d60" roll, giving a range of 20-79 for PCs and l0-69 for most NPCs. Players determine the outcome of acts by rolling ldl00, trying for a result lower than their relevant Attribute scores. Modifiers can shift Attribute scores up or down in specific situations.

The bulk of the rules for player characters relate to creating the characters themselves. Rules for the game are grouped into two categories: Standard Rules (governing the play of the game) and Reality Rules. The reality rules are placed throughout the book, separated by distinctive graphic elements. These are optional and advanced rules that offer a greater level of detail ('reality") to the game mechanics. Players may start a campaign with the standard rules, and add the reality rules as the game progresses and they become more involved.

One of the major points of debate in the game design is the role of player choice in the character generation process. Warren and I agree that skills, backgrounds, and general characteristics of specific agents should be decided by the players. However, I feel that Basic Attributes are best generated through dice-rolling, with a balancing system to protect PCs against particularly bad rolls. Warren maintains that players should be allowed to spend a pool of points upon attributes, selecting strengths in those areas that the players desire. This one is still up in the air; we might present you with a couple of options, and let each Admin choose the procedure he likes for his campaign.

A major feature of character creation and the use of characters during play is the area of skills. The game includes extensive skill lists and descriptions, and a character is often defined by the types of skills he has. Skills are handled in levels; most characters have a level 1 skill at driving automobiles, while only the pros might take such a skill to 4th or 5th level. Additional levels of skill provide modifiers to Attribute checks.

However, your character is much more than the sum of what he or she can do. A number of game features are designed to encourage role-playing and to help players visualize and play their characters. Your character can be as well rounded and broad based — or as narrow — as you want.

The action scenes in the game occur in two-second turns, with most PCs able to take one careful shot or two quick shots in a turn. Vehicles are given acceleration ratings to match this scale, so incorporating vehicle and pedestrian activity into the same encounter is no problem.

The combat system is fully designed and undergoing playtesting. It incorporates a single ldl00 roll to determine whether or not you hit a target and where the wound is located. The *same* roll, in hand-to-hand combat, also tells how much damage the attack has inflicted! In ranged combat, a second roll determines damage.

The combat system is very lethal, although the Luck Points enhance PC survival. Thus, it is not impossible for a PC to dash through a mob of enemy agents, dropping them right and left with the deadly use of his Browning Hi-power, while evading some of the bursts of automatic weapon fire that are directed at him. Bursts, by the way, are handled as a single attack instead of as a series of individual bullets. This has provided a major increase in the speed of play.

Loving care and attention have gone into the development of vehicle rules. These are considerably more extensive than in the original system, and include protection and handling factors as well as acceleration. Skilled drivers will be tempted to try special maneuvers, such as ramming, power turns, braking skids, and bootleg turns.

Other significant differences between the two versions of the game concern the amount and nature of campaign background. I can't go into a lot of detail, because much of this will be subject to the desires of the individual Admin, but we are taking a different tack from the original game system.

The new game presents a campaign environment with a "good guy" and a "bad guy" spy agency. Obviously, these two agencies are arch-rivals. In many campaigns, the PCs will be able to find ready employment with the good guys. However, this "official" campaign is presented only in a portion of the Admin book, so it is in no way required for use. Several other campaign genres, such as private eye, law-enforcement, mercenary, and counter-terrorist settings, lend themselves easily to the game.

The game includes a 2-4 page rules summary for experienced role-players that should get you up and playing with little preparation time. It will also include a player's book, Admin's book, Admin's screen, and several other little accessories

that speed play and enhance enjoyment.

The comments and feedback from the TOP SECRET game players we met at the GEN CON® Games Fair last summer, and from those of you who have taken the time to write, have been greatly appreciated. There is still time to hear from you if you have points that you think need to be addressed — but hurry! The game will be out late this summer. I'm afraid we don't have time to answer each letter personally, but we read them and take your ideas into consideration. (In fact, one of my simple pleasures of the last few weeks, occupying an office next to Zeb Cook as I do, has been listening to him discuss all those ideas sent to him concerning the AD&D® game Second Edition. Keep it up!) Ω

"Official" business

(continued from page 3)

rules won't mesh with the first edition, thereby "forcing" them to purchase the second edition. In the end, it all leads up to one thing: a lot of needless worry and unnecessary complaints.

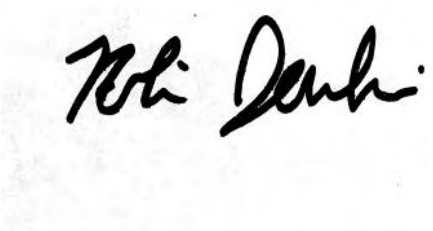
When the second edition arrives, it will replace the first-edition rules, which essentially replaced the original D&D game I spoke of earlier. This does not mean it will make the first edition obsolete. In the case of the original paperbound rules, the hardbounds cleared up a lot of the inconsistencies in the earlier rules. By this time, a lot of gamers had invested their money in the paperbacks. They had also taken it upon themselves to fill in most of the gaps in the rules. In 1975, there weren't many role-playing games available to choose from. As a result, filling the gaps and providing alternatives to the present system was up to the individual. Many of these rules were never published; they weren't developed with that goal in mind. Rather, they were created to help personalize a game system whose very beauty lay in its open-endedness.

There were never any arguments about "official" rules then; each DM had his own guidelines which he followed, the majority of which existed beyond the sight and inquiry of the players. The beauty of the game was that it differed from campaign to campaign — that DMs weren't afraid to fudge the rules, to make decisions themselves, or to alter rules they disagreed with or which did not fit the milieu of their campaign. It didn't matter that the rules varied from world to world; this was simply an aspect of personalization that went along with the game. It was this aspect that made the game unique.

There never were "official" rules in the earliest edition of the game; there were only "*guidelines* to follow in designing your own fantastic-medieval campaign" (Men *and Magic*, p. 4). These rules were meant to "provide the framework around which you will build a game of simplicity or tremendous complexity." Rule changes were acknowledged as a part of the system in this early edition: "If your referee has made changes in the rules and/or tables, simply note them in *pencil.*" This note was carried through in the *Players Handbook* (p. 6): "the most important material herein can be altered and bent to suit the needs of individual campaigns. Where possible, true *guidelines* have been laid down to provide the barest frameworks for those areas of the campaign which should be the most unusual and unique." I have no doubt that this attitude will be carried through the second edition AD&D game rules as well.

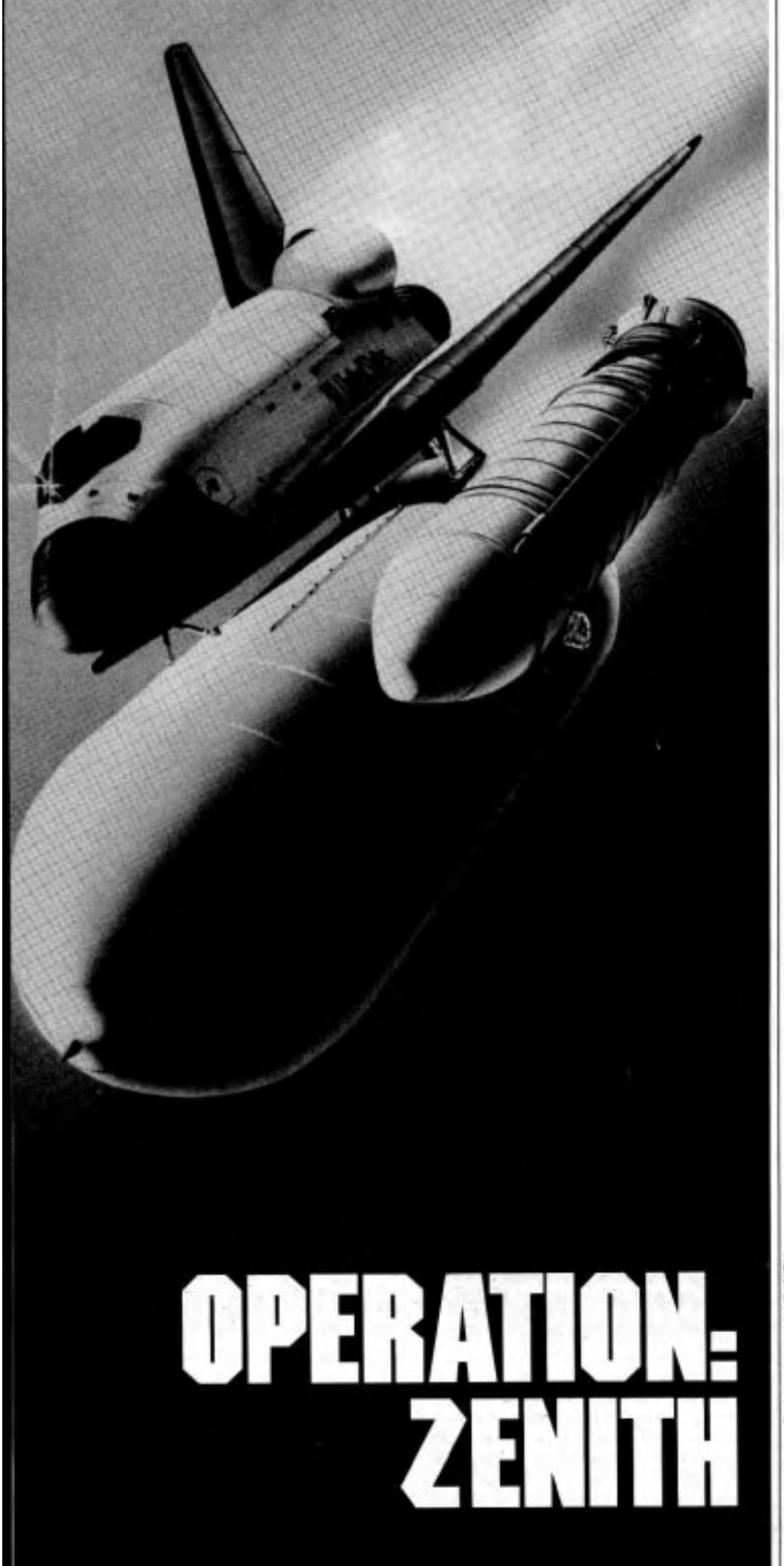
What it all comes down to is that the ultimate choice of what is important and essential to each campaign is up to the individual. If the DM likes assassins, but they are no longer part of the "official" rules in the second edition, what's stopping the first-edition rules from being used? If a DM has grown accustomed to using the first-edition rules, finding only a few items from the second edition useful, what's to stop him from using the second edition as an accessory to the first edition? The choice of what is and isn't necessary to a campaign is, as it has always been, up to the individual DM. No matter how many revisions the rules themselves go through, the game itself remains, in spite of all its varying, personalized forms. No matter how complex or revised the "official" AD&D game becomes, the game itself is only as good as the players who play it.

And although the original game and its first edition were flawed and sometimes vague, it seems like much more fun in retrospect — at least to a bunch of guys who once sat around a table in the La Crosse Student union playing with a handful of dice, a set of tattered note-riddled digests, and a ream of maps and plot outlines.



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Spies in space in the TOP SECRET® game

by Merle M. Rasmussen

Three years ago, DRAGON® Magazine ran a series of articles which depicted the future history of lunar exploration and civilization, according to a number of popular science-fiction role-playing games. At the time, I was making a list of games which might be worth covering in this series when Merle Rasmussen suggested writing up the TOP SECRET® game's version of space and lunar adventuring.

Espionage on the High Frontier? Well, after all, there was James Bonds Moonraker ***movie, and several other novels and films have been made about adventures in space which involved astronaut-spies and cosmonaut-spies. What was there to lose?***

Merle went to work. Many months later, he produced a three-part series of articles describing possible near-future adventuring in space with TOP SECRET game agents, which we present now. It ain't Kansas, Toto. — RM

The idea of conducting espionage missions in outer space is not a new one. Spy satellites and space weapons tests have occurred for many years, particularly by the United States and the Soviet Union. Manned espionage and military missions are also not new, as both of the above nations have conducted purely military missions using the Space Shuttle and Salyut space station, respectively. It is not difficult to conceive of manned space missions in which espionage, whether on a very detached or very personal level, could become quite important – important enough to send highly trained agents into space. This article presents the basic rules necessary for TOP SECRET game missions into this last and deadliest frontier of them all.

New personal traits

Two new personal traits important to characters adventuring in space are presented in this article. These traits are additions which are designed for this space article and are not part of the "official" TOP SECRET game system. Administrators may use these new personal traits in Earth-bound situations where they seem appropriate.

Balance: To determine a particular character's Balance Value, add the character's Willpower and Coordination values together and divide the total by two. The

equation for this secondary personal trait is as follows:

$$\text{Balance Value} = \frac{\text{Willpower} + \text{Coordination}}{2}$$

Wellness: The Wellness Value is calculated by adding a character's Physical Strength and Willpower values together and dividing the total by two. The equation for this secondary personal trait is as follows:

$$\text{Wellness Value} = \frac{\text{Physical Strength} + \text{Willpower}}{2}$$

Astronaut requirements

Agents operating as astronauts have to meet both general and specific requirements, none of which are waived on their behalf. The United States space program is too valuable to risk on the weaknesses of an unqualified astronaut. It is assumed that the Soviets (and any future space-faring nations) have equivalent requirements. General astronaut requirements include the following:

Acceptable citizenship. This applies to anyone who takes passage aboard any American spacecraft, whether crewman or payload specialist or visitor. So far, astronauts from West Germany, Saudi Arabia, Canada, France, and Mexico have flown aboard the Space Shuttle, as well as American private citizens and military officers. Numerous cosmonauts from Soviet-bloc nations have traveled into space aboard Soyuz spacecraft. France is the only nation to have sent crewmen on both Soviet and American space flights.

Age. There is no real age limit for becoming an astronaut, though the oldest astronauts are in their mid-50s. Astronaut candidates must be mentally and physically fit. Mentally fit candidates have Charm, Courage, and Knowledge trait values all above 40. Physically fit characters have a Movement Value greater than 120, with vision corrected to 20/20 and normal hearing.

Sex *and* race. Qualified individuals of either sex are allowed in the program. Shuttle pilots and commanders, who are usually pulled from the military, have invariably been male. Racial barriers have also eased considerably since the early days of the space program.

Height. Acceptable heights for astronauts range from 60-74" (150-185 cm). This is the height of the individual as measured under Earth gravity situations, not under weightless conditions.

Education. A college degree in science or engineering is required. Some flying and skydiving experience is also preferred. To determine an agent's college degree, refer to Education on page 5 of the TOP SECRET Companion. If the Companion is not available, the agent must have a college degree in his Area of Knowledge (AOK) with the highest rating score above 70. If none of the agent's scores are above 70, the agent cannot become an astronaut. Agents completing the Pilot Training Course of the Espionage College (found on page 70 of the Companion) have flying experience, as do any agents with Transportation and Aeronautical Engineering AOK scores over 75. Table 1 shows the Areas of Knowledge currently required for Space Shuttle pilots, mission specialists, and payload specialists.

Crew positions

Pilots: Pilots spend most of their work time involved in launch, ascent, insertion, orbit, deorbit, re-entry, and landing procedures. Agents wanting to fly a Space Shuttle need a college degree (B.A. minimum) in Engineering, Biology, Physics, or Mathematics. An advanced degree (M.A. or Ph.D.) and working experience in the aeronautical field is also preferred. A pilot must have a college degree in at least one Area of Knowledge listed on Table 1. In addition to the college degree, pilot candidates must have at least 1,000 hours of experience in command of a jet aircraft. Experienced test pilots have an even better chance of becoming an astronaut-pilot, though such would happen only in extraordinary circumstances, as experienced shuttle pilots would be preferred.

Mission specialists: Mission specialists are professional astronauts who spend most of their work time in space or in preparation for spaceflight. Mission specialists operate various systems aboard the shuttle. Agents acting as mission specialists need at least one of the same college degrees as pilots have. In addition, they must have some background in biological science and at least three years working experience within their field of specialization. A mission specialist must have a college degree in at least one of the Areas of Knowledge listed for pilots on Table 1 and a superior Area of Knowledge rating score in a field required for mission specialists.

Payload specialists: Payload specialists are experts in operating the sophisticated equipment carried into space in the shuttle's cargo bay. This has included Spacelab and all its related materials, and has also included both the conducting of experiments to take place inside the shuttle itself or the care of satellites to be placed into orbit. Payload specialists tend to be one-shot passengers, depending on the equipment involved. The training for these part-time, nonprofessional astronauts is brief when compared to the time involved for regular astronauts, but it is quite strenuous and intensive.

Guest astronauts: Several of the astronauts sent into space aboard the shuttle had specialized missions or were simply "guests" placed aboard the ship for political reasons. Two U.S. Congressmen went aloft in the shuttles Discovery and ***Columbia;*** Sharon Christa McAuliffe was scheduled to teach from space. Any agent added to a shuttle roster in an emergency might be placed aboard as a "guest," provided there was no need (or no time) for a cover to be manufactured. Such a flight would have to be launched in secret, probably from Vandenberg AFB in California. Training for guest astronauts is equivalent to that for payload specialists.

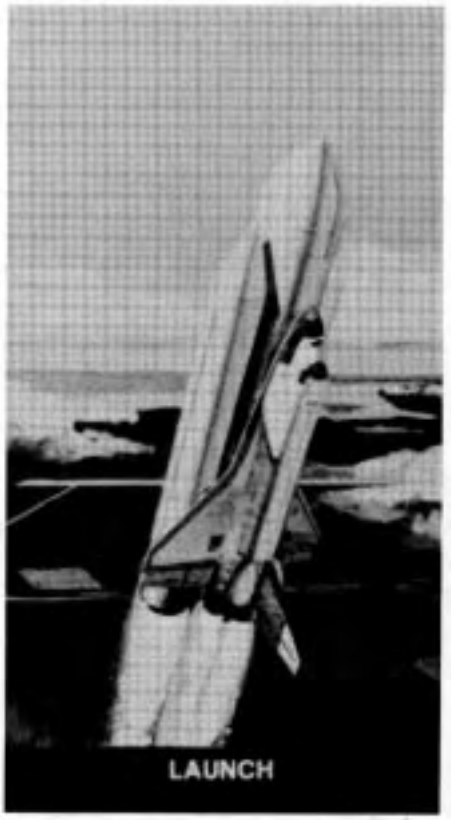
Characters might be qualified in more than one specialty, but are assigned to only one per flight. For example, Guion Bluford, Jr., was equally qualified as pilot and mission specialist, but served as a mission specialist.

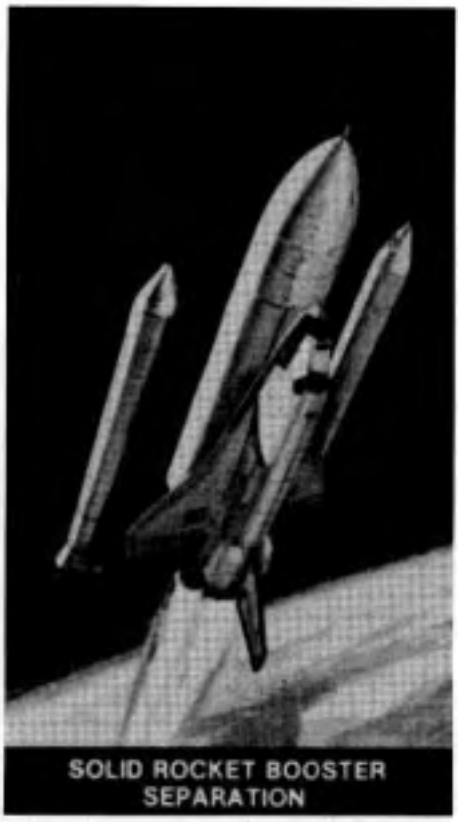
All astronaut candidates must pass psychological testing and an interview concerning their education, health, character, performance in front of a group, and interest in the program. Before the final selection, the astronaut-trainees are put through intense physical fitness tests. If selected, it is up to the astronaut-trainee to maintain or improve that level of fitness. Since there is no regular daily exercise routine for astronauts, they must manage to work this routine into their busy schedules. Working out in a gym, jogging, or playing a sport are recommended for staying in shape.

Payload specialist training

Agents posing as technical experts or satellite specialists receive most of their training from the foreign government, private business, private organization, or private citizen supplying the experiment, equipment, or satellite, and paying the necessary fee. Payload specialists receive about 150 hours training at the Johnson Space Center. This training includes learning about the shuttle and the equipment used to support the payload, housekeeping, and various other shuttle duties, as well as learning what to do in case of an emergency. Course time and costs are modified by the amounts listed under the Espionage College Course Handbook on page 67 of the Companion.

Course: Payload Specialist 'Raining
Cost: **$40,000.**
Time: ***4*** weeks.
Prerequisite: General astronaut requirements listed above, including Movement Value above 120.
Areas of specialization: None (American Space Shuttle only)* .
Ability acquired: The agent can perform each duty of a payload specialist with a 90% chance of success. Duties are those learned in training, including payload operation, normal flight procedures, emergency flight procedures, and general housekeeping. Increase Courage +(l-10).
Area of Knowledge increases: Astronomy/Space Science +(l-10) x 2. Computer Science, Aeronautical Engineering, Electrical Engineering, Mechanical Engineering, Transportation Engineering, Home Economics, Medicine/Physiology, Military Science, Naval Science, and Physical Education — all +(l-10).
Credit: 200 Experience Points.


LAUNCH


SOLID ROCKET BOOSTER SEPARATION


EXTERNAL TANK SEPARATION

* The Soviet Space Shuttle program may be operational by 1990. Additionally, the French/ESA Hermes spaceplane and British/ESA HOTOL spaceplane programs may be operational by the year 2000, thus expanding career possibilities here.

Regular astronaut training

Once selected, the regular pilot and mission specialist astronaut-trainees must take two to three years of training. Training includes classes in basic science, basic math, meteorology, guidance, navigation, astronomy, physics, and computers. They study manuals and attend lectures by experienced astronauts. Nearly weightless (or microgravity environment) training takes place in a water immersion facility and aboard aircraft flying parabolic flight paths. Additional mission training takes place inside flight simulators. Course time and costs are modified by the amounts listed under the Espionage College Course Handbook on page 67 of the Companion.

Course: Astronaut/Cosmonaut Training*
Cost: $1,500,000.
Time: 150 weeks.

Prerequisite: General astronaut requirements listed above including Movement Value above 120.

Areas of specialization: Mercury Pilot**, Vostok Pilot** , Gemini Pilot* *, Voskhod Pilot **, Apollo Command Module Pilot** , Apollo Lunar Module Pilot* *, Soyuz Pilot* * * , American Space Shuttle Pilot, Skylab Mission Specialist**, Salyut/Mir Mission Specialist, American Space Shuttle Mission Specialist.

Ability gained: The agent can perform each duty of a pilot or mission specialist with a 95% chance of success. Duties are those learned in mission training, including working in a pressurized space suit, escaping from the spacecraft in case of emergency, surviving on land and water, performing certain types of experiments, and operating the shuttle. Increase Physical Strength, Willpower, and Courage ***+(1-10) x 2.***

Area of Knowledge increases: Astronomy/Space Science + (1d10) X 3. Computer Science, Ecology/Earth Science, Aeronautical Engineering, Electrical Engineering, Hydraulic Engineering, Industrial Engineering, Mechanical Engineering, Transportation Engineering, Geography, Home Economics, Mathematics/ Accounting, Medicine/Physiology, Military Science/Weaponry, Naval Science, Photography, Physical Education, Physics, Psy chology, and Social Science/Sociology — all ***+(1-10) x 2.***

Credit: 7,500 Experience Points.

* French space crewmen have been called ***spacionautes. See*** also the footnote regarding the Soviet Space Shuttle and the two ESA spaceplane projects in the section on the Payload Specialist paining course.

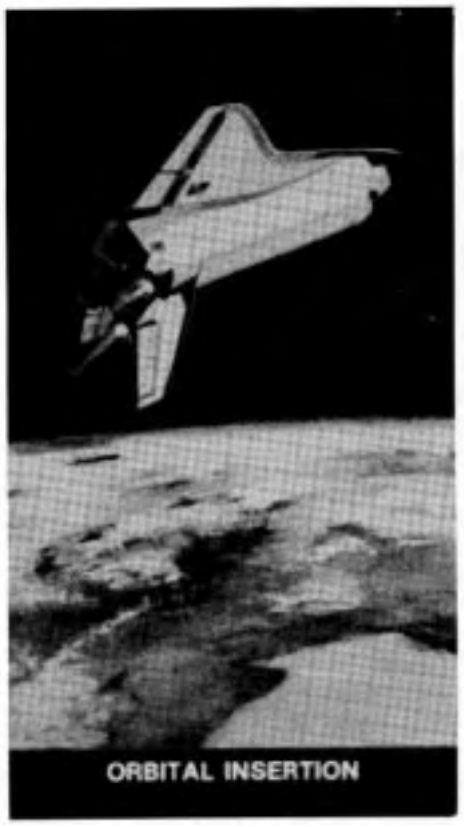
* * Though facilities, equipment, and texts exist for training astronauts and cosmonauts to operate these spacecraft, no operational spacecraft of these obsolete types are known to exist. Note that a Voskhod spacecraft was merely a stripped-down Vostok. It is possible (but not likely) that a museum piece could be made operational or that an unused spare craft exists, but the launch vehicles and launch facilities themselves may not exist. Only advanced-design Atlas and Titan missiles are currently able to carry American nonshuttle manned spacecraft into orbit.

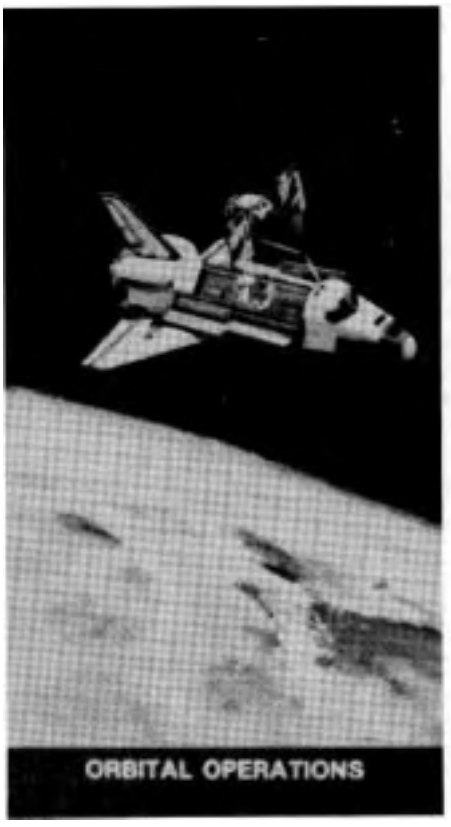
* * * The Soyuz spacecraft has undergone numerous modifications over the years, and some types are now obsolete. The exterior and interior appearance of the Soyuz craft has been considerably altered, as have various incarnations of the Salyut space station, of which the ***Mir*** space station appears to be a variant.

Crew complement

Usually seven, but occasionally up to eight, astronauts can be selected for an American Space Shuttle flight. The basic crew consists of the shuttle commander, pilot, and necessary mission specialists. Overall crew safety and flight execution is the commander's responsibility. The commander is qualified as a pilot. The pilot, second in command, assists the commander. Sometimes the commander is called the "pilot" and the pilot, "co-pilot! The mission specialists coordinate payload operations and carry out mission scientific objectives. One or more payload specialists (scientists, engineers, or physicians) are selected by the organizations that built the payloads to be operated. Payload specialists may be trained to operate other pay loads, and are trained in Space Shuttle housekeeping, plus normal and emergency flight procedures. A mission specialist operates the remote manipulator arm when necessary.

Each crewman receives cross-training so at least one person can handle the duties of all the others. All flights have a backup







National Aeronautics and Space Administration

crew, In case of accident or illness, any crew member can easily be replaced by an identically-trained substitute without having to cancel the mission. Each crew takes part in spacecraft reviews and test programs so as to maintain their familiarity with the shuttle and its systems. Crew replacement has been performed on many past space missions, including once when the entire primary crew was killed in a plane crash (Gemini 9, 1966).

Before and after flights

Twenty-four hours prior to a flight, the crew members are given a physical checkup. The chance of passing the preflight physical is equal to the character's Wellness Value. A character with a Wellness Value of 100 or greater has no chance of falling the preflight physical. Roll percentile dice to determine this; if the value rolled is less than or equal to the character's Wellness Value, the character is allowed on the flight. If the value rolled is greater than the character's Wellness Value, the character may not go on the flight, and his alternate goes instead.

Following a flight, crew members are given a physical and spend several days debriefing. These post-flight reports inform future crews of what worked and what didn't. They also help flight planners determine whether spacecraft systems, payload handling, or training procedures need to be improved. The press is always anxious to talk to astronauts after the completion of a flight. The press crunch can be avoided if a news blackout is announced at the start of a mission on the grounds of national security. Soviet spaceflights are always performed in secrecy. After the debriefings and press conferences are completed, the astronauts go on a short vacation before returning to their jobs, when studies and training begin again for the next flight.

It is suggested that agents assigned to espionage missions in space be placed on board the shuttle during secret military-sponsored flights. The press can be kept at a distance during the entire mission due to a mandatory news blackout in the name of national security. If a military-sponsored secret flight is not available, the mission/payload specialist cover allows the greatest possible access to space with the least amount of training. Non-agency crew members could be sworn to secrecy about secret payload testing operated by agents on board. Rarely would an entire shuttle crew be made up of agents, and only then in the gravest and most unusual circumstances.

Space sickness

Weightlessness disturbs the vestibular system, causing vertigo, nausea, and vomiting when the subject moves around. This discomfort, affecting many subjects on their first day of weightlessness, is dubbed "space sickness." The resultant nausea reduces the subjects appetite for several days. Time-release motion-sickness medication absorbed through the skin is ap plied by placing an adhesive strip behind one's right ear. Motion sickness medication is only effective if administered before space sickness occurs. There is no guarantee that this medication will combat all space sickness effects.

The chance a character does not experience space sickness is equal to the character's Balance Value. If the character's Balance Value is 100 or greater, there is no chance the character suffers space sickness. Roll percentile dice; if the value rolled is less than or equal to the character's Balance Value, no space sickness occurs. If the value rolled is greater than the character's Balance Value, the character becomes space sick for a number of hours equal to 100 less the character's Balance Value. Characters suffering from space sickness have a temporary loss of Coordination of l-100% for the sickness's duration, whether medicated or not. When the duration of the sickness is over, the affected character recovers all lowered characteristics.

For example, Yuri has a Coordination Value of 53 and a Willpower Value of 69. His Balance Value is 61 (53 + 69 = 122; 122/2 = 61). Yuri's chance of not becoming space sick is 61%. Percentile dice are rolled, getting a score of 74. Since 74 is greater than 61, Yuri becomes space sick for 39 hours (100 - 61 = 39). Percentile dice are rolled again. An 85 is rolled. Yuri's Coordination Value is temporarily reduced to 8 (53 X .85 = 45; 53 - 45 = 8).

When a character moves from a weightless to an environment with gravity, whether by landing on the Earth or Moon, or experiencing acceleration aboard a spacecraft, the chance for space sickness should be rolled again. If the character is space sick when the change in gravity occurs, use the character's temporarily reduced Coordination Value in the calculation of Balance Value to determine if the

sickness continues and, if so, for how much longer.

Physiological effects

After 7-10 days in a weightless environment, the following effects reach their peak. Body fluids become more evenly distributed throughout the body. Legs become 5% thinner in circumference. The feet and waist appear thinner. Upper body blood pressure rises and may cause bloodshot eyes, a red and puffy face, nosebleeds, nasal congestion, and headaches. The senses of smell and taste are depressed. Lung capacity decreases as more blood circulates in the chest. Chests and shoulders become slightly larger. Bodies change in size as well as in shape. Spongy discs between the vertebrae absorb more fluid from the surrounding tissues, causing an increase in height of 2%. Returning to a gravity situation causes these effects to be reversed in 2-20 hours. Deceleration during re-entry causes blood to pool in the body away from the brain and may lead to grayout (a "graying" of vision) or blackout. Inflatable bladders inside antigravity-suit trousers place pressure on the lower body, literally squeezing blood into the upper body and preventing pooling.

Additionally, a character's thirst is depressed, loss of body fluids is increased, potassium and calcium salts are lost, blood plasma falls, red-blood cell (RBC) production ceases, and T-lymphocytes (which fight against infection) are lost. Add the effect of a closed environment where bacteria can remain suspended indefinitely in weightless water drops, and you have a breeding ground for disease. The chance of not contracting a head cold under these conditions is equal to the character's Wellness Value. A character with a Wellness Value of 100 or greater has no chance of contracting a head cold. Roll percentile dice; if the value rolled is less than or equal to the character's Wellness Value, the character is healthy. If the value rolled is greater than the character's Wellness Value, the character contracts a cold. A character contracting a head cold temporarily loses a Life Level point for a period of time in hours equal to the character's Wellness Value subtracted from 100. It has happened at least once that an entire spacecraft crew has fallen ill with head colds (Apollo 7, 1968).

The need for RBCs is also reduced by the reduction in muscular usage and by the higher oxygen content of spacecraft atmosphere. Characters are at their lowest level of physical well-being just before bone-marrow production of RBCs recurs. For game purposes, this weakness is considered damage. The production of RBCs recurs after a period of 30 to 60 days. The number of Life Levels lost after a specific number of days without gravity and exercise are given on Table 2. Refer to this table when a character is subjected to gravity after a period of weightlessness. Note that no character can be killed by the loss of Life Level points in this manner; a minimum Life Level score of 1 is always left to the character.

For flights lasting less than seven days, 15 minutes of strenuous exercise per day reduces the number of Life Level points lost for that mission by ½ point per day. On longer missions, increase the exercise period to 30 minutes. Daily exercise can include running on a treadmill, riding a bicycle (ergometer), wearing an elastic "penguin suit," or performing heavy calisthenics. Soviet cosmonauts, long accustomed to prolonged spaceflight, have worked out careful routines of exercise to help in such circumstances.

For example, George is on a seven-day Space Shuttle flight. Without any exercise, he loses 4 Life Level points when he returns to Earth. If George exercises strenuously on three days of the flight, he loses only 2 Life Level points (1½, rounded up) when he returns to Earth.

Zero-gee movement

A character moves inside a spacecraft by using handholds or by connecting and disconnecting footholds (such as suction cups or locking mechanisms on footwear). The most popular form of locomotion is pushing oneself away from a solid object and floating toward one's destination. This form of motion, similar to swimming and popularized by the Skylab astronauts, is dubbed *soaring* The trickiest parts of soaring are takeoff, which determines the direction and speed the astronaut is traveling, and landing, If ill-timed or neglected, these actions could result in painful collisions with solid surfaces or other astronauts. To conform these actions to game functions such as movement speed and combat, treat soaring as wading.

A character may choose to *dart* (push off quickly) inside a spacecraft, but there is a 5% chance per landing of suffering W-type damage from the HTH Combat Results Table (rule book, page 28). A character injured from such a collision is stunned and unable to perform any action for a number of phases equal to the number of injury points received. Luckily, important onboard equipment switches are usually, protected by safety covers in spacecraft, to prevent accidental triggering. For game purposes, treat darting as running.

Self-styled acrobats may wish to perform daring athletic feats which cause them to tumble, spin, and pivot. Accidentally, after an unintentional collision or when attempting to avoid damage in combat, a character might tumble uncontrollably against his will. For game purposes, treat such motion as running and dodging, whether the tumbling is voluntarily performed or not.

Most of these same forms of locomotion —hand-over-hand, soaring, darting, and tumbling —can also be performed in a spacesuit, both inside and outside a spacecraft. The difference is that outside the spacecraft, astronauts are usually tethered or have their feet in restraints. At other times, astronauts are also hoisted and moved around by the shuttle's remote manipulator arm. Last, but not least, an astronaut may don a Manned Maneuvering Unit (MMU) and jet around with enough propellant for a total velocity change of 66′ per second. Thus, an astronaut could use a MMU to gain a 6′/second, with enough propellant left to come to a dead stop and repeat the process four more times, leaving enough left for one last 6′/second spurt (hopefully, the astronaut will aim at a solid object that he can grasp, stopping his forward motion at that time).

Extravehicular activity (EVA)

There are three modes of EVA or "spacewalking:" surface, tethered, and untethered. During a surface EVA, the astronaut remains on the surface of the spacecraft. Hand-held electro-adhesive pads, handholds, and Dutch-shoe foot restraints are designed for surface work.

During a tethered EVA, the astronaut maneuvers in space, but remains attached to the spacecraft and its life-support system. A variable flexibility tether consisting of a 3-meter-long series of ball-and-socket links encased in an outer soft covering is used for tethered work. A ratchet on the astronaut's belt enables the astronaut to apply tension to the links and lock them in any position. This type of tether is more difficult to cut than the wire, hose, and cable combination tether or various belt and tether waist restraints.

During an untethered EVA, the astronaut must use an independent propulsion system and a portable life-support system. The MMU and the Portable Life-Support System (PLSS) were designed for untethered EVAs. Hand-held, high-pressure, cold-gas propulsion units are also used. A common error in using these devices involves the overcorrection of a tumble that increases the problem. Riding the shuttle's remote manipulator arm with one's feet secured has become a new mode of untethered EVA, but the rider must rely on the abilities of the arm's operator. Pay load and mission specialists are usually trained in the arm's operation. Satellite recovery has been performed using an astronaut set on the arm.

EVA is very exhausting due to the bulkiness of the spacesuit and is especially pronounced without zero-reaction tools. This fatigue is simulated for game purposes by subtracting 1 point from the astronaut's Willpower rating for every 10 minutes of EVA. When the character's Willpower score reaches 10 or less, the astronaut becomes drowsy and has difficulty working; he will likely be sweating profusely, and his helmet visor may be fogged over. If the character's Willpower score reaches zero, he falls asleep or simply drifts, exhausted. This is not a permanent Willpower loss — it is merely an accounting method. The affected charac-

ter's Willpower is not affected for any other purpose.

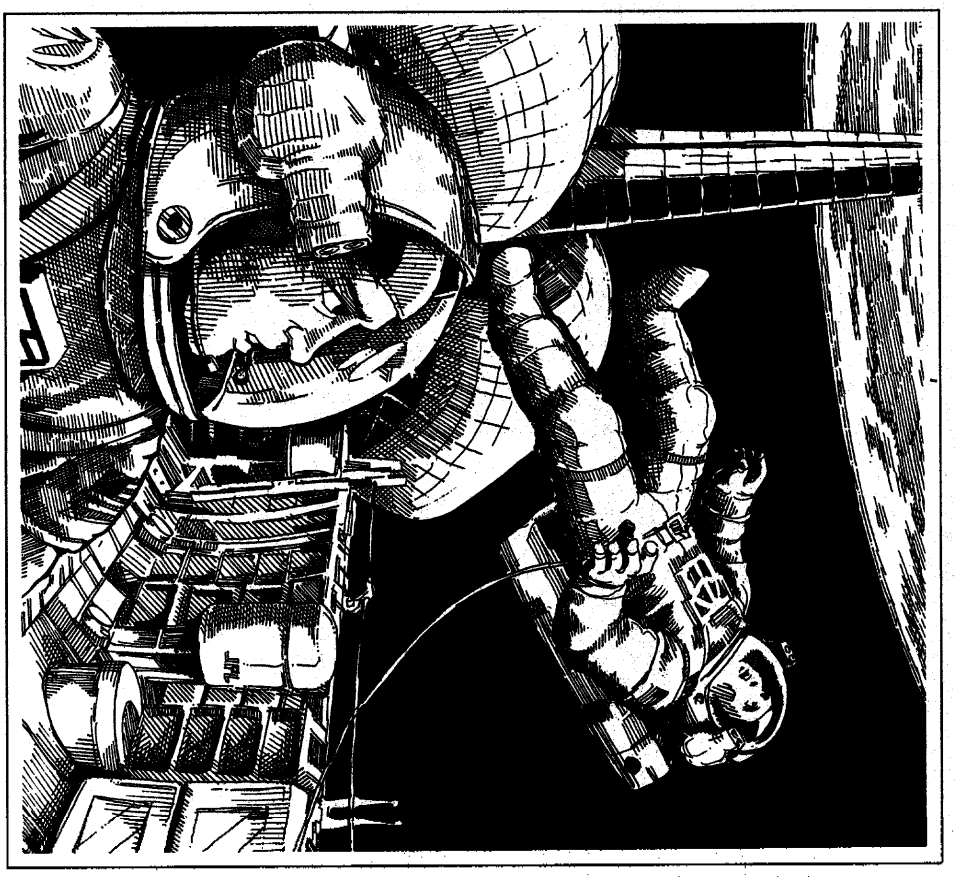
Bending at the waist, whether crawling through a narrow, bent tunnel or working outside the spacecraft, is very difficult in space, as gravity cannot pull the upper torso over. A spacewalking cosmonaut (Voskhod 2, 1965) once had grave difficulty re-entering his spacecraft after his walk, as the airlock tunnel required him to bend at the waist. Only by letting air out of his suit (enough to let him and his suit become more flexible) was he able to enter again. To further emphasize the extreme dangers involved in spacewalking (which are much overlooked by naive observers), a Soviet cosmonaut on the Soyuz 26 mission (1977-78) accidentally drifted free from his spacecraft without a tether. Were it not for the quick actions of his fellow cosmonaut, who was spacewalking at the time and caught the other cosmonaut by the foot, the cosmonaut would have been lost in orbit.

Combat in zero-gee

A character performing the action of firing a projectile weapon, swinging a hand-held mass, or throwing a hand-to-hand (HTH) weapon experiences an equal and opposite reaction. Performing any of these actions in a weightless or microgravity environment causes part of a character's body to spin, lean, or twist; naturally, the rest of the character's body follows. These motions are divided into three sorts: roll, pitch, and yaw.

One phase (1 second) of projectile weapon firing, no matter how many bullets are fired, causes a character to change facing by 90°. One action in Untrained Fighting, Knife Fighting, Boxing, Swordplay, Judo, or Martial Arts HTH Combat causes a character to change facing by 90°. The character continues to pivot (roll, pitch, or yaw) at a rate of 90° per phase until another force stops the spinning. Usually, this means the character strikes a more massive object, such as a spacecraft wall, and bounces off in a different direction.

The chance for a character to stop the tumbling is equal to the character's Balance Value. Characters with a Balance Value of 100 or greater stop the tumbling motion the following phase. Roll percentile dice; if the value rolled is less than or equal to the character's Balance Value, the character stops the tumbling in the following phase by acrobatically counteracting the motion or by catching hold of any solid object in reach. The character cannot perform any activity other than attempting to stop the tumbling. If the value rolled is greater than the character's Balance Value, the character continues to spin, bouncing off solid objects or drifting off into the vastness of space. An additional attempt to stop the tumbling may be made each phase until the tumbling is stopped. See the combat example below for more information.



Tumbling is prevented in several different ways. The most common method involves mounting a weapon to a solid object before it is fired. This action does not include monopods, bipods, or tripods unless they are bolted in place. Simply bracing a weapon against a solid object won't prevent tumbling. The Weapon at Rest on Solid Object Hit Determination Modifier (rule book, page 24) does not apply to projectile combat in space. Once mounted, it is often too difficult or too time consuming to move the weapon to a new location.

A second method of preventing tumbling involves securing the character's body before combat begins. This includes using handholds, foot restraints, securing straps, suction cups, and other characters to hold the combatant in place. 'A character can also position himself against a solid object, such as a wall, so that the reaction presses his body against the obstruction, but does not cause him to tumble.

The third method for preventing tumbling involves the use of weapons with no recoil. These recoilless weapons include the 13mm Gyrojet/Microjet Launcher, 80mm Missile Launcher, High-Intensity Light Device, High-Intensity Sound Device, and the Electrical Shock Device (Companion, page 62).

Space and weapons

Standard weapons used aboard spacecraft (which incidentally violate Article IV of the Outer Space Treaty) should have their trigger guards enlarged or removed so they can be used with gloved hands. Because of extreme temperature variations, most guns used outside of spacecraft misfire during a Hit Determination roll of 92-93 and jam on a roll of 94-00. Revolvers misfire on a roll of 97-00, but won't jam. Ammunition is combustible; the oxygen within the shell reacts with the powder, allowing the gun to fire. Blowguns and flamethrowers can only be used in an atmosphere, and so are useless except within a spacecraft (but the use of open flame on spacecraft is extremely dangerous, due to the high oxygen content of the air and possible presence of free-floating flammable material). Aerosol Spray Devices may explode in vacuum conditions. The spray from an Aerosol Spray Device or the liquid inside a dart may freeze or vaporize in space, Contained breathing apparatuses on spacesuits prevent gases and sprays from being effective weapons except within shirtsleeve environments aboard ships. Sprays are useful for obscuring vision. Air (pellet) guns may be fired once in a vacuum, but can only be filled with compressed air in the presence of air.

In a weightless environment, nearly all projectile weapons have no range modifiers beyond point blank range and have no maximum range. In space, a bullet or thrown weapon continues in a straight line at the velocity it left the gun or thrower's hand until another force acts upon it. This means all targets are treated as if they had an unlimited upper limit for short ranges (i.e., no medium- or long-

range modifiers apply). Note that, without training, a gunner is likely to aim in such a way as to account for gravity's effect on the bullet —meaning that until the gunner learns to aim *directly* at the target, he will always miss what he aims at beyond short range. Very small targets at extreme ranges may cause the application of other to-hit penalties, since normal hand and body movements and the difficulty in aiming at very small targets may cause the gunner to miss.

Projectile weapons which disperse particles or fire recoilless ammunition have medium- and long-range modifiers in weightless (microgravity) environments as shown on Table 3.

Whether slug, buckshot, or birdshot is loaded in a shotgun, only one projectile can hit a target beyond 300' when fired from a shotgun with full choke, modified choke, or improved cylinder. Only one projectile can hit a target beyond 50' when fired from a sawed-off shotgun.

Conventional telescopic sights are worthless to helmeted astronauts since they cannot get their eye near the eyepiece. Silencers are unnecessary in space since there is no atmosphere to conduct sound. Monopods, bipods, and tripods are worthless unless bolted to a solid surface. Heavy artillery is not necessary to incapacitate someone in space. A simple sharp object which punctures a suit is enough to keep an astronaut busy trying to save himself from the effects of space. Obscuring an astronaut's faceplate (such as with paint or dust) also reduces his possible actions.

Characters have one less action available to them while fighting in a weightless environment. Inside a spacecraft, this lack of action is due to slippage and the opponents drifting apart because of swinging, striking, and being struck. Outside a spacecraft, this lack of action is due to slippage, driftage, and spacesuit bulkiness. If opponents are in a confined space, tied in place, or tied together, they cannot drift apart but retreat is more difficult. Swinging at or striking an opponent causes a character to tumble, as described in the sections on "Zero-gee movement" and "Combat in zero-gee!

When a character is hit by a projectile or struck by a a solidly-landed hand or foot, the victim also tumbles (roll, pitch, or yaw) at a rate of 90° per phase. The chance for a victim to stop the tumbling action is equal to the victim's Balance Value, as noted in the section "Combat in zero-gee." If the attack is a successful hold or a projectile such as a lasso which ties the victim to the attacker, both individuals begin to tumble. A victim tied in place or forced against a solid object will not tumble. Light, hurled objects (such as knives) may not cause a target to tumble, depending upon the force of impact and the mass of the victim and striking weapon.

If a tumbling character strikes a solid object, there is a 5% chance of receiving damage from the impact. The amount of damage is calculated on result W (rule book, page 28). There is also a 5% chance per point of damage done by striking a sharp or pointed surface of tearing open a spacesuit; this includes being struck with HTH weapons such as knives, swords, foils, and spears. Whenever a character is injured in a tumble and is not wearing a helmet, the character is stunned. A stunned character is unable to perform any function for a number of phases equal to the number of injury points he received. If an attacker and a victim are tumbling together, each of them suffers result W damage.

Example of space combat

While on a double spacewalk outside a military-mission Space Shuttle, an enemy agent posing as a mission specialist is caught trying to cut the tether of a pay load specialist, Daniel Walker — who is himself a special agent assigned to locate a suspected saboteur among the shuttle's crew (mission now accomplished). The two agents are 25' apart. Suspecting trouble, Daniel thought to bring **along an illegal** (but helpful) .45 U.S. Government-issue revolver. The enemy agent cuts the tether and throws an Air Force survival knife at Daniel; treat the weapon as a thrown hunting knife. The enemy's Offense Value is 75 and the knife's PWV is -10; the enemy's base accuracy is 65. The only range modifier which applies is the -42 for the short-range distance. After throwing the knife, the enemy agent tumbles backward in a pitching motion (a 33% chance was given for him to either roll, pitch, or yaw, with a 1% chance that he did none of them).

As Daniel aims the .45 revolver at his opponent, the knife strikes him. Roll percentile dice and refer to the General Injury Determination Table in the rule book (page 25) or the Accelerated Specific Injury Determination Table in the Companion (page 50). We'll assume the blade harmlessly glances off Daniel's visor, startling him but not knocking him backward. If it had struck anywhere else, there would have been a 5% chance per point of damage done of a suit tear. The first combat phase ends.

Taking careful aim at the tumbling enemy agent, Daniel fires. Subtract 20 from the from Daniel's base accuracy for a tumbling (running and dodging) target. The short-range modifier for the .45 handgun is -45. Its PWV of 45 and Daniel's Offense Value of 60 gives a Base Accuracy of 105. Daniel's chance to hit is 89 (105 - 45 = 60;60 - 20 = 40). A 38 is rolled on percentile dice, indicating a hit. Daniel

Table 1
Required of Knowledge

Area of Knowledge	Required for
Agriculture	MS, PS
Animal Science	MS, PS
Architecture	PS
Astronomy/Space Science	MS, PS
Biology/Biochemistry	P, MS, PS
Botany	MS, PS
Business/Industry	PS
Chemistry	PS
Computer Science	P, MS, PS
Ecology/Earth Sciences	MS, PS
Engineering, Aeronautical	P, MS, PS
Engineering, Construction/Civil	P, MS, PS
Engineering, Electrical	P, MS, PS
Engineering, Hydraulic	P, MS, PS
Engineering, Industrial	P, MS, PS
Engineering, Mechanical	P, MS, PS
Engineering, Transportation	P, MS, PS
Geography	PS
Geology	PS
Mathematics/Accounting	P, MS
Medicine/Physiology	MS, PS
Metallurgy	PS
Military Science/Weaponry	PS
Naval Science	PS
Photography	PS
Physical Education	MS
Physics	P, MS, PS
Psychology	MS
Social Sciences/Sociology	MS

P = Pilot; MS = Mission Specialist; PS = Payload Specialist

yaws wildly to the right from the .45's recoil. The enemy agent tries to regain his balance this phase and rolls a 17 — success! —just as the .45 standard ammunition slug slams into his chest-mounted Display and Control Module (DCM), which was positioned where the slug would have hit him otherwise. Making an incredible roll of 00, he remains stable and quickly attempts to flee toward the airlock before his system fails. (Roll percentile dice and refer to the section on the DCM to determine the exact malfunction.) The second combat phase ends.

Rolling a 99, Daniel fails to regain his balance, smashing into the remote manip ulator arm and causing 4 points of damage. The bulky spacesuit reduces the damage by half to 2 points of damage; since Daniel is wearing a helmet, he is not stunned by the impact for two phases. The remote manipulator arm has no sharp surfaces, sparing Daniel the horrors of a suit rip and exposure to vacuum. Grabbing the arm, Daniel stabilizes himself, filled with terror at his loss of control — and with thoughts of vengeance against the saboteur. . . .

Typical hardware

Below are samples hardware typical of that flown on many shuttle missions. Extra equipment may be added for special missions, as the Administrator desires.

Table 2
Damage Due to Weightlessness

Number of weightless days	Life level points lost
1-2	1
3-4	2
5-6	3
7-8	4
9-10	5
11-12	6
13-14	7
15-16	8
17-18	9
19-20	10
21-22	11
23-24	12
25-26	13
27-28	14
29-30	15
31-33	14
34-36	13
37-39	12
40-42	11
43-45	10
46-48	9
49-51	8
52-54	7
55-57	6
58-60	5
61-90	4
91-120	3
121-150	2
151+	1

Tools

Ratchet/torque wrench with sockets
Crescent wrench combination
Screwdriver
Hammer
Vise grip and other pliers
Swiss Army knife
Scissors

Equipment

Exercisor
Food Warmer
Water dispenser
Vacuum cleaner
Mirrors
Flashlight
Stereo tape recorder with cassettes
Head sets
Binoculars
Window filters
Trash containers
Lines, straps, and cables

Environment/medical instrumentation

Sound-level meter with octave analyzer
High-rate, low-rate, and passive-radiation dosimeters
Blood pressure cuff
Stethoscope
Thermometers
Otoscope
Opthalmoscope
Bioinstrumentation system (EKG device)

Supplies

Tape
Dry wipes
Packing material

Television system

Two portable TV cameras with monitor-viewfinders
One color lens
One wide-angle lens
Cassette recorder and cassettes

Photography gear

16mm Data Acquisition Camera
Time-coded, slow, fast, and normal speed film
5mm, l0mm, 18mm, and zoom lens with film magazines
Hasselblad 70mm reflex camera
Standard and 250mm lens with film magazines
Nikon 35mm single-lens reflex, f/1.4 lens, and 35mm film cassettes
35mm self-developing CRT camera (photographs orbiter operational data on CRT screen) with film cassettes
Portable light
Flash gun
Filters
Mounting brackets

Special hardware

Extravehicular Mobility Unit (EMU): The EMU, or spacesuit, consists of seven parts which allow an astronaut to put it on and take it off unassisted. Donning the suit takes five minutes. Removing it takes one minute.

Because of the EMU's increased padding and the underlying cooling and ventilation garment, all projectile and HTH combat damage is reduced by half. Any attack with a sharp object or projectile which causes one or more points of damage to the suit's wearer has a 5% chance per point of damage done of tearing the suit. Any attack which causes damage toward the death (not unconsciousness) of the wearer also damages the suit first. The helmet is considered proof against all attacks save against projectile (bullet) attacks which hit the faceplate; these have a 10% chance per point of damage done of cracking the plate — leading to certain death in a vacuum situation. One disadvantage of using the EMU is that astronauts cannot raise their arms above their shoulders.

Portable Life-Support System (PLSS): The PLSS is contained in a backpack permanently attached to the EMU's upper torso. All connections between the life-support unit and the EMU are inside the suit, eliminating the hoses and connections seen on past spacesuits. The unit contains enough oxygen and electric power for seven hours. This allows 15 minutes to check the EMU after donning it, six hours of EVA, 15 minutes to take off the EMU, and 30 minutes for reserve. In addition, an emergency 30-minute oxygen supply is contained in the secondary oxygen pack. The PLSS is recharged between spacewalks using the shuttle's onboard systems.

A chest-mounted Display and Control Module (DCM) contains the electrical and mechanical controls required to operate the EMU as well as a microcomputer. The microcomputer's LED display provides constant status checks of oxygen and battery power. Additionally, if there is an EMU malfunction, the microcomputer provides a warning and specifies the ap propriate corrective action.

Each time a PLSS is struck by a shot, blow, or collision, roll percentile dice and refer to Table 4. Note that if the radio is damaged, person-to-person communication can still occur by conduction if two helmets are pressed together.

Manned Maneuvering Unit (MMU): The MMU is essentially a miniature spacecraft. The unit is flown very much like a spacecraft, and pilots and mission specialists need no additional training. This personalized propulsion system can be used inside and outside a spacecraft because nitrogen gas is used as the propellant. The MMU operates up to six hours with normal use and has enough propellant for a total velocity change of 66' per second. Twenty four nozzles arranged around its exterior allow fine-control maneuvering and allow an astronaut to hover in one spot. The right hand control governs orientation — pitch, roll, and yaw. The left hand control

governs straight line motion along the X, Y, and Z axes.

The MMU is a self-contained backpack that latches onto the EMU. To use the MMU, first unfold the control arms. Next, back into the MMU while wearing the EMU. Two latches connect the MMU to the EMU's PLSS backpack. The latches allow an astronaut to put the MMU on and take it off without assistance. Fifteen seconds are required to put the MMU on, and five seconds are needed to take it off. A fiber-optics cable links the MMU to the EMU's Display and Control Module (DCM). This allows the astronaut to monitor the MMU's operation the same way the EMU is monitored. Readouts show propellant quantity, battery power level, and malfunctions, along with the necessary corrective action.

One MMU is carried per shuttle flight, but another can be carried for rescue missions or when flight plans require two. When not in use, the MMU is stored in the front of the cargo bay.

Each time a MMU is struck by a single shot, blow, or collision, roll percentile dice and refer to Table 5. Each time both the PLSS and MMU are being worn and the chest-mounted DCM is struck by a single shot, blow, or collision, roll percentile dice and refer to Table 6.

Survival limits

Survival limits depend on a character's Willpower value. If a character exceeds any environmental survival limit, the character suffers unconsciousness. If a character exceeds his survival limit on any entry, he loses 1 Life Level per minute he remains in that environment. See Table 7.

Damage from exposure to space due to a puncture in an EMU is cumulative. An average character survives a ***slow*** exposure to vacuum a bit longer by holding his breath, but sudden decompression literally blasts the wind from one's lungs, regardless of attempts to hold it in. Any character passes out after only a few seconds of complete exposure to vacuum, and brain death from oxygen starvation begins moments later. (People do not explode within seconds from blood boiling in the veins. Skin exerts an elastic counterpressure to prevent swelling and distortion caused by gas bubbles forming in the tissues. The human body can be exposed to vacuum for around three minutes without suffering irreparable harm.) In sunlight, an exposed agent with oxygen can stand about 213° Fahrenheit before passing out. In darkness, he can stand about ll° Fahrenheit.

Atomic radiation and light have little immediate effect on the character. Radiation doses are measured in rems, the amount of ionizing radiation required to produce the same biological effect as one roentgen of high-penetration X-rays. Most places on Earth have a background of 0.1 rem per year, and U.S. standards for the general population are 0.5 rem per year. The annual dose of cosmic rays on an unshielded astronaut is 10 rems. Radiation shielding is necessary all the time an astronaut is in space, and temporary shields must be available for solar flares. Solar flares are violent solar disturbances which blast high-energy protons into space without warning. The dangerous rain of particles can last for days after a solar flare. Manned telescopes and scientific instruments give astronauts a few minutes warning to find cover before the dangerous proton flux strikes. See DRAGON issue #l08 for the effects of atomic radiation on agents.

For game purposes, the timing of solar flares and the length of the disturbance are random. Roll percentile dice once each day. On a roll of 00, a solar flare occurs.

Table 3
Projectile Weapons with Range Modifiers in Space

QRC	Weapon	Range Modifier Medium	Long
z	10-gauge variable-choke pump:		
	full choke	-67*	-201
	modified choke	-50*	-150
	improved cylinder	-44*	-132
aa	12-gauge variable-choke pump:		
	full choke	-80*	-240
	modified choke	-72*	-216
	improved cylinder	-65*	-195
bb	16-gauge variable-choke pump:		
	full choke	-107*	-321
	modified choke	-96*	-288
	improved cylinder	-86*	-258
cc	20-gauge variable-choke pump:		
	full choke	-133*	-399
	modified choke	-120*	-360
	improved cylinder	-108*	-324
dd	28-gauge variable-choke pump:		
	full choke	-187*	-561
	modified choke	-168*	-504
	improved cylinder	-151*	-453
ee	410 caliber variable-choke pump:		
	full choke	-450	-900
	modified choke	-405	-810
	improved cylinder	-365	-730
ai	12-gauge Winchester pump-action Ml200 (U.S.A.)	-120*	-360
aj	12-gauge High Standard Ml0A (U.S.A.)	-120*	-216
al	13mm Gyrojet/Microjet Launcher	0	0
ap	80mm Missile Launcher	-10	-55
aw	Aerosol Spray Device	-260	-520

* The range modifier for all indicated shotguns at medium range is as follows: at 5l-300', the listed subtraction is halved; at 301-600' the subtraction is as shown. Double-barreled shotguns have an ammunition capacity of 2 and each barrel may have a separate choke setting. The second consecutive shot from a side-by-side (not over-and-under) shotgun has a -5 Hit Determination modifier. Sawed-off-shotguns are usable at all ranges. Add +10 to the RM at point-blank range. Add -5 to the RM at short range. Add -100 to the RM at medium range. Add -300 to the RM at long range.

Table 4
PLSS Damage Table

Percentile dice roll	System damaged	Effect
01-25	None	None
26-50	Oxygen Purge	Wearer has nothing to breathe in l-10 minutes
51-63	Radio Transmission	Wearer can receive, but not send.
64-75	Radio Reception	Wearer can send, but not receive.
76-00	Temperature Regulation	Suit becomes outside environmental temperature in l-10 minutes.



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Roll percentile dice to find how many hours the storm lasts. The risk of meteoroid collision is negligible, though the increasing amounts of space debris (flecks of paint, bits of metal from booster explosions, etc.) may make large space stations prone to be damaged on a regular basis.

Characters can hold their breath voluntarily for a number of seconds equal to their Willpower value, no matter what they are doing. If the character cannot take a full breath after the last breath runs out, the character becomes unconscious. One full breath of air (with oxygen) revives the character with no damage within a few minutes. Once the character passes out, no appreciable brain damage occurs for (Willpower x 5) seconds. After that, the character loses 1 Life Level and 10% Knowledge immediately, and every (Willpower x 1) seconds afterward. This situation applies only to exposure to air which has no oxygen whatsoever in it, not to vacuum exposure. A slow exposure to vacuum extends the agent's life for only l-10 seconds beyond the limits of Table 7, after which the agent goes unconscious, as noted above, and brain death begins.

Further reading

An Administrator willing to do some research before starting a space-based adventure for his agents would do well to read through the following books as background.

Benford, Timothy B., and Brian Wilkes. ***The Space Program Quiz & Fact Book.*** New York: Harper & Row, 1985. This book has a great amount of information on specific space launches, including a complete table of space shots through mid-1984. Lots of useful space trivia.

Canan, James. ***War in Space. New*** York: Berkley Books, 1982. Covers the history and future of the military uses of the space program; excellent source for scenario ideas.

Cooper, Henry SF., Jr. ***A House in Space.*** New York: Bantam Books, 1978. Describes the Skylab missions in a readable style, giving an excellent idea of what it's like to live in space for long periods of time. Good source of "mood" information to make game missions seem real.

Gatland, Kenneth. ***The Illustrated Encyclopedia of Space Technology.*** London: Salamander Books Ltd., 1981. Beautiful full-color illustrations of all major spacecraft up to the publication date. Especially useful for figuring scale sizes, showing the players "what, things look like," and so forth.

Joels, Kerry, and Gregory Kennedy. ***The Space Shuttle Operator's Manual. New*** York, Ballantine Books, 1982. Though the other books listed here are especially useful for creating background material for space missions, this book is **required reading,** as it describes in great detail how Space Shuttle missions are performed. Any Administrator running scenarios in space will find this reference book invaluable, as nothing else imparts the true feel of taking part in a shuttle mission the way this book does. Lots of clear illustrations and diagrams.

McConnell, Malcolm. ***Challenger: A Major Malfunction.*** New York: Doubleday & Co., Inc., 1987. Though written specifically about ***the Challenger*** disaster, this book describes in detail the inner workings of NASA and the Space Shuttle program prior to ***Challenger's*** loss. Another good reference book for setting mood in an adventure.

Oberg, James. ***Bed Star in Orbit. New*** York Random House, 1981. The most informative and readable study of the Soviet space program and its future in print.

Oberg, James and Alcestis. "Last Flights." ***Omni,*** vol. 8, no. 4 (January 1986): 22. This brief article, written prior to the ***Challenger*** disaster, describes death in space; the information is quite valuable, though it is ironic that a notice of the ***Challenge&*** launch appears on the same page.

Ritchie, David. ***Space War.*** New York: New American Library, 1982. Another excellent source for military/espionage mission ideas; useful background material as well, when taken with the book by Canan.

Sheffield, Charles, and Carol Rosin. ***Space Careers. New*** York: Quill Books, 1984. Superb text covering the overall set-up of worldwide space programs, particularly those of the West. The section on the development of the Air Force's Space Command division are especially interesting to Administrators.

Next month: Operation Zodiac — 12 scenario ideas for shuttle-board agents.

Table 5
MMU Damage Table

Percentile dice roll	System damaged	Effect
01-25	None	None
26-38	Propulsion	MMU leaks all propellant in l-10 minutes.
39-50	Propulsion	MMU leaks all propellant in l-10 seconds, causing random tumbling.
51-57	Orientation Control	MMU loses all ability to control pitch, roll, and yaw.
58-63	Pitch Control	MMU loses ability to pitch.
64-69	Roll Control	MMU loses ability to roll.
70-75	Yaw Control	MMU loses ability to yaw.
76-82	Straight Motion Control	MMU loses all ability to move along X, Y, or Z axes.
83-88	X-axis Control	MMU loses ability to move along X axis.
89-94	Y-axis Control	MMU loses ability to move along Y axis.
95-00	Z-axis Control	MMU loses ability to move along Z axis.

Table 6
DCM Damage Table

Percentile dice roll	System damaged	Effect
01-13	None	None
14-38	PLSS	Refer to PLSS Damage Table
39-63	MMU	Refer to MMU Damage Table
64-00	PLSS and MMU	Refer to both PLSS and MMU Damage Tables

Table 7
Environmental Limits Table

Willpower Value:	0-40	41-73	74-100	100+
Perseverance Rating:	Weak	Average	Strong	Super
Temperature, dry	75 F.	213 F.	325 F.	438 F.
Freezing, unprotected	32 F.	11 F.	7 F.	5F.
Acceleration	1 g	4 g	7 g	10 g
Atomic radiation, annual	15 rem	27 rem	38 rem	46 rem
Light, foot-candles	10,000	18,250	25,000	30,500
Vacuum, exposure to	3 sec.	5.5 sec.	7.5 sec.	9.2 sec.

Ω

OPERATION: ZODIAC



Spacefaring information and missions for the TOP SECRET® game

by Merle M. Rasmussen, Jackie Rasmussen, and Roger E. Moore

The Administrator's foreword

This is the second in a series of articles on space missions for TOP SECRET® game agents. Twelve mission scenarios are offered, each supposing that the world in which the agents live lies two to ten years in advance of our own (1989-1997). The particular political situation of this future world is assumed to be similar to the current world situation. Thus, these scenarios offer the thrill of realistic space missions without space-opera trappings.

But first, a note. The problem with modern-era role-playing games is the tendency for contemporary events to alter or antiquate all game information. There have been several recent real-world developments which have had an impact on the material in these articles; these events had not occurred when I started writing this material in 1985.

For example, an aerospace engineer recently proposed the use of a Space Van, a 747-launched miniature version of the Space Shuttle. Private companies are now contracting to launch many satellite payloads in the U.S. using their own launch vehicles. The Soviets have an operational space station in Earth orbit and may be close to launching their own Space Shuttle, heavy launch vehicle (in the Saturn-V class), and spaceplane (a sort of mini-shuttle). France, Britain, Japan, and the People's Republic of China are closely investigating manned space programs. As mentioned in "Operation: Zenith" in issue #120, both France and Britain have already begun developing the final versions of manned spacecraft, for use in the 1990s or after. The possibility of the Soviet Union and the United States taking part in a joint flight to Mars in the 1990s has been discussed. Then, too, the tragic loss of the Space Shuttle ***Challenger*** and crew has completely disrupted NASA's flight schedule, postponed the next shuttle launch until June 1988, and altered worldwide spaceflight schedules. Let us hope that this last development only serves to make humankind more resolved to explore outer space.

Assuming that the American Space Shuttle schedule eventually returns to normal, a large number of special missions will have to be worked into the mission lists. The projected developments in the space programs of the world follow. The list is quite arbitrary and even optimistic, and is largely based on the schedules and plans in existence before the Challenger disaster.

Merle M. Rasmussen

Projected spaceflight schedule

A.D. 1988-1990

The American Space Shuttle program is restarted without serious delay.

The Teleoperator Maneuvering System (TMS) is still used to retrieve malfunctioning satellites and return them to the shuttle (or to Earth) for repairs.

U.S. Gamma Ray Observatory satellite explores the universe.

U.S. Space Telescope extends observation of space above Earths atmosphere.

Expansion of the permanently manned *Mir* Soviet space station is made.

U.S. Cosmic Background Explorer (COBE) satellite analyzes radiation sources of the universe to determine its early structure.

U.S. Global Positioning System (GPS; also known as NavStar) orbited, giving precise navigational data for the military; program requires 18-satellite fleet.

U.S. Upper Atmosphere Research Satellite (UARS) studies how the atmosphere influences earth's weather.

U.S. Origins of Plasmas in the Earth's Neighborhood (OPEN) satellite studies ionized gases.

Continued testing of antisatellite defenses as part of the Strategic Defense Initiative ("Star Wars") program by U.S.

A.D. 1990-1996

Private companies begin extensive space launches from sites within the U.S.

Aft cargo carrier placed on American Space Shuttle.

Unmanned American Cargo Shuttle tested.

U.S. Very Large Assemblies (VLAs) tested, including huge antennas which can transmit signals to the ground strong enough to be picked up by miniature receivers, such as wrist radios.

U.S. Orbital Transfer Vehicle (OTV), an unmanned robot satellite, lifts low-orbiting scientific payloads to deep space and returns to low orbit by grazing the atmosphere, shielded by ballute (balloon-parachute).

Privately built manned Space Van (a smaller version of NASA's shuttle) is launched from the back of a 747 at an altitude of 40,000′ (12,000 meters) and orbits at 280 miles (448 kilometers) within minutes using six rocket engines.

Soviet Space Shuttle is operable. The Soviet Shuttle is slightly smaller but carries more payload than America's shuttle, and is able to land using ramjets and skids at most Russian airports.

Soviet heavy launch vehicle tested and made operational.

Soviet spaceplane ("kosmolyot") tested and made operational.

Extensive expansion of existing Soviet space stations and addition of other space stations.

French/ESA Hermes spaceplane makes maiden flights.

NASA begins constructing a permanently manned U.S. space station for research and experimentation in microgravity, assisted by allied nations.

U.S.A. spaceplane ("Orient Express" or TAV — Transatmospheric Vehicle) developed and made operational.

Suborbital passenger flights initiated.

Expanded use of ESA surveillance satellites against the U.S. and U.S.S.R.

AD. 1997 and beyond

Regular manned Hermes spaceplane flights made by France/ESA from launch site at Kourou, French Guiana.

British HOTOL robot/manned spaceplane makes maiden flights from European runways.

Japan and Communist China begin testing manned spacecraft of various types, generally along minishuttle designs.

U.S. giant orbiting mirror sent aloft, able to light cities and battlefields.

U.S. orbiting power station converts solar energy into microwaves and beams the energy to Earth in test trials.

U.S. laser reflector and solar-powered laser are made a part of the SDI program to destroy nuclear missiles early in their ballistic arcs.

U.S. Geosynchronous Space Station (GSS) in 22,300 mile high orbit. Serves as a repair facility for communications satellites and launch site for solar and planetary missions.

Soviet SDI-style missile-killing weapons deployed.

Soviet manned interplanetary mission to Mars, possibly with U.S. cooperation.

International colonies, laboratories, and factories built at Lagrange points (post-2000 era).

Mining of Earths Moon (post-2000 era).

Space agencies

The following entities are capable of placing satellites in Earth orbit. It is presumed some or all of them have intelligence-gathering interests in space; therefore, the use of espionage by any of them cannot be ruled out. Other emerging nations interested in space technologies (including private and international companies) may soon be added to this list.

United States of America
Union of Soviet Socialist Republics
European Space Agency*
People's Republic of China
Japan
India
Canada**
Indonesia**
Australia**
Saudi Arabia**

* The ESA includes Austria, Belgium, Denmark, France, Great Britain, Italy, the Netherlands, Spain, Sweden, Switzerland, and West Germany. France appears to be the most active member.
* * Uses launch facilities and launch vehicles of other nations.

The Foreign Technology Division (FTD) of the United States Air Force Systems Command (USAFSC) is the Department of Defense's (DOD) primary producer of foreign aerospace scientific and technical intelligence, especially the current aerospace capabilities and potential threats of major rival powers. The FTD, headquartered at Wright-Patterson AFB in Ohio, maintains one overseas office each in Europe and Asia. The USAFSC is a Support Command of the USAF.

The USAFSC also has a Space Division (SD). The Manned Space Flight Support Group, SD's Detachment 2, is the DOD's agency for shuttle activities at the Johnson Space Center in Houston, Texas. The detachment is to develop the capability to plan and conduct DOD missions. DOD personnel at the Center are in training to support the command and control of DOD missions.

The Space Technology Center at Kirkland AFB in New Mexico centralizes AF space technology planning and development. The Space Technology Center manages three AF laboratories and integrates their space technology efforts to explore military space capabilities and the needs of future space systems. The three laboratories are the AF Weapons Lab, the AF Rocket Propulsion Lab, and the AF Geophysics Lab.

The USAF's Space Command is a separate command from the USAFSC and is not a support command. Space Command integrates all military space interests into one plan, satisfying U.S. needs in the field of space defense operations developing countertechnology to perceived threats from rival powers. The Space Commands responsibilities include military satellite missions, Space Shuttle flights that carry military cargoes, and antisatellite warfare. The Space Command operates the Consolidated Space Operations Center near Colorado Springs, Colorado, which controls and manages space flight operations, including DOD shuttle missions. It also operates the North American Air Defense's (NORAD's) Aerospace Defense Center in Colorado.

The European Space Agency (ESA) is a consortium of European nations interested in promoting the development of a cooperative space program. Founding members of the European Space Research Organization (ESRO) in 1962 which became the ESA in 1975 included Austria, Belgium, France, Great Britain, Italy, the Netherlands, Spain, Sweden, and West Germany. Denmark has since joined the group. The ESA combines parts of the satellite programs of its member countries to develop satellites and other space equipment for peaceful purposes. France produces launch vehicles of the Ariane class, a three-stage liquid-propelled rocket first launched by the ESA from Kourou, French Guiana, in 1979. Ariane's low development cost and Kourou's near-equatorial launch site promises to be competition for NASA's Space Shuttle, especially for customers wanting to place satellites in geosynchronous orbits. The ESA launched a highly successful probe bound for Halley's Comet in mid-1985, and French surveillance-type satellites are already operating.

The ESA also developed the pressurized, cylindrical laboratory *Spacelab,* first carried aboard the shuttle Columbia in 1983. One ESA astronaut from West Germany flew aboard that flight as a Payload Specialist. Additional scientific pallets carried in the shuttle's hold were linked to ***Spacelab*** to provide important data from surrounding space.

The French space agency, CNES (Centre National d'Etudes Spatiales), is exceptionally active in both national and international space missions, manned and unmanned, with European, Soviet, and American partners. French-built SPOT earth-resources satellites have superb imaging ability, and one gained fame after photographing the region around the Chernobyl nuclear facility, following the atomic accident in 1986. French "spacionautes" may soon share the heavens with astronauts and cosmonauts in the mid-1990s on a regular basis.

The Soviet Union maintains surveillance of the world from its orbiting Salyut space stations. The Soviets have openly announced their plan to live, work, and stay in space, and possibly launch a manned interplanetary mission to Mars by 1997. Soviets have included cosmonauts from other nations in their manned space program, notably Poles, Romanians, Cubans, and Indians, though this is regarded as a purely political move. In addition to passing physical and psychological tests, cosmonauts are selected on the basis of their "spiritual and ethical qualities, ideological views, and social attitudes." Cosmonauts include military pilots, civilian engineers, geophysicists, meteorologists, and other scientists.

Nearly all Soviet launches are made in secret. Satellites aboard solid-propellant Intercontinental Ballistic Missiles (ICBMs) are launched from the secret Plesetsk site in the Russian Soviet Federated Socialist Republic (SFSR) — known as the world's busiest spaceport. Submerged Launch Ballistic Missiles (SLBMs) are test-launched from the White Sea. Liquid-propellant ICBMs and manned flights are launched from the Baikonur Cosmodrome at Tyuratam in the Kazakh S.S.R. Antiballistic Missiles (ABMs) are tested at Sary Shagan. There is a warhead re-entry zone in the Kamchatka peninsula.

The list of Soviet accomplishments in space is impressive. Soviet successes include the first artificial earth satellite launched, first satellite to collect biological data, first lunar probe to hit the Moon, first photographs of the far side of the Moon, first manned orbital flight, first woman in space, first three-man orbital flight, first extravehicular activity, first soft landing of a probe on the moon, first automatic rendezvous and docking of two satellites, first link-up of two manned vehicles and transfer of crewmen, first triple launch of manned ships, first robot vehicle on the Moon, first prototype of manned space station launched, first international rendezvous and docking in space by U.S. and Soviet crews, first triple docking in space, and the record for long-duration living in space.

Private corporations are also interested

in the development of space technologies. Currently, they are hiring the ESA and NASA to launch their payloads, although some are developing their own launch systems. Recently, the Soviet Union and Communist China have also offered to launch satellites for any country or corporation, including American ones. Privately developed American launch sites would most likely appear in coastal areas, particularly Hawaii, California, Texas, Florida, and Virginia.

Space espionage missions

Below are twelve suggested space-related missions for TOP SECRET game agents, using the guidelines from this issue and from issue #120 ("Operation: Zodiac"). All "Complications" are for the Admin's eyes only. Missions may be altered to suit the campaign's particular circumstances, and are designed for American and allied foreign agents. Though the Soviets are generally used as the major adversaries in these scenarios, other powers — even renegade American private industries, spy agencies, or other foreign nations — could be used in most cases.

Code Name: AQUARIUS
(The Water Bearer)

Mission: Space Operations Center (SOC) crew rescue (Rescue).

Cover: Logistics Module replacement.

Crew: Commander, Pilot, Mission Specialist.

Duration: 4 days.

Launch Site: Complex 39, Pad A, Kennedy Space Center, Cape Canaveral, Fla.

Payload: Logistics Module for Space Operations Center, Remote Manipulator Arm, two Manned Maneuvering Units (MMUs).

Altitude: 250 miles (400 kilometers).

Briefing: Following a perfect launch sending eight military crewmen to the SOC (under construction) aboard a Space Shuttle, it is discovered that an open valve has caused all water in the SOC's first Logistics Module to leak into space. One shuttle is already at the SOC, providing seven pounds of water an hour. It can only store a total of 330 pounds in its thermal-control system and galley tanks. The shuttle can support its crew alone for 30 days, but, with the additional SOC crew, support is reduced with conservation to 15 days. The agents' shuttle must be transported from Vandenberg Air Force Base to Kennedy Space Center; this takes seven days. Preparing the agents' shuttle for launch takes four days, leaving a four-day launch window. One espionage-trained Mission Specialist is required to handle sensitive film and material to be taken from the SOC as it is abandoned; no other military astronauts are available to handle the mission.

Complications: Hurricane weather in Florida closes in, and the agent(s) must decide whether to abort the launch, risking the survival of the SOC crew, or risk the second shuttle's crew in a thunderstorm launch. If the launch is aborted, the first shuttle leaves the SOC and returns to Earth with four SOC crew members. The agents' shuttle must then launch as soon as possible to rescue the remaining four SOC crew members. If the shuttle launches during a thunderstorm, it is struck by lightning, causing electrical or mechanical failures which must be survived until docking at the SOC. Then, too, an abandoned SOC holds much information and equipment that might prove valuable to a Soviet, ESA, or private astronaut.

Code Name: PISCES (The Fishes)

Mission: U.S.S.R. reconnaissance using national technical means (i.e., spy satellite) (Surveillance).

Cover: Earth Resources Satellite deployment mission.

Crew: Commander, Pilot, Mission Specialist.

Duration: 7 days.

Launch Site: Vandenberg Air Force Base, Western Test Range, Lompoc, California.

Payload: Earth Resources Satellite, Spacelab Pallet-Mounted Earth Magnetosphere Observation Package, two privately-sponsored Small Self-Contained (SSC) Payloads (Getaway Specials).

Altitude: 575 miles (920 kilometers), then 200 miles (320 kilometers).

Briefing; The U.S.A. and its allies are always interested in intelligence about the Soviet Union, including port activities, military buildups, launch facilities, and crop production. This mission is a routine polar orbit for Earth and magnetosphere observation. The Earth Resources Satellite is released in the Van Allen radiation belt; then the shuttle descends to the safety of a 200-mile circular orbit.

Complications: The Earth Resources Satellite is not aboard when the shuttle begins its descent from an altitude of 200 miles. When the shuttle reaches the lower orbit, an altitude-triggered explosion in one SSC Payload forces the shuttle to make an emergency belly landing on the north polar ice cap. The disguised explosive SSC was placed aboard by a Soviet-controlled private sponsor for $3,000 to NASA.

A Soviet submarine, using a torpedo to break through the ice, immediately surfaces and forces the shuttle crew aboard. The top of the submarine is equipped with three supports for the shuttle. A tapered tail fairing is placed over the shuttle's aft to reduce hydrodynamic drag while it is being transported. The shuttle is lifted by cranes aboard the submarine and attached to its back. The entire assembly submerges beneath the ice. (Submarines cannot be tracked from space beneath the ice cap.) The submarine heads for a secret Soviet naval base with a submerged entrance. The shuttle and its crew can now be examined and analyzed while it will appear that the shuttle crashed or melted through the ice and rests on the bottom of the Arctic Sea.

Obviously, this is a rather mad and desperate plan. The international complications if the mission capture is made known could be severe. The Soviets may claim the shuttle's mission constituted an act of war. Rescue operations may be led by American commando forces, and the crew (and agents) may try to escape their captors.

Code Name: ARIES (The Ram)

Mission: Hardware information and retrieval (Collecting Data, Stealing and Transportation of Goods).

Cover: Scientific research.

Crew: As needed.

Duration: As needed.

Launch Site: NASA's Space Operation Center (SOC), near-Earth orbit.

Target Site: Soviet lunar bases or Salyut Space Stations.

Equipment: As needed.

Briefing: The Soviets have reportedly developed space suits and equipment for combat purposes in space. The assignment is to verify the report and, if possible, obtain the hardware for the agents' agency to analyze.

Complications: Detail one or more experimental pieces of Soviet equipment to be discovered or confiscated either on the Moon or in space. The equipment is being worn by armed Soviet cosmonauts who cannot be bribed or coerced into giving up the equipment. Typical items of experimental Soviet equipment would include an extravehicular helmet with blast shield, a portable life support system, any manned maneuvering unit, extravehicular activity overshoes, chest protectors, bulletproof shields, recoilless devices for rifle, laser targeting devices, and wide-angle scope eyepieces for use with space helmets. Examples of such equipment will appear in DRAGON® issue #122.

Code Name: TAURUS (The Bull)

Mission: Space Telescope Deployment.

Cover: None.

Crew: Commander, Pilot, Mission Specialist.

Duration: 4 days.

Launch Site: Complex 39, Pad B, Kennedy Space Center, Cape Canaveral, Fla.

Payload: Space Telescope, Remote Manipulator Arm, two MMUs.

Altitude: 500 miles (800 kilometers), then 300 miles (480 kilometers).

Briefing: The Soviets have finally completed and launched their own Space Shuttle. This is interesting, but is not expected to affect the current mission: a routine free-flying payload deployment. A technical agent is required,. as the Space Telescope (unknown to the scientists) has been slightly altered by a government agency to be effective as a surveillance device as well as an astronomical tool.

Complications: Jealous of NASA's recent successes in space, the Soviets have decid-

ed to confiscate the Space Telescope using their own Space Shuttle and a team of cosmonauts wearing MMUs. Once aboard their Space Shuttle, the telescope will be reprogrammed to receive telemetry from Soviet ground stations. It will then be redeployed to serve its Soviet masters.

The Soviet shuttle will be launched following the launch of NASA's shuttle. The Soviets will shadow the shuttle's orbit until the Space Telescope is deployed and NASA's shuttle departs. The cosmonauts will then attempt to retrieve the Space Telescope. If NASA's shuttle reappears, armed combat for control of the Space Telescope may occur. An agent may be present as part of a separate mission on the Space Shuttle, and would then become involved in the attempt to rescue the Space Telescope.

Code Name: GEMINI (The Twins)

Mission: Satellite deployment supervision (Guard Duty).

Cover: Communications satellite deployment mission.

Crew: Commander, Pilot, two foreign Mission Specialists.

Duration: 3 days.

Launch Site: Complex 39, Pad B, Kennedy Space Center, Cape Canaveral, Fla.

Payload: Two foreign-owned communication satellites equipped with Payload Assist Modules (PAM), two MMUs.

Altitude: 200 miles (320 kilometers).

Briefing: Both satellites to be launched are from rival nations whose foreign interests directly conflict. Both countries want their own mission specialist aboard the shuttle. Any technical failure in launching either satellite or attaining a geostationary orbit may be considered sabotage. Sabotage in space will precipitate hostile actions on Earth against either the U.S. or the rival nation. The agents' assignment is to do everything in their power to make sure the two satellites reach geostationary orbit once day apart at 22,300 miles (35,800 kilometers) above their respective countries.

Complications: Pick two rival nations to own the satellites; Israel and Syria, Northern Ireland and Great Britain, Iraq and Iran, or the Gold Coast and Liberia are examples that might work. One of the foreign mission specialists is a saboteur assigned to sabotage the rival nation's communication satellite. The other foreign mission specialist is an assassin assigned to eliminate the saboteur before he or she can act.

Code Name: CANCER (The Crab)

Mission: Soviet satellite investigation (Breaking and Entering, Collecting Data, and Communication).

Cover: Long duration exposure facility (LDEF) retrieval.

Crew: Commander, Pilot, two Payload Specialists (including one cosmonaut).

Duration: 4 days.

Launch Site: Complex 39, Pad B, Kennedy Space Center, Cape Canaveral, Fla.

Payload: Remote Manipulator Arm, two MMUs.

Altitude: 350 miles (560 kilometers).

Briefing: In 1963, a liquid-propellant missile was launched from the Tyuratam space complex. The missile went aloft during a period of unusual tension between the U.S.A. and U.S.S.R., after Soviet Premier Khrushchev had made threats about the size and power of Soviet rockets and atomic weapons. The rocket's third stage fired for an extremely long period, placing the satellite in a highly elliptical orbit, making it nearly impossible for manned or unmanned spacecraft to match it. An analysis of Earth-space transmissions indicated that the missile's satellite was unmanned. Its trajectory and the coded nature of the transmissions indicated it might have been an ICBM test.

Most U.S. experts at the time believed the misfire was an accident. Since that time, nothing has been said by the Soviets about the test (which was labelled a "successful Cosmos-series scientific mission"). However, NORAD radar and the American Ground-based Electra-Optical Deep Space Surveillance (GEODSS) space-tracking system have noted at least three attempts by the Soviets to rendezvous with that satellite. The first rendezvous attempt in November 1968 was made by a Cosmos interceptor-type hunter-killer ("killersat"), which missed its mark, failing to destroy the satellite. The second attempt, in April 1971, was by a Cosmos diagnostic satellite which scanned the satellite and returned to Earth. The third attempt, in September 1973, was made by the manned Soyuz 12, which failed to reach the lowest altitude of the satellite's orbit. Why the Soviets never sent a later model killersat after the errant satellite is unknown. Now, the NSA, the Pentagon, and other DOD groups are becoming interested in the old Cosmos, too. A classified Space Shuttle mission to the satellite is planned.

The Soviets have recently and secretly contacted the U.S.A. about the satellite. Analysis of the satellite reveals that its current orbit is rapidly decaying. It will enter Earths atmosphere within the next two months. The Soviets wish to get to the satellite using the American Space Shuttle (for various reasons, their own shuttles are out of operation, and their Soyuz craft cannot reach high orbits). The Soviets have not been clear as to why they want to visit the satellite, however, saying it is only an attempt to recover "valuable data" aboard it.

The assignment is to rendezvous with the craft, enter it if necessary, identify its purpose, and report all findings during debriefing back on Earth.

Complications: The Soviets wish to send one of their own cosmonauts as a payload specialist on a shuttle mission to the failing satellite. The need for international cooperation in space is also good for Earth politics, so the joint mission has been approved and announced to the press, using the cover story about a visit to an LDEF dropped by an earlier Space Shuttle flight. Transmissions from ground to space will be jointly monitored in Moscow and Houston, though much information transmitted to Earth will be on secret channels to secondary military space networks at Moscow and Vandenberg.

However, not all DOD and NASA officials share the opinion that this arrangement is a good idea. Some are vehemently opposed to it because of the dangers in establishing a precedent. If the rendezvous mission with a cosmonaut aboard is approved, will the Soviets want additional say in future shuttle missions? If their cosmonaut is not aboard, will they take offensive action against a NASA shuttle engaging in espionage against their satellite? Will they ignore the mission, hoping that whatever the Americans find will be kept silent?

And just what IS on the old satellite, anyway?

Just after Khrushchev was forced to withdraw atomic missiles from Cuba in 1962, he approved the test launch of an experimental Vostok-class spacecraft that doubled as a "space bomber." Unable to insure accurate delivery of an atomic warhead by electronic guidance, the experimental satellite was manned. When the third stage accidentally misfired, sending the Vostok spacecraft into an elliptical orbit, all fuel necessary for maneuvering and re-entry was consumed, stranding the unfortunate cosmonaut in orbit. The Soviets, fearing public outrage at their deployment of nuclear space weapons so soon after the Cuban Missile Crisis, sought to destroy the evidence. The vehicle's ground-controlled self-destruct mechanism also malfunctioned, however, and the cosmonaut perished when his oxygen supply was exhausted. In 1964, Khrushchev was replaced by Leonid Brezhnev. Several attempts were made to destroy, analyze, and dock with the errant satellite, but to no avail. Its orbit began to deteriorate due to the effects of solar activity on the Earth's atmosphere, increasing the drag on the spacecraft. (Currently, unwanted Soviet satellites powered by nuclear reactors are now merely boosted into higher orbits, where they continue to emit radiation until harmless.)

The Soviets are extremely worried now because their "space bomber" Vostok had an armed warhead which is still functional. (The cosmonaut was apparently unable to disarm the device.) The satellite's heat shield was designed to protect the nuclear warhead until it was detonated by a thermal-activated fuse a few kilometers above the Earth. Unless neutralized, destroyed in orbit, or boosted away from Earth, this 60-megaton fusion weapon may detonate anywhere on Earth, disrupting all radio and electronic communications within hundreds of miles, and possibly starting an international incident which could lead to war.

To make matters worse, the Soviets continue to refuse to tell what they know or suspect about the satellite. American space and intelligence officials want the launch to proceed anyway; the target is too tempting. The Admin may decide on special details on the mission, such as the presence or absence of the cosmonaut on the mission, trouble in recognizing and defusing the bomb, Soviet killersats, etc.

Code Name: LEO (The Lion)

Mission: Civilian personal security (Protecting (Body Guard)).

Cover: Royal visit to NASA's SOC.

Crew: Commander, Pilot, two Mission Specialists, four Payload Specialists (one is an ESA VIP).

Duration: ***4*** days.

Launch Site: Complex 39, Pad A, Kennedy Space Center, Cape Canaveral, Fla.

Payload: Habitation Module for SOC, Remote Manipulator Arm, two MMUs.

Altitude: 250 miles (400 kilometers).

Briefing: In a publicity effort to raise interest and revenues for the ESA, a member of royalty has been chosen to participate on the next shuttle mission to SOC. The royal citizen, dubbed "Leo," was chosen from the royal families of ESA member nations and will serve as a payload specialist and guest of NASA's SOC. The ESA hopes the royal crew member will attract world attention and that the media coverage will increase awareness of their efforts in space and cooperation with NASA. The agents' assignment is to protect the visiting civilian from any harm during this international media event.

Complications: The European's citizenship, title, and sex are up to the Admin. Leo is an extremely charismatic, arrogant, curious, and accident-prone individual. If anything can go wrong with the mission after launch, it will. Plagued by technical malfunctions which threaten the comfort, but not the safety of the crew, problems are compounded by press conferences and mission updates.

Things get worse at the SOC. Dropping a tool from his belt, Leo manages to damage the slinger of the waste collection system (WCS) in the newly installed SOC habitation module. The module was positioned by Leo using the shuttle's manipulator system.

After an exasperating two-day visit, four members of the SOC crew are exchanged for four members of the shuttle crew in an early end to the mission. Leo refuses to return to Earth, insisting that an SOC crew member return instead. The agents must decide whether to force Leo aboard the shuttle and risk international embarrassment, or let him stay at the SOC, threatening the sanity of the SOC's crew until the next shuttle arrives in 15-30 days.

Code Name: VIRGO (The Virgin)

Mission: Soviet defection protection.

Cover: Joint U.S.S.R.-U.S.A. Space Shuttle Rendezvous Project.

Crew: Commander, Pilot, Mission Specialist, Payload Specialist.

Duration: 4 days.

Launch Site: Complex 39, Pad A, Kennedy Space Center, Cape Canaveral, Florida; and, Baikonur Cosmodrome, Tyuratam, Kazakh S.S.R.

Payload: Spacelab Experiment Pallet, Remote Manipulator Arm, two MMUs.

Altitude: 150 miles (240 kilometers).

Briefing: In a gesture of international cooperation in space, mirroring the Apollo-Soyuz Test Project of 1975, the U.S.S.R. and U.S.A. have decided to work together on a joint shuttle mission. Symbolically, the two countries' shuttles will rendezvous in space and exchange scientific payloads with one another.

During the intense training for this joint mission, a female cosmonaut fell in love with a male astronaut. She expressed her desire to defect to the U.S.A. It was decided by the NSA and White House that, for world publicity and political reasons, the joint mission should proceed and her defection postponed until the spacecraft rendezvoused in space. The agents' assignment is to make sure she gets aboard NASA's shuttle and is returned safely to the U.S.

Complications: Suspecting such an occurrence, the Soviet shuttle commander only allows a cosmonaut to board NASA's shuttle after an astronaut is aboard the Soviet shuttle. Due to this arrangement, the agents must decide whether to abort the defection attempt, exchange one or more astronauts for her (preferably not her lover), or force the Soviet commander to surrender her.

If an astronaut is exchanged voluntarily or involuntarily, the world press reports that the swap was "spontaneous and mutually agreed upon in the interest of international cooperation." Both the Soviet and American press support this view. The astronaut(s) might later be involved in a secret spy swap. If the Soviet commander is forced to hand over the defector, the Soviet press accuses the U.S. of "spacenapping" and "forever marring the joint venture of international cooperation in space." If the defection is successful, the cosmonaut eventually marries her astronaut lover.

Optionally, the female cosmonaut and the male crew of the Soviet shuttle are trained military and KGB personnel, and the "defection" is a sting. The female will, in the midst of being transferred to the American Space Shuttle, suddenly cry out that she is being kidnapped. At this point, "heroic" Soviet cosmonauts will attack the American crewmen, hopefully overcome them without loss of life, and capture the American shuttle, piloting it back to the U.S.S.R. as a rightfully captured war trophy. The Soviets will broadcast their own version of events to the world in a propaganda coup unmatched in history.

Code Name: LIBRA (The Balance)

Mission: Soviet covert spare satellite retrieval (Stealing and Transportation of Goods).

Cover: Satellite Repair Mission.

Crew: Commander, Pilot, Mission Specialist, Payload Specialist.

Duration: 3 days.

Launch Site: Complex 39, Pad B, Kennedy Space Center, Cape Canaveral, Fla.

Payload: Multimission Modular Spacecraft (MMS) support system, Remote Manipulator Arm, two MMUs.

Altitude: 300 miles (480 kilometers).

Briefing: Hidden among the nearly 5,000 objects in Earth orbit are almost 300 operable spacecraft. Some of these satellites are spares waiting to be switched on if the primary satellites they shadow are destroyed. This particular Soviet defense satellite was identified by both skin-tracking (bouncing radio waves off the object's surface) and by GEODSS cameras at White Sands, New Mexico. Unable to reach a geostationary orbit, probably due to a booster malfunction, Cosmos 1007 entered an elliptical orbit which occasionally places it within reach of the Space Shuttle. Ignored by the embarrassed Soviets, Cosmos 1007 becomes the target of a DOD plan to take a good look at Soviet space defense hardware. The assignment is to rendezvous with Cosmos 1007, retrieve it using MMUs and the Remote Manipulator Arm, and return it to Earth aboard the shuttle for analysis.

Complications: Unknown to the astronauts, the Soviets have placed an explosive charge aboard Cosmos 1007 to prevent other world powers from retrieving their military satellite. Detonation may be controlled from Earth or by an altitude-sensitive or temperature triggering mechanism.

Code Name: **SCORPIO (The Scorpion)**

Mission: ***Spacelab*** mission supervision (Collecting Data, Analyzing, and Communication).

Cover: ***Spacelab*** Mission.

Crew: Commander, Pilot, Mission Specialist, four Payload Specialists (one is European).

Duration: ***5*** days.

Launch Site: Complex 39, Pad B, Kennedy Space Center, Cape Canaveral, Fla.

Payload: ***Spacelab*** Crew Module, one Pallet, two Small Self-Contained (SSC) Payloads (Getaway Specials), two MMUs.

Altitude: 150 miles (240 kilometers).

Briefing: A European payload specialist is placed aboard the shuttle to conduct experiments in the ESA laboratory, ***Spacelab.*** A pressurized tunnel connects ***Spacelab*** to the shuttle's mid-deck. Connected to the tunnel is the EVA airlock. A scientific airlock (too small for a person to pass through) opens into space from ***Spacelab.*** There is also an optical window in the "ceiling" of ***Spacelab.*** The agency behind

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the astronaut-spy has one other man in the ***Spacelab*** crew to guard against sabotage and to supervise the experiments. The assignment is to collect data and analyze the European experiments, then communicate all findings during Earthside debriefing.

Complications: Pick a European country for the origin of the payload specialist. The European payload specialist was brainwashed by a terrorist group before being selected for this mission. Triggered by a specific stimulus, the payload specialist attempts to skyjack the shuttle and force it to land at one of the major abort facilities outside the U.S.A. The Administrator may pick one of these landing strips: Rota Naval Air Station, Spain; Kadena Air Force Base, Okinawa; or, a strip on the African continent. The skyjacker plans to use a radio-detonated explosive attached to an acid-filled container in the weightless crew compartment. The radio control is inside ***Spacelab.***

Code Name: SAGITTARIUS (The Archer)

Mission: Long Duration Exposure Facility (LDEF) deployment.

Cover: None.

Crew: Commander, Pilot, Payload Specialist.

Duration: ***4*** days.

Launch Site: Complex 39, Pad B, Kennedy Space Center, Cape Canaveral, Fla.

Payload: LDEF, Remote Manipulator Arm, two MMUs.

Altitude: 350 miles (560 kilometers).

Briefing: Once deployed, the LDEF will orient itself with its long axis pointing at Earth, using gravity gradient stabilization. The active and passive experiment trays aboard will be exposed to space for 6-9 months, until the LDEF is retrieved. The trays are returned to the experimenters who analyze the results. Several of the experiments are USAF/DOD governed, concerning SDI technology. Otherwise, this is a routine free-flying payload deployment.

Complications: In an effort to slow NASA's chain of successes in space, a mad officer of the Soviet space defense system "accidentally" identifies the LDEF as a space weapon of massive destruction. He orders a low-altitude "killersat" to be launched. The ground-launched killersat is designed to intercept and destroy its target craft in one orbit (90 minutes) or less. The U.S. has two options. They can launch a multistage antisatellite (ASAT) missile from an F-15 fighter aircraft or attempt to retrieve the LDEF with the shuttle before it can be intercepted. It is theorized that the Soviets, wishing to avoid more bad publicity, are not likely to use a killersat against the shuttle even by "accident." If the ASAT missile misses the killersat, the shuttle may have to outmaneuver either weapon before the self-destruct mechanisms can be activated from the ground.

Code Name: CAPRICORN (The Goat)

Mission: Administrator's choice.

Cover: Manned launch by the ESA or a private corporation, with specialist crewmen aboard.

Crew: 1-3 astronauts (Admin's choice).

Duration: 1-10 days.

Launch Site: Kourou, French Guiana, or privately owned launch site in U.S.A.

Payload: Admin's choice of payload type and actual mission of spacecraft.

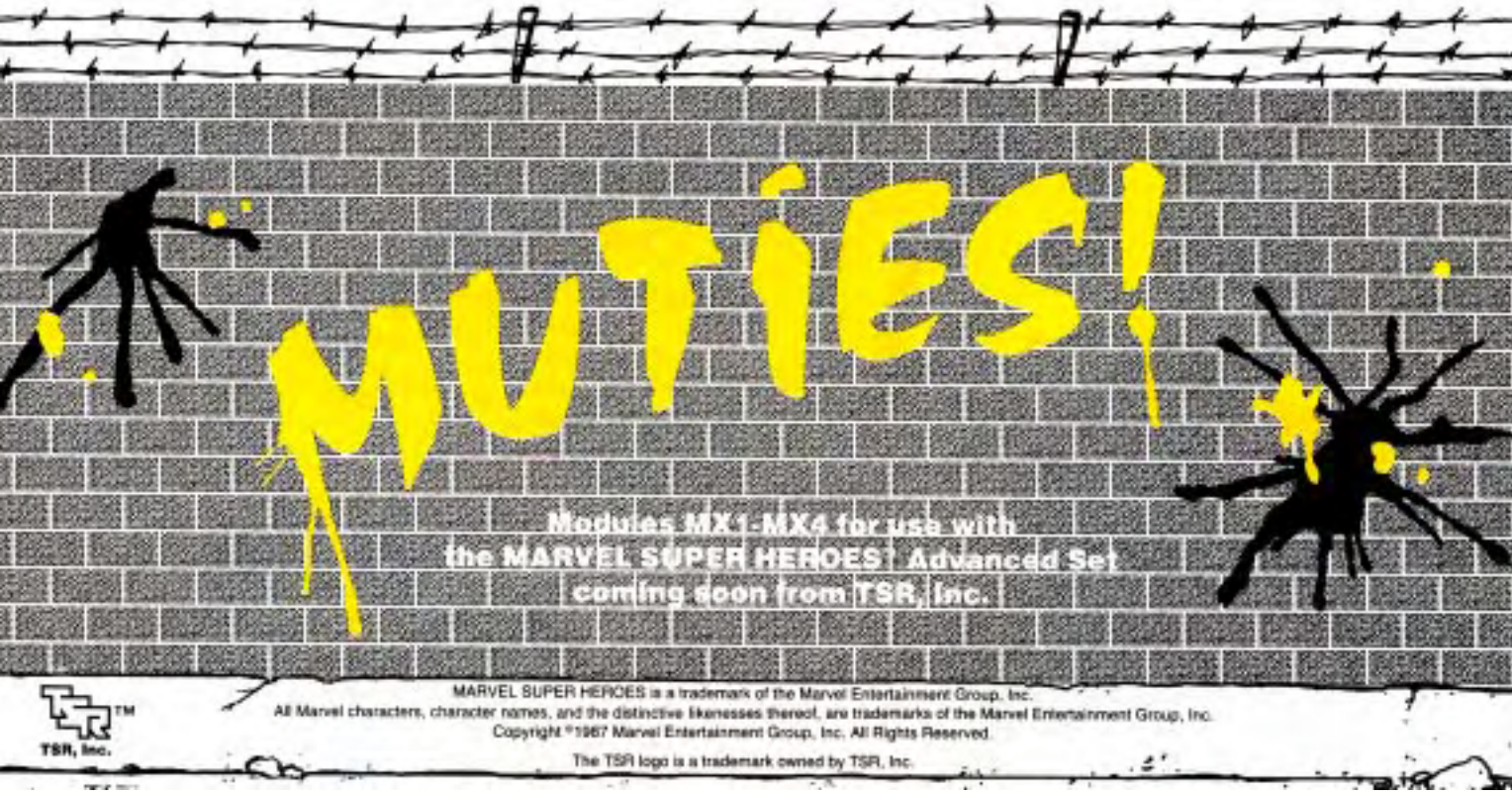
Briefing: The U.S.A. has gotten increasingly concerned that the ESA's surveillance-satellite program has gotten too good. Agents (under cover as regular astronauts) are to learn as much as possible about imaging equipment used on surveillance cameras on ESA spacecraft.

Alternatively, the U.S. government is worried that a private corporation is placing illegal materials into Earth orbit — namely, weapons to be used against other satellites. Agents, under cover as special technicians and Mission Specialists, are to learn whatever they can about the private company's space plans.

Complications: Admin's choice. Ω

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OPERATION: ZONDRAKER

Part 1: Lunar equipment and survival in the TOP SECRET®

by Merle M. Rasmussen

The Administrator's foreword

This is the third in a series of articles on space missions for TOP SECRET® game agents. ***[It had to be split into two parts, however; part 2 appears next month. — The Editor].*** This article focuses on espionage adventures on the Moon. Information on space suits, weapons, and game mechanics is offered to make lunar adventuring as realistic as possible. Next month, a sample "future history" for campaign use and three lunar-based, near-future adventures are offered — ones that your agents will never, ever forget. By linking up all of the articles in this series, a super campaign can be created for many sessions of High Frontier adventuring. With a little extrapolation and design work, a joint Soviet/U.S. mission to Mars (with all the intrigue you could hope for) can be developed. Use this information as you will — but most of all, keep the spacefaring agents active, and your players will enjoy the leap into the final frontier.

Merle M. Rasmussen

The Zondraker Operation

In the near-future history in which lunar espionage missions occur, any American "space-pionage" operations on Earths Moon unofficially come under the heading of Operation: Zondraker. "Zondraker" is a name given to any politician fearful of Soviet activities in space, or to an intelligence officer assigning agents to lunar missions. One particularly zealous operator was nicknamed "The Wizard of Oz." The program was first named by someone with tongue in cheek, combining the early Soviet moon program title (Zond, meaning "sound") with the ***Moonraker*** book and movie title of James Bond fame.

General notes

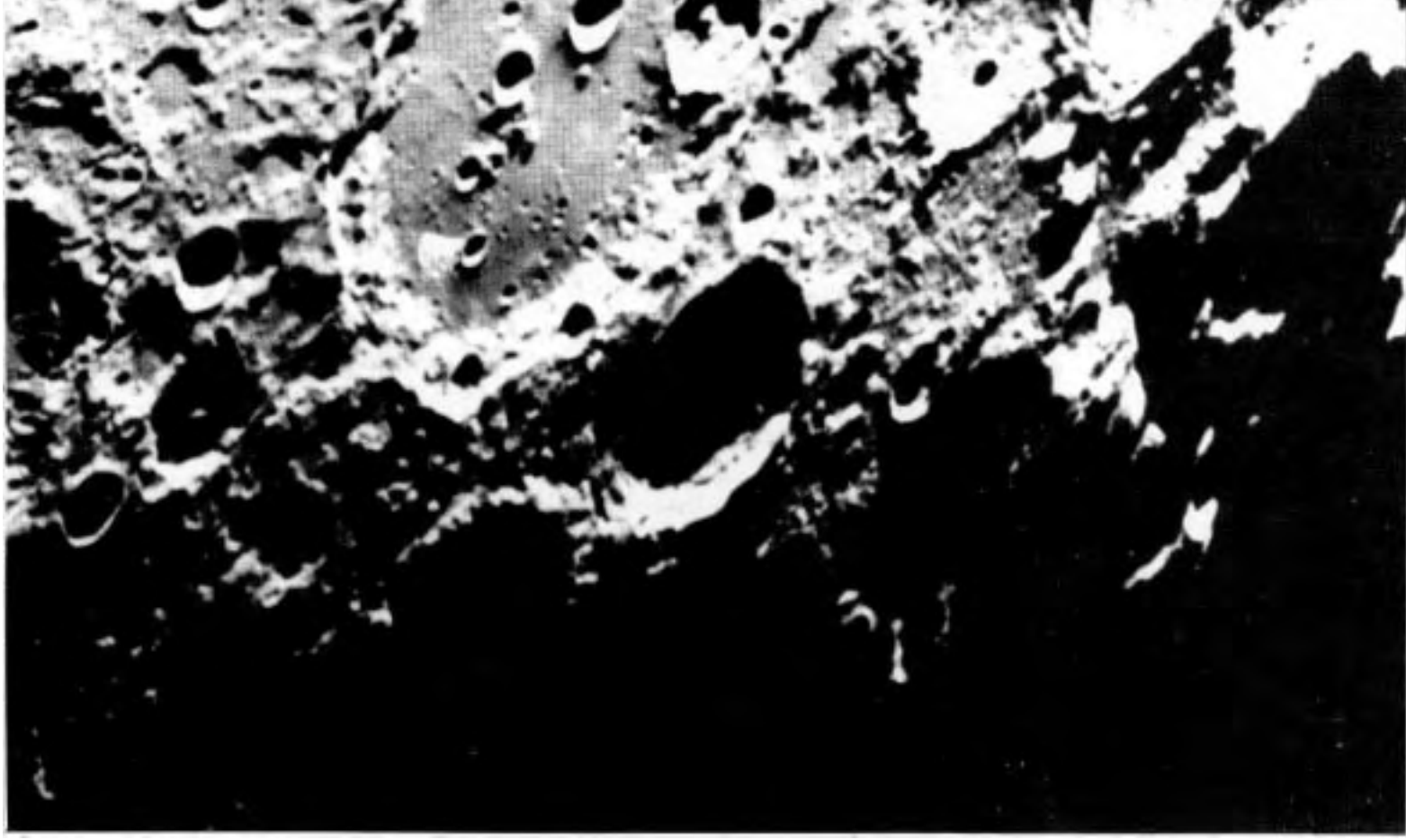
Most of the information on space activity from DRAGON® issue #120 ("Operation: Zenith") is applicable to lunar situations, save that a weak gravitational field is present on the Moon. Humans are not subject to space sickness, and the number of Life Level points lost due to exposure to the reduced (one-sixth normal) gravity of the Moon is reduced to one-third the usual value (see issue #120, page 59, Table 2). Travel time from Earth to the Moon on a direct flight usually runs 3-4 days.

Movement on the Moon consists of a loping gait in which the walker must be careful to keep his feet directly beneath him, to avoid sudden dodges to the sides. Stopping on the slick lunar dust can be a problem for running agents (roll Coordination or less to keep from falling if stopping or encountering a hazard in one's path).

Damage to an astronaut's Personal Life Support System (PLSS) is handled as per the article in issue #120 (page 60). The chances of puncturing a spacesuit are given on page 57-58 of issue #120, as well as assorted weapons notes. The presence of a weak gravitational field negates chances for astronauts firing guns to tumble, though high-recoil weapons should still be avoided. Recoilless weapons are preferred over all others. Any notes in issue #120 which specifically refer to weightless environments should be discounted (e.g., removal of range restrictions beyond point-blank range). Projectile weapon ranges on the Moon change as follows: point blank, 0-6 meters (0-19.7'); short, 7-100 meters (19.8-328.2') medium, 101-1,200 meters (328.3-3,938.4'); long, 1,201-6,000 meters (3,938.5-19,692'). Despite some slippage and the bulkiness of the lunar spacesuits, no loss on the number of available actions is taken.

Standard weapons (which violate Article IV of the Outer Space Treaty) should have their trigger guards removed so they can be used with gloved hands. Because of extreme temperature variations, most guns used in the vacuum of space misfire on a roll of 92-93 and jam on a roll of 94-00 during the hit-determination dice roll of combat. Revolvers misfire on a roll of 97-00 but won't jam. Ammunition is combustible because oxygen within the shell reacts with the powder to cause the bullet to fire.

Blowguns and flamethrowers can only be used indoors in an atmosphere — but any use of flamethrowers is ***extremely dangerous,*** as high-oxygen atmospheres



The lunar surface near craters Tycho and Clavius. Photo courtesy of Yerkes Observatory.

and the presence of flammable material aboard lunar stations are possible.

Survival on the Moon

Survival limits depend upon a character's Willpower value. If a character exceeds any environmental survival limit, the character suffers unconsciousness. If a character exceeds his survival limit on any entry shown in Table 5, he loses 1 Life Level per minute that he remains in that environment.

Damage from exposure to the lunar environment due to a puncture of a lunar EVA suit is cumulative. A moon-walking agent survives a ***slow*** exposure to vacuum for as many seconds as shown on Table 5, plus 1-10 seconds more if holding his breath. However, with a sudden exposure to vacuum, any human character passes out after the number of seconds shown, as the decompression literally blasts the wind from his lungs. The immediate expenditure of *all* Fame-and-Fortune points might allow the agent to gain a single last action (slapping an airlock-closing button, firing off a last burst from a gun, diving for an open spacecraft door, etc.) before unconsciousness sets in. Every second after the agent passes out, 5 points are permanently lost from Knowledge scores as brain death begins and accelerates due to the absence of oxygen in the bloodstream.

Humans do not explode during vacuum exposure from blood boiling in their veins. Human skin exerts an elastic counterpressure to prevent swelling and distortion caused by gas forming in the tissues. The human body (assuming the person has an oxygen supply but no other protection) can be exposed to vacuum environments for around three minutes without suffering irreparable harm. In sunlight, an unprotected agent with oxygen can stand about 10l°C (213°F) before passing out; in darkness, he can stand about –12°C (11°F).

Atomic radiation and light have little immediate effect on the character. See DRAGON issue #108 and #120 for details on the effects of radiation.

Characters in pressurized, no-oxygen environments can hold their breath voluntarily for a number of seconds equal to their Willpower value, no matter what they are doing. If the character cannot take a full breath after his last breath runs out, the character becomes unconscious in 1-10 seconds. One full breath of air revives the character with no damage within a few minutes. Once the character passes out, no appreciable brain damage occurs for (Willpower x 5) seconds. After that, the character loses 1 Life Level and 10% Knowledge immediately, and every (Willpower x 1) seconds afterward.

Table 1
The Moon: Basic Information

Gravity: *.165 Earth normal*
Diameter: *3,476 kilometers (2,160 miles)*
Circumference: *10,917 kilometers (6,785 miles)*
Surface area: *37.93* x 10^6 *square kilometers (14.65* x 10^6 *square miles)*
Orbital radius: *356.330-406,610 km (221,423-252,667 miles)*
Mass: *81 x* 10^{12} *tons*
Average distance to horizon: *2.41 kilometers (1.5 miles) for 1.83 meter (6') viewer*
Length of day or night: *355 hours each (14.79 Earth days)*
Temperature in sunlight: *+ 134°C (+270°F)*
Temperature in darkness: *–170°C (–270°F)*
Dust conditions: *Fine, slippery, clinging, and gray*
Terrain: *Heavily cratered, frequently rocky, occasionally mountainous*
Atmosphere: *Virtually none*
Moisture: *Trace only*
Radiation sources: *Radioactive mineral deposits and solar winds of charged protons*



Alan B. Shepard, *Apollo 14* NASA

Lunar athletic feat limits

Many athletic activities can be reduced to basic body movements such as lifting, jumping, running, throwing, and kicking. Most body movements are based on a fitness rating which is derived from the character's Movement Value. Not all Earth movement can be multiplied by six to determine what happens on the Moon. Air friction indoors and ground slippage due to lack of traction indoors and out prevent a lighter person from performing at six times his Earthly abilities. Add the confinement of a spacesuit to the massive inertia which impedes quick stops or turns, and the would-be athlete is lucky to perform at two to three times his Earth abilities. For simplicity, the force of indoor air resistance is equal to the loss of motion in a spacesuit, so Table 6 can be used for either indoor or outdoor conditions.

The physical law, "Force equals mass times acceleration" means that you cannot throw an object much faster on the Moon than on Earth (unless you throw it straight up), but you can throw it a lot farther. This increases the range of projectiles (as noted above) as well as hand-thrown objects. The same gravity which lightens the object's weight also attracts it at only 1.62 meters (5.31') per second, slowing its fall. Outdoors, there is no atmosphere to cause air resistance, so objects fly farther horizontally before hitting the ground.

Characters can lift and hold above their heads a mass in kilograms (1 kg = 2.2 lbs.) equal to their Physical Strength value for five seconds. Other balanced, nonbulky loads are carried according to Table 7. Characters can budge, but cannot lift or carry, any object up to 1.5 times their maximum lift capacity. This requires handholds, friction, and administrative discretion. Remember, on the Moon, mass remains the same, but weight is one-sixth that of Earths.

A character falling from a great height will sustain some injury. A fall from 30' or less will not cause injury, and a fall from 31-60' has a 5% chance of causing damage, which is calculated on result W from HTH Combat Results in the TOP SECRET rule book. There is also a 5% chance of tearing one's spacesuit. A fall from 61-120' does 1-10 hp damage, with a 10% chance of tearing a suit. For every 60' of distance fallen beyond 60' of height, add 1-10 hp damage and a 5% chance of a suit tear.

Table 2
Manmade Artifacts on the Lunar Surface

Artifact (origin)	Landing date	Approximate location	Probe weight and remarks
Luna 2 (U.S.S.R.)	09/13/59	Crater Autolycus	390.2 kg*, crashed
Ranger 4 (U.S.A.)	04/26/62	Far Side, unknown area	366.8 kg, crashed
Ranger 6 (U.S.A.)	02/02/64	Sea of Tranquility	366.8 kg, crashed
Ranger 7 (U.S.A.)	07/31/64	Crater Guericke	366.8 kg, crashed
Ranger 8 (U.S.A.)	02/20/65	Sea of Tranquility	366.8 kg, crashed
Ranger 9 (U.S.A.)	03/24/65	Crater Alphonsus	366.8 kg, crashed
Luna 5 (U.S.S.R.)	05/12/65	Crater Deslandres	100 kg, crashed (failed soft landing)
Luna 7 (U.S.S.R.)	10/08/65	Crater Marius	100 kg, crashed (failed soft landing)
Luna 8 (U.S.S.R.)	12/07/65	Crater Galilaei	100 kg, crashed (failed soft landing)
Luna 9 (U.S.S.R.)	02/03/66	Crater Cavalerius	100 kg, soft landing, TV camera
Surveyor 1 (U.S.A.)	06/02/66	Crater Flamsteed	1,000 kg, soft landing, TV camera
Orbiter 1 (U.S.A.)	08/14/66	Crater Mendeleyev (Far Side)	386 kg, crashed
Surveyor 2 (U.S.A.)	10/—/66	Seething Bay, near Crater Copernicus	1,000 kg, crashed (failed soft landing)
Orbiter 2 (U.S.A.)	11/10/66	Crater Lobachevsky (Far Side)	386 kg, crashed
Luna 13 (U.S.S.R.)	12/24/66	Crater Seleucus	109 kg, soft landing, TV camera
Orbiter 3 (U.S.A.)	02/09/67	Crater Einstein	386 kg, crashed
Surveyor 3 (U.S.A.)	04/19/67	Crater Lansberg	1,000 kg, soft landing, TV camera
Surveyor 4 (U.S.A.)	07/17/67	Central Bay	1,000 kg, crashed (failed soft landing)
Orbiter 5 (U.S.A.)	08/05/67	Crater Schluter	386 kg, crashed
Surveyor 5 (U.S.A.)	09/10/67	Crater Sabine	1,000 kg, soft landing, TV camera
Surveyor 6 (U.S.A.)	11/09/67	Central Bay	1,000 kg, soft landing near Surveyor 4, TV camera
Surveyor 7 (U.S.A.)	01/09/68	Crater Tycho Brahe	1,000 kg, soft landing, TV camera
Apollo 10 (U.S.A.)	05/22/69	Sea of Tranquility	Lunar Module jettisoned and crashed
Apollo 12 (U.S.A.)	07/16/69	Sea of Tranquility	Lunar Module descent stage**, soft landing
Luna 15 (U.S.S.R.)	07/21/69	Sea of Crises	Possible soil retriever with descent and ascent stages***, crashed
Apollo 12 (U.S.A.)	11/14/69	Ocean of Storms	Lunar Module descent stage**, soft landing, near Surveyor 3
Luna 16 (U.S.S.R.)	09/20/70	Sea of Fertility	1,880 kg, soil retriever's descent stage***, soft landing
Luna 17 (U.S.S.R.)	11/17/70	Sea of Rains	1,080 kg, descent stage; 756 kg, *Lunakhod 1* (robot lunar rover)
Apollo 24 (U.S.A.)	01/31/71	Fra Mauro Hills	Lunar Module descent stage**, soft landing

NASA ELEVA Suit

A possible Experimental Lunar Extravehicular Activity Suit (a.k.a. "ELEVA suit") for NASA or Zondraker-mission astronauts is described in general form here. Administrators should supply specific information on the characteristics of this suit to fit the nature of the campaign being run (e.g., a "tough" suit may be designed if the campaign involves a great deal of combat; a "weak" suit may be designed for campaigns with a minimum of gunplay).

The standard NASA ELEVA suit consists of seven parts, which allow an astronaut to put the suit on and take it off unassisted. Putting on the suit takes five minutes; taking it off takes one minute. Because of the thick padding of any EVA suit, all damage from physical combat is halved, including both projectile and hand-to-hand combat damage, as well as any micrometeorite and shrapnel damage.

The ELEVA helmet is bulletproof and protects against high-speed projectiles and hand-to-hand blows. The auxiliary antenna serves as a backup for the main radio link atop the PLSS. The ELEVA helmet also contains a liquid refreshment dispenser and an abrasive and absorbent "nose scratcher."

The ELEVA helmet visor assembly supports two heat-reflective visors, optically coated against specific radiations, especially ultraviolet. The faceplate is bulletproof and protects against micrometeoroids. It is also light-sensitive and darkens instantaneously in the presence of intense illumination. This photosensitive device was developed for aircraft pilots, to protect their vision from being blinded by nuclear blasts. The faceplate lightens as the illumination fades (1-10 seconds after the flash).

The Portable Life Support System (PLSS) backpack is permanently attached to the upper torso of the Extravehicular Mobility Unit (EMU; i.e., the spacesuit) and connects to the modified ELEVA helmet through an oxygen purge system umbilical. The communications antenna serves as the primary radio link. The PLSS is controlled by a chest-mounted Display and Control Module (DCM, not shown in the illustration).

A Liquid Cooling and Ventilation Garment (not shown) lies beneath the suit. Cool water from the PLSS circulates through plastic tubing woven into this one-piece mesh garment to remove excess body heat. Air ducts attached to the garment provide ventilation to the limbs.

The detachable Experimental Lunar Manned Maneuvering Unit (ELMMU) is mounted below the PLSS backpack and connects through cable umbilicals to propellant nozzles worn around the ankles. The ELMMU has a lift capacity of 91 kg (200 pounds, by Earth measurement) and an operational lifetime of 20 hours. It has a 45.7 meters (150') per turn velocity and a maximum speed of 32 KPH (20 MPH) just above ground level. Used sparingly, the device has a maximum range of 46.2 km (28.7 miles) and can climb 90° slopes. The flight controls (not shown) can be held in one hand and allow straight line motion along the X, Y, and Z axes.

The Thermal Meteoroid Garment (TMG) has four more layers than the standard EMU suit. Together with the Liquid Cooling and Ventilation Garment, a damage-reducing barrier is formed. Projectile and hand-to-hand damage is reduced by half. The TMG is temperature resistant from 0-400°C (32°F to 752°F), negating all such heat damage.

The astronaut carries a modified recoilless Uzi submachine gun with an enlarged trigger guard and a gas-engaged recoil damper which slides its mass against the

Artifact (origin)	Landing date	Approximate location	Probe weight and remarks
Apollo 15 (U.S.A.)	07/26/71	Apennine Mountains	Lunar Module descent stage**, two-man lunar roving vehicle, soft landing
Luna 18 (U.S.S.R.)	09/11/71	Crater Apollonius	1,880 kg, soil retriever with ascent and descent stages***, crashed
Luna 20 (U.S.S.R.)	02/21/72	Sea of Fertility	1,880 kg, soil retriever's descent stage***, soft landing
Apollo 16 (U.S.A.)	04/16/72	Descartes Highlands	Lunar Module descent stage**, two-man lunar roving vehicle, soft landing
Apollo 17 (U.S.A.)	12/07/72	Taurus-Littrow Valley	Lunar Module descent stage****, two-man lunar roving vehicle, soft landing
Luna 21 (U.S.S.R.)	01/16/73	Crater LeMonnier	1,040 kg, descent stage; 840 kg, *Lunakhod 2* (robot lunar rover)
Luna 23 (U.S.S.R.)	11/06/74	South Sea of Crises	1,950 kg, soil retriever with ascent and descent stages***, damaged
Luna 24 (U.S.S.R.)	08/18/76	Sea of Crises	1,950 kg, soil retriever's descent stage***, soft landing

* The *Luna 2* probe impacted with an empty 1,513.6 kg final-stage rocket.

** The Lunar Module descent stage is surrounded by scientific instruments including an Active Seismic Experiment, Heat-Flow Experiment, Solar Wind Spectrometer, Suprathermal Ion Detector, Cold Cathode Ion Gauge, Lunar Surface Magnetometer, Charged Particle Lunar Environment, Passive Seismic Experiment, and Laser Ranging Retroflector. Other artifacts include a U.S.A. flag, a plaque on the Lunar Module descent stage, and various Earth mementoes.

*** Soviet soil retriever and return probes were robots which scooped up lunar soil and returned it to Earth, leaving behind their descent stages much in the way Apollo lunar module did. ***Luna 15*** was probably a soil retriever, but the Soviets have never released information concerning the craft's true mission. It may have had a live animal aboard it, possibly a dog.

**** ***Apollo 17*** left behind three additional instrument packages: the Lunar Surface Gravimeter, Lunar Surface Composition Experiment, and Lunar Ejecta and Meteorites Experiment.

NOTES: The 12,700-kg (14-ton) S-IVB stages for ***Apollo*** 13-17 impacted on the lunar surface in various places at high speed. No other information on their location is available. The 2,090-kg (2.3-ton) Lunar Module ascent stages for ***Apollo 11, 12,*** and ***14-17*** also crashed on the Moon after their use. All five Lunar Orbiters and ***Luna 9-12*** and ***14*** went into orbit around the Moon and apparently crashed in various locations at the end of their missions, from 1966-1968. Two sub-satellites released from ***Apollo 15*** and ***16,*** and ***Explorer 49*** also went into lunar orbit in 1971, 1972, and 1973, respectively, and all may have crashed as well. Only spacecraft with known crash locations are given in the above table. Crashed and soft-landed equipment may possibly be of use in emergency salvage operations, or it may contain material of interest to artifact collectors or space intelligence agencies. It could also prove to be hazardous.

Table 3
Typical Lunar Equipment

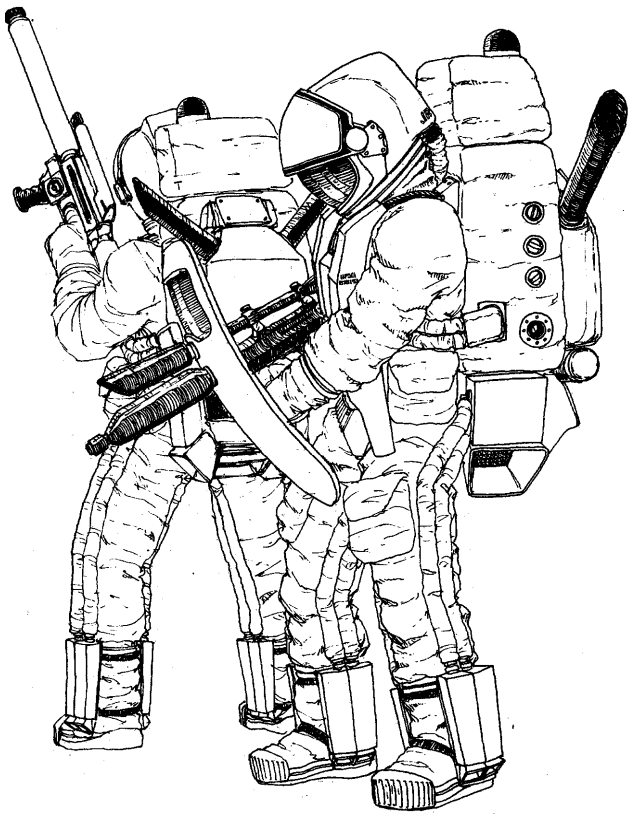
Lunar EVA suit
Cooling and ventilation garment (CVG) (1)
Lower torso or trousers with overshoes (1)
Upper torso with Display and Control Module (DCM) (1)
Portable Life-Support System (PLSS) (1)
Pressure gloves with molded rubber finger caps (1 pair)
Plastic bubble helmet with snap-on visor (11
Communications carrier "Snoopy hat" (1)

Indoor clothing
Underwear (7 sets)
Stockings (7 sets)
Footwear (2 pairs)
Gloves (1 pair)
Jacket, zippered (1)
Trousers, cotton (2 pairs)
Shirts, cotton (3)
Coveralls, cotton (1)

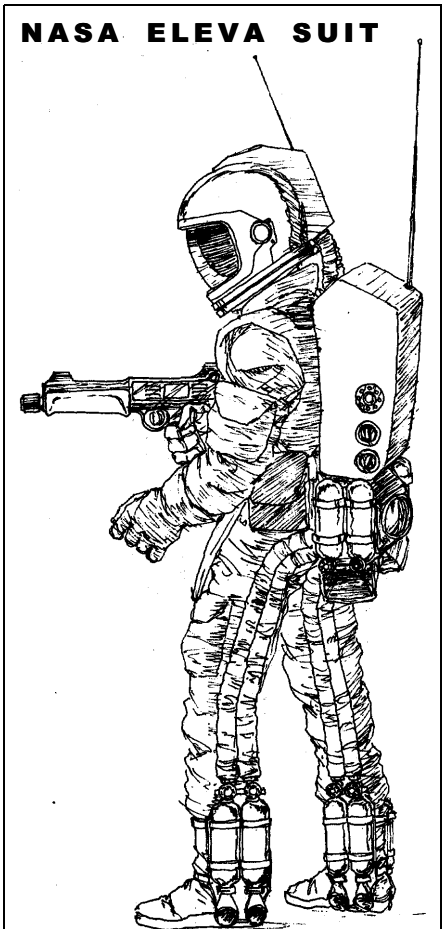
Personal items
Felt-tip and pressurized pens (variable)
Mechanical pencils (variable)
Knee note pad with attachment straps (1)
Sectional and circular star charts (1 set)
Rio-sensor attachments (3)
Radiation survey meter (1)
Radiation dosimeter (1)
Emergency oxygen mask and hose for indoor use (1)
Sunglasses (1 pair)
Swiss Army knife (1)
Surgical scissors (1)
Chronograph (watch) (1)
Penlight (1)
Sleeping mask (1)
Earplugs (1 set)
Oral hygiene kit, with toothpaste (1 tube), toothbrush with rubber toothpick (1), and dental floss
Toilet kit, with safety razor with multiple blades (1)
Emergency Earth survival gear, with multipurpose light with flashlight, flashing strobe, signal mirror, compass, fire-starting kit, and fishing kit (1)
Machete and sheath
Medical kit with bandages and self-medications (1)

Tools
Kit with tools for minor spacecraft repairs (1)
Spacesuit repair kit, with cloth tape (1 roll), exterior patches (3), sealant (1 tube), bladder repair material (3 pieces), optical surface cleaning pads (3), optical surface defogging pads (3), and replacement gaskets (3)
Collection bag for geological and other specimens (1)
Soil sampler bag with folding handle (1)
Core sampler (1)
Combined lens and specimen brush (1)
Dust and soil brush (1)
Soil and rock scoop (1)
Digging and trenching tool (1)
Rake for picking up coin-sized fragments (1)
Gas analysis sample containers (3)
Gnomon to determine color, scale, and slope (1)
Color television camera (1)
16 mm data acquisition camera (1)
Single-lens reflex still camera with color film (1)
Hammer (1)
Clamps (2)
Lunar surface maps (1 set)
Adhesive tape (1 roll)
Wheeled instrument and tool carrier (1)
Vacuum cleaner (1)
Inflatable shelter (four man-week capacity) (1)

SOVIET LUNAR EVA SUIT



NASA ELEVA SUIT



weapon's recoil, reducing the chance of the firer tumbling backward.

Soviet lunar EVA suit

One possible experimental suit used in lunar campaigns by Soviet lunar personnel is described and illustrated here. As above, the suit should be detailed to suit the lunar campaign circumstances.

The Soviet EVA helmet is designed along the same lines as NASA's, but it lacks the auxiliary antenna and has an opaque, bulletproof, facial blast shield that must be positioned manually. Although vision is obscured during use, the blast shield doubles the faceplate's bulletproof quality.

Unlike NASA's PLSS, the Soviet version is detachable and has ventilation tubes built into the suit rather than using a cooling garment. The PLSS ventilation tube umbilicals are shown stretching from the PLSS to connect to the side of the suit under the cosmonaut's arm. The PLSS controls and monitors are located on the suit's chest protector. An omnidirectional antenna with a flashing red light locator is positioned on top of the PLSS. The rotating light can be turned on by the wearer for use as a distress signal or to identify the wearer as a cosmonaut.

The Soviet Manned Maneuvering Unit (MMU) is mounted behind and below the PLSS. The detachable unit is used on the lunar surface and in the weightless environment of space. Equipment specifications and movement statistics are similar to NASA's MMU and ELMMU. The Soviet device's flight controls (not shown) are located on the suit's chest protector and allow straight-line motion in lunar gravity. In weightless conditions, the orientation controls allow for pitch, roll, and yaw.

Soviet EVA overshoes are reinforced foot coverings that protect against punctures and have 33 insulating layers of materials which protect against temperatures from +120°C to–120°C (+248°F to –184°F).

The bulletproof chest-protector vest doubles as a display and control carrier for both the PLSS and the MMU. The chest protector is useless against explosives and always reduces the wearer's Coordination by 5%.

The cosmonaut in the foreground of the illustration holds a bulletproof shield, an opaque hand-held device with a small bulletproof glass window. Mounted through the shield is a recoilless rifle with a modified scope attached. The gas-engaged recoil damper reduces the chance of tumbling backward when the weapon is fired. The scope's wide-angle eyepiece lens allows the gun to be used with a space helmet. The shield reduces the holder's Coordination by 30%. Attaching or detaching either the recoilless rifle or scope from the shield takes five seconds.

The cosmonaut in the background holds a recoilless missile launcher that sports a laser sight with a modified wide-angle eyepiece for use with a space helmet. Laser sights in clear atmospheres and vacuums improve a telescopic sight's Projectile Weapon Value (PWV) modifiers by a factor of 2. Therefore, a telescopic sight

Table 4
Typical Lunar Vehicles

NASA Lunar Roving Vehicle ("Moon Buggy")
Weight: *210 kg (462 lbs., Earth weight)*
Storage capacity: *83 kg (182 lbs., Earth weight)*
Drive: *Four-wheel*
Steering: *Four-wheel*
Power sources: *Two 36-volt silver-zinc batteries*
Operational lifetime: *78 hours during lunar day*
Range: *92 km (57.5 miles)*
Climbable slope: *25°*
Maximum speed: *16 KPH (10 MPH) on level ground*
Velocity: *23 meters/turn (75'/turn)*
Wheels: *Four wire mesh*
Fenders: *Fiberglass*
Antennae: *One low-gain, one high-gain*
Cameras: *One 16 mm, one color TV*
Seating: *Two 91-kg (200-lb.) space-suited passengers with under-seat bag stowage*
Number available: *1-6 at any American lunar base*

NASA Individual Rocket Propulsion System ("Jet Packs")
Weight: *52.5 kg (115.5 pounds)*
Lift capacity: *91 kg (200 pounds)*
Propulsion: *Ignited gases*
Flight controls:
Right hand = Orientation (pitch, roll, yaw)
Left hand = Straight line motion (X, Y, Z axes)
Power source: *One 18-volt silver-zinc battery*
Operational lifetime: *39 hours*
Range: *92 km (57.5 miles)*
Climbable slope: *90°*
Altitude: *2,000 meters (6,540')*
Maximum speed: *64 KPH (40 MPH) just above level ground*
Velocity: *91.5 meters/turn (300' turn)*
Antennae: *One low-gain, one high-gain*
Number available: *1-4 at any American lunar base*
Special note: *It takes one minute to put on a jet pack and 15 seconds to take it off*

Soviet Individual Personnel Carrier ("Go-Cart")
Weight: *105 kg (231 pounds)*
Storage capacity: *41 kg (90 pounds)*
Drive: *Four-wheel*
Steering: *Two-wheel*
Power sources: *One 36-volt silver-zinc battery plus solar collectors*
Operational lifetime: *156 hours in the lunar night or 355 hours lunar day*
Range: *184 km (83.6 miles)*
Climbable slope: *30°*
Maximum speed: *32 KPH (20 MPH) on level ground*
Velocity: *46 meters/turn (150'/turn)*
Wheels: *Four oversized wire mesh*
Fenders: *Fiberglass*
Antennae: *One low-gain, one high-gain*
Cameras: *One color TV*
Seating: *One 91-kg (200 lb.) space-suited passenger*
Number available: *1-6 at any Soviet lunar base*

Table 5
Environmental Limits Tolerance

Willpower Value:	0-40	41-73	74-100	100 +
Perserverance Rating:	Weak	Average	Strong	Super
Temperature, dry	24°C (75°F)	101°C (213°F)	163°C (325°F)	226°C (438°F)
Freezing, unprotected	0°C (32°F)	–12°C (11°F)	–14°C (70F)	–15°C (5°F)
Acceleration	1 g	4 g	7 g	10 g
Atomic radiation, annual	15 rem	27 rem	38 rem	46 rem
Light, foot-candles	10,000	18,250	25,000	30,500
Vacuum, exposure to	3 sec.	5.5 sec.	7.5 sec.	9.2 sec.

with 4 to 1 magnification (4 x) has a PWV modifier of +80 (40 x 2). The red pinpoint of light from a laser sight can be seen on the target at the aiming point of the weapon. This device can be used to intimidate would-be aggressors since their attention is drawn to the fact that a particular part of their body is being aimed at. Where the laser light hits, the bullet will strike!

Recoilless devices

The more massive the projectile and the greater its acceleration, the greater the recoil produced upon firing. A recoilless device may be placed on conventional firearms which normally have recoil in Earth gravity. Certain weapons cannot be fitted with recoilless devices: weapons without barrels, blowguns, 13 mm gyrojet/microjet launchers, 80 mm missile launchers, tasers, high-intensity light devices, high-intensity sound devices, aerosol spray devices, and electrical shock devices. At earth gravity (1 g) and at each additional 1 g of acceleration, increase the PWV per .100" caliber, as shown on Table 8, Recoilless Weapons, by + 10.

Table 6
Lunar Athletic Feat Limits

Movement Value Range:	0-120	121-220	221-300	301 +
Fitness rating:	Weak	Average	Strong	Super
Crawling*	10'	20'	30'	40'
Loping (walking)*	40'	50'	60'	70'
Hopping (running)*	120'	150'	180'	210'
Hopping and dodging*	70'	80'	90'	100'
Pole vault	9'	24'	36'	48'
Running high jump	3.6'	9.9'	15'	20.1'
Running long jump	12'	36'	57'	75'
Standing broad jump	9'	15'	21'	27'
Standing high jump	3'	7.5'	12'	16.5'
Standing vertical jump	1.5'	4.5'	6.8'	9.3'
Baseball throw (1 oz.)	210'	570'	870'	1170'
Body throw (27 lbs.)	6'	21'	33'	45'
Discus throw (.75 lb.)	105'	300'	450'	600'
Driving a golf ball	528'	1,500'	2,292'	3,087'
Grenade toss (2.7 oz.)	60'	174'	264'	357'
Hammer throw (2.7 lbs.)	120'	330'	510'	690'
Javelin throw (4.7 oz.)	150'	405'	630'	840'
Shot put (2.7 lbs.)	30'	90'	135'	180'

* When moving uphill or over rough terrain, reduce the distance covered by 75% of the amount shown.
Note: 1 lb. = .4536 kg; 16 oz. = 1 lb.; 1' = .3048 meter.

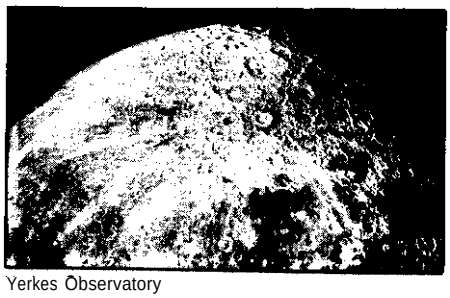

Yerkes Observatory

Table 7
Lunar Astronaut/Cosmonaut Carrying Capacity

Weight carried	Movement rate
50% maximum to just under maximum	50% normal
4.5 kg* to just under 50% maximum	75% normal
Less than 4.5 kg	Full normal

* Equal to 10 lbs.

Table 8
Recoilless Weapons

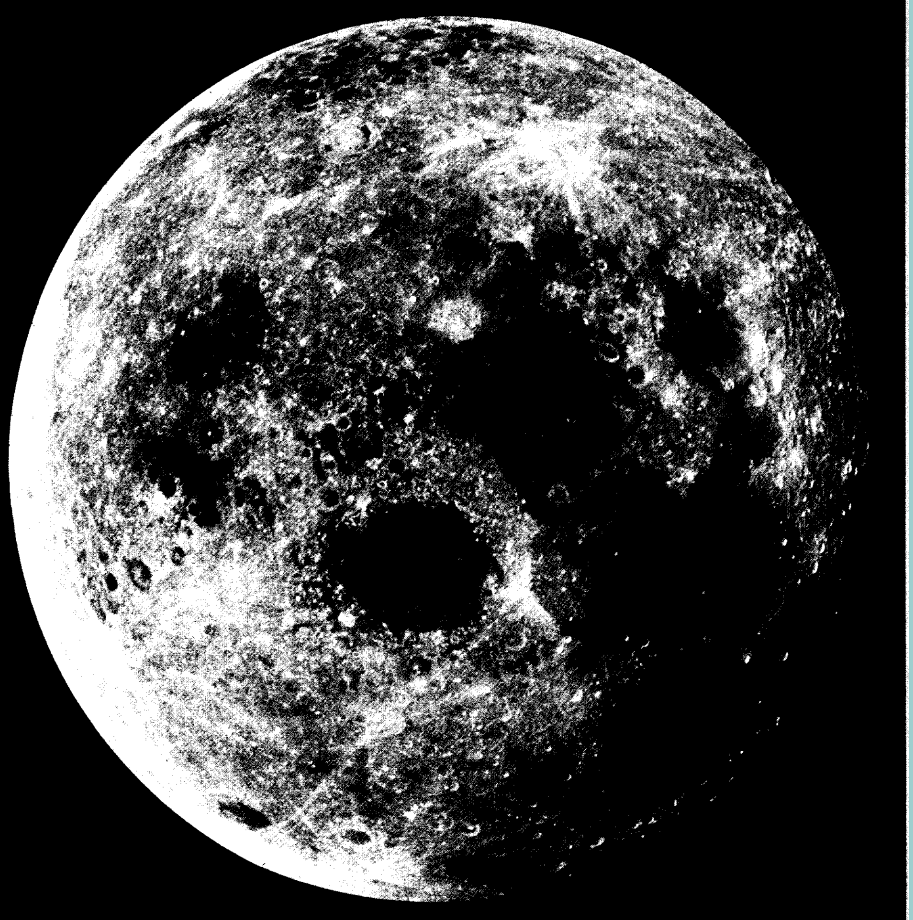
Power rating	Equivalent to:	Modifier	Cost
1	.001-.100 cal.	+10	$100
2	.101-.200 cal.	+20	$200
3	.201-.300 cal.[1]	+30	$300
4	.301-.400 cal.[2]	+40	$400
5	.401-.500 cal.[3]	+50	$500
6	.501-.600 cal[4]	+60	$600
3	.601-.700 cal.[5]	+70	$700
2	.701-.800 cal.[6]	+80	$800
1	.801-.900 cal.	+90	$900
2	.901-1.000 cal.[7]	+100	$1,000
3	1.001-1.100 cal.[8]	+110	$1,100
4	1.101-1.200 cal.[9]	+120	$1,200
5	1.201-1.300 cal.	+130	$1,300
6	1.301-1.400 cal.	+140	$1,400
3	1.401-1.500 cal.	+150	$1,500
2	1.501-1.600 cal.[10]	+160	$1,600

[1] Includes 5.56 mm and 7.62 mm ammunition.
[2] Includes 9 mm short and 9 mm standard (Parabellum) ammunition.
[3] Includes .410 caliber shotgun ammunition.
[4] Includes shotgun 28 gauge ammunition.
[5] Includes and 16 and 20 gauge shotgun ammunition,
[6] Includes 20 mm ammunition, plus 10 and 12 gauge shotgun ammunition.
[7] Includes 23 mm ammunition.
[8] Includes 27 mm ammunition.
[9] Includes ammunition. 30 mm
[10] Includes ammunition. 40 mm

Ω

OPERATION: ZONDRAKER

Part 2: Lunar campaign building for the TOP SECRET® game



by Merle M. Rasmussen

The following "future history" is an example of a space-oriented campaign background that a dedicated TOP SECRET® game referee could set up for his players. A space-related campaign could be run as an alternative to a normal modern-day spy campaign, providing players with an excuse to have their characters roam further afield on their missions than dull, boring places like London, Paris, or New York City.

Campaign background

Renewed interest in lunar occupation began with the launch of *Zond 9*, a lunar polar orbiter by the Soviet Union in late 1989. The European Space Agency, unable to interest the United States in projects other than Space Shuttle flights and satellite deployments, decided to join the Soviets in their quest for occupying the Moon. The Soviets desired a southern launch facility in order to economically launch their massive payloads by heavy launch vehicles, and they quickly agreed to the joint venture. Early in 1991, two more Soviet lunar polar orbiters, *Zond 10* and *Zond 22*, were launched from the ESA's facility at Kourou, French Guiana.

Construction began on the Soviet manned lunar spacecraft as D-class rockets carried *Luna 25* and *Luna 26* aloft in 1991. With the aid of the three orbiting lunar satellites, both automated soil retrievers touched down on the Moon's Far Side and were shut off for later use. Two more soil retrievers were launched in 1992 and ordered, via the still-orbiting satellites, to land 25 kilometers from the waiting soil retrievers. Following orders from Earth, *Lunokhod 3* and *Lunokhod 4* traveled toward their respective retrievers, picking up interesting soil samples along the way. They transferred their samples to the retrievers and drove back toward their descent stages. Meanwhile, the activated retrievers fired their ascent engines and returned the collected samples to Earth three days later. Not only were these automated activities technological successes, proving the Moon's Far Side could be reached, they assured the U.S.S.R. of lunar occupation.

Soyuz L3-1, with its international crew of three, was launched by a heavy lift vehicle; 27 years after the *Apollo 11* mission. On cue, the stubby-legged spacecraft touched down near Crater Kepler on the Ocean of Storms, August 16, 1996. It was the first Eurasian moon landing. The descent stage of the spacecraft became Soyuzskaya (Union Base), a self-contained lunar station. Gagarinskaya was founded within a year at the south lunar pole with the landing of *Soyuz L3-2*. Gagarinskaya is within the Moon's latitudinal libration zone and is without line-of-sight communication with Earth for 14.8 days of the

month. This success prophesied good fortune for the founding of Titovskaya in the exact center of the Far Side, on August 14, 1998. Able to communicate with Earth only through communication satellites, Titovskaya is the most remote manned base from Earth to date.

Awakened by the *roar* of *Zond 9*, *the* U.S.A. sought a partner to help pay for lunar base research and construction beyond its space program budget. Japan, seeing a ripe opportunity to apply its technologies and make further advances in its space research, agreed to a joint U.S. venture. While the Soviets and the ESA flooded the world's headlines with their successes, the Japanese and Americans toiled with off-the-shelf space hardware to create a lunar base as economically as possible. Using data and hardware which had been neglected since the Apollo and Skylab eras, the two nations jointly developed the Lunar Lander, a Skylab-sized cylinder supported by Lunar-Module-style legs and topped by a Lunar Module ascent stage. Solar panels and antennas sprouted from each Lunar Lander, as required by its interior hardware. A different internal configuration was developed for each Lander which became a part of the finished base. One Lander contained the living quarters and storage, another communications and power generation, a third the astronomy and geology laboratory, and a fourth the life support and biological laboratory. The bases could be expanded by landing additional units. Each Lander also carried part of a geodesic dome which increased the base's living space and served as a hub connecting the-separate units.

Armstrong Base was founded by the Living Quarters Lander touchdown near Crater Alphonsus, less than seven months after Gagarinskaya's founding. Other Lunar Landers soon arrived, and the base dome was erected within six months of its founding. Nearly two years later, Shepard Base was founded near the crater Aristarchus. The Near Side sites were chosen for their geothermal proclivities and because direct Earth communication could be made without the extra trouble and cost of orbiting lunar satellites — a critical point to the cost-conscious Americans.

The Moon: 1999 A.D.

The Soviet/European bases are stark and ascetically furnished. Surface structures have curved ceilings which are elegantly high: an old-world extravagance. Surface structures include cylinders and spheres built on the spot and wrapped in reflective gold foil. The cramped but warm underground quarters were blasted out of solid rock by pyrotechnic devices. Plastic explosives are used for further excavations. The bases keep in touch with Earth and each other by orbiting polar communication satellites and *Salyut 10,* a moon-orbiting space station. Soyuz landers and one-person "go-carts" stand beside the bases, ready for immediate use.

Although small, Soyuzskaya seems to be the friendliest of the bases, with lots of camaraderie, singing, laughter, English gin, and French wine. The most "European" of the U.S.S.R./ESA bases, Soyuzskaya has developed a reputation for its hospitality, hot apple crumb cake, orange marmalade, and competitive darts. The six-member team at Soyuzskaya specializes in geothermal research, maria exploration, Earth and solar observation, and direct Earth communication.

Gagarinskaya, the base named in honor of the first human in orbital flight, is located on the Far Side near the south lunar pole, with the libration problems noted earlier. This positioning allows the base astronomers to change their focus from long-range spectrography to Earth-watching, as desired. Other base duties include polar exploration plus biological and agricultural experimentation. Chemists, biologists, physicians, and medical technicians make up the remainder of the lo-member base population. A major area of biological research involves altering human circadian rhythms.

Titovskaya, the base named in honor of the second Soviet cosmonaut in space, is a radio astronomer's paradise. Centered on the moon's Far Side and sheltered by 2,000 miles of solid rock, Titovskaya is shielded from Earth's everpresent radio static. A "pure science" outpost, Titovskaya is known for its luxurious accommodations, which include a steam bath. The 14 occupants of Titovskaya are mostly astronomers, selenologists, and physicists.

Lunar cosmonauts are primarily military personnel from the Soviet Union and its allies, plus several European nations. The cosmonauts have tablecloths, coffee tables, crystal glasses, vodka, cognac, and plenty of hearty food. They barter clothing, equipment, books, liquor, food, and water for things they need from the Americans. Being much less militaristic than their Earth-orbiting fellows, they drink toasts to the Moon, space exploration, and the memory of astronauts and cosmonauts who have died. The European contingent is a multilingual group that enjoys language classes, classical music, light gambling, and fine cooking. They are friendly, do not discuss Earth politics, and allow free inspection of their bases at all times. Cosmonauts work seven days a week. They relax with movies, reading, dominoes, chess, and by listening to daily broadcasts from Radio Moscow and the ESA command center. They think the American bases have too many personnel and not enough work. This situation, they say, leads to daydreaming, which leads the Americans to psychological problems.

The American/Japanese bases are clustered villages of cylinders sprouting solar panels. One astronaut described Armstrong and Shepard Bases as "grounded fleets of Skylabs standing on stubby legs." Cables and inflated tunnels connect each Lunar Lander with others and the centrally located dome. Since the Moon has no ionosphere, all communication is by line-of-sight, and the two bases cannot communicate directly. Both bases communicate directly with Earth or via visiting Apollo Command Modules in lunar orbit. Apollo Lunar Modules and "moon buggies" stand on the outskirts of each base ready for use. Stored inside the bases are a few experimental "jet packs," individual rocket propulsion systems used for short hops. Explosives are used for seismic research.

Armstrong Base, named in honor of the first human to walk on the Moon, is much larger than Shepard Base. Armstrong personnel boast of having the first lunar golf course with quarter-mile links. Its occupants are a mixture of 18 medical experts, astronomers, physicists, chemists, selenologists, and administrators. Nine personnel are from Japan. Base activities include geothermal exploration, astronomy, biomedical research, and industrial engineering.

Shepard Base, named in honor of the first American in space, is primarily an American outpost. Its 12 occupants are mainly military personnel working as engineers, physicists, chemists, astronomers, and selenologists. Base activities include geothermal exploration, Earth observation, biological experimentation, and civil engineering.

The astronauts, primarily civilians from the United States and Japan with a few foreign guests, eat a wide variety of good quality food. They drink both beer and wine, and relax by reading, listening to music, building models, watching movies, playing cards and table tennis, or shooting pool. The Japanese contingent enjoys seafood, saki, hot baths, and computer video games. Astronauts are friendly, do not discuss Earth politics, and allow free inspection of their bases at all times. The Americans think the Russians are driven by toil, and they feel the living conditions at the Soviet bases are harsh. The Japanese think (but never say) that the Americans could stand to work a little harder, and regard the Soviets as their major future competitors in space; they doubt America's dedication to the space effort.

As noted in DRAGON® issue #122, American and Japanese "space-pionage" operations on Earth's Moon unofficially come under the heading of Operation: Zondraker. "Zondraker" is a name given to any politician fearful of Soviet activities in space, or to an intelligence officer assigning agents to lunar missions. One particularly zealous operator was codenamed "The Wizard of Oz." The program was first named by someone with tongue in cheek, combining the early Soviet lunar program project (Zond, meaning "sound") with the *Moonraker* book and movie title.

Adventuring on Earth's Moon

Three possible lunar missions for Zondraker operators are given below. Others

could be developed with a little creative effort from the Admin (and the help of a few good references).

Code Name: STARFALL

Mission: Soviet crash-site investigation (Collecting Data and Communication).

Cover: No cover necessary.

Team: As needed; at least one Investigator is suggested.

Duration: As needed.

Point of Embarkation: Armstrong Base.

Equipment: Lunar roving vehicles, cameras, and other devices as needed.

Target Site: Luna 15 crash site, Seas of Crises 17°N latitude, 60°E longitude, Near Side, Earth's Moon.

Briefing: The Soviet Union has never revealed the purpose of *Luna 15*. The spacecraft was launched three days before *Apollo 11*, performed 52 lunar revolutions, changed lunar orbit four times, and crashed into the Sea of Crises after Armstrong and Aldrin had walked on the Moon. It appeared the Soviets wanted to upstage or at least downgrade the importance of the first manned lunar landing. There is still argument as to whether *Luna 15* was a soil retriever, a rover lander, an animal experiment with a dog as a passenger, or an actual manned attempt.

Assignment: Agents are to travel to the *Luna 15* crash site and determine the spacecraft's purpose. The craft reportedly impacted at a velocity of about 480 KPH (300 MPH). Fragments of wreckage should be strewn around the cratered impact site. 'Any information obtained should be recorded by camera and transmitted to the appropriate home government(s). Soviet permission is not required. Soviet objection is not expected, but the Soviets may attempt to conceal the evidence if the agents' intentions-are revealed.

Administrator's Notes: One and a half miles from the crash site, a tiny red rectangle appears on the horizon beside a grayish-green sphere. On closer inspection, the red rectangle turns out to be a flag of the Soviet Union, unfurled beside a large, damaged lunar lander. The spherical lander has crushed its four landing legs and pressed them into a small crater created on impact with the lunar surface. Between the flag and the lander is a rectangular pile of stones, approximately one meter wide by two meters long. Crisp boot prints, not made by NASA lunar boots, connect the lander to the pile of stones and the flag.

At the base of the flag is a small metal plaque, inscribed in Russian and bearing a picture of the Earth showing the eastern hemisphere and Earth's Moon connected by an arc of light. If any agents can read Russian, the plaque states: "On this site, human beings from the planet Earth set foot on Earth's natural satellite. The Union of Soviet Socialist Republics sends peaceful greetings to all who read this."

Standing at one end of the pile of rocks is a piece of metal with the following, scratched by hand on its surface in Russian: "Nikolai L. Kuzmin — 21 July 1969." If the stones are removed, the space-suited body of a Soviet cosmonaut is discovered. Upon close examination, it appears the male cosmonaut died instantly of multiple bone fractures, concussion, and internal bleeding.

If the crushed capsule is inspected, the reclining body of a second cosmonaut is found in his wrecked seat. His suit is covered with lunar dust. He appears to have died of asphyxiation from lack of oxygen; all air tanks aboard the craft are empty, and the radio is ruined. In his right hand, the cosmonaut holds a lunar rock.

The revelation that *Luna 15* was a manned mission would certainly astonish American space experts, many of whom questioned the Soviets' ability to place men on the Moon. Soviet cosmonauts on the Moon would immediately move to take possession of the crashed vehicle and the bodies of its crew. American and Japanese agents are not required to prevent the Soviets from doing so, but the Soviets would not appreciate learning that the craft was unnecessarily damaged or the bodies stolen.

Code Name: ARIES (The Ram)

(This mission is a continuation of the mission entitled Code Name: ARIES, from DRAGON issue #121.)

Mission: Hardware information and retrieval (Collecting Data, Stealing, and Transportation of Goods).

Article IV of the UN's 1967 Outer Space Treaty forbids the establishment of military bases on the moon. It states in part: "The establishment of military bases, installations and fortifications, the testing of any type of weapons and the conduct of military manoeuvres on celestial bodies shall be forbidden. The use of military personnel for scientific research or for any other peaceful purposes shall not be prohibited." Due to the large percentage of military personnel and increased security at Soyuzskaya, it is suspected the Soviets may be in violation of this treaty.

Actual Assignment: Agents are to visit Soyuzskaya to determine if the 1967 Space Treaty is still in force. If the treaty is being violated, the agents are to confiscate any hand-held weapons and photograph any fixed weapon system or military activity. Photographic intelligence (photint) is to be transmitted immediately to their home government.

It is expected that if weapons exist, the Soviets will try to prevent exposure of this fact. Any confiscated evidence is to be securely held until the next USA/Japan flight back to Earth. Proceed with caution.

Cover: Diplomatic Inspection (overt surveillance).

Thanks to Article XII of the 1967 United Nation's "Treaty on Principles Governing the Activities of States in the Exploration and Use of Outer Space, Including the Moon and Other Celestial Bodies," lunar bases can be inspected at any time. Article XII states that all stations, installations, equipment and space vehicles on the Moon and other celestial bodies shall be open to representatives of other states who signed the treaty on a basis of reciprocity. Such representatives should give reasonable advance notice of a projected visit, in order that appropriate consultations may be held and so maximum precautions may be taken to assure safety and to avoid interference with normal operations in the facility to be visited.

Cover Assignment: Agents are to determine the number and activities of personnel stationed at Soyuzskaya, and to transmit the information to their home government. Reasonable advance notice is determined by convention to be 24 hours for internal inspections, but no limit is set for external observations.

Team: As needed; at least one Investigator, Confiscator, Logistician, or Technician is suggested.

Duration: As needed.

Point of Embarkation: Armstrong or Shepard Base.

Taget Site: Soviet lunar base, Soyuzskaya, Crater Kepler, Near Side, Earth's Moon.

Equipment: Lunar roving vehicles, cameras, and other devices as needed.

Briefing: The Soviets have reportedly developed space suits and equipment for combat purposes in space and on Earth's Moon. The assignment is to verify the report and, if possible, obtain the hardware for the agents' agency to analyze.

Complications: Exterior surveillance of the base reveals nothing out of the ordinary. Internal Soviet security at Soyuzskaya, however, is very tight. Although cosmonauts are quite cordial, outside visitors are not greeted with open arms. The chilly reception and red tape involved in entering the base buildings seem out of place on the Moon. It seems as if the agents have stepped back into the 1950s' Cold War on Earth, and their every move is scrutinized; things were not this unfriendly in previous visits to this base. Even the ESA cosmonauts seem distant.

Administrator's Notes: It is up to the Admin whether the Soviets have and are using weapons. If they are using weapons, detail one or more pieces of Soviet equipment to be discovered or confiscated at Soyuzskaya. The equipment is being worn by armed Soviet cosmonauts who cannot be bribed or coerced into giving up the equipment. Typical items of experimental Soviet equipment would include an extravehicular helmet with blast shield, chest protectors, bulletproof shields, recoilless devices for rifle, laser targeting devices, and wide-angle scope eyepieces for use with space helmets (see DRAGON® issue #122).

Unknown to the rest of the world, the latter two Lunokhods did not cease functioning at the times reported by the Soviets. Instead of running out of battery

power or falling into a ditch on the Far Side as claimed, the wheeled robots roamed the Moon and performed Near Side exploration. In 1995, by plain dumb luck, *Lunokhod 3* spotted a selenologist's dream: the mouth of a cave. Such vertical openings are hidden from orbital observation and routinely dismissed as rock overhangs. Only observation from the Moon's surface could spot such a find.

The celestial body which created Crater Kepler had crashed through dome-shaped caverns formed by hot subsurface gases beneath the Sea of Storms. The honeycombed rock was an ideal location for storing condensed gases, and the meteor or comet may have supplied some additional gaseous and frozen material.

Lunukhod 3 entered the mouth of the cave and sampled rock from the cavern floor. The very discovery of a cave on the Moon was already under a news blackout. When the soil retriever *Luna 25* reached Earth, its samples were analyzed under the tightest security. Among its samples, a substance more precious than petroleum, uranium, or gold was found. *Lunokhod 3* had discovered water ice.

Lunokhod 4 was immediately directed to the cave opening to verify the existence of the buried ice and to measure the extent of the caverns. It became apparent that the cavern was one of a series of interlocking chambers ringing Crater Kepler and running along fissures deep in the lunar crust. Dropping an antenna dish at the cave's entrance, *Lunokhod 4* went inside and began exploring. Project development time and political priorities stalled further exploration until 1996, but the landing sight was a foregone conclusion: Crater Kepler.

Currently, only the cosmonauts at Soyuzskaya and a tiny handful of Soviet and European scientists and politicians on Earth are aware of the discovery. The landing parties are kept small, and the team members carefully selected to reduce the chance of a news leak. The major work of the cosmonauts at Soyuzskaya is cave exploration, mapping, hydrologic experimentation, and civil engineering. If the caves can be sealed and pressurized, ready-made living quarters and work places for many cosmonauts would be available. The wealth of ice can be converted into both water and oxygen, supplying the essentials of human habitation. Colonization and large-scale mining operations will soon follow with the chance that the Moon will be claimed, or at least controlled, by the Soviet Union. Unknown to everyone but the Soviets, the ESA cosmonauts present actually work for the KGB as moles, and may eventually renounce their own countries to work directly for the U.S.S.R.

The Soviets at Soyuzskaya are understaffed and working against time. They know their discovery cannot be kept secret forever. The future colonization and exploitation of the mineral and solar wealth of Earths Moon (as well as the rest of the Solar System) are at stake. The Soviets are not likely to want any nation's diplomats snooping around the area. Two access hatchways beneath two different lunar shelters lead to the series of underground caverns. The only cavern maps are carefully guarded by the Soviet cosmonauts against intrusion by Zondraker personnel (the purpose of the current visit by Zondraker astronauts was learned by the Soviets in advance).

Code Name: **COMETTAIL**

Mission: Soviet lunar base inspection (Full Investigation)

Actual Assignment: Agents are to visit Titovskaya to determine why the base is under radio silence. If members of the Soviet lunar base are in distress, the agents are to aid them to the best of their abilities by any means available. If the base members are not in distress, the agents are to investigate and report the reason for the radio silence to their home government or agency.

Cover: Article XII of the 1967 United Nation's Outer Space Treaty (See Code Name: ARIES, above).

Team: As needed; at least one Investigator, Technician, or Protector is suggested.

Duration: As needed.

Point of Embarkation: Shepard Base.

Target Site: Soviet lunar base Titovskaya, Crater Mendeleyev, Far Side, Earths Moon.

Equipment: Lunar roving vehicles, cameras, rescue equipment, extra supplies, and equipment as needed.

Briefing: The cosmonauts of Soyuzskaya and Gagarinskaya reported separately to Moscow that neither base had received a radio transmission via satellite from Titovskaya in the past 24 hours. They both wanted to know if Moscow had received any transmissions via satellite from the Far Side. The last word Moscow had received was a routine "wake up" call the day before. Everything sounded normal. Later that day, no messages were sent from Titovskaya, and no transmissions from Earth were acknowledged. Fearing the worst, Moscow ordered the cosmonauts from Soyuzskaya and Gagarinskaya to attempt to raise Titovskaya on various emergency radio frequencies. So far, Titovskaya remains silent. Neither the Soviet/ESA consortium nor the US/Japan alliance have a launch vehicle ready on Earth which can reach Titovskaya in a hurry. Neither the Soviet/ESA Near Side base nor the South Pole base have adequate surface or suborbital capabilities to visit the silent base.

Complications: It is highly irregular that Titovskaya has not reported in at all. Radio failure is usually reported using emergency backup systems. A complete power failure is unlikely due to solar energy and battery storage. Meteor bombardment is mathematically improbable but possible (however seismic monitors have not noted any large meteorite strikes recently). Lunar satellite photos reveal no damage to the base and nothing out of the ordinary. Architectural and mechanical safeguards prevent all sections of the base from simultaneously losing atmosphere or being filled by some noxious gas. Food poisoning or the rapid spread of a virulent disease are possible but improbable. Deliberate sabotage is also possible, but mutiny is more advantageous to space-weary cosmonauts. Defectors would likely contact US/Japanese bases soon after leaving or overpowering loyal comrades.

Administrator's Notes: The reason for Titovskaya's silence is monumental. Soon after transmitting their routine "wake up" call to Earth, base personnel reported to their work stations. One of the radio astronomers focused the crater-sized receiver, called "Big Dish" by the cosmonauts, on a star cluster in the constellation Taurus. The usual radio wave chatter was collected — and the signal-translating computer noted that a strange, nonrandom signal was being received that matched no known radio source. Wishing to rule out any natural anomalies such as pulsars, the antenna was meticulously focused on each star in the cluster separately; most registered normal, regular radio patterns. By concentrating on the section of sky with the higher probability of signal origin and taking into account interference and drift, a single source in the Pleiades was located which spiked the graph and demanded attention. The signal appeared to be artificial in origin — i.e., the Soviets had found *aliens*. The radio astronomers were ecstatic, but they decided for practicality that their finding be further recorded and researched before being announced prematurely.

In an effort to contain the excitement generated by the discovery, the base commander in charge of Titovskaya ordered the radio communications transmitter shut down and put under guard temporarily. Security at Titovskaya is extremely tight. Although any outsiders will be freely admitted, they will not be permitted to leave the base or transmit any message until allowed by the officer in charge. He will allow outside contact when the authenticity of the intelligent extraterrestrial radio signal is verified. After all, not only is this a moment of staggering historical significance for the entire human race, but Soviet political and scientific pride are at stake!

Bibliography

An assortment of books and references for general information on the space programs of the United States and other countries follows. Most were used in writing this article series. See the reference list given in "Operation: Zenith" (issue #120) for other useful books on this topic. Certain references are especially recommended and are so noted.

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Fiction and home video

The following are a few fictional accounts of space missions, highly useful for creating new adventure plots. — RM

Caidin, Martin. *Marooned*. New York: E.P. Dutton, 1964. Originally written for the Mercury program, this details the rescue of a stranded Apollo crew in Earth orbit, with Soviet and American spacecraft participating. Fairly good.

Carter, Nick. *Death Orbit*. New York: Charter Books, 1982. Spies, the Space Shuttle, and a stealth-capable Salyut with nuclear weapons mix it up. Good spy thriller.

Cussler, Clive. *Cyclops*. New York: Pocket Books, 1986. Superb thriller with a secret American Moon base, lunar warfare, and more — in 1989, no less.

Drury, Allen. *The Throne of Saturn*. New York: Avon Books, 1971. Written in the Apollo era, this concerns Soviet and American rivalry (and sabotage) in the race to land on Mars.

Fleming, Ian. *Moonraker*. New York: Jove, 1979. James Bond's only rocket-related exploits in novel form, concerning an ICBM attack against London. Good reading.

Hay, Jacob, and John Keshishian. *Autopsy for a Cosmonaut*. New York: Little, Brown, & Co., 1969. A Gemini mission is launched to examine a "dead" Soviet spacecraft which might have an atomic bomb aboard. Excellent story.

Michener, James. *Space*. New York: Random House, 1982. A "what if?" account of an Apollo mission which ends in disaster on the Moon. Good reading and interesting ideas.

Rosenberger, Joseph. *Operation Skyhook*. New York: Pinnacle Books, 1981. Though badly written, this has useful ideas (but only a few). Agents battle for a downed Soviet killer satellite in Indonesia.

Searls, Hank. *The Pilgrim Project*. New York: PBI Books, 1979. A 1960s novel of a crash American lunar program. Well written; has some interesting scenario ideas (what if such a thing was secretly tried?).

Administrators with home VCRs may also wish to view the following video movies with space and space-espionage themes. They certainly make the adventures seem much more real! Admins should note that the James Bond movies bear virtually no relationship to the novels by Ian Fleming. — RM

Capricorn One. VHS, 123 minutes. Capricorn One Association, 1978. Distributed by Magnetic Video Corporation. NASA fakes a Mars landing, then tries to kill off the "crew."

Countdown. VHS, 102 minutes. Warner Brothers — Seven Arts, 1967. Distributed by Warner Home Video. Concerns a crash American lunar program, hard-pressed by the Soviets. Based on *The Pilgrim Project* (see above).

Marooned. VHS, 134 minutes. Columbia, 1969. A space rescue story involving an Apollo crew, with both American and Soviet teams racing to the capsule. Much like the book, but very slow in places.

Moonraker. VHS, 126 minutes. United Artists, 1979. Distributed by CBS FOX Video. The ultimate espionage-in-space movie, starring (ahem) Roger Moore as James Bond. A private corporation attempts to destroy humanity using germ warfare, Space Shuttle technology, and its own space station. Some interesting space-combat scenes.

2001: A Space Odyssey VHS, 139 minutes. MGM Inc., 1968. Distributed by MGM/UA Home Video. Contains some interesting material for lunar and post-2000 era missions. The STAR FRONTIERS® game module based on this movie (which goes by the same name) is of help, since it contains blueprints for the *Discovery* spacecraft and maps of the lunar surface.

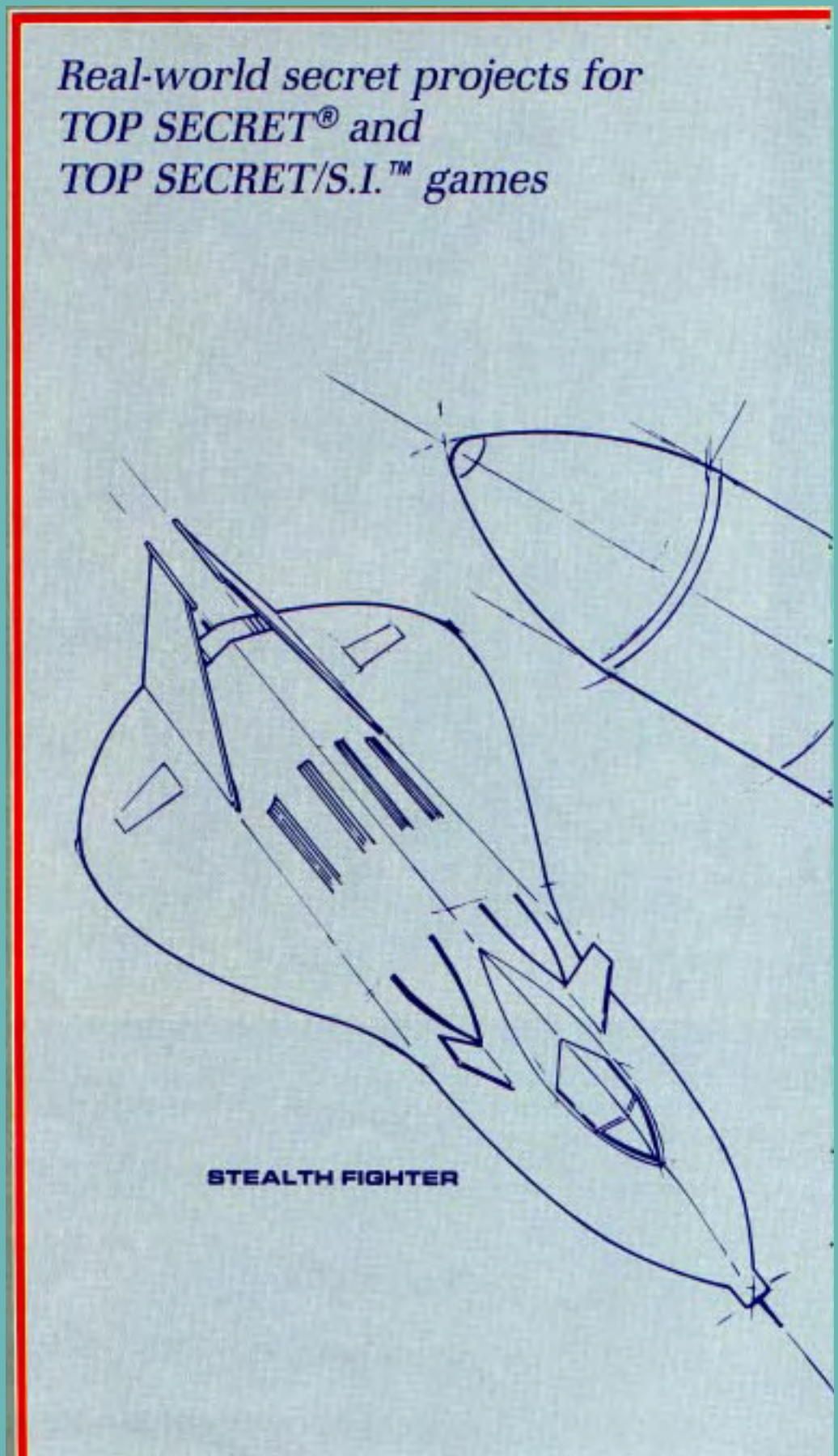
2010: The Year We Make Contact. VHS, 116 minutes. MGM/UA Entertainment Company, 1984. Distributed by MGM/UA Home Video. This movie, too, contains some interesting material for near-future, deep-space missions. Also produced as a STAR FRONTIERS® game module ***(2010: Odyssey Two Adventure)*** with even more blueprints of the advanced spacecraft involved and space maps as well.

You Only Live Twice. VHS, 117 minutes. United Artists, 1967. Distributed by CBS FOX Video. James Bond fights SPECTRE, which is skyjacking American and Soviet spacecraft with its own manned missionsΩ

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by Thomas Kane

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There was once a war in which the good guys escaped by the skin of their teeth. The most powerful foe they faced had developed a wide array of secret weapons, including subsonic cruise missiles, nerve gas, submarine-launched missiles, intermediate-range ballistic missiles, rocket-powered fighters, jet fighters and fighter/bombers, miniature attack submarines, antiaircraft rockets, and some of the most advanced and heavily armed ships, planes, and tanks in existence. Its armed forces were well-trained, well-armed, and devoted to their cause. This nation maintained death camps in which millions of people were executed by increasingly sophisticated means of extermination, and it had an avowed policy of conquering the world and building an empire to last for a thousand years.

This foe was on the verge of developing atomic weapons, intercontinental ballistic missiles, orbital satellites, manned space-plane bombers, intercontinental-range jet bombers, and more, when it started its final drive for victory. That nation and its allies finally fell under the weight of nearly the entire world's armies after a six-year war. But it had been close — closer than anyone could have imagined.

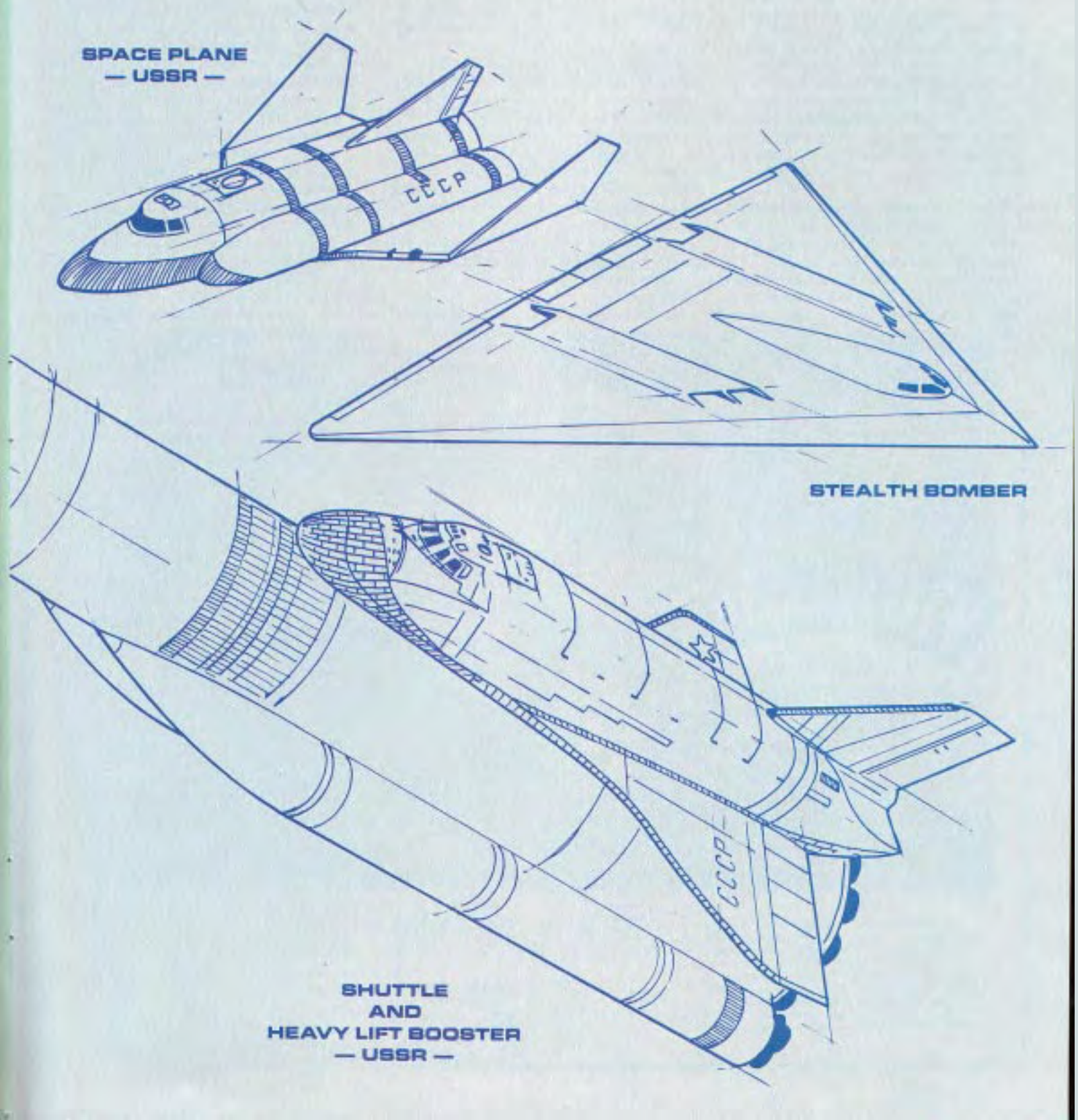
Since World War II, technology has unquestionably become the best ally that any nation could have in wartime — and the greatest treasure any agent could steaL or protect. What super-secret projects are world governments developing now? The details, problems, and intrigues of such projects can inspire many adventures in TOP SECRET® and TOP SECRET/S.I.™ espionage games. In addition to improving a scenario's realism, use of basic information about actual secret research plans in espionage games adds depth to the campaign, showing what problems trouble the governments that develop them and how scientists plan to solve those problems.

Secret aircraft

The U.S. Air Force does not have large numbers of aircraft. It hopes that the ones it has are fast, agile, and powerful enough to take the place of large squadrons. Keeping aircraft safe in battle is extremely important, and engineers constantly struggle to make airplanes more difficult to detect and more deadly in combat. Several projects are on the boards to do those very things.

Stealth: In the desert north of Los Angeles, a secret factory has been built in

OF SECRETS


SPACE PLANE
— USSR —
СССР
STEALTH BOMBER
SHUTTLE
AND
HEAVY LIFT BOOSTER
— USSR —

a tan, windowless building with a great door the size of an airplane. The factory looks like a prison — but the barbed wire atop the fence arcs outward, not inward. This is where prototypes of "Stealth" aircraft are made. The U.S. Air Force will not admit that Stealth exists, but it is certain that the United States is designing an airplane invisible to all radar and detection.

Actually, two Stealth airplanes are under development. One plane is the Northrop Advanced-Technology Bomber (ATB); the other is Lockheed's Stealth airplane, the F-19 fighter. The bomber is meant to destroy mobile ballistic missiles on the ground in wartime. The F-19 could be used for espionage in times of peace, conducting surveillance near radar stations. In battle, the Stealth fighter would be best suited for eliminating antiaircraft batteries prior to a major air raid. Stealth cruise missiles are also under development.

The ATB would be especially interesting to agents. Anything that can destroy ICBM bases is a threat to "the other side's" security. If ATBs could find missiles and destroy them without being detected, they could quickly render the Soviet Union defenseless. Only by launching their missiles in a preemptive strike could the Soviets protect themselves if they suspected ATBs were in use. Even a fleet of Stealth bombers probably could not destroy all of a superpower's missiles, since submarine-based ICBMs would still ensure deterrence. But neither side would risk a war caused by Stealth.

The theory behind Stealth is fairly simple. A radar set emits a microwave signal and detects signals which are reflected back. If the microwave signal is absorbed, no image is presented. The radar operator assumes that nothing was there and that the microwave signal kept on going. There are materials that absorb microwaves; ferrites, like those used in magnetic tape, are excellent for this purpose. Even steel balls embedded in rubber absorb radar. Stealth engineers look for radar-absorbing materials that are strong enough to serve in aircraft construction. If the radar absorbent material were simply carried on a plane, the extra weight would slow the craft to a remarkable (and fatal) degree. Various epoxies may absorb radar, yet may be strong enough to be used in aircraft construction. If iron filings or needles are mixed into the epoxy, the substance is even more absorbent. The exact materials used in testing Stealth technology are highly secret.

A Stealth airplane must not emit microwaves itself. It uses a special radar system which creates false images using the microwaves that enemy radar emits. Current airplanes depend on electronic warfare to do this, dropping decoys to fool radar and using powerful signals to flood enemy sets with microwaves or project false images. The exact nature of Stealth radar defense depends entirely on the aircraft's shape. Additionally, in a Stealth airplane, alcohol is mixed with the fuel to stop ice crystals from forming in the exhaust; this prevents a contrail, so people on the ground cannot see where the plane has passed. The aircraft's engines are muffled, making it close to noiseless. Finally, infrared energy must be eliminated. The aircraft's engines have inlets to mix cold air with the hot exhaust. When the air leaves the airplane, it will be cool — untraceable by antiaircraft missiles.

Straight lines and angles reflect micro waves; curves and bumpy areas do not — and thus are much used on Stealth design. Because jet engines show up with ease in radar sets, a Stealth aircraft would certainly have some sort of baffle over its engines. The edges of wings also are highly visible in radar, so "ram wedges" (sawtooth-like devices which cause microwaves to bounce back and forth until they are absorbed) may be used on such surfaces.

Most secrets of Stealth design involve reconciling radar-absorbent shapes with aerodynamics. Rumor has it that the Stealth aircraft is a flying wing, shaped like a large, flat triangle. The original "Flying Wing," a USAF plane called the YB-49, was notoriously uncontrollable and crashed so often that the program was abandoned. It is suspected that at least one Stealth prototype has crashed. Because of secrecy, the family of the pilot may never have learned how the pilot died. In espionage scenarios, Stealth accidents may also prove to be sabotage.

The Advanced Tactical Fighter: No prototype of the Advanced Tactical Fighter (ATF) has been built. Indeed, no exact goals for the ATF's performance have been settled on. Seven companies are still working on designs for this airplane. In espionage campaigns, this may lead to corporate spying. The company with the lowest bid for the best airplane will get the contract, so all involved corporations will be anxious to know what their competitors are bidding. Economic maneuvers are also possible; companies can attempt to take control of other companies, gaining the contract in the bargain. Note that none of this has actually occurred on the ATF project; it merely could in the game.

The ATF is intended to be an extremely agile airplane. Computers control every part of the ATF guiding the airplane automatically so that the pilot may concentrate on other things. The ATF will gather so much information from radar, infrared sensors, and sensors within the airplane that the pilot could not possibly keep track of it all. A computer must digest the information and tell the pilot only the important parts. The pilot will be able to guide an ATF by voice command. By merely

ACCEPT NO IMITATION

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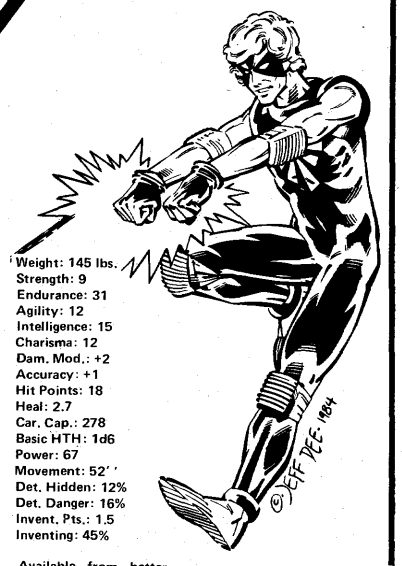
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SHATTERMAN: An American military veteran and rock musician who uses his powers to continue to protect his country from the forces of crime and evil in general.
Identity: Jack Dunn — Age: 23
Side: Good — Level: 1
Powers:
1. Heightened Endurance: +19
2. Regeneration: Max. once per turn, takes one action, heals full healing rate.
3. Invulnerability/20
4. Flight: Max. airspeed = 279 mph, PR = 1/hr.
5. Power-Blast: 20 inch range, PR = 1 per shot, does 1d20 damage.



Weight: 145 lbs.
Strength: 9
Endurance: 31
Agility: 12
Intelligence: 15
Charisma: 12
Dam. Mod.: +2
Accuracy: +1
Hit Points: 18
Heal: 2.7
Car. Cap.: 278
Basic HTH: 1d6
Power: 67
Movement: 52' '
Det. Hidden: 12%
Det. Danger: 16%
Invent. Pts.: 1.5
Inventing: 45%

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looking at a target, the pilot can aim missiles. An ATF will be able to display a "gods-eye" view of the environment to the pilot, showing the local battlefield with the aircraft's location. Computers in the ATF will advise the pilot on the best flight course for a given situation.

Interestingly enough, the ATF is unstable in flight. This makes it extremely maneuverable, ready to turn in any direction. It also means that a computer must constantly readjust the wing surfaces; otherwise, the pilot could not possibly direct it. The ATF's engine will contain "thrust vectors," fins which redirect its propulsion and make it even more maneuverable. Indeed, the ATF will be capable of turns so sharp that the pilot could be crushed by centrifugal forces,

Transatmospheric vehicles: Flying at 15 times the speed of sound, these airplanes could take off on a normal runway and fly to Earth orbit. Transatmospheric vehicles (TAVs, or spaceplanes) are being developed by several nations. Britain is far ahead of any other country in this program with the British Aerospace HOTOL, a robotic, air-breathing craft longer than the American Space Shuttle (with a top-secret propulsion system). These craft could circle the globe in less than an hour. Passenger flights in these airplanes are anticipated. TAV warplanes would combine the advantages of ICBMs and traditional bombers; they could rapidly cross continents but return to base after take-off. These vehicles would make space launches much easier and more frequent, making them useful for reconnaissance flights. Like satellites, they could fly anywhere on the globe safely, being quite maneuverable.

TAVs are not new (Nazi Germany had plans for a "skip-glide" bomber that would reach Earth orbit after being launched on a rail track), but there are still problems with the design. The engine which attains such high speed must be perfectly shaped —even at remarkably high temperatures. The whole airplane must be incredibly strong. In flight, it must withstand temperatures of 4000°F and give the passengers a comfortable environment. The aerodynamics of hypersonic flight are unknown. Designers hope to experiment with electronic models on "supercomputers." Some spaceplane designs involve rocket sleds which carry the plane into the air, then drop away. Other designs would be released from normal airplanes.

Space programs

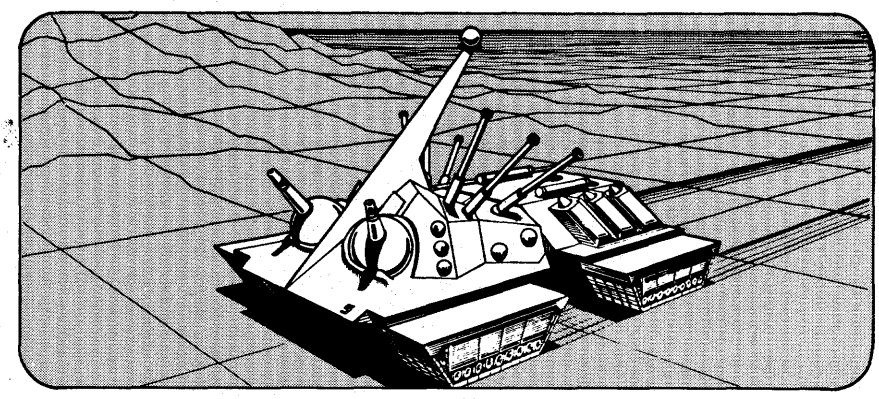
A strong space program is extremely helpful to any modern military force. Satellites allow communication between continents to hold armies together. Orbiting cameras take detailed photographs deep in enemy countries to verify treaties, watch for hostile actions, plan strategies, and learn of secrets. Radio signals from satellites direct ships at sea and guide missiles to their targets. On a smaller scale, espionage depends on satellites, too. Secret agents must also communicate between continents, guide themselves in the wilderness, and use pictures of enemy territory. The military space programs of the U.S.A., U.S.S.R., and other countries are sensitive; even scientific space launches are monitored. [See *DRAGON® issues #120-123 for Merle Rasmussen's four-part series on space espionage in the TOP SECRET game world.]*

The Soviet heavy-lift launcher: This rocket is meant to carry extremely heavy cargoes into space. It would be needed for the U.S.S.R.'s ambitious space program, such as the manned Mars mission that the Soviets hint may occur within the next 10 years. The heavy-lift launcher could also carry powerful military cargoes. One source believes that it could carry objects weighing over 100 tons into orbit. Most depictions of this vehicle show it to be a huge, fat rocket with four strap-on boosters. *[The first flight of this superbooster came on May 15, 1987, and it was a success. Future flights of this vehicle, called the Energia booster by the Soviets, may be used for placing solar-power satellite stations in orbit, launching massive space station modules or Space Shuttles, or for assorted military purposes.]*

The Soviet Space Shuttle: The Soviet Union is designing a reusable space shuttle like that used by the United States. It will have certain features which the U.S. shuttle lacks, such as jet engines for maneuverable landings. The cargo bay will have a larger capacity than the American shuttle as the rear engines on the American shuttle do not appear in the Soviet design. The Soviet shuttle, despite at least one apparent accident in which the heavy aircraft transporting it slid off a runway on landing, could be ready for launch within a couple of years, using the heavy-lift booster mentioned above.

The Soviet spaceplane: Certain satellite photos and other photo sources have revealed what appears to be a Soviet rocket-launched spaceplane. Once launched, the manned spaceplane would go into orbit and fly to the ground on its return. Many believe that this is a model of a space shuttle; others fear that calling this a "shuttle" is "mirror-imaging," assuming that the Soviets will always imitate the United States. Still others feel that the spaceplane may be more sinister — a new warhead for a nuclear missile. Both superpowers are developing multiple attacking reentry vehicles (MARVs). Many of these bombs could be carried in one missile, which could fly across a whole country bombing one target after another. Modern missiles-can carry many warheads, but they are merely used to make a "foot-

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print," dropping many bombs within several hundred miles of each other. We do not know what the Soviet "spaceplane" actually is.

ASAT weapons: Wars in space would not be like science-fiction duels. Electronic jamming and attempts to take over enemy satellites would dominate such a scenario. Thus, nations are interested in details on enemy satellites and their radio frequencies. Many attempts would be made to destroy satellites with unmanned antisatellite (ASAT) space launches. Both the United States and Russia have tested ASAT weapons. The Soviets have an ASAT weapon currently ready for use at their Tyuratam space complex. It is a rocket-launched satellite which orbits into a position close to an enemy satellite, then explodes, releasing many steel pellets. These pellets collide with the enemy satellite at incredible velocities (many kilometers per second), destroying it. The American ASAT system is a two-stage missile launched from an F-16 fighter. In one test, it destroyed a target satellite with ease. The ASAT test was bitterly opposed, since a functioning scientific satellite (owned by the Air Force) was the target.

The existence of ASATs makes space accidents dangerous. If an orbiting vehicle suddenly breaks up for some reason, there is always the suspicion that it was deliberately destroyed. For example, if the early-warning satellites which watch missile fields were destroyed, a crisis would result. Most military satellites have backup satellites; if one satellite is destroyed, the other can replace it. Also, some satellites can be given highly elliptical orbits, making them hard to hit. Soviet spy satellites are often designed for one mission only, orbited for a short time, then discarded. When a new one is needed, a new one is launched. American spy satellites are usually reused over many missions. This means that there are fewer of them, and they are more vulnerable to attack.

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Supercomputers

Many upcoming military projects require far better computers than are now available. The ATF needs a myriad of electronic devices, and the process of developing transatmospheric vehicles demands computer modeling. All space projects require powerful guidance, maintenance, and tracking computers. Computers are also useful in espionage; they can store and process huge amounts of data, and secrets can be encoded in silicon chips. Computers are being used to investigate public records: picking out patterns, noticing where individuals are during certain events, or finding other "coincidences." Often, by comparing several sets of unclassified data, one can learn extremely important secrets.

Information on computer design is harder to protect than the secrets of military projects. Most computer research is done by private companies without government secrecy. Furthermore, the products are then sold to the public. Spies can buy these secret devices as easily as anyone. There are laws against exporting certain computers to hostile powers, like the Soviet Union, but computers can still be legally shipped to neutral countries, repackaged, and sent on to a restricted nation.

The primary requirement for building a supercomputer is reducing its size. In theory, one could make a current computer as smart as one wishes by adding more "chips." But as computers get larger, they become slower. The electricity simply has farther to go. Also, huge computers are too expensive and too bulky to use in airplanes. Many designs are being tested to speed up computers. Some designers are trying to place circuits that require many chips onto a single block of silicon. However, these compressed devices become quite hot and must be refrigerated. The circuits on these "monster chips" tend to break during use. A chip this large is too vulnerable to various stresses.

One way to circumvent this is to have the computer itself detect flawed areas and avoid them. Another approach is to make the chips a different way. At Livermore Laboratories, computer components are made by laser pantography. This involves putting the silicon wafer into a mixture of chemicals, then using a laser beam to etch out circuits. These wafers are less fragile than the current kind, but they are also extremely expensive and slowly made. Photonics — computers which use light instead of electricity — are now being developed. Light beams can be distinguished by color and polarization. Many beams can cross the same area without interfering with each other. Therefore, a photon computer will be able to perform remarkable calculations.

Another important part of a supercomputer is the way in which it processes information. A current computer goes through data piece by piece. A supercomputer would use parallel processing, in which it breaks data down into small units and processes them all at once.

Undersea activities

A submarine's advantage over other warcraft is that it is hard to find. The very nature of undersea warfare depends on hiding and locating submarines. Now that submarines carry nuclear missiles, these problems are especially acute. The United States can track Soviet submarines using a vast array of microphones in the northwest part of the United States. This array can "hear" submarines on the other side of the planet. Presently, the Soviets cannot track ours — and there is no darker secret than the locations of American submarines. This very problem was at the core of several recent spy trials held in the U.S.A.

Maps of the ocean floor are vital for submarine maneuvers. With the right information, a submarine captain can hide amid shoals and reefs, escaping detection. From there, the sub can launch its missiles. Scientific ocean research is always watched. Recently, the Woods Hole Institute developed maps of America's Atlantic seaboard and planned to publish them. However, the Navy demanded and got the maps. They would have been invaluable to the Soviets.

Conclusions

Actual top-secret projects may differ from the descriptions given here. This information was taken from several sources, including issues of Popular Science magazine, the U.S. Defense Department's "Soviet Military Power" resource, and the *Boston Globe's* "War and Peace in The Nuclear Age." The information was slightly altered to make it more suitable for game use. None of these secret projects have yet been completed *[except for the Soviet superbooster)*. This is why no technical details have been given on them. One could run a scenario where the PCs recover stolen plans for an ATE but the agents could not actually fly one. Nonetheless, secrets like these are what agents bargain for, lie for, kill for, and perhaps even die for. Ω

The Best for the Best

Elite espionage agencies for TOP SECRET® games

by William Van Horn

The new TOP SECRET/S.I.™ game incorporates many of the concepts about elite espionage agencies discussed in this article. The Orion Foundation, the espionage group presented for use by player characters in that game, is itself an elite group much like the ones presented here. The TOP SECRET/S.I. game allows agents to gain Fame and Fortune points instead of experience points, and no agent level-advancement system exists. However, the advice here is perfectly sound and, with minor adjustment, applies to any espionage role-playing game.

Spy games need elite agencies! This is more or less what a group of disgruntled TOP SECRET® game players told me one year ago, and they were right. At the time, I was acting as Administrator in a rather large TOP SECRET game campaign with both novice and experienced players taking part. After four disappointing sessions, three of my most experienced players came to me and said that they were, of all things, bored. They wanted more challenging missions that would allow them to work in small teams or alone, with a minimum of agency support. Instead of telling these players to put up or shut up, I sat down and explained what I had in mind to help them. Thus, the elite agency concept came into being.

Before we leap into the game mechanics of elite agencies, a brief look at the basic elite philosophy is in order. Most of my inspiration came from the military elite concept. Most readers are familiar with the military elite groups: the U.S. Army's Special Forces (Green Berets) and Ranger units, the U.S. Navy's SEALs, the British Special Air Service (SAS), Soviet Spetsnaz units (actually part of Soviet military intelligence, the GRU), and many others. In spite of the different national origins of these units, they have many things in common. Each of these units is composed of the best men a country's military has to offer. These units are usually small and highly trained. In wartime, these units are given the toughest missions. Unlike the strict discipline found in regular units, elite units encourage self-reliance and confidence. Leadership is by example. Since their operations often don't go "by the book," members of elite units have to be ready to handle the unexpected and still complete their assigned missions.

Of course, not everything about elite units is good. The very selective nature of their training tends to breed enemies, since not everyone who tries out for these units is selected. It also costs a great deal of money to train and equip an elite force. Both these factors work against elite military groups, but they have proven their worth many times over in combat. Throughout history, from the Turkish Janissaries to the British SAS, elite forces have shown that they are worth the effort it takes to maintain them. Since the elite idea works in the military, it should work in TOP SECRET game campaigns.

Elements of elite agencies

This article considers the existing intelligence agencies, such as the CIA, KGB, etc., to be the "regulars." Their broad goals and sheer size keep them out of the elite category. They also fail to meet the main requirement of an elite agency: total secrecy. In order to be really effective, an elite agency should be as low-key as possible. This means that the regular agencies won't have the faintest idea who's operating against them. This breeds confusion that your elite agents can and should use to help them pull off a difficult mission.

This brings us to the first steps in the creation of an elite agency: security and a special chain of command. Since security is greater when only a few people know the secret, I would suggest that all Administrators who want to design an elite agency set a size limit for their group. After a year of playtesting, I have found that 10 agents is a good maximum number. Remember, that is 10 active agents in the whole ***agency,*** not in one team! No more than four agents should be used as a team. Any more than that and your team or agency becomes too noticeable.

A special chain of command, unlike security, is an option for an elite agency but is highly recommended. It gives your campaign a distinct flavor and style if the agents get their briefings from, say, a four-star general instead of an old man in a navy blue suit. Since your elite agency is secret, the only government officials who know about it should be very highly placed, like the President or Prime Minister. As suggested above, high-ranking military officers can take the place of civilians. Using this system also gives you, the Admin, a chance to have some fun while giving out mission briefings. Would your agents be disrespectful to the Secretary of Defense?

Once you have taken care of the above steps, it's time to come to grips with another major facet of the elite system: setting an entry level for your agency. Since most, if not all, elite agencies don't have the manpower to train rookies, all agents wishing to enter an elite agency must gain some experience in another agency first. This gives the Admin a chance to see how a particular player performs, and it lets a player learn how to play TOP SECRET games. Once a player's agent reaches third level, he should know how to play the game and how to carry out a mission specific to his agent's bureau. Then, if you wish, you can extend the invitation to join your elite agency in the form of a mysterious phone call, a meeting with a strange man in a black

trench coat, or some other dramatic stunt. Should the character accept, you should then fake the death of that character (car accidents are a good way to do this) and change his name (security, you understand).

Before going on, it might be helpful to explain the reasoning behind having an entry level and faking the death of a character. Since the missions given to elite agents are often more difficult than usual, these agents should have some experience first. Think of it as on the job training. Faking a character's death gives him a definite edge in the field. After all, dead agents are dead agents. The bad guys wouldn't expect a dead agent to return to haunt them, so to speak. Staging the death of an agent is, of course, optional, though it adds an element of drama and sacrifice to an otherwise routine event.

On the other hand, having an entry level is absolutely essential. Remember, just because an agent wants to join your elite agency doesn't mean you have to let him! By requiring agents to achieve a certain level, you have ample opportunity to see how they perform in the field. If this trial period shows that an agent is, for example, too prone to use violent solutions when other, less obvious methods are available, you will be able to exclude him from your elite agency if you wish. I feel that third level is the best entry level available, but don't feel limited to it by any means. You could modify the entry level up or (in very rare cases) down depending on the experience and temperament of your players. For example, if your particular group tends to be very violent, you could raise the entry level to weed out the more violent agents. On the other hand, if your group is composed mainly of quiet, sneaky agents, you could lower the entry level. In no instance should agents be accepted into an elite agency at first level. They need to prove themselves first.

Once you have decided on an entry level, you need to decide what benefits an agent gets when he joins your elite agency. Since these agents will soon be going on very difficult missions with little or no field support, they need all the material help they can get. I have experimented with various types of benefits and have found that the following are the most useful.

When an agent joins an elite agency, he should automatically become eligible for special equipment. This benefit gives your agents a boost from the start. One way of doing this is to give each agent a piece of special equipment that is unique to his bureau as soon as the agent joins your agency. A special gun for an assassin, an X-ray lockpicking system for a confiscator, and a special tracking system for an investigator are some basic examples of this sort of special gear. This gives them an idea of the rigors that lie ahead. If giving out special equipment would in some way interfere with your campaign's balance, I suggest that you give your agents a pay raise upon joining your agency. This raise should be fairly small, about $100-300 a mission, but enough to make a difference in their lives.

When giving agents benefits or perks, you should consider each one carefully. These perks should be small things that make up for or prepare your agents for the nastiness to come. It is very easy to get carried away and start giving agents all sorts of things they haven't earned. A word of warning: NEVER give agents extra experience points because they belong to an elite agency. Giving out extra, unearned points for this reason can really mess up a good campaign as agents' levels skyrocket. These points represent what an agent learns from a mission. This learning remains constant and cannot be changed just because an agent changes agencies.

Complicated matters

Now that you've given your agents some benefits, it's time to give them the bad news. To counterbalance these perks, you should assign some complications to your elite agency. While you have as free a hand when assigning complications as you did while assigning perks, there are two complications that are inherent to all elite agencies. The first one is very simple. Since these agencies are all super-secret, no other intelligence agencies (even agencies from the elite group's own country) know about them. This means that there are ***no allies*** for any elite agency. Should agents from any other intelligence agency run into agents from one of your elite groups, the other agents may assume that your agents are ***enemy*** agents and act accordingly. When working with other agents, it will be necessary for your agents to pose as members of a group that is friendly to the other agents.

Another complication I consider essential for elite agencies is a lack of field support. Since all elite agencies are small, they often don't have the personnel necessary to set up and maintain a world-wide support system for their agents. While elite agents are often given the best briefings in the espionage business and have access to some of the best gear available, they will more often than not be left to their own devices in the field. For example, my elite agency has a station house in every world capitol, and some safe houses in other large cities, but that's it. Each station house has a small stock of small arms and ammunition on hand, along with communications gear for contacting their main headquarters. Agents can receive messages and dossiers here, but not much else. This means that agents will have to find any gear they might need during the course of a mission on the local black market. If you want, you can give a team of agents the name of an arms dealer in the city your mission involves. This will give you a chance to play some NPCs and have fun with your agents. Arms dealers are known to drive hard bargains. . . .

The two complications I have detailed above should be inherent to any elite agency you create. When designing your own complications, keep in mind that they should be little things that get in your agents' collective way, but don't necessarily harm them. A good rule of thumb is to make each complication counterbalance a perk: For example, if you decide that every agent who joins your agency should receive a car, your complication could be that because of a lack of transportation money, agents must pay for their car's shipping to the job site. If you raise your agents' pay, you could increase the cost of gear purchased from the agency as a complication. Just use your common sense when assigning both benefits and complications. If you feel a complication or perk upsets the balance, flow, or feel of your campaign, don't use it!

Using elite agencies

Now that you've created an elite agency, the question "What do I do with this monster?" might spring to mind. Never fear! While an elite agency can be used on a single-mission basis, its true flavor and elite status really comes, out in campaign play. Of course, a campaign shouldn't start out as an elite campaign for your team. When you start a campaign, assign your agents to a regular agency and wait. Once an agent of elite quality reaches your entry level and has demonstrated his playing ability, contact him as suggested above. Fake the death of this agent, change the agent's name and appearance if you wish, and return him to your campaign as an agent on loan from another agency (don't tell the players which one). At the same time you might want to have your new elite agent keep an eye on the other agents and report their progress to you. Keep this up until all the agents you have selected as elite material have had a chance to join your group. Then the real fun begins.

Designing missions and campaigns for elite agencies isn't as hard as one might think, but it comes close. One of the easiest ways to design elite missions is to pretend that your players' agents are two levels higher than they really are and proceed accordingly. If you usually have four enemy agents working against four PC agents, for example, you could increase the number of enemies to six. Or, you could keep the number of enemy agents at four but arm them with submachine guns instead of pistols. It is also possible to add another group of NPCs with a goal similar to that of your agents. If you sent two elite agents to recover a packet of papers four KGB agents have stolen, you may decide that the CIA would have learned about the papers and sent a team of three agents to recover them. Now, instead of having to deal with only four agents, your team is confronted by seven, three of whom are also American CIA operatives!

As elite agents advance in levels, the missions given them should also increase in difficulty. In addition, you should begin using a rather devious creation known as a plot twist. All a plot twist boils down to is a plot within a plot. Most espionage fiction makes use of plot twists in some form or another, so good examples aren't hard to locate. The James Bond novels by Ian Fleming are good places to find rather far-flung examples of plot twists (see *Thunderball* and *From Russia with Love* for two good ones). For readers who might need some help getting started, a brief description of a simple plot twist follows: A two-man team of elite agents is given the mission described above: recover stolen papers. But, when they recover the papers, they find that two of them, dealing with Secret Service operations, are missing. They manage to persuade one of the KGB agents to tell them who now possesses the papers. Following up on that lead, the team stumbles onto a dastardly plot to kill the President of the United States.

While the above is a very simple example of a plot twist, it should give you an idea about how to set them up. All that you, as Admin, need to do is come up with a basic plot, and add on a more complex and dangerous plot that the agents discover at some point during the assigned mission. Should they prove reluctant to follow up on your inner plot, simply have headquarters contact them and order them to follow up on their new lead — or let the chips fall where they may.

The competition

Now that you have an idea of what kinds of missions to design for your elite agency, it's time to look at the enemies of your elite agents. The "bad guys" in an elite campaign must be a cut above the ordinary villains used in a regular TOP SECRET game campaign. One way to handle this is to design an enemy elite agency and have your players' agents go up against it. Or, you could come up with individual villains for your agents to tackle. In either case, the following guidelines should be used when you design villains:

1. Give each villain a distinct personality. While the usual enemy agent in a black leather trench coat might work in a normal campaign, the same agent simply won't do in an elite campaign. It doesn't matter if your villain is an elite enemy agent, a suicidal terrorist, or a mad scientist. Give each one motives, interests, likes, dislikes, and habits. One thing that should be common to all your villains is a strong desire for revenge. True elite villains don't like to lose and will stop at nothing to hurt those who hurt them.

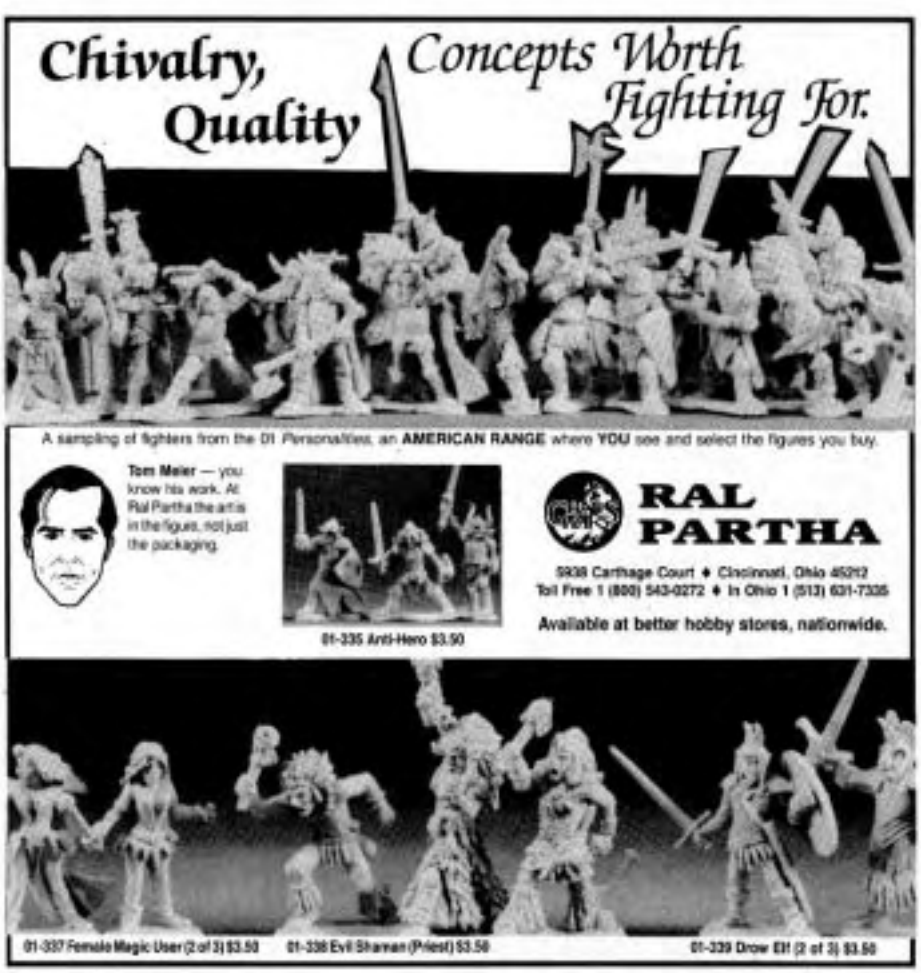
2. Use some repeating villains. This is essential if you decide to pit an elite agency against an elite agency. The desire for revenge mentioned above comes into its own here. Whole missions can be planned around a villain's attempts to make the agents or their agency pay for foiling his plans! To facilitate this, you should make every effort to give your villains at least two escape routes in every mission. This also cuts down on the number of villains you have to create in the course of a campaign.

3. Make your villains at least equal to your agents in power and ability. This point cannot be stressed enough. Since the agents are supposed to be elite, the villains you send out against them should be at least as good if not better than the agents themselves. This can be difficult, since some Admins (this author included) occasionally have trouble deciding if they want to kill off their PCs or give them an easy ride. One method I have used successfully to correct this is what I call " + 2." All that means is that if, for example, your agents are fourth level, the main villain should be sixth level (or the equivalent). This keeps both you and your players honest.

4. You should secretly assign one NPC to each agent at the start of an elite campaign as his personal enemy. That NPC could be encountered at any point during the campaign (i.e., right away or saved for later). In any case, this enemy must be roughly equal to the player's agent in all abilities and traits. There should be a plausible reason for this rivalry (e.g., the PC killed a friend of the NPC agent), but the exact reason need be important only to the NPC. It is very possible that the player in question would never know the real reason for the rivalry. Adding such rivalries opens many paths for the creative Administrator. Special missions can be created for a particular player that revolve around his agent's particular rival. A whole elite agency can be uncovered because an agent's enemy managed to learn about the secret organization that the PC agent works for. The possibilities are almost unlimited.

Now that you have the four steps to creating the perfect villain, what do you do with them? The following is a villain created using the above steps. By day, Mark Hollten is a respected member of the New York financial community. His hobbies include tennis, yachting, chess, and military history. His birthplace is unknown, but he is 39 years old and of European origin. Hollten is unmarried and seems uninterested in dating. On Wall Street, he is known for his cool head when things get rough.

Mark Hollten is in fact Manfred Holbach, the leader of the White Brotherhood, a neo-Nazi group. Holbach was born in Berlin just days before Soviet troops entered the city. Seeing the danger, Holbach's mother escaped with her baby to Brazil. From there, she came to New York and married Jeffery Hollten. Holbach learned about Hitler and his "Thousand Year Reich" from his mother, a hard-core



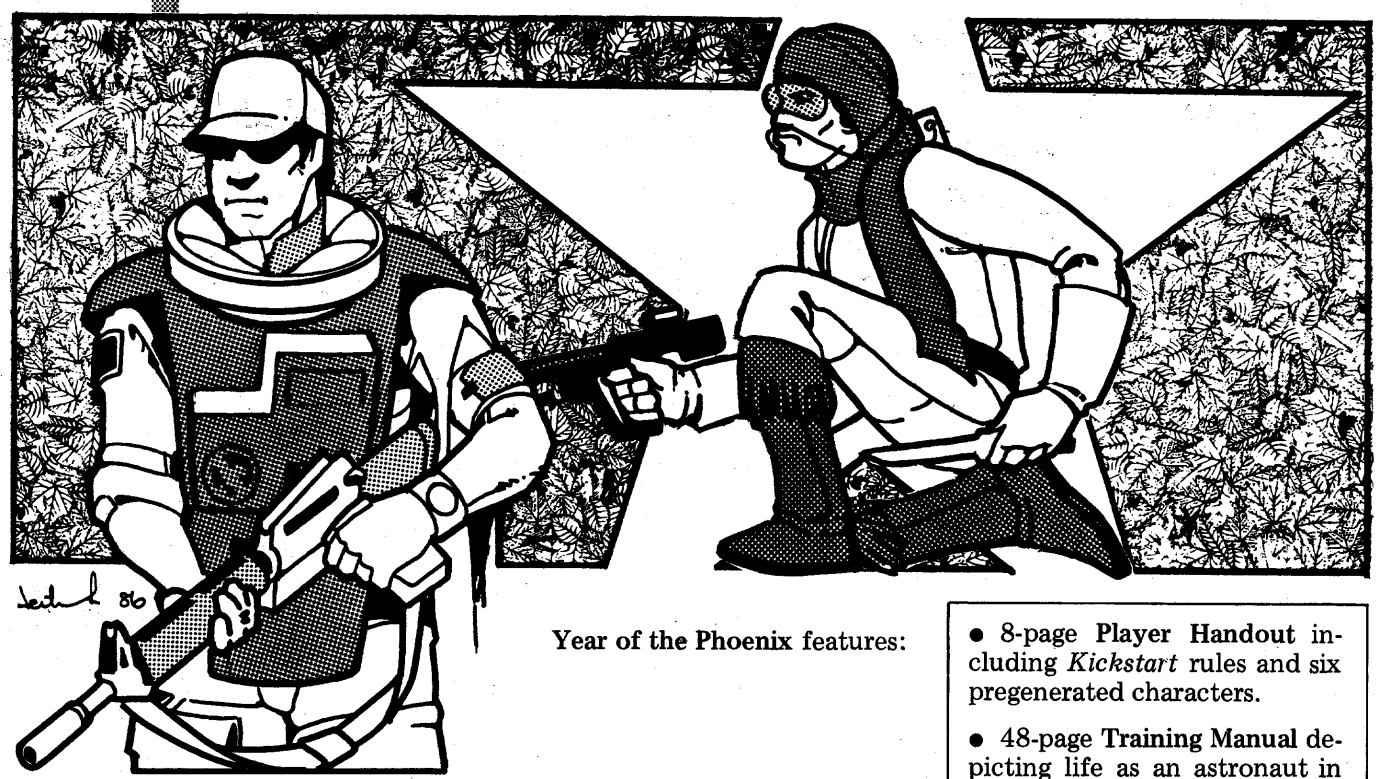
You are one of an elite few Astronauts . . .

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But you are suddenly hurled through time and space in a freak accident, and awaken in an America that is not your own: it is the year 2197, and America fell to the Enemy almost 200 years ago.

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Nazi herself, and decided that if a half-baked Austrian corporal could do it, so could he.

In game terms, Holbach is an eighth-level assassin. He is almost mad for power, but this madness doesn't cloud his thinking. Due to certain events, Holbach has grown to hate a sixth-level confiscator in my campaign. Holbach has tried to kill her four times without success.

As can be seen from all the above, designing an elite agency and a campaign for that agency is not all that easy. The process of selecting agents to join your agency can take up to two months of playing. Once this is done, though, you and your players are in for the role-playing experience of your lives! I've been running an elite campaign for almost one year, and I've found that both the standard of play and the standard of Admin ability rise greatly. Your missions challenge your players to do their best, and their best in turn challenges you to design better and better missions.

As I have stated throughout this article, the main ingredient to a successful elite campaign is in getting motivated, carefully selected agents; hence, the entry level concept. If you have any doubts about an agent's ability, don't ask him to join your elite group. This can result in your running two campaigns at one time, but all the extra effort and time invested in an elite campaign is well worth it.

To help Admins get started, I've included a list of three elite agencies I've used in my campaign. One is designed for American agents, one for European agents, and one for Soviet agents. These agencies are listed in the same format used in DRAGON® issues #93 and 97-99, but with a few additional headings. These are explained below:

Command: Who runs the agency in the country of origin.

Entry: The level required to enter the agency in question.

Benefits: What agents get for joining.

Complications: Inherent problems in the agency.

Covert Action Group (CAG)

Nature of agency: Highly secret U.S. government special operations group.

Governing body: None, but see Command below.

Personnel: Highly classified, but believed to be in the low to mid-thousands (1,000-4,000).

Annual budget: Also classified; believed to be around $500 million.

HQ: New York City, New York, U.S.A. (front company is International Software, Ltd.).

Established: Not known, but believed to be 1975.

Activities: Covert Action Group exists mainly to carry out special missions the United States government does not wish to be associated with. Thus, it is involved in both domestic and foreign counterintelligence. CAG does not gather intelligence as such, so it relies on what it can get from other agencies. However, CAG has one of the best systems for tracking enemy agents in the world.

Policies: CAG exists to carry out special missions, so the security of the organization is a prime concern. Entire missions are often organized to silence people who know too much about CAG. Agents of CAG are also encouraged to use nonviolent methods whenever possible. CAG agents often work alone.

Objectives: CAG's first priority is to carry out any and all missions assigned to it. It also attempts to remove potential terrorists from circulation before they can do any harm.

Areas of involvement: Worldwide.

Allies: None.

Additional data: CAG has station houses in the capitol cities of all major nations and some safe houses in other large cities. These stations can provide agents with small arms, ammunition, and communications gear only.

Bureaus: All.

Alignment profile: 01-19/07-94/07-81.

Command: Joint Chiefs of Staff, Department of Defense, U.S.A.

Benefits: Special equipment (one device on entry), $100 per mission pay raise.

Complications: Lack of field support, all gear purchased from the agency costs $50 over book price.

Entry: Third level.

European National Economic Command (ENECOM)

Nature of agency: Pan-European special missions group.

Governing body: None, but see Command below.

Personnel: Classified, but known to be in the mid-thousands (1,000-5,000).

Annual budget: Believed to be around $500 million.

HQ: Frankfurt, West Germany (front company is Anglo-German Design Institute).

Established: Sometime in the mid-1970s.

Activities: ENECOM carries out special missions that the member nations (Great Britain, West Germany, France, Italy, Spain, Norway, Sweden, and Austria) decide are in their best interests. ENECOM is involved in both domestic and foreign counterintelligence. ENECOM has been very successful at both planning and carrying out assassinations. ENECOM gathers its own intelligence as it is needed.

Policies: ENECOM agents kill only when it is necessary. They are just as security minded as CAG (see above). They also like to make very thorough operations plans before sending any agents into the field. ENECOM likes to use teams of two agents when it is possible to do so.

Objectives: To maintain Europe's place in the international power structure, ENECOM will attempt to carry out any mission assigned to it. ENECOM also attempts to control industrial espionage whenever possible. Organized crime is high on ENECOMs list of main enemies.

Areas of involvement: Worldwide.

Allies: None.

Bureaus: All.

Alignment profile: 01-81/07-94/07-94.

Command: A special committee composed of the Prime Ministers of the member nations.

Benefits: $200 per mission pay raise; special equipment is available on entry (no device given).

Complications: Lack of field support, all gear purchased from agency costs $100 over book price.

Entry: Third level.

Additional data: Agents of ENECOM often pose as members of Interpol. Their network of stations is similar to that of CAG (see above).

Political Action Section (D-4)

Nature of Agency: Highly secret Soviet special agency.

Governing body: None, but see Command below.

Personnel: Estimated to be in the mid-thousands.

Annual budget: Estimated to be around $1 billion.

HQ: Leningrad, Russian SSR, U.S.S.R.

Established: Unknown.

Activities: D-4 carries out special missions assigned to it by the General Secretary of the Communist Party. Its agents are involved in both domestic and foreign counterintelligence. D-4 also exists to watch the other Soviet intelligence agencies (KGB and GRU) and report their prog ress. D-4 has access to any information gained by these groups, so it doesn't need to collect its own intelligence very often.

Policies: D-4 will ruthlessly carry out any mission assigned to it. D-4 has blanket authority inside the Soviet Union, so it is especially ruthless at home. These agents will kill anyone who reveals their existence. D-4 agents often work alone, but a team of three is the accepted number of agents to be used on any mission.

Objectives: D-4 exists to prevent a counterrevolution or the fall of the Soviet government by any means. It acts swiftly and ruthlessly to smash any threat to the homeland. It will attempt to carry out ***any*** mission assigned to it.

Areas of involvement: Worldwide.

Allies: None.

Additional data: D-4's station network is similar to that used by CAG (see above). D-4's agents often pose as members of another country's intelligence agencies. They often kill themselves rather than surrender.

Bureaus: All.

Alignment profile: 20-94/07-00/20-00

Command: General Secretary, CPSU.

Benefits: 1 special device upon entry.

Complications: Lack of field support.

Entry: Third level. Ω

There Are Ways of Making You Talk. . . .

Modifying the TOP SECRET® game's contact system

by Kevin Marzahl

The TOP SECRET® game is a fine, well-written, and fairly complete role-playing system. I have encountered few problems with it, and most of those were easily solved. One problem, however, took a little more work: it dealt with the rules for contacts (TOP SECRET rule book, pages 13-15).

The Contact Reaction Table (CRT) and the key on page 14 of the rule book are excellent, but I have two objections to the system. First, there are nine methods of contact, many of which are similar if not the same. What is the difference between Dazzle and Fascinate? To Impress means to have a marked effect on emotions or to strongly influence; this is very similar to both Scare and Force.

Second, the agent and the contact use the same traits for comparison on the CRT. In some cases, such as with Fooling, this works. However, if an agent is attempting to Scare a contact, is Courage the proper trait to use? Shouldn't the agent use his Physical Strength, and the contact use his Courage? After all, the agent is the one applying the psychological pressure, and the contact trying to resist it.

To remedy these situations, I modified the contact methods. I reduced the number of methods to six, and added a seventh of my own. Fool and Bribe have remained the same; Scare and Con retain their names, but the traits involved have changed. I have combined Force and Impress into Interrogate, and Fascinate, Dazzle, and Lure into Seduction. Lastly, I have added a new method called Negotiation. The new contact methods are listed on Table 1 in this article, along with the traits which the agent and the contact compare using the CRT, and a new interpretation of the Contact Reaction results.

Con and Scare

These two abilities are not similar, but they are both easy to understand.

Con is the easier of the two. Fast-talking, tricking, bluffing — these are actions that Con involves. The agent uses his Deception and the contact his Perception; compare these on the CRT, then consult the key.

Scaring a contact usually involves threats of violence. Therefore, the agent uses his Physical Strength, together with the HTH value of any weapon that he may be brandishing (and this means only brandishing, since an NPC who is attacked will defend himself if possible; if he is incapacitated, the use of a weapon turns Scare into Interrogate). The contact uses his Courage for comparison. If the contact is brave enough, he won't give in to scare tactics, but if he is a coward, getting information should be easy for the agent. If more than one agent is present, then the Physical Strengths of the agents (and any appropriate HTH values) may be added to the interrogator's score. Likewise, if more than one contact is present, their Courage ratings may be added together (there is strength in numbers).

Interrogate

Interrogate takes the place of Force and Impress. It can (but does not always) involve truth serums and torture. In its simplest form, Interrogation resembles Scaring; simply compare the agent's Physical Strength and any appropriate HTH weapon values to the contact's Willpower.

If the agent cannot get information in this manner, he may resort to other means. One of these is a technique called narcoanalysis, in which truth serums (drugs such as sodium tiopental and scopolamine) are used to place the contact in a dreamlike state, during which he is questioned. Administrators should use the rules given in the TOP SECRET rule book (page 39) if drugs are used. In addition, there is a chance of death when truth drugs are used. The base chance is 5% for the first dose and an additional 5% chance for each additional dose administered within an lb-hour period. Also, the average agent does not have the knowledge required to properly administer the drugs. Only agents with a superior Medicine/Physiology AOK, or with a Knowledge of 102 or above, have the proper training. Consequently, there is an additional 5% chance of death if an untrained agent administers the drugs. If the dice roll indicates death, the contact falls unconscious and dies within 2d10 minutes.

Another alternative is torture. This is a rather gruesome subject, and particulars are avoided here. Instead, the modifiers listed in Tables 2 and 3 are added to the agent's Physical Strength if appropriate. These modifiers are cumulative and it is possible to use all of the methods together. If, for example, the contact is subjected to bright lights, complete darkness, white noise, then back to bright lights and so on, in a continuous cycle, the modifier would be +25. However, if the total modifier is +20 or above, there is a 25% chance of unconsciousness every five minutes. For every additional +10 to the modifier, the chance of unconsciousness goes up by 5%.

Table 1
Contact Methods

Contact method	Agent trait	Contact trait
Bribe	Cash value divided by Willpower	
Con	Deception	Perception
Fool	Knowledge or AOK	Knowledge or AOK
Interrogate	Physical Strength + HTH weapon value (or special)	Willpower
Negotiation	(Knowledge + Deception)/2	(Knowledge + Willpower)/2
Scare	Physical Strength + HTH weapon value	Courage
Seduction	Charm	Willpower

Table 2
Interrogation Modifiers: Life Level

Life Level of contact	Modifier
Normal	-10
2/3 normal	- 5
1/2 normal	0
1/2 to 1/4 normal	+5
Below 1/4 normal	+10

Table 3
Interrogation Modifiers: Methods of Interrogation

Interrogation method	Modifier
Sensory deprivation*	+35
Extreme heat/cold	+20
Threats against friends/ family	+15
White noise	+15
Starvation*	+10
Disorientation	+23
Bright lights**	+5
Darkness**	+5
Restriction of movement	+5

* Requires at least three days to be effective.
* * For every 12 hours beyond the first 12, add 5 to the modifier.

Thus, a modifier of + 30 would give a 30% chance of unconsciousness, a modifier of +40 would give a 35% chance, a +50 would give a 40% chance, and so on. Also, if the modifier is +50 or more, there is a 5% chance that the contact dies. For every + 15 added to the modifier, the chance of death increases by 5%. Thus, a modifier of + 65 gives a 10% chance of death, a +80 gives a 15% chance of death, etc.

Negotiate

This new form of contact is not used to gain information; instead, it is used to lessen demands in hostage situations, such as convincing a skyjacker to surrender or release passengers. In a situation in which a compromise or bargain is involved, Negotiation is best. This method uses the average of the agent's Knowledge and Deception, compared with the average of the contact's Knowledge and Willpower. These averages are compared on the CRT as usual, but instead of consulting the Reaction Key for a result, the letter result from the CRT determines a number called the Negotiation Value. These values are listed in Table 4.

The Negotiation Value is the base percentage chance that the contact accepts a proposal made by the agent. This value can be further modified by the Political Alignments of both the contact and the agent. Cross-reference the political alignments of both parties on Table 5 to find any modifiers.

Example: "Mad Jack," an agent, is negotiating with a skyjacker for the release of women and children passengers. Mad Jack's Knowledge is 95, and his Deception is 41, which gives an average of 68. The skyjacker's Knowledge is 62, and his Willpower is 32, for an average of 47. Mad Jack is radical, and the skyjacker is reactionary — not good! Comparing 68 and 47 on the CRT, an "E" result is obtained, for a Negotiation Value of 50. However, because of the alignment difference, the two do not see eye-to-eye, and 20 is subtracted, for a new value of 30. Mad Jack rolls a 43: no go. The passengers remain on the jet.

Seduce

The natural attraction between males and females can be used to the advantage of agents wishing to gain information. The standard procedure is used: Compare the agent's Charm to the contact's Willpower. In addition, consult Tables 6 for any appropriate modifiers.

Interpreting CRT results

As you know, the CRT gives nine possible results, designated A through I. Most of these are pretty straightforward, but results E through H have little variety; the contact either walks away or he demands that the agent leave or shut up. Not only do these results offer little variety in NPC actions, but they simply do not work in some situations. What if the contact and the agent meet in an elevator? Can the contact walk away or ask the agent to leave? He would probably stall for time until the elevator stopped at the next floor. Or what if the contact and agent were Negotiating over the telephone? Could the contact engage in HTH combat? In this instance, the Administrator might have the contact threaten the agent and hang up.

Table 4
Negotiation Values

CRT result	Negotiation value
A	90%
B	80%
C	70%
D	60%
E	50%
F	40%
G	30%
H	20%
I	10%

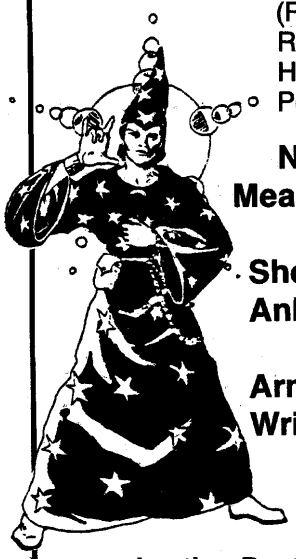
Table 5
Negotiation Modifiers by Political Alignment

	Contact				
Agent	**Radical**	**Liberal**	**Neutral**	**Conservative**	**Reactionary**
Radical	+20	+10	0	-10	-20
Liberal	+10	+20	0	- 5	-10
Neutral	0	0	+5	0	0
Conservative	-10	- 5	0	+20	+10
Reactionary	-20	-10	0	+10	+20

Note: The Negotiation Value may never exceed 95%.

Complete Wizard Outfit $70

(Robe, Reversible Hat, Belt, Pouch)



Needed Measurements

Shoulder to Ankle _____

Armpit to Wrist _____

Leather Boots $48
Reversible Hooded Cape $66

FANTASY Unlimited
Box 16
Marietta, Ga. 30061

Allow 4 weeks for delivery

In most cases, the profession of the contact, the location of the encounter, and common sense determine how the contact reacts. For example, an agent has been questioning a bartender. The CRT result is "G," and the subsequent dice roll is 56, indicating that the bartender demands that the agent leave. An Administrator who stops at that is missing an ideal opportunity to liven up the game. Instead of demanding that the agent leave, the bartender could signal a bouncer to remove the nosy agent!

In another situation, a pair of agents are trying to Scare information out of a store clerk. The CRT result is "H" and the dice roll 83, indicating that the clerk engages in HTH combat. However, the clerk is relatively weak and knows that he would not stand a chance against two agents, so he activates a silent alarm; within minutes, the police arrive.

In short, Administrators should consider all of the possibilities and options available that would add excitement to the game, thus teaching the agents to be more careful. Continually being thrown out of restaurants or receiving unwanted attention from police and security forces will discourage agents from the continual use of muscle, forcing them to use more subtle methods. With seven contact methods, agents have an array of choices which they should use to their fullest potential. Ω

Table 6
Seduction Modifiers

Location of attempt	Modifier
In public	-10
In private	0
In "romantic atmosphere"	+10

Agent's sex/looks	Modifier
Female	+5
Male	0
Well-dressed	+5
Poorly dressed	-5

Contact's Charm	Modifier
01-25	+15
26-50	+10
51-75	+5
76 and up	0

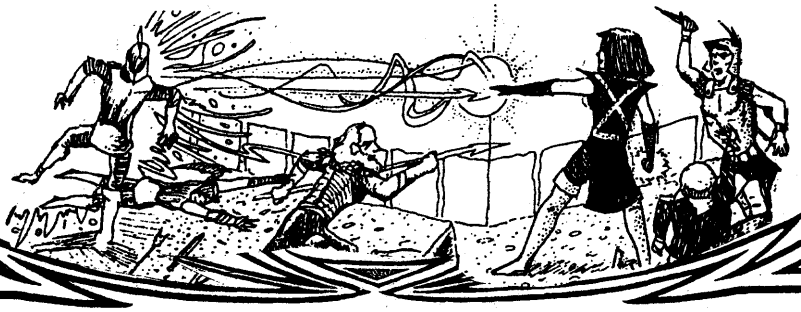
Contact's status	Modifier
With boyfriend/girlfriend	-15
Married	-15
Busy/preoccupied	-5
Intoxicated	+15

HEROIC FANTASY

FANTASY ROLE PLAYING BY MAIL: YOU direct a party of up to fifteen fighters and magic users (humans, elves, dwarves, fairies, gremlins, even trolls) through a dungeon maze killing monsters, gathering treasure, and hunting for magical prizes.

There are currently six levels (ultimately there will be nine) and over 400 players already exploring the depths. This game has been extensively play-tested, and has been running since 1982. The per turn fee is only $2.50 and for this one fee you get to move all 15 of your characters. They can stay together or split up into several parties moving in different directions, all for one single turn fee! No "extra action fees" ever. Our game is completely computer-run, so no human referee interferes with your enjoyment, and there are seldom any errors. (If we DO make an error on your turn, we will refund DOUBLE your turn fee!)

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Chopper Power!

The air cavalry arrives in the TOP SECRET® game

by Dennis McLaughlin

Remember the introductory scene from "Now that's firepower!" in DRAGON® issue #102? What do you suppose happened next? Well . . .

. . . As the enemy helicopter fell in flames from the sky, agent Dan Carlyle ran across the beach to the waiting boat. His partner was dead, the mission was over, and it was time to go home. Florence waved him on from the boat, clutching the wheel with her free hand. "Let's go!" she screamed. "Haul it!"

Dan started to shout a smart reply as he ran — but heard the thumping sound that gave warning of a second helicopters approach. Dan risked a quick look back and saw the chopper rise over the tree-tops. Its shape was familiar from aircraft identification sessions: a Hughes 500.

"Dan!" Florence shouted. She reached down to grab a weapon on the floor by her feet. Dan stopped and raised his gun to fire at the 'copter. He got off two shots — with no visible effect whatsoever.

Flashes of light and smoke burst from the helicopters main guns. Howling machine-gun bullets tore through the air over Dan's head. Dan heard a blood-chilling shriek of agony from Florence — then nothing at all. He looked back in time to see the shattered boat list, roll over, and slip beneath the shallow waves.

The thundering of the helicopter now filled his ears. It was lowering and turning toward him.

Not my day, *Dan thought, as the machine guns leveled at him. . . .*

The use of helicopters in the TOP SECRET® game has not been overly publicized, because a helicopter gunship is a devastating weapon which shouldn't be used often against secret agents. While this argument is true and the TOP SECRET game isn't a military game, the helicopter can be effectively used for transportation and surveillance, as well as air support.

Helicopters can be outfitted with a variety of useful devices to help or harm agents. Such devices include searchlights, cameras, and .50-caliber machine guns. Particularly nasty Administrators and agents may use them to eliminate pesky agents; a Hughes 500 with machine guns can be quite effective in keeping the KGB away from a defector being smuggled to Switzerland — and just as effective in stopping that defector.

Common helicopters

Helicopters are very expensive, difficult to obtain, and often dangerous. No agent should be allowed to simply go out and buy one. The helicopters mentioned below are some of the most common and easily obtainable. Table 1 has more information.

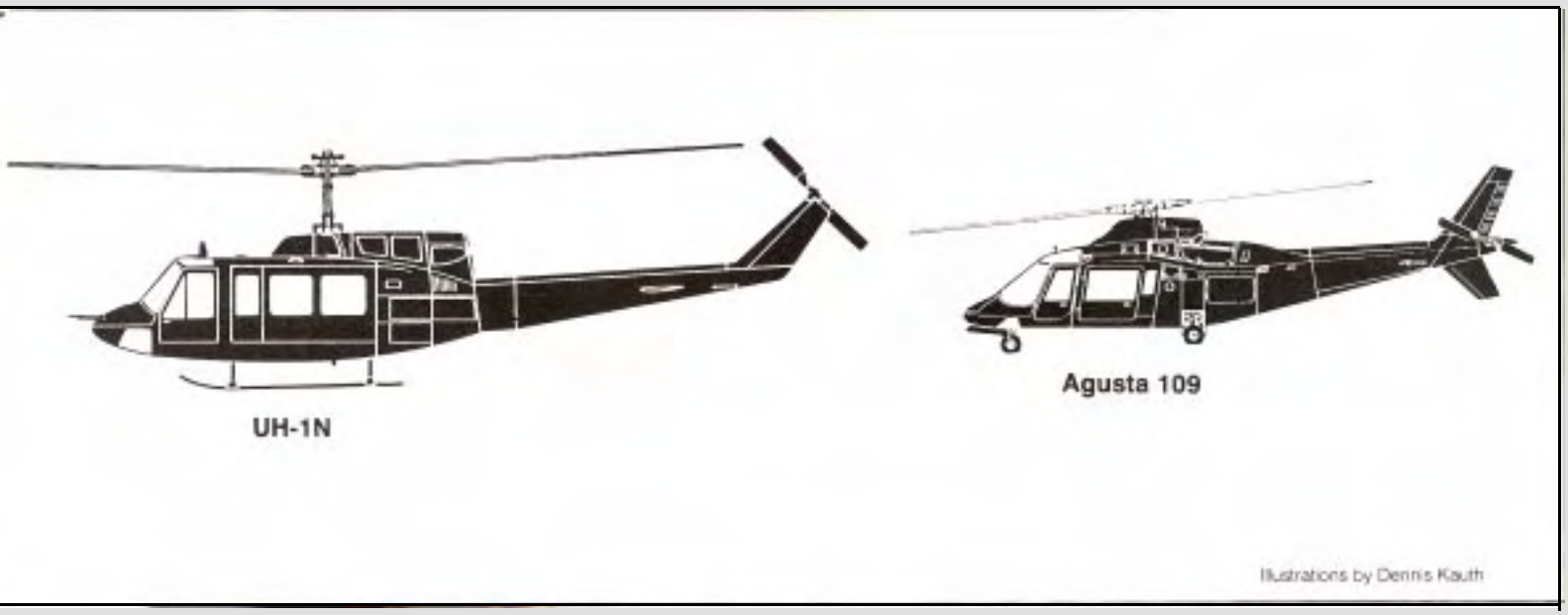
Hughes 500: A small, maneuverable chopper with chin and skid gun mounts, the Hughes 500 is often seen on TV ("Magnum PI." and "Airwolf"). This helicopter is excellent for gunship duty.

UH-1: A common military helicopter with several variations, the UH-1E and UH-1N (Bell 212) are the most common versions of this helicopter in use. It carries door, skid, and nose gun mounts. (Do not use the movie *Rambo* as a deciding factor in determining the amount of armaments a "Huey" can carry!)

Bell 222B: A large, expensive helicopter, the Bell 222B is good for surveillance and was formerly seen on "Airwolf." It has only a door gun mount.

Agusta 109: Another large, expensive helicopter with a door mount, the Agusta 109 is quite useful and common.

Sikorsky S-76: Similar to the Agusta but easier to obtain, this helicopter is also



UH-1N

Agusta 109

Illustrations by Dennis Kauth

Table 1
Helicopter Statistics

Helicopter	Overall length	Hover ceiling	Service ceiling	Max. speed	Range	Capacity	Average cost
Hughes 500	30'4"	8,200'	14,400'	152 MPH	373 miles	1 pilot +4	$185,000
Bell 222B	47'11"	10,600'	16,000'	165 MPH	450 miles	2 pilots +6	$950,000
UH-1N (Bell 212)	57'3"	12,900'	17,400'	126 MPH	273 miles	2 pilots +13	$700,000
Agusta 109	42'11"	10,000'	15,000'	193 MPH	354 miles	2 pilots +6	$1,000,000
Sikorsky S-76	44'	10,600'	16,300'	167 MPH	465 miles	2 pilots +12	$1,250,000
Bell 206 Jetranger	41'	13,500'	18,900'	137 MPH	298 miles	2 pilots +3	$250,000

Table 2
Helicopter-Mounted Weapons

Weapon	PF	PWV	PB	S	M	L	WS	Rate	Ammo	HWV	Weight	Average cost
M-60 GPMG	20	93	+10	0	-35	-8.5	VS	8	belt	22	10.4 lbs.	$ 950
M-2 .50 HMG	22	94	+10	0	-35	-65	S	5	belt	20	n/a	$1,200
20mm HMG	30	101	+12	0	-35	-85	BA	10	belt	14	24lbs.	$1,500
2.75" rocket	40	–	–	–	–	–	–	–	single	–	2 lbs.	$10 each

excellent for surveillance.

Bell 206 Jetranger: One of the most common helicopters around, the Jetranger uses chin and skid mounts. It has excellent maneuverability for its size and cost.

Helicopter weapons

The weapons available for the helicopters are both expensive and dangerous. For more information on heavy weapons and their effects, consult "Now that's firepower!" by Desmond P. Varady, in issue #102. See Table 2 in this article.

.50 MG: A belt-fed weapon mounted either on a pod or a door mount, this machine gun is quite effective.

.20mm MG: Basically like the .50 MG, this weapon has a larger caliber. It comes only in a pod mount.

2.75" rockets: These have no guidance systems; they go where you point them. Use the combat system given in issue #102 for these weapons. They come in pods of 19 rockets which can be fired singly or in groups. These rockets have an effective range of 150'.

M-60 GPMG: This weapon is for door mounts only. A 7.62 mm weapon, the M-60 is belt-fed and can be removed for hand-held use. See issue #102 for details.

Surveillance devices

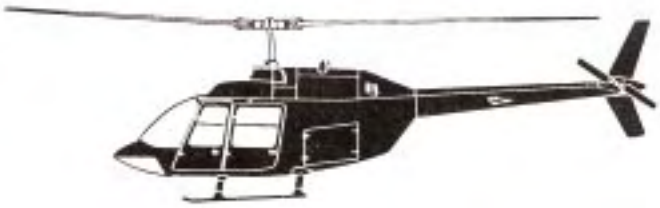
These devices can be used for spying on people, making them especially helpful to Investigators. See Table 3.

Searchlight: This allows the helicopter to see a ground target in the dark. It projects a halogen beam which can blind someone temporarily if stared at directly. A searchlight is mounted on a helicopter's nose.

Infrared/night vision: This device is a thermal sensor on the nose of the helicop-



Sikorsky S-76



Bell 206 Jetranger

Table 3
Helicopter-Mounted Surveillance Devices

Device	Mount*	Range	Weight	Cost
Searchlight	A	1,500'	80 lbs.	$1,250
Night vision	A,B	1,200'	30 lbs.	$1,500
Sound system	A	800'	50 lbs.	$ 650
Video camera	A,B	1,200'	30 lbs.	$ 950

* A = chin/nose, B = door.

ter which runs an electric image to the gunner's helmet. It is more effective than a searchlight, since the target cannot see it being used, but it is also more expensive.

Mike/sound system: This device screens out the noise of the helicopter and background while amplifying the sounds of conversation and movement below. The copilot/gunner must have an AOK of at least 45 in Electrical engineering or a similar area to be able to screen out the right sounds. This makes an excellent combination with a night-vision device.

Video: Simply a video camera used to film anything desired, this device can be fitted with a night-vision lens.

Systems mounts

These are the points on the helicopters where equipment of any sort is mounted.

Nose: This mount, under the cockpit, is an ideal place for a searchlight or machine-gun pod. It is controlled by a gunner (often the copilot) who is seated in the cockpit.

Skids: Weapons such as rocket pods and machine guns can be mounted on the skids. These can be controlled by a gunner or by the pilot. Note that helicopters with retractable landing gear cannot have skid mounts.

Door: A common mount, this is simply a machine gun mounted on a holder and fired through an open door. This method was used in Vietnam in UH-1 helicopters and is still used in the military. An M-60 GPMG is one of the best guns for the job. Video cameras can also be used on a door mount. Door mounts require a gunner/operator at all times. Weapons and surveillance equipment can be removed from a door mount if desired.

Acquisition

Most of these helicopters cannot be bought at just any airport. If a character wishes to buy one (assuming the Administrator will let him), he should roll d100 on the table below to find his chances of getting the particular type of helicopter he wants. The percentage chance of finding a certain helicopter depends on the size of nearby airports and the type of helicopter wanted. The base percentages given here are for finding a used helicopter in good condition at an international airport. Administrators should lower the percentages for smaller airports. Buying a used (and thus tested) helicopter is more expensive than buying a new one; add 5-20% to the average cost given in Table 1 for a used helicopter in excellent condition, modifying the score downward for helicopters in worse shape.

Helicopter	Chance to locate
Hughes 500	65%
UH-1N	20%
Bell 222B	25%
A-109	30%
S-76	35%
Bell 206	55%

A new helicopter can always be purchased from the factory or a dealer (except for the UH-1; being a military transport, it can only be purchased from the military or from someone who has purchased one from the military). All weapons must be purchased separately, usually on the black market. They may also be obtained by robbing government armories or by requisitioning them from a liberal agency. Video and surveillance equipment can be legally purchased at most large electronics stores.

Final notes

The helicopters listed above are dangerous and expensive, and the Administrator still has the right to keep agents from using helicopters. These things can greatly upset the game balance. Gunships like the AH-64 Apache, AH-l Cobra, Soviet MI-24 Hind, Mi-28 Havoc, or any other solely military helicopter should not be used by any agents. Of course, using them *against* the agents is another story entirely!

For more information on helicopters, consult Giorgio Apostolo's *The Illustrated Encyclopedia of Helicopters (New* York: Bonanza Books, 1984).

Keeping a Good Watch

Wind these watches with care!

by Ryan Grindstaff

In the TOP SECRET® game, there comes a time in all campaigns when the Administrator asks himself, "Where can I find a listing of unique and innovative gadgets?" Well, that is the question this article answers. Herein are a number of highly specialized watches. They have been selected from various spy novels and movies, and some even from my own imagination. I have tried to create statistics and explanations which are feasible, but you may have to change them to fit the campaign.

Geiger-counter watch: This watch operates normally until the time-setting stem is pulled out. When this is done, the long sweeping hand of the watch gives a reading of local radioactivity. as follows:

– 12:00, no significant radioactivity.

– 3:00, low-grade radiation causing some illness after a full day's exposure (5% chance of death).

– 6:00, an hour's exposure results in illness lasting several weeks, with a fair (25%) chance of death.

– 9:00, an hour's exposure results in a 50% chance of death within a week of the time of exposure.

Caltrop watch: Though this watch looks like an ordinary digital watch, it is very useful in delaying pursuit. All an agent needs to do is remove the watch and bang it on a hard surface. This action pops four spikes out of the watch, guaranteeing that one spike will be perpendicular to the ground at all times. The spike can puncture any normal tire or boot, though it will probably be destroyed in the process. This watch is perhaps best used if placed under a parked car's tire.

Garrote watch: This watch looks like a regular watch until the agent tugs on the watch, pulling it away from the wristband. A thin, strong wire unreels from the watch, forming a very serviceable garrote. Surprise is the garrote's forte; this weapon has a HTH value of 20 when the victim is surprised and 3 otherwise.

Tracker watch: This watch comes with a small transmitter. When the watch is within 25′ of the transmitter, a small light flashes on the watch face in the direction of the transmitter. This watch may be useful in tracking down bugged microfilm or documents in the lair of an unfriendly opponent.

Acid watch: This watch appears normal in all regards. When the watch cover is unscrewed, it becomes apparent that there is a small container within. The container holds one teaspoon of metal-eating acid which can eat through one metal bar in one minute (the exact width is left up to the Administrator). This watch could be useful in escaping from jail.

Escape-kit watch: This watch is opened similarly to the acid watch. Inside the watch are a tiny pair of wire-cutters and a metal file band.

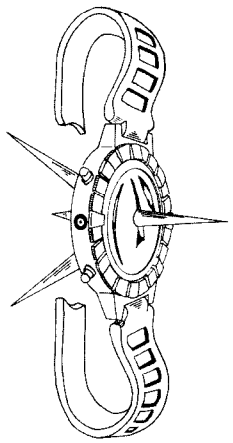
Bomb-detonator watch: This watch is a fancy digital watch with four option buttons. When pressed in the proper sequence, the back plate releases. Inside are two 60′ strands of ultrathin wire. Also inside are two blasting caps and one ounce of plastique (plastic explosive).

Compass watch: This watch looks like a regular nondigital watch. Pulling the time-setting stem out until it clicks sets the watch on compass mode so that the face "floats." The 12 o'clock point represents north, 3 o'clock east, 6 o'clock south, and 9 o'clock west.

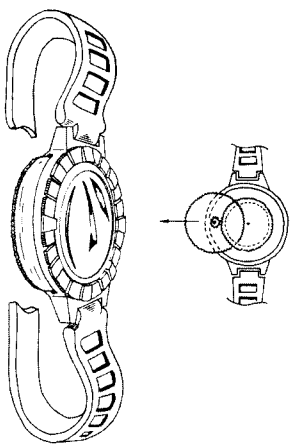
Rotary-saw watch: This watch operates like a regular watch. But by pressing twice on the watch face, you release the blade, which activates the tiny electric motor powering the saw. This motor's power supply will become exhausted after five minutes. The blade can cut through steel at 1" per minute. Remove this watch before using it!

One-way receiving watch: This watch seems to be a fancy digital watch, but it contains a small receiver. When a supervisor has to get a message to an agent, and there is no other way to do so, he can transmit a message from the Agency to the agent. The agent's watch

Caltrop watch

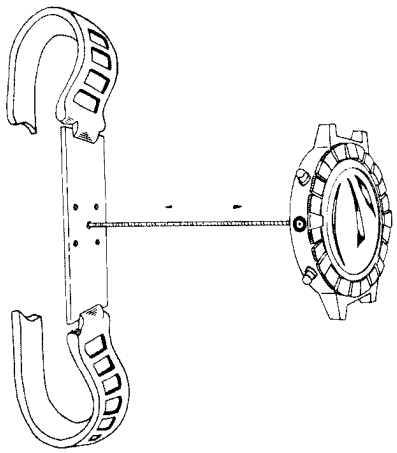


Rotary-saw watch

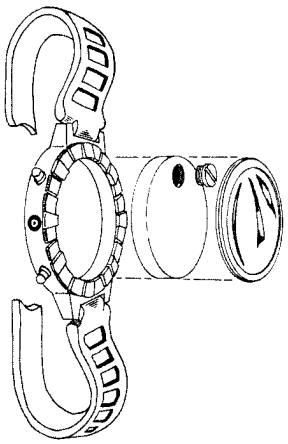


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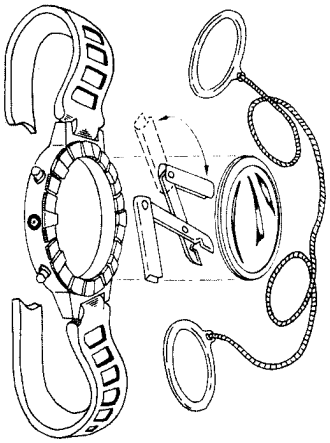
Garrote watch



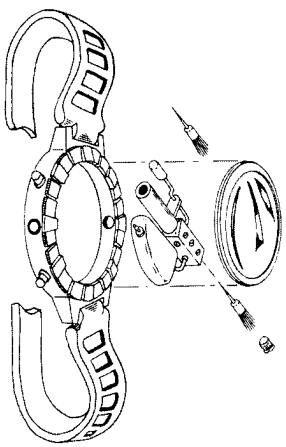
Acid watch



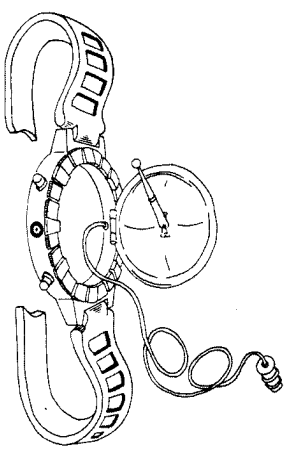
Escape-kit watch



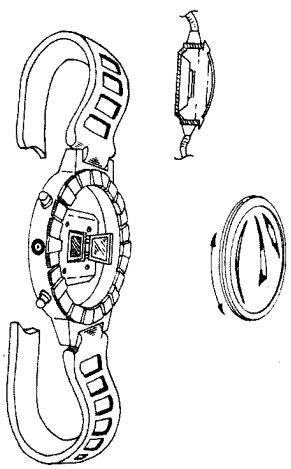
Dart-gun watch



Bug watch [receiver]



Microreader watch



receives the message and scrolls it across the watch from right to left (much like weather updates at the bottom of a TV screen). A beep or light-flash heralds the arrival of a message. The receiver's range is 500 miles.

Time-bomb watch: This watch looks like any normal digital watch with an alarm option on it. Thumbing a switch on the side causes the back plate to magnetize. If the watch is then set for any time on the alarm mode, it will explode at the time for which it is set. The watch contains two ounces of plastique.

Bug-jamming watch: This watch looks like a regular digital watch. When the option buttons are pressed in a certain sequence, it transmits a frequency which jams any listening device within 9′ of the watch. The watch's power supply becomes exhausted after 15 minutes of use.

X-ray safecracking watch: This watch appears to be a normal digital watch. By pressing the option buttons in a certain order, the glass cover swings out to form a viewing screen. A small, high-voltage battery powers the device's X-ray mechanism for approximately 90 seconds; this is ample time to open almost any safe. The view of the tumblers, made possible by the watch, gives a + 50 to a character's chance when attempting to open a combination lock.

Dart-gun watch: Appearing to be a normal watch, this is in actuality a one-shot dart gun. The firing mechanism is a compressed-air device that can be repressurized by twisting the watch face around, which pumps up the device. Darts are always poisoned to produce unconsciousness, disorientation, or death. A spare dart is kept inside the device. Virtually soundless and well-concealed, this weapon has a DECP of 0; the agent will appear to be setting his watch when he fires it. The dart has a range of 3′, with a PB range modifier of – 5.

Alarm-detecting watch: This digital watch looks normal in every way. When the option buttons are pressed in a certain sequence, it activates an alarm detector. When within 5′ of an electronic alarm with a concealment rating under 35, the watch face blinks softly until moved away from it.

Bug watch: This watch functions normally in every fashion. If the watch is set for a certain predetermined time, the watch face swings open to reveal a small listening device. This bug can be planted to pick up any significant noises in the area 10' around it, such as voices or movements. It transmits the noises to the watch itself (which is actually a receiver for the transmitter), and the wearer can hear the transmissions using a small earphone. The

bug transmitter has a range of 90'.

Microreader watch: This device looks like a normal digital watch. When the option buttons are pressed in the correct sequence, the watch crystal and face can be removed. If a microdot or some microfilm is placed inside in a flat position, the light inside the watch beneath the film is activated, and the watch-crystal magnifier (sans face) is held over the lighted film, the agent may read the film – provided he has good eyesight, of course.

A few general notes about these watches follow:

1. All of these special watches are waterproof to a depth of 100'.

2. Prices on the watches are between $lOO-$500, depending on the campaign.

3. All watches are durable, being able to withstand most physical damage. Up to 500 lbs. of pressure may be applied before a watch breaks.

Some of the watches herein are rather powerful. Remember, gadgets are supposed to help your agents, not play the game for them. With this in mind, you may want to alter some of the watches to fit your campaign needs. And most of all, have fun! Ω

(continued from page 3)

companied the threat. The plot was revealed to be a hoax – but a college student in 1976 designed a 9.5-kiloton plutonium fission bomb for a physics course at Princeton. Materials for constructing homemade atomic weapons have, according to writer John McPhee, been available for years to those who know where to find them. What does this bode for futuristic high-tech cultures – or even for today?

Availability of nuclear weapons: Some atomic weapons are free for the taking. A B-47 that suffered a midair collision in February 1958 was forced to drop an atomic bomb into the mouth of the Savannah River in Georgia. The bomb was not recovered and is probably still there. Other aircraft and submarine accidents have deposited atomic weapons in various locations across the world. What sorts of things will we lose in the future?

Atomic tests in space: Before the Partial Test Ban Treaty of 1963, the United States and the Soviet Union conducted atomic weapons tests in outer space. One such experiment turned into a disaster during the USAF/AEC test series called Project Dominic, in which H-bombs were launched into space from Johnston Island in the Pacific Ocean. A 1.5-megaton burst at an altitude of 250 miles caused a communications blackout over the South Pacific, and dramatically increased the radiation in the lower Van Allen belts. This radiation damaged the power supplies of the first British satellite ***(Ariel)*** and two USN satellites, and shortened the longevity of Telstar 1. What would such weapons do in modern or futuristic warfare?

Ground-to-air/space lasers: In late 1975, it was alleged that the Soviets attacked one or more U.S. reconnaisance satellites with infrared lasers, blinding them for a short period of time. A Soviet ship fired a laser at an American military aircraft recently, temporarily blinding the pilot. Lasers have also been used lately by the U.S. against aircraft drones with some success. Death rays are old news.

Orbiting debris belts: Manmade junk orbiting the -Earth is so plentiful that many satellites have been struck and damaged by it, possibly including ***Cosmos 954, Cosmos 1275, PAGEOS,*** and ***GEOS-2.*** One of the ***Challenger's*** windows was damaged on a June 1983 flight by a paint fleck that struck it at several miles a second. There is some evidence that the debris problem is accelerating as large pieces of junk (like rocket boosters) explode or are struck by smaller pieces, producing a broad band of dangerous and nonrecoverable garbage that threatens all future space launches. Will Earth be trapped by its own debris? Will other worlds have this problem?

Fascist space powers: The first nation to develop workable plans for a manned military spacecraft was Nazi Germany. The Sänger-Bredt skip-glide bomber was so advanced in design that elements of its plans have been used in developing the Sänger II, a proposed West German space shuttle. The ingenious scientists of the Third Reich also sent the first man-made object into outer space (a V-2 sent aloft in October 1942). A high technology is no guarantee that the people using it have your best interests in mind.

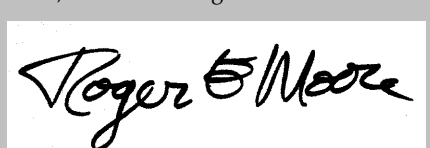
Unexpected availability of spacecraft: In the mid-1960s, a NASA employee began buying a large number of space-related items at U.S. government surplus auctions. He was forced to sell his collection to a salvage firm, and many of the items have come to rest in a common junkyard – including a Mercury capsule, an unused Skylab space station, and a complete Apollo Lunar Module. Another Mercury test vehicle was recovered by divers, put on civilian display, then sold to a church. Someone tried to steal it; then the capsule disappeared.

Spaceport disasters: The worst single loss of life in a space-related accident was not the ***Challenger*** explosion. A 1960 launch at the Soviet Tyuratam space complex was halted by a rocket manfunction; while technicians and scientists worked on the rocket, it exploded. Dozens of people are believed to have died in the fiery blast. A manned Soyuz rocket exploded on the pad in September 1983, and the cosmonauts were saved only at the last second by their escape system. Many rockets the world over haven't made it into space, much less away from their launch towers. Launch-pad explosions are ***common.*** Why should future spaceports be free of such problems?

"Cargo cults" in high-tech societies: Many of the UFO sightings from the northwestern Soviet Union and Scandinavia, involving flashing stars, glowing clouds, and "shafts of light," are the result of nighttime launches of satellites from a formerly top-secret space base in the Soviet Union, the Plesetsk Cosmodrome. Several of these UFO sightings were widely discussed in the Soviet (and worldwide) popular media. Other space launches have produced similar problems; the "space gods" are really ourselves.

The point of all this is that the future has caught up with us. Even the most "advanced" science-fiction campaign lags behind the pace of real world; we are neck-deep in what we used to think was the stuff of science fiction or comic books. And the pace is picking up, not slowing down.

Do science-fiction games reflect reality? No, not very well. Reality is too bizarre to be science fiction. As one of Pogo's friends once said on a related topic, it's a mighty soberin' thought.



The Game Wizards

Special intelligence

by Douglas Niles

The chance to design the TOP SECRET/S.I.™ game was a marvelous opportunity, but a mixed blessing. Revise a game that has been around almost as long as the hobby itself, with a significant — if not large — following of devoted gamers, and the potential for trouble becomes real.

Well, I can breathe again. Thanks to all of you who wrote to tell us (Warren Spector, the game's editor and developer, and myself) how much you like the new game. The letters have been running 5 to 1 in favor of the redesign.

An occasional voice of dissent calls for a return to the traditional values of the original TOP SECRET® game. These criticisms can be grouped into two basic categories: those who miss the painstaking attention to detail in the original game, and those who object to our tampering with a "classic."

Indeed, TOP SECRET is about as much of a classic as our industry has to offer. If it's any consolation, we didn't undertake the revision lightly. We considered a partial revision of the rules, a redesign of select systems, and a "from the ground up" approach — releasing an essentially new game that would (we hoped) appeal to the fans of the original game. You, the players, were willing to give the redesign a chance. As a result, the game is a success, and the majority of gamers (if the mail is any indication) are happy.

The hard-core level of realism inherent in the original TOP SECRET game is something we have not forgotten. However, there is almost a direct correlation between the level of detail presented in a game system and the amount of time needed to resolve a given gaming situation. A game system that is built around only a few game mechanics (such as the TOP SECRET/S.I. game's Attribute Check) can absorb more detail without a great effect upon playability. Therefore, some of the new accessories will include great amounts of detail. Merle Rasmussen's *The G4 File: Guns, Gadgets, and Getaway Gear* is one of these, providing information about a wealth of espionage and adventuring equipment — far more things than could possibly have been covered in the boxed game itself.

Other accessories, such as the *High Stakes Gamble* accessory pack, will introduce more advanced rules for certain game functions. *High Stakes Gamble* greatly expands the vehicle rules for the new game, giving specific damage locations for vehicles, new maneuvers, and procedures for a number of special situations. Boats, aircraft, and motorcycles are differentiated more completely than was possible in the TOP SECRET/S.I. game box.

Our attention now turns to supporting the TOP SECRET/S.I. game, and I think you'll find that we are doing this diligently. One of the problems with the old game was the infrequent publication schedule of support product. We are determined to prevent this problem from affecting TOP SECRET/S.I. games.

But we're not just producing support material! We are talking about alternate campaign possibilities such as 1930s pulp or near-future super-agent adventures. In addition, you will be able to draw upon a wealth of background material for our "official" campaign, pitting the Orion Foundation against the nefarious activities of the Web. We will publish source books detailing the conflicts between these two agencies, as well as settings for Orion Foundation offices and modules.

Neither are we neglecting the real-world aspect of the game. One of our first supplements, the *Covert Operations Source Book* by John Prados (a noted game designer and writer), details the histories of the KGB and CIA, then provides the reader with dozens of authentic case histories involving the rivalry between these two agencies. This book is a must for the player who wants his campaign to reflect the realities of international espionage.

A number of people have sent in the boxed-game membership cards, and the real "Orion Foundation" is growing faster than we anticipated. By the time you read this, those of you who have signed up should have received your first official newsletter. As you'll see, our plans take us into 1990 and beyond. You can rest assured that the TOP SECRET/S.I. game will receive support for years to come! Ω

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by William Van Horn

Agents for Hire

Lone wolves in the espionage wilderness

Many types of agents are described in the original TOP SECRET® game system. There are stealthy detective types, killers, and agile second-story people, not to mention a wide range of shady enemy agents, traitors, and assorted evil goons. Unfortunately, one of the most interesting types of agent has been left out in the cold (my apologies to John Le Carre). This is, of course, the free-lance or contract agent.

Contract agents are by no means new to the world of international espionage. As their name suggests, contract agents are mercenary spies who work for the highest bidder. These agents are usually hired for only one mission, but long-term contracts are not unknown. Of all the types of contract agents, the assassin-for-hire is perhaps best-known. Novelists from Frederick Forsyth *(The Day of the Jackal)* to Ian Fleming *(The Man with the Golden Gun)* have used hired assassins as major characters in their works.

Aside from their fictional exploits, contract agents have come into their own in the real-world intelligence community. Many agencies and nations use contract agents to carry out missions these groups don't want traced back to them. In some cases, the contract agent is simply the best person for the job. Contract agents come from all over the world, and their numbers are growing rapidly. Thus, contract agents should be added to the TOP SECRET game system as more than handy NPC villains. It is time to let the players run them as well.

This article allows Administrators to include contract agents in their existing campaigns. These rules can be used to run NPCs, if an Admin feels that PC contract agents have no place in his campaign. Some of these rules (especially those dealing with contacts and the black market) can be used with or without contract agents, so Admins can choose which to use in their particular campaigns.

Players who want contract agent PCs can have characters of either sex and from any country. However, a character must meet the following prerequisites to become a contract agent:

1. The character must be 2nd level or higher.

2. The character must belong to one of the following bureaus: Assassination, Confiscation, or Investigation. (If an Admin is using the TOP SECRET Companion rules supplement, the character can also belong to the Protection, Infiltration, and Special Agents divisions. The demand for free-lance Admins simply isn't there.)

The reason for the requirement of being 2nd level is that job experience is necessary, especially in espionage. Any espionage agent needs some training in his field, and the best training comes from experience. No agency worth its salt is going to hire a 1st-level rookie to do a job; chances are the agency already has too many of those running around. Only experienced agents get hired, and the more experienced an agent is, the more he gets paid. This will be explained in detail.

Before your players decide to have their characters "go private," you should make sure that they know what they are getting into when they play contract agents. Contract agents lead a hard, dangerous life, even by espionage standards! Since they aren't connected with any of the organized agencies, contract agents have a rough time getting weapons and other equipment needed to carry out their missions. Unless a contract contains a clause that allows a contract agent to purchase any needed gear from agency sources (a very *rare* clause), contract agents must buy some of their gear on the black market. This procedure is often risky and always expensive. Contract agents also have to have excellent contacts to locate black marketeers and to get missions. Espionage agencies rarely deal directly with a contract agent; if the agent gets caught, the agency that hired him doesn't want any visible connection between it and the unlucky agent. In addition, there is one basic problem that most contract agents must deal with: If they don't complete their assigned missions, contract agents don't get paid!

Getting a job

Once an agent has reached 2nd level and gone private, getting contracts (jobs) becomes very important. No longer will an agent's superior officer walk into his office and hand the agent a mission. A contract agent must actively look for missions or else give up the business. Before an agent can start to look for work, he needs some idea of who hires contract agents and what the agents are hired to do.

As one would expect, the main user of contract agents is the intelligence community. Espionage agencies hire contract agents to carry out hazardous missions or missions they don't want traced back to them — like the assassinations of politicians and high-ranking government officials. Occasionally, an espionage agency will take on a contract agent on a semipermanent basis; this only occurs when the contract agent is an expert in his field (8th level or better in game terms) and is too dangerous to be left alone (meaning someone else may hire him). This sort of hiring is very rare, however.

The private sector is also a heavy user of contract agents. Industries often hire them to steal information from competitors. Wealthy people will occasionally hire contract agents to even a score, including the assassination of an old enemy, gathering damaging information on someone, or stealing a valuable piece of art that a collector wants very badly.

Terrorist groups are also included here, as they will hire contract agents to carry out jobs that they are unable to do. This often includes infiltrating a country and other similar activities. Please note that terrorist groups are the worst employers, as they often kill the contract agent after the mission so they don't have to pay him. This fact is known to all contract agents, so be sure to inform your players.

Now that you know who will hire your players, it's time to look at how they are hired. There are, for game purposes, three main ways an agent can look for work. He can contact old friends both inside and outside of the espionage community (i.e., an ex-boss, a businessperson the character once saved, etc.) and tell them that he is available for hire. If this method is somehow distasteful to or impossible for the agent (maybe he left the Agency under a cloud), he can just sit back and use contacts to get him jobs. As a final option, the agent can combine the two methods discussed above. Contacts, as noted above, can be used at any time during this process, but their success depends on what level they are and who they know (see "Contacts").

Once an agent has either located or been located by someone with a mission, the Admin needs to prepare a mission briefing

Illustration by John Lakey

and a contract. A sample contract can be found at the end of this article. When preparing the briefing, you should first decide if the agency or person who is hiring the agent wants the agent to know who is hiring him. If the answer is no, the briefing should be carefully worded so the agency or person (or company or country, in some cases) isn't obvious. These briefings should be as complete as possible but should only contain information as suggested in the TOP SECRET game rules (second edition, pages 12-13). Missions should be planned so that they fit into one of the categories listed on those pages.

Payment

Contract agents, like mercenaries, work mainly for money. You *must* make sure that your players are aware of this when they are running contract agents. In fact, many contract agents set limits on what their minimum contract fee is (at least $500 per mission, for example).

How much a contract agent is paid depends on the usual formula (see TOP SECRET game rules, second edition, pages 12 and 18), but with some additions that are unique to contract agents. One is the simple fact that contract agents get paid for their assigned mission *only.* An example of this is when a Confiscator is hired to steal some papers and is forced to kill a guard and pick a lock in the process. The agent would only be paid for the theft of the papers, since that was the assigned mission. This allows you to calculate an agent's pay in advance contracts.

The second factor that must be dealt with is the contract agent's bonus. This bonus is equal to the contract agent's level x $100 (thus, a 7th-level agent would receive a $700 bonus). As might be expected, this bonus is added to an agent's pay *after* the base mission pay has been determined using the procedure described above. Only contract agents get this bonus. I included this bonus to make up for the fact that contract agents only get paid for their assigned mission and to make sure that these agents have enough money. This need for money is discussed in the section on the black market.

As mentioned above, a contract agent's pay must be calculated before an agent even hears about the mission. The main reason for this is the simple fact that contract agents have to be hired. The amount of money offered is often the difference between a "yes" and "no" answer, especially if the agent in question will only work for a certain sum. Players who run contract agents don't have to take any mission offered to them, unlike normal agents. Admins should also be prepared to raise the mission pay (10% at the most) if a mission is more dangerous or important than usual.

Contracts

Before a contract agent begins his mission, some sort of contract for that mission must exist. This contract should contain: a brief description of the mission, its goals, and the target; the total amount the agent will be paid; any special instructions regarding payment (i.e., half now, half later, money deposited in a numbered Swiss bank account, etc.); the currency or form (diamonds, rubies, etc.) in which payment will be made; and any other special clauses either the player or the Admin feel are necessary.

In the world of espionage, such written contracts are rare, but they make things much easier on both you and your players in the long run if such written records are kept. The contract eliminates disagreements about payment, the exact mission, and other such questions. *Both* the player and the Admin should have a copy of the contract. A sample contract is included with this article.

Experience

Experience for contract agents is calculated in the same manner as for other agents. There are no special bonuses or penalties gained in experience just because the agent is a contract agent. Contract agents, like other agents, get experience for everything they do. They also receive any bureau bonuses that apply. Unlike their pay, contract agents receive experience based on everything they do, not just on the assigned mission. Refer to the TOP SECRET game rules for more detailed information on both experience-point and level advancement.

Contract agents advance normally in level, using the experience-points chart that goes with their bureau. There are no special level titles or ratings for contract agents.

Contacts

As many readers might have noted, contacts play a big part in the life of contract agents. This section contains rules and charts dealing with contacts that can be used in a TOP SECRET campaign that takes place with or without contract agents.

Contacts can literally be anyone. A contact is usually an individual who has connections to a group or person that could be useful to an espionage agent. Contacts serve as go-betweens or middlemen in the espionage community and the criminal underworld. This link is why they are important to all agents but especially to contract agents. They give contract agents access to information, goods and services, and other such things that contract agents lack because they have no agency membership. Contacts are usually (but not always) NPCs controlled by the Admin. In some very rare cases, a player character

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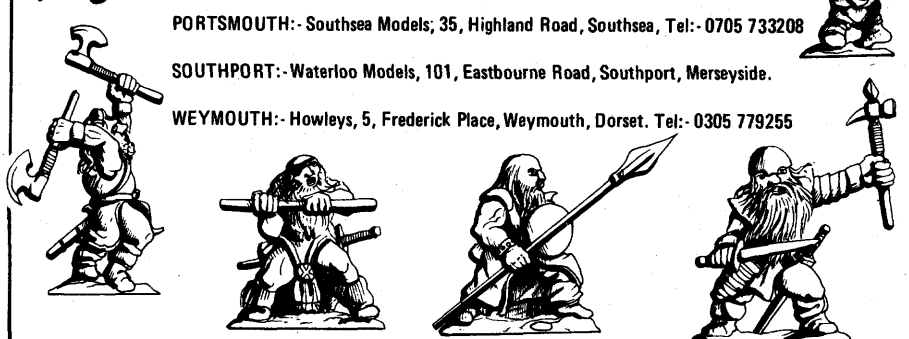
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can act as a contact, but a contact's functions are quite limited in comparison with those of an agent.

There are two main ways you can assign contacts to your contract agents: by giving them to the PCs randomly through role-playing situations, or by simply having contract agents gain contacts on a level basis. Each method is discussed herein, with some hints and guidelines for running contacts and charts to help you generate them.

If you decide to have your players meet their contacts at random through role-playing, some basic factors have to be taken into consideration. One of the most important decisions you will have to make is how many contacts you want a particular agent to have. Keep in mind that the contacts your agents meet during this process must be useful to the agents in some way or another: arms dealers, forgers, information dealers, and contacts in the various intelligence agencies. Your agents should meet these contacts during the course of a mission, and the contact should be recognizable as someone that the character could use. While this method has its good points, it isn't recommended that you use it very often. It is too easy to succumb to temptation and saturate your agents with all sorts of high-powered contacts. This would make their lives too easy.

Now we come to the second method for assigning contacts — a system that is based on the level of the PC in question. With this method, a PC gains one contact for every two levels the PC has (level÷2, round down). For example, a 4th-level agent would have two contacts. This way, a PC gains one contact the moment he reaches 2nd level and is able to become a contract agent. All contacts assigned in this way are major contacts, as described in the preceding paragraph.

No matter which method you choose, keep in mind that all contacts gained must be of a level equal to or lower than the PC who gains them. This makes it impossible for a 4th-level agent to have a 6th-level contact, but it is quite possible for that agent to have contacts of 4th level or lower. Note also that you don't have to tell a player what level his contact really is. Thus, it is quite possible that a 1st-level contact might try to pass himself off as a 5th-level contact. It probably won't work, but the results will be very interesting. Don't pull this trick too often. Vengeful players can be nasty. . . .

Once you've assigned contacts to your players, it is time to place them, to determine what sort of contacts they are, and to give them personalities. There are two ways to place contacts — you can either roll on Table 1 with this article or you can place them yourself. Note that Table 1 only gives general locations (continents or regions). If you decide to place contacts without using Table 1, the first contact should always be placed in the character's home continent and be of some immediate use. If you use the chart, don't hesitate to throw out any roll that doesn't fit.

If a contact is an NPC, careful thought must be given to his personality. Due to the clandestine (and often illegal) nature of their work, contacts are by and large suspicious, close-mouthed individuals. They, like contract agents, work mainly for money, in many cases on a commission basis. If a contact finds a job for an agent, the contact will want from 5-10% of the agent's pay as a commission. If equipment, weapons, etc., are purchased through a contact, he might want from 1-5% of the book list price as a commission. This last isn't very likely, since it doesn't earn the contact much money. In spite of this mercenary trend, agents and their contacts often become close friends. This friendship will not affect the contact's commission percentage, however!

As mentioned above, it is possible for other players to become contacts. This can only occur if the Admin decides that such an arrangement would be useful or practical in his campaign. If this is the case, such

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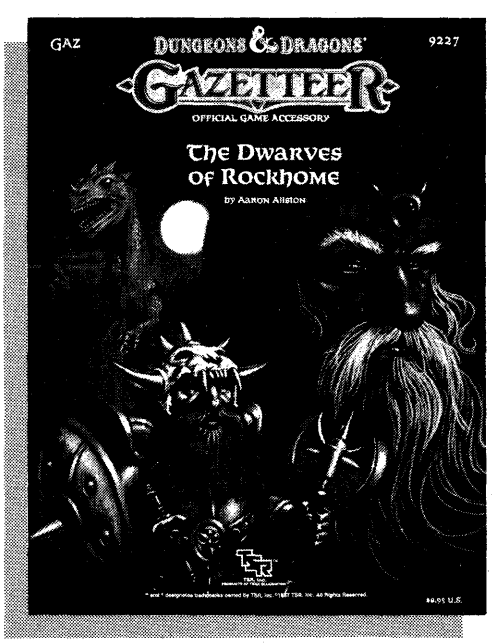
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player contacts can only be used to find jobs for contract agents. Under no circumstances should a player contact be allowed to become involved in the black market as an arms dealer or the like. Getting established in this area takes years, and the money involved is beyond the reach of most PCs. Besides, the work is quite dangerous; there is a very good chance that a well-established black marketeer would get annoyed at the advances of some young PC upstart and might decide to have this pest removed in a very direct and final fashion.

Now that you've given your players contacts, the inevitable question comes to mind: What do you and your players *do* with these contacts? Fortunately, for our purposes at least, the answer is fairly simple. As far as contract agents are concerned, contacts exist to help agents buy weapons and tools of the trade and to help them get information on jobs. We will look at the last function (getting jobs) first.

As pointed out earlier, there are three main ways a contract agent can find employment. For our purposes, let's assume that no one has come looking to hire our agent. Now what? This is where a contact, either another player or an NPC, comes into play. If the player wishes, the contact(s) in question can try to find a job for the player. The chance of this quest being successful is equal to 10 times the player's level +10 times the highest level of the contact(s) being used -10 times the lowest level of a contact if more than one is being used. For example, a 4th-level agent has a 4th-level contact and a 1st-level contact looking for a mission for her. The chance of them finding such a mission is (10 x 4) + (10 x 4) - (10 x 1) = 70. This number or less must be rolled on percentile dice by the Admin for the search to be successful. In our example, the roll was 52, so the contacts succeeded. Negative modifiers (due to a current glut in the contract agent market, for example) can be used if you think they are necessary; these negative modifiers shouldn't exceed 50 in any case. Higher-level agents may often have a 100% chance of being hired. This reflects both their reputations in the intelligence community and the skill of their contacts.

A second use for contacts is gaining access to the black market. For game purposes, *all* contacts have some ties to this market. Some contacts, however, have strong ties to a specific area of the black market, making them *specific contacts.* The more common kind of contacts are known as *general contacts.* Tables 2 and 3 allow you to determine what type of contact a particular NPC is and the area in which he specializes. The effects of these contact types are detailed in the section dealing with the black market. In any case, an agent will have access to some part of the black market regardless of which type of contact he has.

The Administrator can also determine both where a contact is located (Table 1) and what sort of ties that contact has (Tables 2 and 3). Use of Table 1 is optional, but it is recommended that Admins use Tables 2 and 3 when creating contacts. Doing so removes any bias that might exist and speeds up the process.

All contacts, both general and specific, are able to buy and sell normal equipment to the agents. Since some of the fields listed for specific contacts are somewhat vague, a description of each follows:

Medical facilities. These contacts have access to doctors, private clinics, and discrete surgical facilities that give confidential treatment to anyone. Plastic surgeons are included in this category. The medical personnel involved here are very good at minding their own business once money has changed hands. They are also very expensive.

Explosives. These contacts specialize in selling explosives of all types and other associated gear (detonators, timers, etc.) needed for demolitions. Most explosives dealers are also experts at demolitions and can occasionally be hired by PCs.

Drugs and poisons. These contacts sell anything from aspirin to cyanide and other exotic poisons. In some rare cases (at the Admin's discretion), they also sell dangerous, illegal drugs (cocaine, heroin, etc.). Any kind of poison (see TOP SECRET game rules) may be available from these contacts.

Arms dealers. One of the most common types of specific contacts are arms dealers. These contacts sell anything from pen guns to flamethrowers. In some cases, they also sell explosives, but without the specialized knowledge available to specific contacts in explosives; this is reflected in the fact that arms dealers only have access to grenades. Special or heavily modified weapons must be purchased from a special devices contact, as detailed elsewhere.

Transportation. These contacts have two main functions: They arrange transportation (chartered planes, etc.) for agents, and they sell "sterilized" vehicles (those with no identifiable markings) to agents. This is often an important consideration during the course of a mission.

Information. These contacts gather and sell information about people, places, and events. An order (request for certain information) must be placed before any gathering can begin. More details about this part of the black market can be found in the section dealing with the black market.

Forgers and counterfeiters. These contacts are specialists in false documents and counterfeit money. As a result, they are fairly common specific contacts. Some of these contacts are more specialized than others, so feel free to experiment (contacts that only forge passports, etc.).

Hideouts. These contacts deal in a rather



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unique area — they provide safe hiding places for agents who need to lie low for a period of time. These hideouts are usually safe and well-guarded apartments. For an additional fee, these contacts can place the agent in question in a house.

Other agents. These contacts arrange for any NPC assistants a PC feels he might need. These helpers are usually of low level and ability. In some special cases, a higher-level agent might be available. In either case, the assistants can be from any bureau.

Special devices. These agents deal in exotic or heavily modified pieces of equipment. They often have ties to the scientific community. Anything from a special rifle to a heavily modified airplane can be purchased from these contacts. These are the rarest specific contacts.

Black market

Before plunging into the game mechanics of the black market, a brief discussion of this economic phenomenon is called for. The exact origin and founding date of the black market are unknown and unimportant, since the basic purpose of the black market has remained unchanged throughout history. A black market exists to enable trade regardless of local (or international) laws or trade regulations. This has made the market quite popular with criminals and espionage agents, as well as with more respectable clients. In simple terms, anything can be purchased on the black market — for a price, of course.

Black markets, in some form or another, exist in almost every community in the world. The larger markets, though, exist mainly in the free world. Port cities, for obvious reasons, are the locations of the most varied and largest markets. Western Europe, especially Belgium, is famous for its extensive black markets. The Soviet Union is famous for its consumer-oriented market, which is of little if any use to an espionage agent.

Prices on these markets are as varied as the markets themselves. In general, any currency is accepted, although British pounds, Swiss francs, and American dollars are often preferred. More guidelines can be found later in this article, but a simple rule of thumb is: The smaller the market location, the higher the price. This rule also applies to special or exotic devices (such as heavily modified cars) and other rare items and equipment. Admins should decide ahead of time what types of equipment fall into the above categories.

The game mechanics of the black market follow. Before starting campaign play, Admins should decide what sort of black-market activity will exist in the areas to which the contract agents are going. For ease of play, black-market activity is broken into three general levels. Explanations of these levels follow, along with examples of cities and countries considered to have a particular level of activity.

Low level. Black-market activity in this area is quite limited. Small, consumer-oriented goods usually come up for sale here, and the prices are quite high. This sort of market is often of little use to agents, but an enterprising team might find some useful items here. Pistols are the only weapons available at this level. It is very hard to find specific or exotic devices at this level, and they are very expensive when available. The cities in the Soviet Union and Eastern Europe, along with some Asian and African cities, are good examples of low-level areas.

Medium level. This level of activity is the most common. A fair variety of equipment, weapons, etc., comes up for sale on this type of market, and prices are moderate. In addition, small arms and other sorts of espionage gear become commonly available at this level. Special and exotic devices are still hard to come by, as are some of the larger and more complex pieces of equipment (including airplanes). Many, if not all, North, Central, and South American cities would be considered medium-level areas. War zones are also good examples of this level, although some might fall into the next category.

High level. This is the ultimate level of black market activity. Anything an agent

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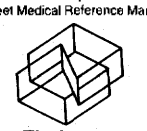
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wishes to buy is available on this sort of market. The price of such gear varies depending on what the agent wishes to buy; the price goes up for rare equipment (special devices, etc.), but it actually goes down on the more common items (pistols, lockpicking sets, etc.). Admins will have to use their own judgment as to what devices fit into the common or special categories. As you might expect, this sort of market is rather rare. Most major European port cities, as well as some of the largest cities worldwide, fit into this category. Some of the larger war zones (Vietnam in 1968, for example) also belong here.

As can be seen, the activity level of a market affects both the availability and cost of items purchased on that market. If an item isn't available in a certain area, tell your players so if they try to buy that item. *No* amount of persuasion, money, or the like can change the activity level of a market or magically cause the desired item to appear. This system makes your agents think and forces them to work with what they have.

Once the activity levels for your campaign have been set, it's time to determine the prices and availability of items on your markets using Tables 4-6. Before you use this system in your campaign, take some time to study these tables and become familiar with their uses. They might seem cumbersome at first, but they speed things up with practice.

Before you can determine how much a black-market item will cost, you need to find out if it is even available in that area. The availability of a particular item should be determined for many markets, as your agents are free to find a desired item on as many markets as they have contacts. There is no limit to the number of markets an agent can try, but only one try per week can be made for a particular item on the same market. Thus, an agent could try to find a sports car on the black markets of London, Paris, and Zurich, but only one try can be made in London for that car during that one week, and so on.

The availability chart (Table 4) is used like the other charts in this article, but with one main difference: It exists to determine availability, so you *must* refer to it before making the availability roll. For example, Agent Rollens wishes to purchase a Luger pistol on the local black market. The Admin consults Table 4 and finds that there is a base 50% chance that this (or any other) item is in fact available. Before rolling, though, the Admin must go through and add or subtract any and all modifiers that apply to this base 50% chance. The resulting number is the actual chance of a particular item being available. In our example, the actual chance was 80% (50 + 25 (pistol modifier) +5 (medium-activity modifier)). This procedure must be repeated for each item an agent wishes to buy on the black market. If an item becomes unavailable, the supply of that item on the market in question is exhausted. Rolling for such items cannot be done again for one week; the item can then be rolled for normally. This represents the limited resources of the black market.

Prices for goods on the black market vary, but as a rule they are *higher* than rule-book prices. The prices for both weapons and tools of the trade (TOP SECRET game rule book, second edition, pages 8-9, 11, and 21-23) as well as the various poisons (page 46) are $100 above book prices. This is only the basic increase; it can go up or (in rare cases) down depending on your roll on Table 5. Special weapons and equipment prices are left to the Admin's discretion, but it is strongly suggested that you use the system outlined on page 10 of the TOP SECRET game rules. Then proceed as you would with other equipment (see above). As mentioned above, the resulting prices are not final. Demand, the strictness of local customs laws, and other considerations also affect the price of black market goods (see Table 5 for details).

When rolling on Table 5, remember to add or subtract all modifiers that apply. The resulting roll is then located, and the result is added to or (in rare cases) subtracted from the black market price you determined above. The result is the actual price a contact will demand for the desired item. As Table 5 shows, prices on the black market are quite high. This is why contract agents (remember them?) get a pay raise.

This is one example of how to use Table 5. Agent Rollens wishes to purchase a Luger. Consulting her records, the Admin determines that the area Rollens is in (Central America) has a medium level of market activity. She then consults the rule book and learns that a Luger costs $350. She adds $100 to this price ($450 total) and consults Table 5. The following modifier applies: -5 (Rollens is using a specific contact — an arms dealer in this case — to purchase the gun). The Admin rolls 55 on percentile dice; this is modified to 50. Consulting Table 5, she learns that the price Roilens' contact will want for the Luger is $500 ($450 + $50).

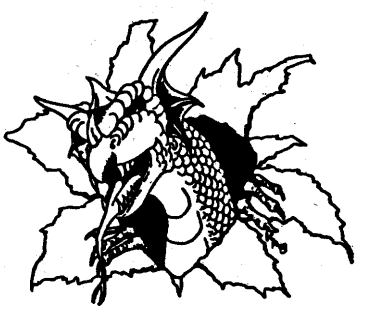
The price for information is handled differently. Table 5 is still used, but the base price depends on the type of information desired. There are, of course, many types of information available. For game purposes, the main types have been lumped into three categories:

Category 1: General information. This is the most basic type. It includes general histories or locations of well-known people or objects. This could include, for example, a basic profile (background, etc.) of a world leader, the location of a public research center, and the like. Information that is classified or not common knowl-

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edge (Admins should decide what sort of information falls into this class) is not included in a general-information package.

Category 2: Specific information. This is similar to the first category of information but is more detailed. Some classified details are included in a specific-information package. This could include a detailed history of a world leader, street maps and building locations to a normal military base, and the like. Highly secret information (as determined by the Admin) is not included in a specific-information package.

Category 3: Secret information. Any information that doesn't fit into either of the two previously listed categories belongs here. This includes floorplans of secret instaliations, *very* detailed histories of top espionage agents, and other such information. This is the rarest type of information and is the most expensive.

This brings us to the cost of information. There are three base prices, one for each type of information. Consult Table 6 for the base price, then roll on Table 5 as usual to determine any increase or decrease in the base price. The final figure is what the contact will demand for the information package. As with all black-market deals, prices are not subject to discussion! Contact commissions are figured into this and all black-market prices.

There is one final area of the black market that must be dealt with: *selling* goods on the black market. This topic is skimmed over in the TOP SECRET game rules (second edition, page 38, "Fencing Purloined Goods"), but it needs to be explored further and tied to the rules herein.

To sell goods on the black market, an agent must have access to any sort of contact. Once this is established, the Admin must determine if there is a buyer for the goods the agent wishes to sell in the market in question. This is a judgment call, so no charts are provided. You should take the market-activity level into account when deciding if an item will sell, though; the lower the level, the better chance an agent has of selling an item that normally isn't available on that level.

When determining the price an item will command, use the table found in the TOP SECRET game rule book (page 38) to determine the base price. Next, roll on Table 5 found in this article and modify the price accordingly. The resulting figure is the price an agent will get for an item. A figure of 10% of this must be subtracted for the contact's finder's fee. Note that it is possible for astute agents to make a fair amount of money in this fashion. If sales by agents start getting out of hand, however, the Admin should feel free to modify the cost of items purchased by these agents accordingly or have no one willing to buy their goods. Selling goods on the black market is a privilege — not a right! Make sure the agents understand this, and things should move along without trouble.

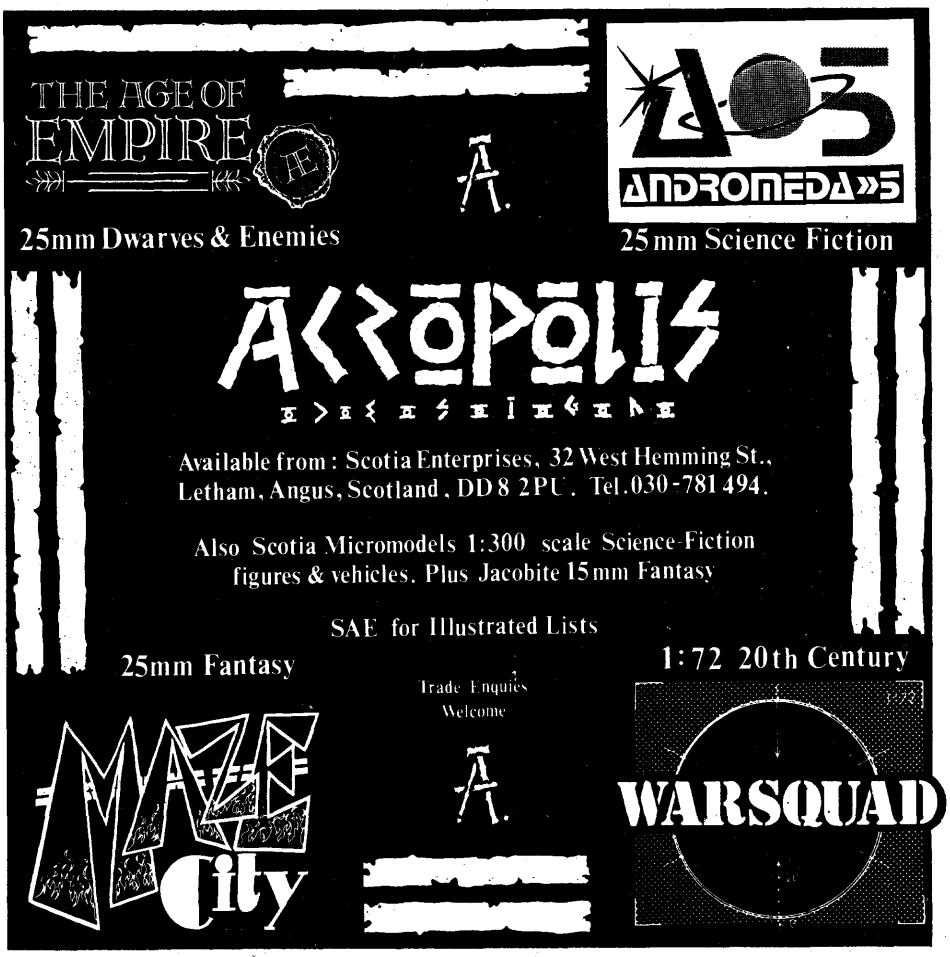




Table 1
Contact Location

Roll	Result
01-30	United States, North America
31-70	Western Europe (or the Far East, depending on the campaign setting and preference)
71-80	Middle East, Africa
81-94	South and Central America
95-00	Eastern Europe, USSR

Table 2
Type of Contact

Roll	Result
01-60	General contact
61-00	Specific contact (roll on Table 3 to determine type)

Table 3
Contact's Specialty Area

Roll	Result
01-05	Medical facilities
06-10	Explosives
11-20	Drugs (medicines included) and poisons
21-40	Arms dealing
41-50	Transportation
51-67	Information
68-85	Forgery and counterfeiting
86-90	Hideouts
91-95	Other agents
96-00	Special devices

Contract agents in campaigns

The role of contract agents in a TOP SECRET game campaign is multifaceted. Such agents act as independent operatives, working as lone agents under the control of a regular agency member (usually the agent or contact who did the hiring), or they can work with other agents (contract or regular agency) as part of a team of agents. A final role contract agents can assume is either that of team leader or as a planner for a team of agents. This role should be determined by you as soon as you begin planning a mission for a contract agent or team of agents. This role should not be given to contract agents who are below 4th level, since the role of planner is only given to an expert in his field. The role a contract agent is to play in a mission must be written as clearly as possible into the agent's contract, so that misunderstandings regarding this role can be avoided.

Missions for contract agents must be designed with their roles in mind. At the same time, the agent's role must be planned around the mission. For example, you start outlining a contract mission that calls for an assassination. Since this mission is specifically for a contract agent, you must plan the agent's role accordingly. Since the assassin must plan the mission once the team is in the field, you decide to place the agent in command of the team. This must be stated in the contract, and the mission must be planned accordingly. NPCs' reactions must also be taken into account.

There is a difference between leading the team and planning the actions the team will take. In the latter case, the contract agent is only given an objective. "You must kill Agent X" is an example of an objective. Note that no location or other data is given. The agent has to locate Agent X, determine what the agent's vulnerabilities are, and plan accordingly. The resulting plan is then forwarded to the agency for approval. If this is forthcoming (and it usually is), the agent takes command of a team and proceeds to eliminate Agent X. Such jobs are only given to high-level contract agents, and usually garner lots of money and experience points for these agents (points for a Full Investigation and an Assassination, plus some other things). These are choice contracts and shouldn't be given out very often (and then only to the best agents).

This brings us to the subject of NPCs in a campaign containing contract agents. Special care must be taken here due to certain opinions held by many regular agents concerning contract agents. Most agencies in the world use contract agents in one way or another. This has created a certain amount of resentment and an occasional degree of hatred against contract agents amongst some of the regular agents, who resent the fact that contract agents are highly paid and especially dislike taking orders from such agents. This dislike doesn't extend to the agencies themselves; after all, they never know when they might need a contract agent for an important job. Agency vengeance is usually directed at the agency that hired the contract agent, not the agent personally — depending on what the contract agent did to anger the agency, of course.

It should also be said that this feeling of resentment doesn't extend to all regular agents. In fact, there are many regular agents who enjoy working with contract agents. When creating NPCs to work with contract agents, Admins should try to maintain a 50-50 balance between those agents who like contract agents and those who don't. Also note that contrary agents won't try to kill the contract agent or try a similar serious action. They will simply gripe, carry out orders under protest, and perform other minor harassments to drive a contract agent to distraction.

This does not mean that contract agents don't have enemies. Though regular agencies value these agents too much to dislike them on a personal basis, a contract agent's enemies could include other contract agents, disgruntled regular agents, terrorists, and private citizens. Be creative with these enemies. Since contract agents get around, they have plenty of opportunities to meet vicious foes. Each contract agent should have at least one personal enemy before reaching 4th level.

Why do these enemies hate your contract agents? The answer can be as simple as the foiling of a villain's brilliant scheme or as complicated as a family vendetta. Be creative. The reason for the hatred need only be important to the NPC. It is very possible that the PC will never know why a particular NPC hated him. Whole missions can be designed around an NPC's desire to kill a contract agent.

One other thing should be added in a campaign containing contract agents: a personal code of conduct. Every contract agent should have such a code in writing, created by his player. This code can amount to a refusal to work for some countries, a dislike of firearms, or some-



Table 4
Black Market Availability *

Positive modifiers	+	Negative modifiers	−
Pistols, knives, etc.	25%	Automatic weapons	20%
Item legal in area	10%	Military (heavy) weapons	30%
Common item	10%	Item illegal in area	10%
Forged item (passport)	40%	Explosives, rare drugs	25%
Special bonus	1% per $1,000	Common drugs	5%
Using special contact	5%	Special (modified) items	40%
High-activity market	10%	Uncommon item	10%
Category 1 information	5%	Low-activity market	10%
Hiring other agents	10%	Category 3 information	30%
Counterfeit money	5%	Vehicles (cars, etc.)	5%
Medium-activity market	5%		

* Base availability is 50%. All modifiers are cumulative.

thing similar. Both you and your players should agree on the choice of a code. While these codes aren't absolutely necessary, they can flesh out characters and may even serve as the basis for an exciting mission. It is possible for a character to change his code before any mission, but never during play. Note again that this code *must* be in writing, with both the player and the Admin having copies. Violation of a player's code requires that player to come up with another code and lose 100 experience points *immediately!*

While agents normally get their jobs through contacts, it is possible for them to work for what is in effect a free-lance agent employment agency. This makes getting jobs for your contract agents much easier, but it also cuts down on the NPC interaction involved with contacts. For Admins who wish to go this route, such an agency is included at the end of this article. It is presented in the format found in DRAGON® issues #93 and #97-99. Agents who work for this agency can still turn down missions, so be prepared.

Very little preparation is needed to bring contract agents into an existing campaign. With some simple changes and additions, it is quite simple to add these varied and exciting agents to your campaign. What follows is a sample contract. This contract has been filled out and should give you some idea about how to fill one out. Also included is a sample employment agency for free-lance agents: the "Diversified Employment Agency."

Sample contract

Mission: To locate and silence Dr. Walter Lossenstein. The Doctor is staying in one of Munich's finer hotels with four guards.
Location: Munich, West Germany
Payment: $1,000
Currency, etc.: British pounds sterling
Special conditions for payment: Half in advance, half upon successful completion of the mission. Money will be deposited in a Swiss bank account.
Additional clauses: Agent will be in charge of a team consisting of two other contract agents. All planning will be done by the leader agent. Any weapons needed will be provided by the employer. Other gear must be purchased by the agents.
Agent: Sabrina Hollengund
Employer: Thomas Hanson (acting for an unnamed agency)

Diversified Employment Agency

Nature of agency: Provides contract agents to prospective employers
Governing body: Board of 10 directors, identities unknown
Personnel: 100 agents
Annual budget: Not known, estimated to be around $1,000,000
HQ: Geneva, Switzerland
Established: 1984
Activities: Finds jobs for contract agents, pair suitable contract agents with agencies and missions
Policies: Money talks; they will try to help their agents as much as possible
Objectives: To provide good agents to their clients
Areas of involvement: Worldwide
Allies: None

Table 5
Price Modifiers

Roll	Result
01-10	-$50
11-30	No change
31-50	+$50
51-60	+$100
61-70	+$200
71-80	+$300
81-90	+$350
91-00	+$400

Modifiers

-10	High activity
-10	Low activity
+20	Special equipment/devices
+5	Using general contact
- 5	Using special contact
+5	Poisons and explosives
- 5	Common, nonweapon items
+5	Specific information
+25	Secret information

Table 6
Information Base Prices

Category	Base price
1	$500
2	$1,500
3	$4,500

Additional data: All the agents in this organization are for hire — the group has almost no staff. If an agent somehow betrays a contract, this agency will send its best team (all 10th level) after the agent for a "permanent" settlement.
Bureaus: All
Alignment profile: 01-00/01-00/01-00 Ω



by Dennis McLaughlin

Sighting In

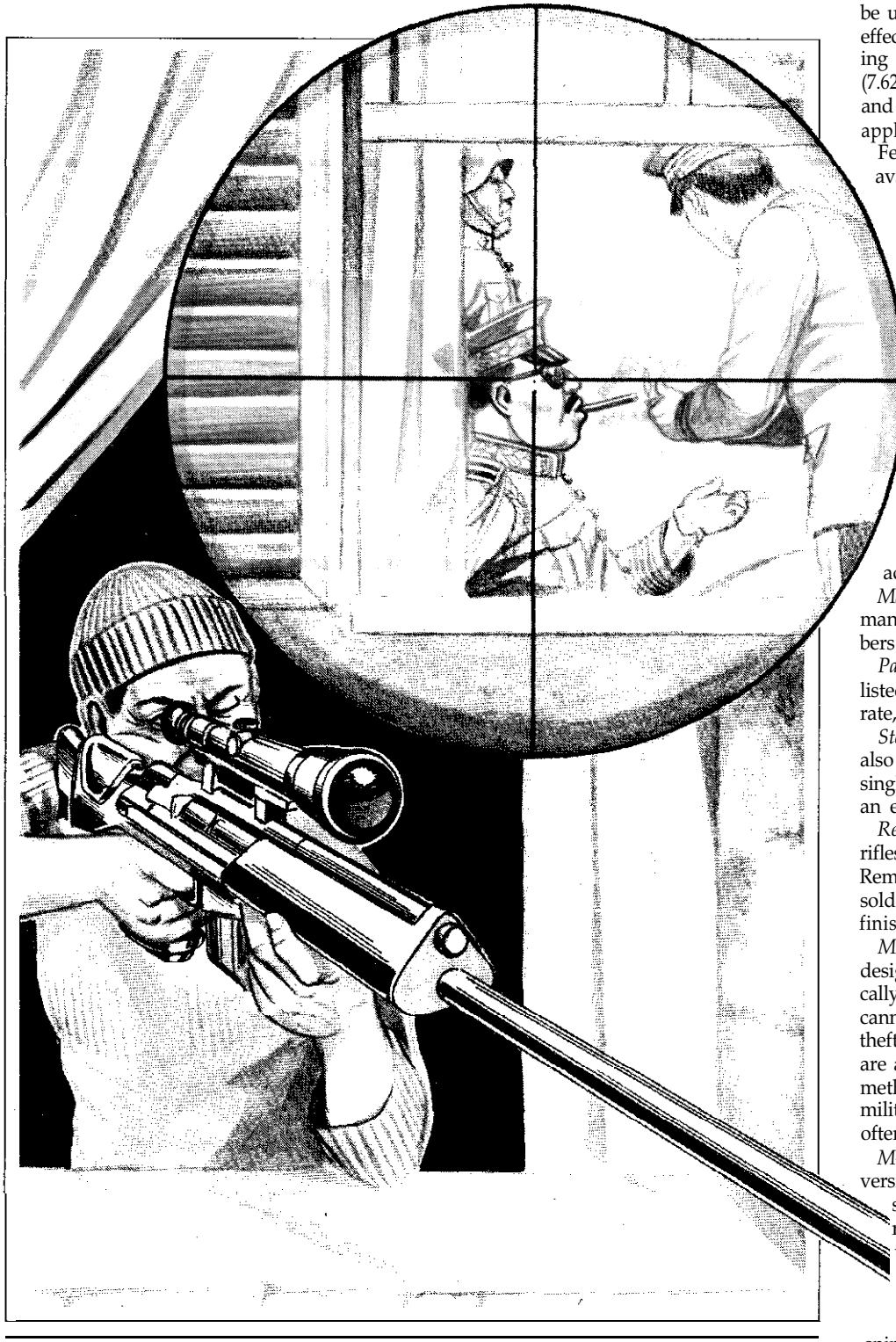


Illustration by Jim Holloway

Sniper rifles in the TOP SECRET® game

Assassination, like it or not, is a common practice of military forces and certain espionage agencies in both the real world and in the TOP SECRET® game. It is often the sole purpose of an espionage mission. As a result, a special piece of equipment — the sniper rifle — was developed. This article discusses some of these modern weapons in game terms.

The weapons listed in Tables 1 and 2 are mostly military issue. Sporting rifles can be used for sniping, though often not as effectively as true sniper weapons. Hunting calibers such as the .308 Winchester (7.62 NATO), .223 Remington (5.56 NATO), and 30.06 are the best ones for sniper applications.

Few of these weapons are commercially available, and many are completely inaccessible to all but the best agents, so do not allow TOP SECRET® game agents to simply pick one; sniper rifles must be located and purchased. Weapon descriptions follow.

Steyr SSG-69: This Austrian rifle (which is also available in sporting models) has a very long barrel and is very accurate. *FN 30-11:* Used in Belgium, the FN 30-11 is a handy rifle which can be easily disassembled. It uses the famous Mauser action.

Fusil Model 1: An expensive French weapon that looks like a fine target rifle, the Fusil Model 1 is highly accurate and extremely expensive.

Mauser SP-66: This standard West German sniper rifle is available in many calibers but most commonly in 7.62 NATO.

Parker-Hale 82: One of two British rifles listed here, the Parker-Hale 82 is an accurate, well-made rifle.

Sterling Sniper: This fine British weapon also uses the Mauser action. Except for its single-shot capability, the Sterling Sniper is an exceptional weapon.

Remington 700: One of three sniper rifles in the American arsenal, the Remington 700 is basically the same rifle sold commercially but with a different finish.

M-40A1: This custom-made rifle was designed for the U.S. Marine Corps specifically for sniper use. It is very accurate but cannot be obtained commercially. Besides theft (not recommended, as most guards are authorized to shoot to kill), the only method of obtaining one is to build one to military standards. This is expensive but often worth it.

M-21 Semi-automatic: A sophisticated version of the U.S. M-14, the M-21 SA is similar to the National Match. Although not as accurate as some sniper rifles, this weapon is noted for its reliability.

HK PSG-1: One of the most accurate rifles made for sniping, the HK PSG-1 was made to replace the SP-66. It is capable of ¼" groups at 100 yards, and it is presently being tested for police use in the United States. This

sniper rifle is very expensive.

HK G-11: Although not actually a sniper rifle, the HK G-11 fires a 4.7mm caseless round that is useful in some sniping situations because there is no spent brass.

Walther WA-2000: This brand-new rifle looks like a futuristic laser. Originally chambered in .300 Magnum, it is also available in 7.5mm Swiss and 7.62 NATO.

Galil Sniping: This weapon is a sniper variation of the Israeli Galil assault rifle, but chambered for 7.62 NATO instead of .223 Remington (5.56 NATO) rounds. The Galil Sniping rifle has a bipod and flash suppressor, as well as a folding stock.

Drugunov SVD: This standard Warsaw Pact sniper rifle has a wooden stock and is fairly accurate. The Drugunov SVD will very likely be the standard weapon of agents from Communist bloc countries. It fires a 7.62 X 54mm round that is different from 7.62 Soviet ammunition.

Remington XP-100: Actually a single-round target-and-hunting pistol, the Remington XP-100's small size and relatively large caliber make it perfect for sniping. This rifle is available in several calibers, such as 7mm and .221 Fireball, but is best suited for sniping in .223 (5.56mm) chambering.

.50 L-RRS: This specially made rifle was designed by Research Armaments, Inc. to meet military standards. It is part of the Long-Range Rifle System (as is the .338/.416 below), and fires the .50 Browning machine-gun round. It is a single-shot rifle; as such, the bolt must be completely removed to reload. Nevertheless, the .50 L-RRS has a devastating capability due to its large caliber. This is not a military-issue rifle; it is a custom-built firearm made at high cost.

.338/.416 L-RRS: Another weapon made by Research Armament Industries, Inc., this rifle uses a .416 cartridge necked down to accept a .338 caliber bullet. Although less powerful than the .50 rifle, the .338/.416 L-RRS is nevertheless an effective firearm. It can be rechambered quickly in the field to 7.62 or 5.56 NATO by changing barrels and bolts. Both rifles are very large and impossible to conceal unless *completely* disassembled.

With the exception of the XP-100, none of these rifles are concealable, and only the FN 30-11 can be broken down for attache-case concealment. However, a character with high AOK in Mechanical Engineering or Military Science/Weaponry would probably be able to strip the weapons into packages small enough for transport. All game statistics given are for the given caliber on the chart. The Administrator's judgment should be used for other calibers.

Table 2 lists specifications for each weapon. "Caliber" is the chambering of a gun; the predominant caliber is listed first. "Weight" is given in pounds and ounces for an unloaded gun without a scope or suppressor. "Action" refers to the rifle's bolt, semi-automatic (SA), or selective-fire (SF) capability (which means the gun can fire single rounds, bursts of rounds, or fully automatic rounds, respectively).

Scopes

There are a variety of telescopic and special-purpose sights on the market today that are perfect for sniping. All are legal, and many are necessary for the weapons to be used correctly. For simplification, it is assumed that none of the weapons above are purchased with scopes already installed. This allows the player or Administrator to choose the type of scope that best suits the operation at hand. All weapons need to have a scope mount before a scope can be attached. Again for simplicity, it is assumed that rifles come equipped with a mount on which a scope may be placed. Table 3 gives details on various types of scopes.

Telescopic sights are the most common types of scopes, allowing the sniper to observe the target as if through binoculars. Telescopic sights come in a wide variety of powers (magnifications) ranging from 2x to 12x for most scopes, with higher magnifications possible. Also, a number of vari-power scopes are on the market which can be set to any power within their ranges. These sights are extremely useful and deadly. Different sight pictures are also available, though the individual type doesn't influence the TOP SECRET® game's combat system. However, using a scope without a sight picture requires a -5 PWV. The most common types of sight pictures are: cross hair, dot, post, and duplex (a combination of two pictures). Most commercial scopes can be purchased with one or more of these pictures. Special types of scopes include the following:

25x image intensifier: This is actually a small spotting scope used by the sniper's partner. It is too large and unwieldy to mount on a weapon, but if used in conjunction with a scope, it can add + 30 (total) to the PWV. The bonus to PWV gained from using a scope is lost by using the image intensifier. The intensifier is powered by batteries and costs $500.

Thermal sight: This allows the user to "see" the body heat of a target or other heat source. It does not allow the sniper to

Table 1
Sniper Rifle Statistics for the TOP SECRET® Game

		— Range Modifier —												
Weapon	**PWV**	**PB**	**S**	**M**	**L**	**WS**	**Rate**	**Ammo**	**Decp**	**A**	**C**	**F**	**P**	**R**	**HWV**
Steyr SSG-69	88	-5	-15	-25	-45	S	1	5,10	*NC*	23	0	4	4	6	14
FN 30-11	90	-5	-17	-27	-40	S	1	9	*NC*	24	0	4	4	6	15
Fusil F-1	93	-5	-13	-23	-38	S	1	10	*NC*	22	0	4	4	6	15
Mauser SP66	90	-5	-12	-23	-36	S	1	3	*NC*	20	0	4	4	6	15
P-H 82	93	-5	-18	-34	-41	S	1	4	*NC*	24	0	4	4	6	15
Sterling Sniper	93	-5	-16	-31	-40	S	1	4	*NC*	23	0	4	4	6	15
Remington 700	93	-5	-12	-25	-38	S	1	5	*NC*	26	0	4	4	6	15
USMC M-40A1	95	-5	-10	-20	-35	S	1	5	*NC*	29	0	4	4	6	15
M-21 SA	84	-5	-15	-28	-45	S	6	20	*NC*	20	0	4	4	2	15
HK PSG-1	98	-5	-8	-21	-30	BA	2	5,20	*NC*	25	0	5	4	2	15
HK G-11	80	+6	-9	-50	-100	S	2	100	*NC*	25	0	5	1	3	10
WA-2000	90	-5	-14	-27	-33	BA	2	6	*NC*	26	0	5	4	3	15
Galil Sniping	83	-5	-16	-25	-37	A	2	20	*NC*	26	0	5	4	3	12
SVD	83	+7	0	-35	-90	BA	2	10	*NC*	26	0	5	4	3	15
Rem. XP-100	85	0	-8	-30	-45	A	1	1	-10	26	0	5	4	3	12
.50 L-RRS	95	-10	-15	-25	-32	XS	1	1	NC	30	1	1	3	6	16
.338/.416 L-RRS	93	-10	-16	-25	-33	XS	1	1	NC	28	0	4	5	6	16

XS = Extra slow (- 20)
All abbreviations are as per the Weapons Chart on page 21 of the second-edition TOP SECRET® game rule book.

Table 2
Other Sniper Rifle Specifications

Rifle	Caliber	Weight	Action	Cost
Steyr SSG-69	7.62 NATO	10 lb., 2 oz.	Bolt	$1,050
FN 30-11	7.62 NATO	10 lb., 11 oz.	Bolt	$2,000
Fusil F-l	7.62 NATO	11 lb., 7 oz.	Bolt	$1,100
Mauser SP-66	7.62 NATO	13 lb., 2 oz.	Bolt	$2,000
Parker-Hale 82	7.62 NATO	10 lb., 9 oz.	Bolt	$1,200
Sterling Sniper	7.62 NATO	9 lb.	Bolt	$2,100
Remington 700	7.62 NATO	6 lb., 2 oz.	Bolt	$ 9 5 0
USMC M-40A1	7.62 NATO	14 lb., 8 oz.	Bolt	$5,000*
M-21 SA	7.62 NATO	8 lb., 2 oz.	SA	$1,100
HK PSG-1	7.62 NATO	17 lb., 3 oz.	SA	$5,000
HK G-11	4.7mm caseless	7 lb., 4 oz.	SF	$1,000
WA-2000	7.62, 7.5, .300	15 lb., 4 oz.	SA	$3,100
Galil Sniping	7.62 NATO	14 lb., 2 oz.	SA	$2,300
SVD	7.62 X 54 R	9 lb., 8 oz.	SA	$1,850
Remington XP-100	5.56 NATO, 7mm	6 lb.	Bolt	$450
.50 L-RRS	.50 Browning	30 lb.	Bolt	$7,000*
.338/.416 L-RRS	.338/.416	12 lb., 8 oz.	Bolt	$6,500*

* Custom-made weapon.

Table 3
Scope Specifications

		Range Modifier				
Scope	PB	S	M	L	MER (meters)	Cost
2x	—	—	+10	+15	300	$36
2.5x	—	—	+15	+20	375	$40
3x	—	—	+20	+25	400	$45
4x	—	—	+25	+30	500	$48
6x	—	—	+30	+35	600	$100
7.5x	—	—	+35	+40	1,000	$120
10x	—	—	+40	+45	1,500	$250
12x	—	—	+45	+50	1,800	$275
25xII	—	—	+30	+30	3,500	$550
Thermal	—	—	+20	+20	500	$650
Starlight	—	+30	+20	+15	800	$850
Laser	+50	+40	+30	—	200	$350
2-6x	Vari-power; use individual modifiers					$150
3-9x	Vari-power; use individual modifiers					$200
9-12x	Vari-power; use individual modifiers					$350

Of course, a scope is useless if the gun is not carefully aimed when it is fired.

distinguish between the true target or a bystander. Although bulky, the thermal sight can be mounted on a gun — at a very high cost, of course.

Starlight scope: This scope is basically a pair of light-intensifier goggles in scope form, allowing the shooter to see outdoor objects at night as if it were daylight. More compact and useful than a thermal sight, the starlight scope is also more expensive. All restrictions for light-intensifier goggles apply to this item.

Laser sight: This is a small laser generator that can be mounted on almost any firearm. When activated, it aims a bright red or orange beam on the exact spot where the bullet will hit. Useful only at short range, the laser sight has the effect of inducing terror in the person being targeted; the major disadvantage to this is, of course, that the target instantly knows he is a target.

Maximum effective range

The maximum effective range (MER) is the greatest distance at which the target is clearly seen. If the target is beyond a weapon's MER, five points are deducted from the Projectile Weapon Value (PWV) for every 10 yards beyond that limit. For instance, if an agent is using a 2x scope at 340 meters, the scope modifiers (+20) and the MER penalties (-20) cancel each other, producing a less-accurate shot. Naturally, shooting within the MER is desirable.

Suppressors

A noise or flash suppressor is vital to an assassin in the TOP SECRET® game. These instruments give the assassin a much better chance of accomplishing his mission and escaping undetected — sometimes without the assassination even being detected. Table 4 gives various suppressor specifications.

The basic noise suppressor slows down the bullet, which prevents a sonic boom from occurring while simultaneously venting the high-pressure gases creating the gun's report. The added length of a suppressor improves the accuracy of the weapon because the bullet is stabilized on its trip down the longer barrel. Suppressor types are as follows:

Noise: The so-called "silencer" is not accurately a silence-producing item because, as stated above, the suppressor vents the gases of a gunshot and prevents the sonic boom. This results in a 90% reduction in sound, which makes a 7.62 NATO shot sound like a weak "pop" at 100 yards. Noise suppressors can be fitted to any weapon caliber, and they add + 5 to the PWV from their added length. They are available in pistol and rifle/shotgun configurations.

Automatic weapon: A modified rifle suppressor built to withstand automatic fire is necessary for submachine guns or machine pistols, since a standard suppressor is useless after 20 to 30 rounds of automatic fire.

Flash: A flash suppressor is an adapter which fits on the end of a pistol or rifle barrel. It vents the gases from the explosive discharge of the bullet and prevents a bright muzzle blast. This is an absolute must for night operations. A flash suppressor cannot be fitted on an automatic weapon because the rate of fire builds up gases faster than they can be vented.

Noise/flash: A combination of a noise suppressor with a flash-hider on the end is the perfect tool for a sniper rifle; it is, however, very expensive and only lasts for about 15-150 (15d10) shots. Likewise, it is not available for automatic weapons.

Training

To use the above equipment to its full potential, training is required. NPC snipers are assumed to have already been trained, but PCs must spent game time to obtain their training. A PC can gain sniper rifle and equipment experience in two ways: through the military, or through an espionage college. If a PC has prior military experience, the Administrator may allow a roll of 1d100, with a result of 96-00 indicating that prior training has been received. If the PC is currently in the military, he may request reassignment to a sniper school by rolling 1d100 with the results as shown on Table 5. In normal circumstances, no one over the rank of Lieutenant is accepted to a sniper school.

Sniper courses are available at espionage colleges at a cost of $250 per week for a

Table 4
Suppressor Specifications

Suppressor	PWV Mod	Decp Mods	Length	Cost
Pistol	+5	- 4	6″	$50
Rifle/shotgun	+5	-16	12″	$80
Automatic weapon	+5	-12	9″	$75
Flash	+5	- 2	3″	$25
Pistol suppressor/flash	+5	- 6	9″	$150
Rifle suppressor/flash	+5	-18	15″	$150

Table 5
Reassignment to Sniper School

1d100	Result
01-50	Denied
51-70	Denied, but may reapply in six months
71-90	Put on waiting list for admission (l-6 months)
91-00	Accepted

six-week course. Agents learn to use, assemble, and hide their weapons, as well as fire them accurately and escape detection. Upon completion of an espionage-college education, the agent receives a + 10% bonus in Coordination, Deception, and Evasion when using a sniper weapon, and a $300 bonus for assassination with a sniper weapon.

Bringing it together

The sniper in the TOP SECRET® game has long been overlooked as a major character in the game. His use of secrecy, suppressors, scopes, and stealth makes him a deadly foe for any agent. PC snipers are also very powerful and should be controlled with a firm hand. Any sniper **PC** who performs an assassination without Agency control should be reminded that most countries think of snipers as terrorists, and will punish these criminals with the utmost severity (and the Agency won't lift a finger to help — perhaps even hunting down the renegade with other agents). Above all, remember that the sniper can be the deadliest individual force in the game, and that no PC is truly safe from him. The only thing an agent can do is walk quickly and check the rooftops before crossing the street.

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