

TOP SECRET NEW WORLD ORDER



THE WHITE QUEEN

BY CHAD PARISH
AND JAYSON ELLIOT

TSR

RIGA

LATVIA

THE
AZOV

DEPTH:
60'-100'

50'-60'

40'-50'

20'-40'

0'-20'

1" = 1 mile



THE WHITE QUEEN

BY CHAD PARISH
WITH JAYSON ELLIOT

ADDITIONAL MATERIAL BY
JAMES CARPIO

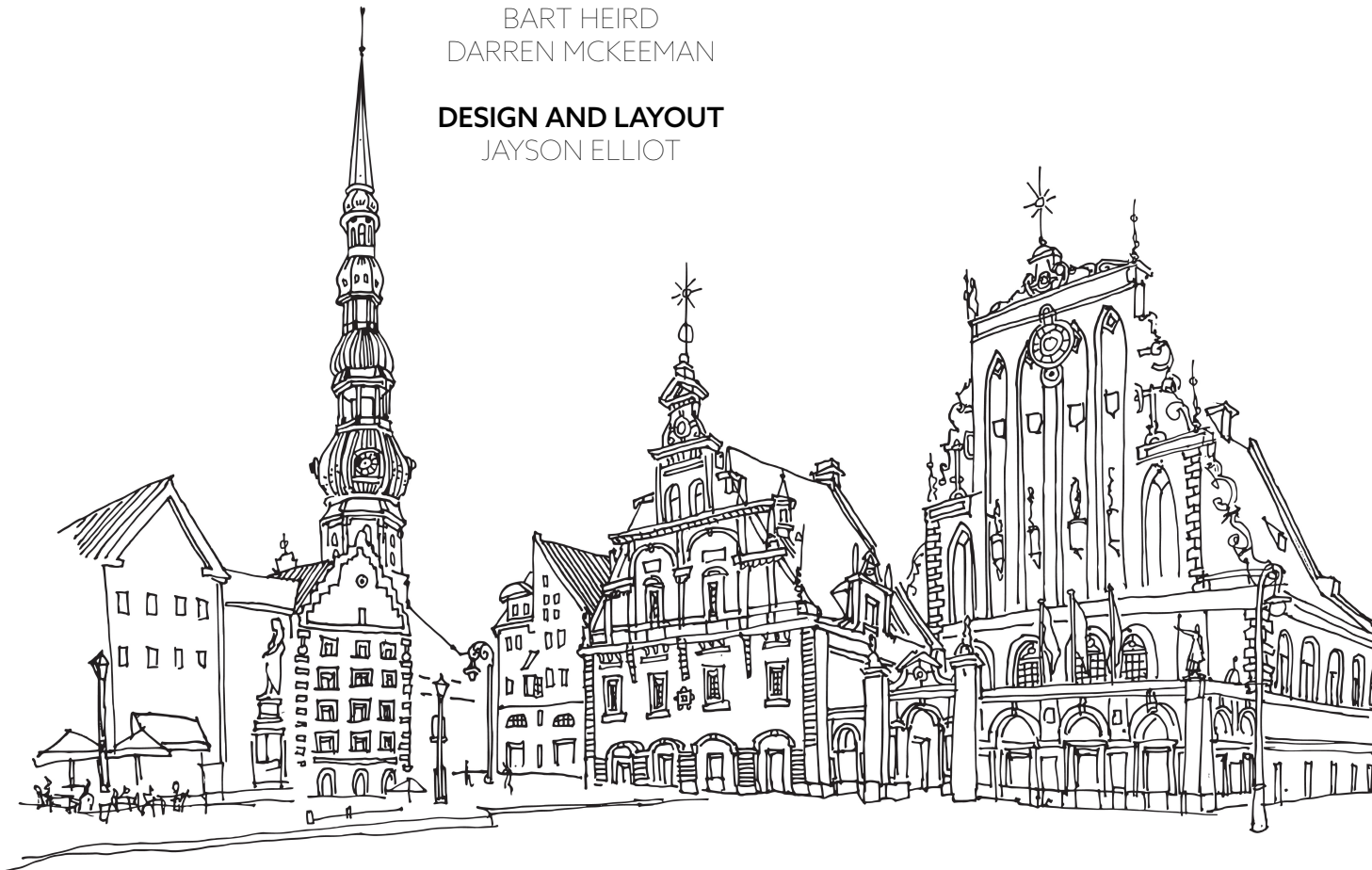
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THE WHITE QUEEN

INTRODUCTION

The White Queen is written as a mission scenario for use with the espionage-themed role-playing game, *Top Secret: New World Order*™. The scenario can be run as either a stand-alone mission or part of a larger campaign, and can accommodate between three to six players along with a game master (the "Administrator" or Administrator) who presents challenges and rulings for their table. This module provides a good introduction to *Top Secret: New World Order* and allows players to experience the setting of modern-day espionage through detailed maps, pictures and descriptions.



HOW TO READ THE MODULE:

The major events of the scenario are portioned into sections. Each section can act as a stand-alone mini-scenario if you choose to play the module over several game sessions.

Text inside a box is meant to be read to the players to disseminate information.

Sections labeled Administrator Notes are meant to give the Administrator a glimpse into the section and help them bring the world to life for the players.

Some sections may involve different options for the players. This Mission lays out several possible choices the players may make and offers the Administrator information to flesh out the situation. Players may make choices and take the Mission in unexpected directions.

BACKSTORY

(Administrator's Eyes Only) It was just after 0300 and, other than a homeless woman digging through a garbage bin, most of London's Harringay residents were still fast asleep. Not everyone, however.

From the third-story window of a tenement building, the scalp hunter watched the entrance of a darkened bottle-shop across the street through the scope of her vintage Dragunov sniper rifle.

A voice sounded from the small earbud she wore, speaking Russian. The woman took a deep breath then let it out slowly, her body relaxing behind the butt of the gun.

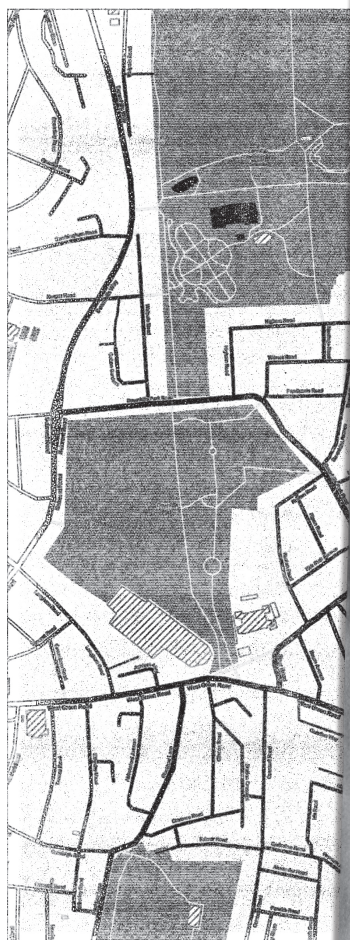
A limousine turned the corner and pulled up in front of the shop. As it sat idling, two men in dark suits emerged from the shop's entrance. Looking up and down the street, they saw only the old lady.

Seconds later a third man exited the shop and was quickly ushered into the back seat of the limo.

A shot took out the nursemaid on the right as the second bodyguard dropped; smoke still drifting up from the silencer of the bag lady's semi-automatic pistol.

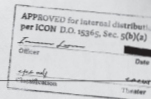
The next morning a small ivory chess queen was found in the dingy flat.

ADMINISTRATOR'S BRIEFING



International Covert Operations Network
London Station, Dame Edith Weathersby, Station Chief
Apsley House

[199-8848-247] b6 b7C



The players are tasked with the recovery of former Russian Biowarfare Division chief, Dr. Vasily Belyakov.

Belyakov recently defected to the United Kingdom and was prepared to divulge valuable intelligence concerning a newly weaponized strain of bacteria. However, before he could do so, he was abducted from a Special Branch safe house by a freelance operative known only as the White Queen, whose real name is Valentina Iliniovich. Her calling card is an ivory chess piece representing the queen.

Having successfully escaped the borders of the United Kingdom, the White Queen has spirited Belyakov away to the Latvian port city capital of Riga. There, in the bowels of a Russian research vessel, the Azov, she is forcing him to synthesize a deadly carrier-borne virus as well as its counter-agent, with which she will infect Belyakov in order to create a carrier (Valentina will of course inject herself and her team with the counter-strain).

The Russians have expressed a desire for the finished bioweapon, and have sent a team of agents to meet with Valentina aboard the Azov to bid on both the bioweapon and the return of its creator, Belyakov.

To make certain that Belyakov is not rescued before the strains are finished and the hand-off made, Valentina has rigged the ship with explosives she can remotely detonate should any attempt be made to recover her prize.

British MI6 has not been able to locate the elusive White Queen; however, they have made contact with a Serbian trafficker named Andris Milic, who arranged for the White Queen's transport out of the UK and into Riga.

To avert increased tensions between the Eastern and Western powers, the job of recovering Dr. Belyakov has now fallen to the United Nation's own clandestine service, the International Clandestine Operations Network, better known in the trade as ICON.

THE WHITE QUEEN

PLOT OUTLINE

Section 1: The team will be debriefed on their mission and choose their equipment.

Section 2: The team heads to Riga to meet with their Serbian contact and learn the whereabouts of their Russian scientist. An ambush alerts them to their enemy's capabilities.

Section 3: The team heads out to sea to retrieve their scientist, all while in a dangerous storm

ADMINISTRATOR NOTES

Within this scenario, the player-operatives from ICON will face two opposing agent teams—the Russians sent to collect Belyakov and the White Queen's own team of mercenaries. In addition, should the player-operatives prove unsubtle in their attempt to recover Belyakov, there is the possibility that either or both the Latvian National Armed Forces (NAF) and the Riga police may become involved.

The handling and composition of the player-operative team can be determined by the Administrator and players as they wish, using either their own created operatives or the pre-generated operative archetypes included at the back of the mission book, as well as those archetypes included in the core rules. In general, ICON field teams are comprised of four operatives but can be more or less with the Administrator adjusting the threat levels as appropriate depending on number of operatives.

The Russian GRU team is made up of four operatives, all specially trained Spetsnaz; the White Queen's team consists of six operatives, each former special forces from varied nations. Personal Traits are listed along with their respective weapons and equipment.

All opposing factions, as well as any allies made by the ICON-team during play are handled by

the Administrator, who is responsible for the determination of NPC tactics and reactions based upon their motivations. Additionally, the Administrator must keep in mind that where Latvian law-enforcement or National Armed Forces (NAF) actions are concerned, they have no knowledge concerning the threat in their city or of ICON's mission. As such they may attempt to investigate and apprehend the ICON team if laws are blatantly broken and citizens placed in jeopardy. Should they be successful in detaining the player-operatives, ICON will work through back-channels to gain their release, but it will likely take time to do so and, should the crimes be too great, those incarcerated may well expect expulsion from Latvia, or worse.

MISSION OBJECTIVE

Retrieve the scientist, Vasily Belyakov, and return him to the UK. Other priorities include maintaining a good relationship with Andris Milic for future missions and not revealing any information to Milic that he can sell later.

TIMELINE

Some of the events in this mission take place at particular times. The following timeline will help the Administrator gain an overview of the mission, and keep track of when events occur.

LOCAL TIME	LOCATION	EVENT
0700	London	Meet with Dame Edith Weatherby at ICON headquarters
0900	London	Board cargo flight to Riga
1300	Riga	Arrive at airport in Riga
1500	Café Kafka	Meet with The Serbian
Midnight	The Azov	Helicopter arrives with Iranian Quds Force
0600 (Day 2)	The Azov	Crew ferries out to board the ship
0700	The Azov	Muster crew on stations
0715	The Azov	Complete preparations to get underway
0730	The Azov	Ship weighs anchor and begins to leave the harbor



Apsley House, London

THE WHITE QUEEN

SECTION 1: THE TEAM BRIEFING

The game begins with the player operatives receiving a summons to ICON's London division HQ, a building known by the public as the Apsley House. Upon arrival at 8am, they pass through the venerable building's veneer of normalcy, descending down via a hidden lift to an underground labyrinth of brushed steel corridors and high-tech checkpoints.

At this point, play begins. The Administrator will read the following paragraph aloud to the players:

Once the home of the Duke of Wellington, Apsley House in Westminster has become one of London's most respected museums showcasing significant collections of paintings, porcelain, and sculpture. Unbeknownst to most Londoners, the monolithic building's basement houses the office of the International Covert Operations Network: ICON.

APSLEY HOUSE

Apsley House is a neo-classical building on the edge of Hyde Park. The interior boasts numerous gilded rooms filled with artwork. Visitors can see gifts to the Dukes of Wellington from tsars, princes, and emperors. Crystal chandeliers drip from classical scrollwork that coils about the ceilings.

During the day, tourists and schoolchildren clump up viewing treasures. Tour guides whisk people from one room to the next. Portraits from bygone days and candelabra as tall as a child pull attention away from any agents walking through the room.

Note to the Administrator: You may wish to do some research on the real Apsley House and its environs before taking your agents through this mission, so you can describe the area in a natural and conversational manner.

Read or paraphrase the following section, pausing to show images where indicated. Leave room for players to interrupt or ask questions, so they don't feel like a passive audience during their briefing.





A lift takes you down several flights and upon stepping out you are scanned through the first checkpoint. You head down a series of sterile corridors and ultimately to the reception area of Dame Edith Weatherby, the Station Chief. Behind the desk, a young, dark-suited man smiles and ushers you into Dame Edith's formal, yet elegant office.

Overstuffed leather chairs sit in front of a heavy walnut desk. Wood-paneled walls encase bleeding edge technology, hiding it from prying eyes and ears.

A petite, prim-looking woman in her sixties sits behind the desk. A framed portrait of a distinguished man looms behind her. Still on the phone, she motions for you to have a seat. This is Dame Edith Weatherby, your boss.

She delicately hangs up the phone and assesses you with a measured look. After a moment, she speaks in a business-like fashion. "That was the head of Special Branch. It seems they have just lost a client and need ICON's help to retrieve him."

A screen quietly descends on the right wall, lights darken, and a photograph of a man in his late sixties appears on the screen.

"Dr. Vasily Belyakov. Until a week ago, Belyakov was head of Russia's Biowarfare

Division before defecting to the UK. Special Branch was holding Belyakov within safe house Zevon, located in the Green Lanes—London's Harringay district to be precise."

Belyakov's photo is replaced by one showing a low-income area of London in which a bottle-shop faces a tenement building.

"Early yesterday morning at approximately three a.m., Belyakov was kidnapped and his bodyguards killed. A careful re-creation of the scene indicates it was an operation orchestrated by a team of freelance professionals working on behalf of the Russians."

The next photo shows a woman departing an airport. Her features are obscured by the scarf and heavy sunglasses she wears. "This picture was taken at Heathrow just four days ago. We believe it is the operative who planned and executed the abduction. We know her only by the code name: White Queen. Aside from a belief that she is Ukrainian-born and FSB (Federal Security Service) trained, we know very little about her. This is the only photo known to exist."

A small, ivory chess piece representing the queen replaces the woman's photo.

"Special Branch found the queen in one of the rooms of the tenement building facing the safe house. No fingerprints, no spent shell casings, not even a strand of hair.

THE WHITE QUEEN



Just this. It's her calling card. She always leaves one of these to advertise her skills to other potential employers."

Another slide now shows a rough, working-class Eastern European man.

"Andris Milic, aka, "The Serbian". Andris is a trafficker with ties to no one. He's in it strictly for the money. We believe the White Queen hired Andris to arrange the extraction of her team out of London. This morning, Andris reached out to one of our assets with claims that he can provide the location where Belyakov is now being held. For the sum of one million Euros, he will give us the exact location and, as a sign of good faith, he told us that they were in Riga. Once he gives up Belyakov's location within the city we have promised half his pay to be wired into a Swiss bank account of his choosing. The other half delivered upon confirmation of his intel."

Next up is an image of a small curbside café.

"This is the Café Kafka, in the Vecriga, or "old Riga" area of the city, where you will make contact with the Serbian. You will ask him for the time in Paris and he will reply with the time in New York. The exact time is not important, but you must reply "that's okay, I prefer London anyway."

Once you are both satisfied with the question-and-answer, he is to give you the White Queen's location. Upon receipt of the intel, one of our officers-in-place will make the money transfer, which he can verify.

If you feel the information is good, just leave a tip for your waiter."

"From there it is up to your team to act on the intelligence as you see fit. The USS Raleigh, an American Ohio-class sub, will be waiting outside the harbor to receive both you and the package."

"Any questions?"

Answers Dame Weatherby might have:

- There is an ICON station in Riga. They know the team is coming but have been ordered to stand down unless asked for assistance. The Chief of Station in Riga is Vilis Zane.

- If the team chooses to go to the Riga station, they can offer supplies as needed.
- Transport via airplane has been secured to Riga and will depart from Heathrow.
- There is a weaponized bacterium.
- Belyakov was supposed to give the British information on the bioweapon, but was kidnapped before he could.

Dame Weatherby stares hard at each of you and says, "I need not say how sensitive this mission is. If the mission goes haywire, Russia may respond with military action, or worse. Good hunting, team."



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ADMINISTRATOR NOTE:

ASSETS

At this point allow the players to choose weapons and gear they wish to check out of requisitions and then move them along, giving them a brief narration regarding their flight to Riga aboard a commercial cargo plane operated by one of ICON's false fronts, *Adalwulf Freight*. Assuming that the team opts to keep a low profile, they are able to move past the Latvian customs agent along with the rest of the *Adalwulf* crew, whereupon they can ditch their coveralls and prepare for their meeting at noon with The Serbian.

SECTION 2: RIGA

THE MEETING AT VECRIGA

The oldest part of Riga, Vecrīga, was the original city limits as late as the 19th century. Its borders are still marked by the Pilsētas kanāls, the Riga City Canal where the city walls once stood. Although it is a World Heritage site with history in every corner, it is also home to a bustling nightclub and social scene. It is here, on a row of restaurants in an old stone building that the Café Kafka sits. Outside the café, several tables are occupied by young people sipping various coffee drinks and strong teas.

The Serbian arrives at the café early, sitting at a table outside at 11:30am. If he is given the pass-phrase, he replies with the correct counter-phrase ("No, but the time in New York is five in the morning", for example). He waits for the team to respond "that's okay, I prefer London anyway." before inviting them to sit with him at his table.

ANDRIS MILIC (AKA "THE SERBIAN")

Not much is known about Andris' past. He has had ties with the Srpska mafija (Serbian Mafia) as well as several terrorist cells throughout Eastern Europe. Andris is a trafficker, loan shark, black marketer, and convicted murderer. He has ties to no single organization, but has his hand in many. He does not care for doing right or wrong; he's in it strictly for the money and gain. He has multiple homes and safe houses in various countries, but he can be found from time to time in Riga, Latvia. In Riga he is known more as a "Robin Hood" type of individual, having ties to local government and law enforcement. While in Riga he is untouchable. ICON uses him as a contact from time to time with a high cost attached. Although he cannot be trusted, he has the contacts needed to gain sensitive information.

ROLE-PLAYING THE SERBIAN

One word describes the Serbian and that is "cruel". He tends to see those around him as means to an end. He has no problem befriending a person for a number of years, building up a deep relationship, and then cutting their throat. He has no friends or family in his mind. His desire is money and he can get anything you want for the right price. It is wise not to let the Serbian know too much about an agency as the agent might be the next to be sold out. Andris does have one weakness—the city and people of Riga, where Andris is seen as a folk hero of sorts. The people will do anything for him, even murder. No one is sure why the people of Riga have taken to him (even Andris himself does not know), but it is now his safehouse in the form of a city. The Serbian is shrewd and never gives anything for free. Most of the time it's money; for others it is information or "favors". He does not carry a weapon outside of Riga, but will have undercover police officers very close to him, especially if meeting with so-called, "clients".

Andris is not one to jump right to business. He will see what information he can wheedle out of the team as he makes his way toward the answer to their question.

The Administrator should make note of any information the team gives which the Serbian could later use or sell—are they gathering information or is he?

But once he feels he can get no more from them he begins to come to the location of Belyakov.

*Administrator:
Use comparative/opposing Suave + HUMINT rolls to see whether unintended information was released by either. Use any modifying specialized skills or impairments. Every agent who speaks to Andris must roll; Andris rolls once.*

After the team has been given some time to ask questions, any further conversation is cut short by The Ambush (page 14). Andris has not revealed where the White Queen is prior to the Ambush.

Things Andris might reveal:

1. He facilitates the traffic of goods that might not otherwise pass inspections.
2. He charts ships, planes, trucks to import/export goods.
3. He was paid to arrange transport for six to Heathrow three days ago.
4. He was contracted to remove seven by boat from London.
5. He can procure passports and visas.
6. He can pay off port authorities.



THE WHITE QUEEN

ANDRIS MILIC
"THE SERBIAN"



Nerve	d10
Suave	d8
Pulse	d6
Intellect	d8
Reflex	d6
SIGINT	d8
<i>SIGINT Specialized skill:</i> Forgery	d10
HUMINT	d8
<i>HUMINT specialized skill:</i> Asset handling	d10
<i>HUMINT specialized skill:</i> Deception	d10
TECHINT	d8
COMBAT	d8
<i>COMBAT specialized skill:</i> Marksmanship	d10
<i>COMBAT specialized skill:</i> Hand to hand combat	d10
Background	Criminal
Impairment (optional)	Ataxophobia: fear of disorder or untidiness.
Action points	8
Health	d6
Languages	Serbian (native) d12, Russian d10, Arabic d6, French d8, English d8
Assets	Smartphone, cigar, zippo lighter, Type I armor
Weapon	None
Contacts	Riga police d10, Riga city official d8, local friend in Riga d4

THE AMBUSH

If the characters have been keeping watch over the area, have them make a surveillance roll (core rulebook, page 52) to see if they notice a man speaking on his cell phone from the street corner, who every now and then seems to be looking over toward Andris' location.

If the team members are attempting to be covert, use another surveillance checks to see if the man notices them observing him.

If they fail their first surveillance check, they notice nothing until a motorcycle bearing a black-clad rider pulls up next to the man formerly on his phone. The rider's face is hidden behind a tinted helmet visor.

At this point have them make a perception roll (attribute save, core rulebook, page 63) to see the standing man reach into his coat in a manner that indicates he is going for a weapon.

HIRED KILLERS [2]

Nerve	d8
Suave	d4
Pulse	d6
Intellect	d6
Reflex	d10
SIGINT	d6
HUMINT	d8
TECHINT	d4
COMBAT	d10
<i>COMBAT specialized skill:</i> Judo	d12
<i>COMBAT specialized skill:</i> Marksmanship	d12
<i>COMBAT specialized skill:</i> Driving (motorcycle)	d12
Background	Professional racer
Action points	10
Health	d6
Languages	German (native d12), English d8

Assets	Comlink d6, Type II-A armor
Weapon	Uzi with 4 magazines
Contacts	Handler d4, The White Queen d12 (She will not respond to his call if he is captured)

If successful, they have a chance to take evasive action before he pulls out a small submachine gun and begins spraying the area around their table. Otherwise, they are all surprised.

Combat begins as the man formerly holding the phone pulls out a compact submachine-gun and fires at full-auto toward the table where the Serbian and team sit.

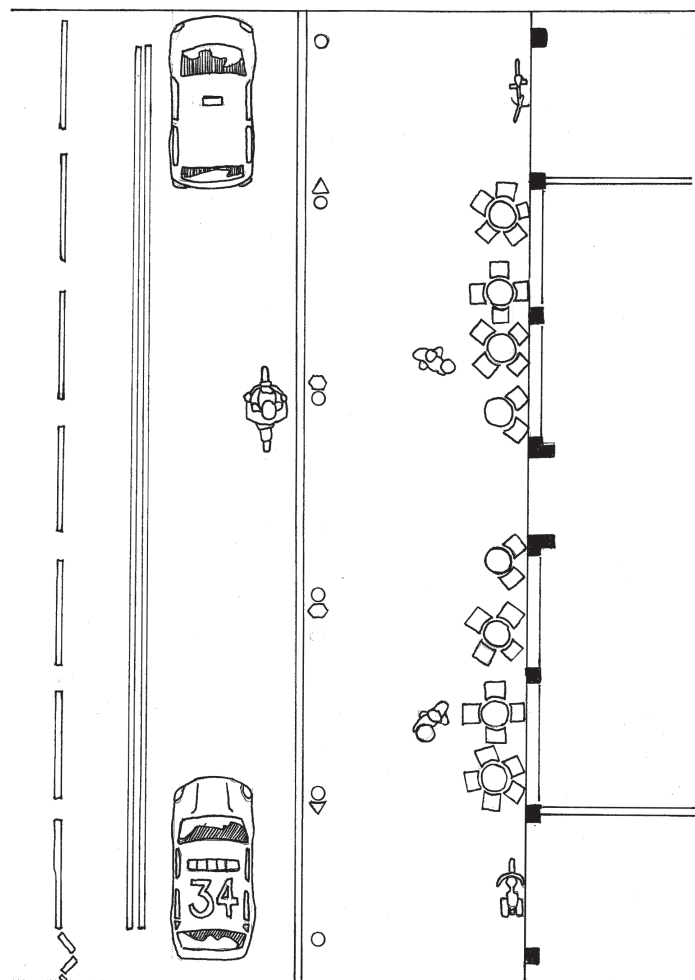
The hit-squad will not stick around to see if their assassination attempt is successful, though, and after two bursts the gunman leaps on the bike behind the driver who in turn attempts to flee down the street under the cover of ensuing panic from the crowd.

The assassination attempt is a scripted result and does not need to be rolled out with the Combat rules. If the agents are extraordinarily prepared and lucky they may be able to catch the fleeing hit men, who will fight to the death. Combat may occur according to normal rules. The gunman on the back may fire at pursuing vehicles.

Should the team have left a member behind the wheel of some transportation, that player may opt to give chase, with the Administrator referring to the rules on high-speed pursuit (core rulebook, page 86).

Otherwise, it will take time for them to locate and attempt to commandeer one of the nearby scooters, automobiles, and/or taxis parked along the street.

Should they check on Andris, they will see that he is



bleeding from his left side but is still alive and conscious. The team has three rounds to hang about before two-tone sirens are heard approaching their position. If they wait around, they may well be detained by police for questioning. Andris will urge them not to hang around, stating that he has a van parked around the corner. If his pleas go unheard, he will attempt to flee by himself.

If the team delays too long, the police arrive and begin questioning everyone. At this point, Suave checks will need to be made, modified by how good the players' stories are. One witness will make sure to point out that it was their table at which the gunmen seemed to be shooting. This witness is actually one of the White Queen's civilian contacts, intending to stall the ICON team.

Assuming the team opts not to stick around until the authorities arrive, continue on to The Serbian's Tale.

THE WHITE QUEEN

RIGA POLICE

Nerve	d6
Suave	d4
Pulse	d6
Intellect	d6
Reflex	d6
SIGINT	d6
HUMINT	d6
TECHINT	d4
COMBAT	d6
COMBAT specialized skill: First aid	d8
COMBAT specialized skill: Marksmanship	d8
COMBAT specialized skill: Driving (car)	d8
Background	Police
Action points	6
Health	d6
Languages	Latvian (native d12), Russian (d10), German (d6), English (d8)
Assets	Smartphone, laptop, baton, handcuffs
Weapon	Ruger LCR

THE SERBIAN'S TALE

After the smoke clears and all are in a moving vehicle, preferably heading in the opposite direction of the approaching sirens, Andris begins roundly cursing the thwarted hit squad, claiming he has been double-crossed. If asked by who, he states only that it is a former client who was obviously dissatisfied with his services.

Andris is honestly frightened, but because of the attempt, his fee has not yet been paid, and so he holds out on revealing the White Queen's location. The team can attempt to get the information from him by force or intimidation at the risk of their

Reputation rating, since assets don't like working with those who use such tactics, or they can offer to use their secure connection to ICON via their smartphones to complete the first half of the payment, which Andris can confirm by checking his accounts through his own phone.

After a successful use of either method for getting information out of Andris, read the following section aloud.

"I handled the paperwork and bribes to allow the Russian research vessel, the Azov, to make port. And that is where she is now, holding Doctor Belyakov. It's currently still here, but according to the papers I submitted it departs for South Africa at 7 o'clock tomorrow morning."

Andris then goes on to give the location of the Azov, after which he looks expectantly to the team, obviously waiting for them to come through with the first half of his payment.

Assuming they pay half his fee as promised, he adds one more piece of intel which he'd been saving in case his payment was not met.

"You've kept your first part of the agreement, and seeing as you helped me out of that situation back at the café, I'll give you one more bit of information for free. While originally my arrangement was only to provide passage into Riga, I was called earlier today by my client and asked to arrange for a helicopter to bring another team to the Azov, and take two people off the ship and to the city of Kursk. The helicopter arrives at the Azov tonight at midnight. I suspect she may have sold the doctor twice."

Despite his wounds, the Serbian will not want to be taken to a hospital if such an offer is made. His wounds are in fact not as severe as they at first seemed, most likely due to the fact that he was wearing a slim Kevlar vest under his shirt. If the getaway vehicle is his own, he will suggest the team take it, and him, to the team's resident station or safe house. Andris would love to know where it is, after all. If that suggestion is not followed, he will ask to be let out at the next stop. He tells the group with a smile that they may keep the car, as he suspects it is now associated with him and the team. He assures the agents that he can make his own way home.

RUSSIAN ROULETTE

If the team elects to shadow him in order to find out where he is going, a successful tailing/shadowing check will need to be made (core rulebook, page 68). If it fails, he manages to slip into the crowd and the team loses him.

If the check is successful, read the following.

Andris stands at the corner, ever watchful of the people passing by as he pulls out his cell phone and looks to speak briefly with someone. Five minutes pass and then a utility van pulls up and Andris gets in.

If the agents follow the van, they are eventually led into the city's warehouse district where the van stops at the perimeter gate of an unmarked, single-story building. (Not to be confused with the tourist area "historic warehouse district" near the Central Market, this area is southeast of the Dienvidu Tiltis bridge.)

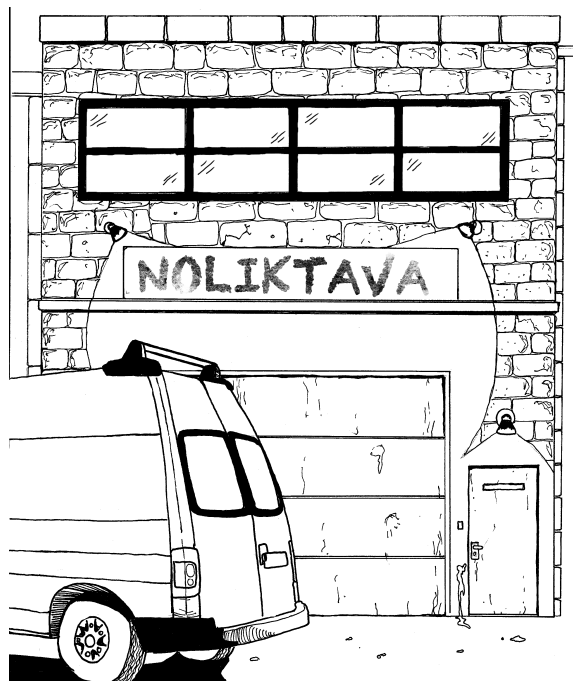
The gate opens apparently by remote and the van disappears into the dark interior of the building. Both the garage door and perimeter gate close behind the van.

While Andris has proved useful in the past, now he is a liability to both the White Queen and the Russians. It is the Russians who find him first, which is not so surprising when one considers that the van's driver, a trusted friend to Andris, is in actuality an FSB assassin who has been keeping tabs on the trafficker for a number of years now.

The Serbian never sees it coming.

If the team attempts to enter behind Andris either secretly or in a less subtle manner, they find the van with Andris sitting limp in the passenger seat with a .22 caliber bullet just behind his left ear. The team finds no sign of the driver.

Should the agents manage to enter the building with Andris, they will discover another Russian inside, waiting to help the driver escape out the back door. Use the stats for The Rooks (page 29) if needed. Depending on the agents' actions, the Russians will either try to kill everyone if they have the element of surprise, or abandon the attempt if it seems risky.



THE WHITE QUEEN

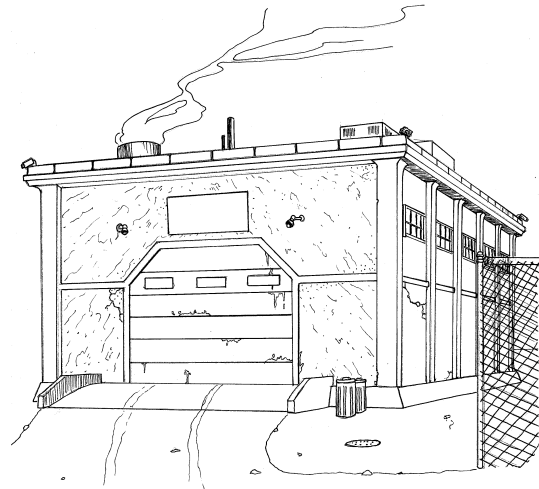
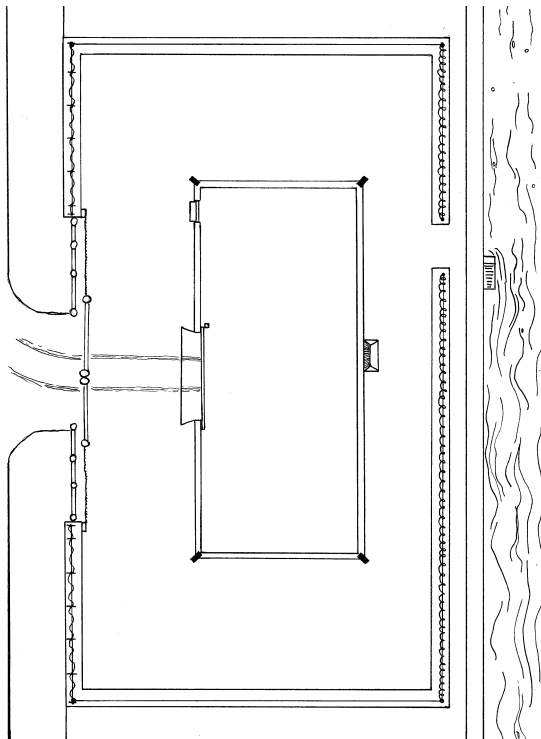
RIGA: GEARING UP AT STATION CENTRAL

At some point, the agents will want to make contact at the local ICON station to obtain any gear they will need for the final part of the mission.

If the team comes to the Riga Station first, they will not have the intel necessary to retrieve the Russian scientist, although they can better prepare for meeting the Serbian; Zane offers a vehicle, recording devices, and can accommodate reasonable requests, at the Administrator's discretion.

Riga Station is located in the Katlakalns district, west across the Dienvidu Tilts (Southern) Bridge where it sits along the Daugava River. Known ostensibly to the public as Rihards Milk Factory, it maintains behind this façade a capable base of operations for ICON to handle matters throughout Latvia. Its Chief of Station is a grizzled, Cold War veteran, Vilis Zane.

If the team visits the Serbian first, they know that there is a high likelihood their target is being held aboard the research vessel ship, the Azov. However, if they are to mount an assault on such a ship, they will need more specialized gear and the safest way to acquire such weapons and equipment is from the Latvian arm of ICON. They'll need to go to Riga Station at this point even if they visited it first.



Zane is coming up to the age of mandatory retirement, but he is still as sharp as ever and he runs a tight operation. Should the team make contact with his outfit, he will be able to assess the intelligence gained from the Serbian and verify its veracity. Through his Blackhat team, he can also help with finding the location of the Azov by breaching the harbor's database files, as well as supply satellite photos of the harbor.

The Freeport of Riga extends all the way down the Daugava River to the first bridge. Although capable of handling huge capesize ships in-river, the Azov has anchored about two miles out into the Gulf of Riga, west-southwest of the navigation lanes. It is not uncommon for ships to anchor out in a "parking area", waiting for an open berth or for paperwork red tape to be cleared up.

Zane suggests that an approach by water, after dark, is their best route if they wish to board undetected. He can also offer gear for this. Through his contacts he can launch the team from a dock near the mouth of the river to minimize the travel distance to two miles.

Weather reports indicate a heavy storm will hit the area soon.

The Administrator is free to use his or her own discretion in what requisitions can and cannot be met by the station. However, SCUBA gear, a rigid-hulled inflatable boat (RHIB), tactical ladders and rope ladders, and other expected equipment is readily available to the team. Aircraft are not available.

SECTION 3: SHIPSIDE

INTO THE STORM

Once the agents have obtained the location of the Azov, they will make their plan of approach and boarding. A thunderstorm will begin as they are on their way to the Azov. When they arrive at the harbor where the Azov is anchored, read the following text to the players..

The wind whips crazily through the harbor as the storm makes its approach. Waves crash with violent regularity against the pier and lightning flashes intermittent glimpses of ships battered down to wait out the squall.

In the gulf, well out of the navigation lanes, a large research vessel sits anchored, its rusty hull rising and falling upon the bucking tide. Only its running lights and the frequent lightning mark its position.

If the players decide for some reason to approach the ship during daylight, they will be spotted by The White Queen's men easily. Even an approach by divers will be given away by the bubbles as the agents begin to surface.

The ship is anchored in the gulf rather than docked for security reasons, and they will not be fooled by any story the agents concoct. They will do whatever it takes to prevent the team from boarding, although they don't wish to draw attention to themselves, and will use gunfire only as a last resort.

Due to the darkness and driving rain from the storm, any night approach toward the ship will be aided by the difficulty to see.

In addition, the thunder masks the sound of small engines, such as those used with small watercraft.

However, the storm is a double-edged sword, for while it masks the team's approach, it also makes it difficult to navigate small craft through the swells.

The RHIB supplied by Riga Station has a top speed of 30 knots, however, in the storm it is unsafe above 20 knots, so it will take at least five minutes to reach the ship from the shore.

In storm conditions, make one **pilot watercraft** tradecraft check per minute, using Reflex + COMBAT + d10 (asset die for boat). Any modifiers such as specialized skills, background, or impairment will also come into play.

If the pilot of the boat fails their tradecraft check, roll d6 on the following table to determine the result.

DIE ROLL	RESULT
1	Boat slams down hard from large wave, all passengers make Reflex attribute save* or take 1d4 damage.
2	Large swell washes over boat. All passengers lose one unsecured item (if applicable), determined randomly.
3	Wave rolls boat violently to the side. All passengers make Reflex attribute save* or go overboard.
4	Large fish is thrown against the boat by the storm. Randomly select one passenger to be hit by fish. 1d4 temporary hit points of damage. (See striking damage, core rulebook, page 74)
5	Boat is capsized. Any unsecured items are lost. Boat can be righted in one minute.
6	Wave flips boat backwards, capsizing and doing damage to passengers. Make Reflex attribute save* or take 1d4 damage. Boat can be righted in one minute.

**Use a d6 decision die for attribute saves due to the strength of the storm.*

If an agent goes overboard, see the underwater movement rules (core rulebook, page 85). Being thrown overboard is disorienting. An Intellect attribute save (d6 decision die) must be made to get bearings and begin swimming back to the boat. Repeat the Intellect save every round until disorientation ends. The agent is carried 10' away from the boat each round that they are disoriented. Any agents still on board may throw a rope, disorientation is only about finding the boat's location.

THE WHITE QUEEN

THE AZOV

The Azov is a global-class research vessel, originally built over 40 years ago with funding from the Soviet Navy. Configured as a general-purpose oceanographic research vessel, it is capable of deploying massive moorings, deep-towing cameras, supporting remotely-operated vehicles to a depth of thousands of meters, and launching and recovering small unmanned aircraft. It was retired from service shortly after the fall of the Soviet Union, to be passed through the hands of several oligarchs, and finally ending up in the service of The White Queen.

THE AZOV	
Length	279'
Beam	46'
Draft (max)	16.6'
Gross tonnage	2,516 tons
Net tonnage	754 tons
Crew	23
Berthing space	38
Fuel consumption	3,600 gal/day
Transit speed	11.4 knots
Endurance	40 days
Range	10,061 nautical miles

KEY TO THE AZOV:

03 LEVEL

This is the bridge level of the ship. Above the main deck, each deck is numbered in ascending order, so this highest deck is referred to as the "03 level."

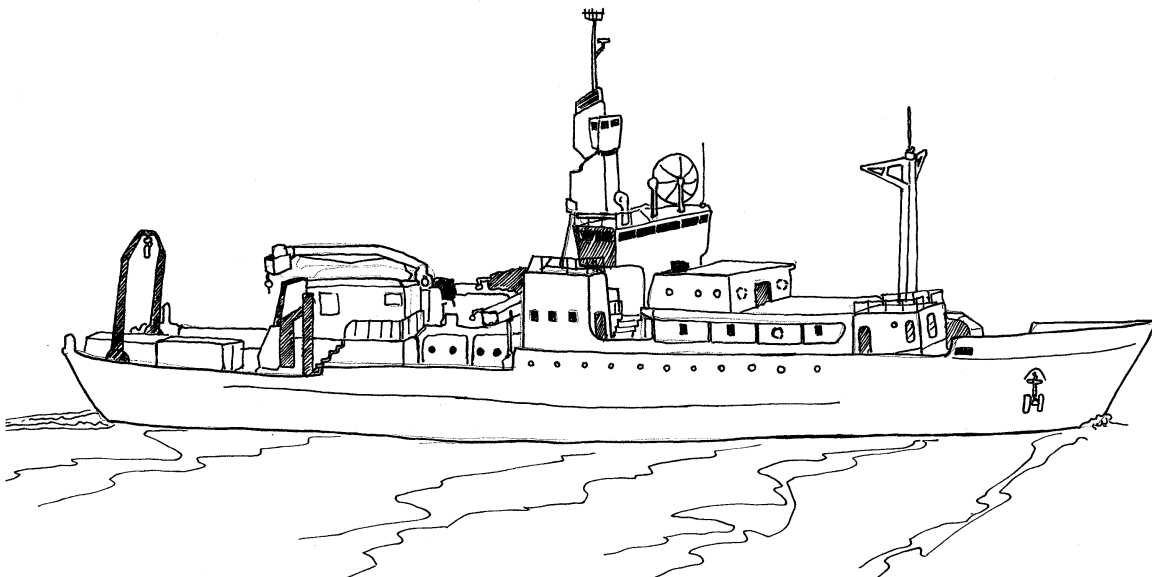
1. Chart room. This room is for navigation, and contains the charts and computers for that purpose. An agent with the right background or skills would be able to read the charts and discover they lead not to South Africa, but to Dikson, a remote settlement on Russia's Arctic coast.

2. Bridge. The main controls of the ship are here. A captain's chair is on the starboard side, as well as radar and a chart table.

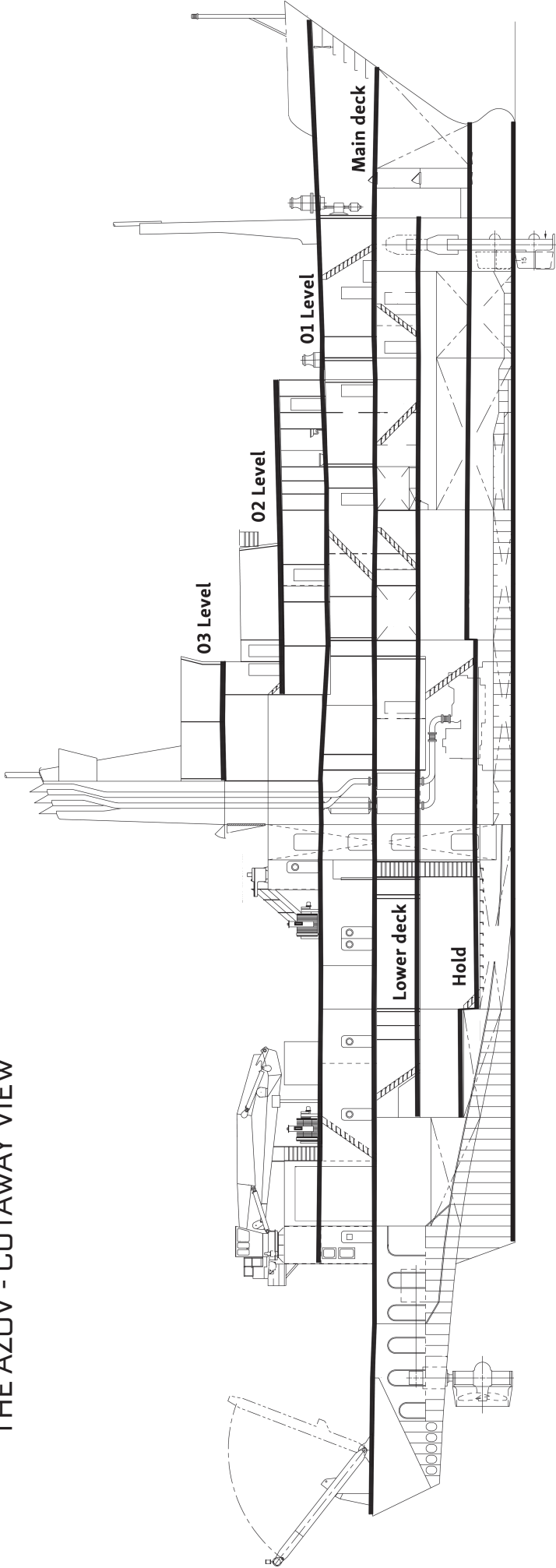
3. Open deck. Two storage lockers on this deck contain survival suits. There are five suits in each locker.

Survival suit (d12)

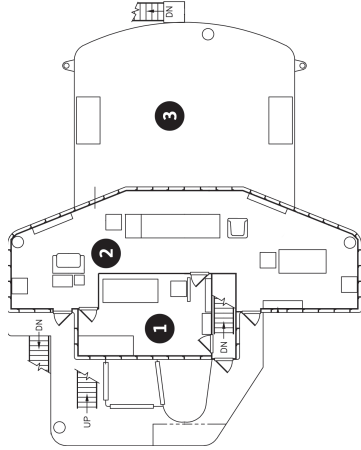
Each survival suit is designed to fit a person from 4' 11" to 6' 3", up to a maximum weight of 300 pounds. They are waterproof and buoyant, and designed to keep the wearer's head above water. Survival suits provide protection in cold water for up to 19 hours. Impact resistance allows the suit to withstand a 30' leap into water. The suit is flame resistant for 9 seconds (3 rounds).



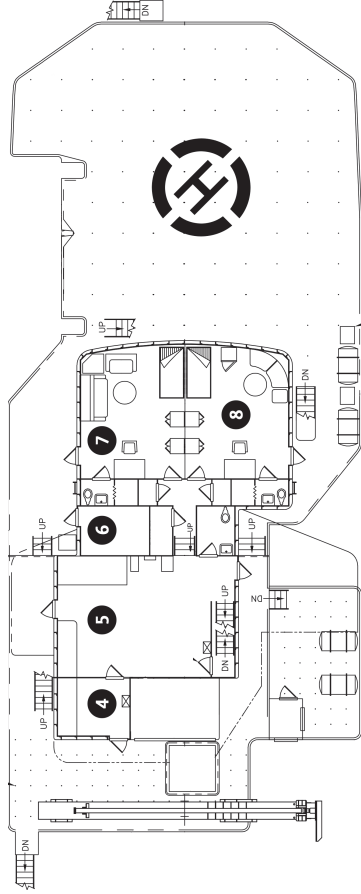
THE AZOV - CUTAWAY VIEW



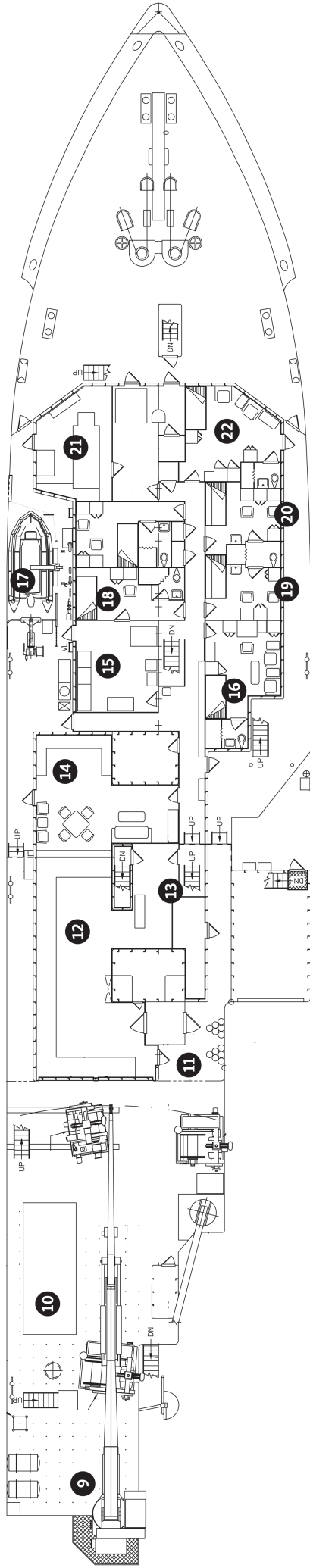
THE AZOV - Ø3 LEVEL



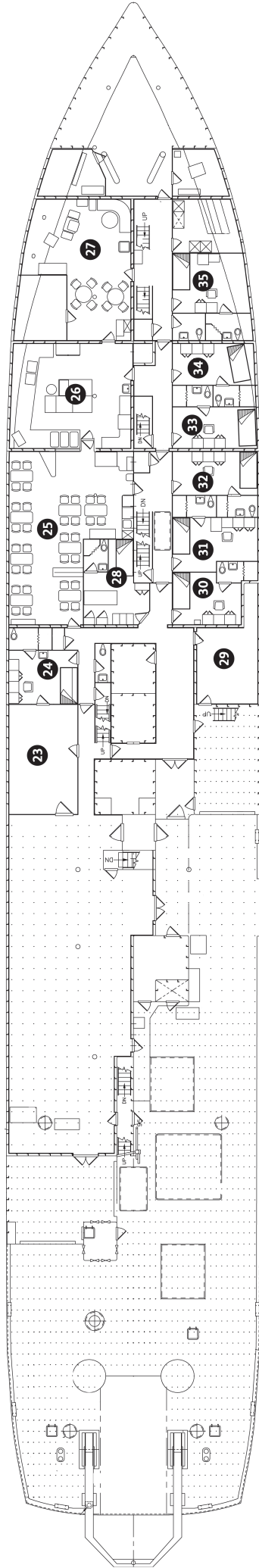
THE AZOV - Ø2 LEVEL



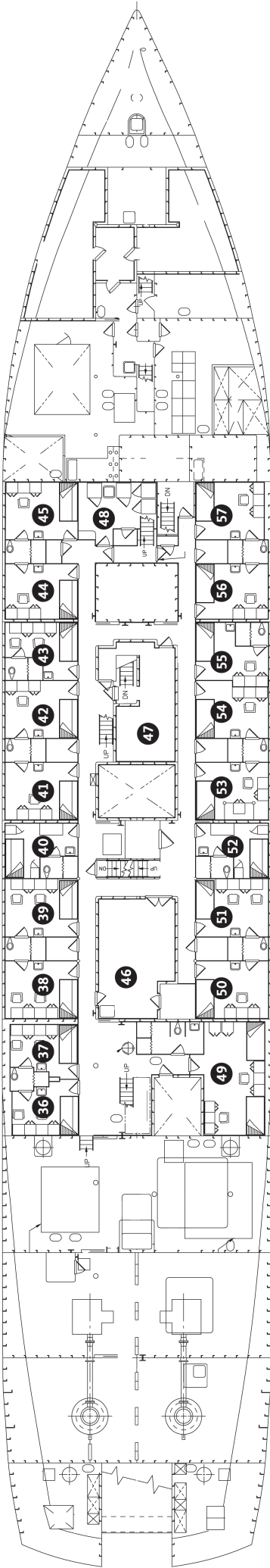
THE AZOV - Ø1 LEVEL



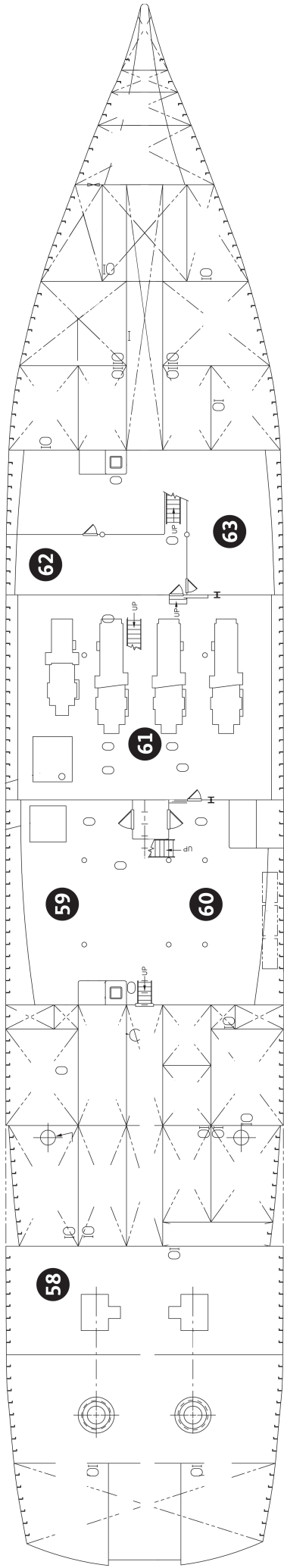
THE AZOV - MAIN DECK



THE AZOV - LOWER DECK



THE AZOV - HOLD



THE WHITE QUEEN

02 LEVEL

H. Helicopter pad.

4. Exercise room.

5. Scientific chart room. This room is similar to the chart room on the 03 Level, but it is unused and empty.

6. CO2 room. In the case of onboard fire, a CO2 system is deployed to suffocate the fire. This is the storage room for the CO2.

7. Crew cabin. A single bed, desk, and basic furniture is here. A door leads to a head with a shower.

8. Captain's Sea Cabin. This cabin is used by the captain when they are likely to be needed on the bridge.

01 LEVEL

9. 65' Articulated Crane

10. 8' x 20' container, lockable This metal container is secured to the deck and latched shut. It can be locked from the outside with a lock, which can be found in the ship's office.

11. Acetylene tanks. These cylinders contain welding gases used for on-ship repairs. If shot with a gun, they will explode with the equivalent force of a pipe bomb (see explosives rules in core rulebook, page 83).

12. Upper lab. Contains computer workstations and chairs.

13. Ladder up to 02 Level

14. Library, lounge, and study A few books in Russian sit on the shelves, mostly thrillers, with a few trashy romance novels interspersed.

15. Ship's office A number of desks are crammed in to this area. Routine paperwork for managing the ship's operations are found here. Several padlocks and keys can be found in one of the desk drawers.

16. First Mate's cabin A slightly larger cabin, with its own head and shower.

17. Rescue boat. A semi-rigid craft with an outboard motor that can be lowered by a winch. Capacity: 6 people. Top speed: 8 knots (Speed 3)

18. Second Mate's cabin

19. Engineer's cabin

20. Engineer's cabin

21. Emergency generator room

22. Captain's in-port cabin This larger cabin is the captain's primary residence aboard the ship. The White Queen has taken it for her quarters. The closet contains six identical outfits, each matching the clothes she was wearing in the photo taken at Heathrow, and a Dragunov rifle with 4 magazines.

MAIN DECK

23. Analytical lab. There are hatches starboard and aft, each locked from the outside with a padlock. Inside, benches run the circumference of the room, with scientific equipment and computers on all surfaces. Once inside, a door in the forward bulkhead is open to the Chief Scientist's Cabin (24).

24. Chief Scientist's Cabin. This cabin can be accessed from the Analytical Lab, or by a hatch in the starboard bulkhead. The starboard hatch leads to a passageway, and is padlocked from the outside. Doctor Belyakov is quartered in this cabin, and kept under lock and key, with only access to the lab and the head.

25. Mess. There are eight tables here, with seating for 32 people at a time.

26. Galley. There is a full complement of kitchen tools, cutlery, pots and pans here. All the sinks, stoves, and ovens are in working condition.

27. Lounge. Several chairs sit around a pair of round tables, and a curved sofa occupies the corner fore and starboard. A television is mounted to the wall.

28. Hospital. There is an operating table here, a double bunk, and a shower. Basic surgical tools and medical supplies are stored in the cabinets.

29. Empty lab. Benches and countertops sit bare in this unpopulated laboratory.

30. Engineer's cabin

31. Engineer's cabin

32. Engineer's cabin

33. Cook's cabin

34. Cook's cabin

35. Bosun's Mate's cabin

LOWER DECK

36–45. Crew cabins

46. Electronics/computer lab. Deck electronics, ship servers, satellite control, acquisition computers, and display array for the ship scientific data, nav, and satellite info are kept here. A large table dominates the center of the room with workstations for six people. The outer perimeter is occupied by server racks and mounted equipment.

47. Machine room

48. Laundry

49–57. Crew cabins

HOLD DECK

58. Engine room. The stern thrusters and propulsion motors are the main feature of this area. Catwalks extend throughout, as this area is the height of two decks.

59. Cargo hold. A convenient location to store items, it can be accessed by a large hatch from the lower deck (where the stern ramp is), or via passageways.

60. Engineer's workshop. Large items that will not fit inside the machinery room are brought here for engineering work. A hatch above provides access from the lower deck as well.

61. Main machinery room. The main repair shop for the ship, this room is filled with heavy-duty equipment and tools. Shelves line the walls, and several workbenches are located throughout. Most common tools can be found here, as well as a drill press, lathe, mill, plasma cutter, welder, and more.

62. Engineer's control room. Banks of dials, switches, and lights line the room. A long narrow desk runs through the middle, with four flatscreen monitors mounted on top and two chairs. Technical manuals, drawings, and files for the ship are kept here, along with the ship's service switchboard for electrical power.

63. Auxiliary machine room. Similar to the main machinery room, but without the heavy machinery.

ABOARD THE AZOV

Whether the agents approach by watercraft or swimming underwater, they will need to bring ladders to board the ship. Tactical or rope ladders can be hooked onto the ship's railing.

If done under cover of night, during the storm, the White Queen and her men will not hear or see the agents as they board. Climbing the ladder in the choppy water will require Reflex attribute checks for every character that attempts it. Failure will result in falling back into the sea or onto the boat. No damage will result, but the Administrator may ramp up the suspense by announcing the fall in a dramatic fashion before letting them off the hook.

Once on board the ship, the team will need to begin making surveillance checks to remain undetected, and the Administrator should be making checks to determine if the guard rounds intersect with the team's boarding and movement.

The ship is deserted with the exception of the White Queen's team, which consists of:

- The White Queen
- Orlov Krupin, her right-hand man
- Dr. Vasily Belyakov
- 4 Henchmen: Alexei, Bogdan, Chernobog, and Dmitry (The Rooks)



THE WHITE QUEEN

On the main there are two members of the White Queen's team (Alexei and Bogdan) making rounds. When one is at the bow, the other is rounding the stern as they trudge through the wind and rain in a clockwise pattern. This means they may also see each other amidships. They carry walkie-talkies and are armed with submachine guns and each has an automatic pistol at their side. Should the player-operatives conduct any form of surveillance prior to their approach, make a check against the appropriate skill to determine if they see either of the two guards currently making rounds above-deck.

Chernobog and Dmitry are on the lower deck. They are armed as their outside counterparts and as the team moves through these areas the same checks on behalf of both parties are required.

The White Queen stands on the bridge, keeping watch over everything.

OBJECTIVE: BELYAKOV

Belyakov is being held in areas (23) and (24) on the main deck.

In the lab where he is being held, he continues his



research, as the White Queen doesn't waste a moment of her resources.

Standing watch outside is the White Queen's right-hand man, Orlov Krupin. Krupin carries the keys to the padlocks for all three hatches leading into the lab and cabin. If he learns the agents are on board, he will unlock one hatch, and join Belyakov inside, locking it from the inside. He has orders to shoot Belyakov if it looks like he will lose his captive, but will only do so as a last resort.

THE BRIDGE

On the bridge, the White Queen stands watch while maintaining regular check-ins with her patrol team.

She is armed with a submachine gun, a sidearm, and five throwing knives strapped around her left leg. She has with her on the bridge a wet suit and tank so she can slip off undetected down the side of the ship to a tethered jet ski. The jet ski is covered with a black-and-rust colored tarp, providing excellent camouflage in the night.

(Optional) Should she discover the player-operatives have taken out her guards, she will set the timer on plastic explosives she has placed throughout the lower hull in the diesel tanks, to scuttle the vessel in the event she must flee. (See page 29.)

THE DOUBLECROSS

The White Queen was paid by the Russian government to deliver Belyakov to a remote "closed city" on the Arctic coast, Dikson (Диксон). The crew that will be arriving in the morning to set sail for Dikson has served on missions like this before, and knows better than to ask questions.

This time, however, the White Queen has sold Dr. Belyakov twice. The Iranian intelligence ministry, VEVAK, is sending a team of Quds Force commandos to extract Belyakov at midnight.

The Quds Force commandos will arrive in a Bell 407GT helicopter at midnight. The White Queen has told her Rooks that she is expecting a GRU team from Russia, but has not told them that she has in fact double-crossed the Russians, and that the team will be Iranian commandos.

If the agents are still on board at midnight, they may witness, or even get caught up in, a firefight between



the Quds Force and the White Queen's Rooks.

The White Queen's plan is for the Quds Force to take out her Rooks, at which point she will go to the lab where Belyakov is being held, kill her own right-hand man, and hand Belyakov over to the Iranians.

She then plans to escape on her jet ski, and tell the Russians that she lost Belyakov and barely escaped with her life (keeping her fee, of course).

THE ESCAPE

The team does not have to take out the White Queen's team to achieve their objective; merely obtaining Belyakov and extracting him off the ship is sufficient. However, once Belyakov has been retrieved, and the team has left the ship, they will need to make their extraction point about two miles further out into the Gulf of Riga where the *Ohio*-class submarine, the USS *Raleigh* awaits. The sub has orders to wait until 0100 and then exit the area with or without the team.

To make it to the submarine with Belyakov, they can either use the rescue boat on the Azov, or possibly commandeer the Iranian helicopter.

Making it out to the submarine by water will require further navigation checks as the storm continues. The rescue boat can travel at 20 knots, so the journey will take five minutes, requiring five tradecraft checks, as before with the RHIB (page 19).

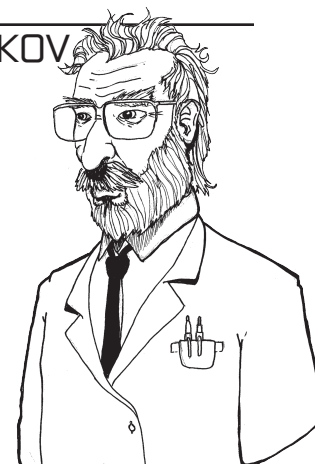
If the team obtains the helicopter, they can fly that out and then leap from it, thereby ditching the craft, but again pilot checks are required as well as swim checks to make it to the sub through the rough swells.

MISSION ACCOMPLISHED

On board the *Raleigh*, a secure comm to London can be arranged for a short, secure message to ICON station London. Award mission points, Clearance points, and mission payments (core rulebook, page 100).

NPCS ON THE AZOV

DR. VASILY BELYAKOV



Nerve	d4
Suave	d6
Pulse	d6
Intellect	d10
Reflex	d8
SIGINT	d10
HUMINT	d8
<i>HUMINT specialized skill:</i> Deception	d10
TECHINT	d10
<i>TECHINT specialized skill:</i> Forensics	d12
COMBAT	d8
<i>COMBAT specialized skill:</i> Pilot watercraft	d10
<i>COMBAT specialized skill:</i> Survival	d10
Background	Scientist
Impairment (optional)	Social anxiety
Action points	8
Health	d6
Languages	Russian (native) d12, English d8
Assets	Secret journal with bioweapon formula, kept on flash drive worn around his neck
Weapon	None

THE WHITE QUEEN

BACKGROUND

The former head of Russia's Biowarfare Division has always been considered an oddity by his family and colleagues. Growing up in Rostov, Vasily was a ward of the church. He was the classic "baby on the doorstep" and found a life of discipline and tough love at the hands of the Russian Orthodox clergy who took care of him.

As a teenager, Vasily strove to leave the city and leave the church behind. Vasily won a scholarship to attend state university, but soon found the subject matter boring. With drive and tenacity, Vasily saved money and applied for grants that brought him to Krasnoyarsk State Medical Academy, where he studied biology and chemistry.

With a master's degree under his belt, he was picked up by the Foreign Intelligence Service of the Russian Federation to work in their secret biowarfare division, not knowing he would be testing out his creations on live subjects.

After several years he left the agency and asked for asylum in the UK. Recently defecting to the United Kingdom, he was prepared to divulge valuable intelligence concerning a newly weaponized strain of bacteria. However, before he could do so, he was abducted from a Special Branch safe house.

ROLEPLAYING DR. VASILY BELYAKOV

Dr. Vasily Belyakov is a very timid man, more afraid of his own shadow than he would leave one to believe. The "hardness" he shows on the surface comes from being raised by the clergy who treated him like a servant.

He is educated and sinister; his passion for bioweapons comes from a place of hate and destruction. It is his driving force, but will also be his undoing. He is very afraid of concepts related to his overly religious upbringing (hell, the devil, sin) and will back down if confronted with the possibility of an afterlife of torture by "demons".

In this scenario, Dr. Vasily Belyakov is a pawn caught up in the White Queen's machinations. He is willing to do anything to save his pathetic life, and will bend to the will of any who has control of him. Play him as a frightened man who will do whatever it takes not to be harmed, including turning on the ICON agents.

THE WHITE QUEEN

Nerve	d6
Suave	d10
Pulse	d6
Intellect	d10
Reflex	d6
SIGINT	d10
<i>SIGINT specialized skill:</i> Electronic communication	d12
HUMINT	d10
<i>HUMINT skill:</i> Deception	d12
<i>HUMINT specialized skill:</i> Exfiltration/infiltration	d12
<i>HUMINT skill:</i> Interrogation	d12
TECHINT	d10
<i>TECHINT skill:</i> Pilot aircraft	d12
COMBAT	d6
<i>COMBAT specialized skill:</i> Explosives	d8
<i>COMBAT specialized skill:</i> Marksmanship (sniper)	d10
<i>COMBAT specialized skill:</i> Hand to hand (Capoeira)	d8
Background	Cryptologist
Impairment	Obsessive (puzzles)
Action points	6
Health	d6
Languages	Ukrainian (native) d12, Russian d12, English d10, Farsi d8, German d6, French d6, Finnish d4
Assets	Satellite phone, Casio F91-W digital watch, handheld computer (pocket sized, 6" x 4"), old Nokia cellphone, waterproof notebook
Weapon	AK-47 (Kalashnikov) on bridge, 2 magazines Glock 17, 1 magazine (5) throwing knives In cabin closet: Dragunov sniper rifle with 4 magazines



BACKGROUND

Valentina Iliniovich did not have much growing up in the small Ukrainian town of Kovel. Her grandfather lost everything during the Second World War and her parents both worked service jobs to make ends meet. Valentina's parents (Luka and Rayechka) felt that a good education was more important than trivial toys or trinkets. Valentina's only toys were a porcelain doll she called "Tina" and her grandfather's chess set. It was the only family heirloom that survived the war and had sentimental value to her family. Since the family did not have much money to spend on entertainment, Valentina's father taught her chess. The beautiful ivory and mahogany set became her passion and she played until she was able to defeat even the best players in her village. Her father called her "Bila Koroleva", his little "White Queen".

Her parents' sacrifice paid off and Valentina won a scholarship to Saint Petersburg State University, studying communications, specifically ciphers (she was fond of puzzles). While at university, Valentina continued to play chess, at first as a pastime, but later found she could read people by their strategies. After graduation, she was offered a position with Russia's Federal Security Service (FSB) as a code cracker for the government. She worked for the agency for roughly six years before she and her service records vanished. At the age of 32, Valentina adopted the moniker, "The White Queen" and went off the grid. She now works as shadow agent selling her skill to the highest bidder. Currently at age 36, she has amassed a small fortune and only involves herself with high-stakes jobs. Her weakness is her

love for puzzles, her vanity, and chess. She has been known to throw caution to the wind when offered a chance to play her life's passion. As an affectation, Valentina leaves behind an ivory chess piece as a calling card. This trinket is to represent her ability to move anywhere she wishes when engaged in what she thinks of as a human game of chess.

ROLEPLAYING THE WHITE QUEEN:

Valentina Iliniovich is a very cunning woman; she tends to be five steps ahead of those involved in her web of intrigue. She uses her contacts (who she refers to as pawns) to test the waters and give any reports back to her before she strikes. She is methodical and very careful about her moves. Her hired killers do any of the dirty work she needs done so nothing ties back to her. As she is wealthy she can payroll almost any task. Her obsession with playing chess is also her weakness. She refuses to make any moves until she is certain it will lead to taking down the opposition. When she feels she is losing she will become reckless and begin making decisions based on irrational emotion rather than the strategy she loves so much.

Play Valentina as the figure behind the scenes, making calls and having those in her employ move against any opposition, even if it includes having her civilian contacts murder and steal.

THE ROOKS

The White Queen refers to her armed retinue as "the Rooks." They are highly trained ex-SSO (Special Operations) turned private contractors.

Rooks are highly vetted through affiliated operations before the White Queen will hire them for her own missions.

Nerve	d6
Suave	d4
Pulse	d8
Intellect	d6
Reflex	d8
SIGINT	d6
HUMINT	d6
TECHINT	d6

THE WHITE QUEEN

<i>TECHINT specialized skill:</i> Pilot aircraft	d8
COMBAT	d8
<i>COMBAT specialized skill:</i> Guerrilla tactics	d10
<i>COMBAT specialized skill:</i> Hand to hand (Sambo)	d10
<i>COMBAT specialized skill:</i> Marksmanship	d10
<i>COMBAT specialized skill:</i> Paramilitary	d10
Background	Military
Action points	8
Health	d8
Languages	Russian (native) d12, English d6
Assets	Comlinks, Type II-A armor
Weapon	FN P90 with 4 magazines

QUDS FORCE

Four Iranian commandos from the Quds Force arrive by helicopter, along with their VEVAK pilot. They wear no insignia on their all-black clothing, but if they are searched, they have waterproof pouches under their clothing containing French passports and identification cards. This is poor cover, of course, but enough to get them in and out of Latvia.

Each commando wears a helmet with a night-vision attachment, body armor, and tactical gloves. They carry zip ties and basic first aid kits for combat.

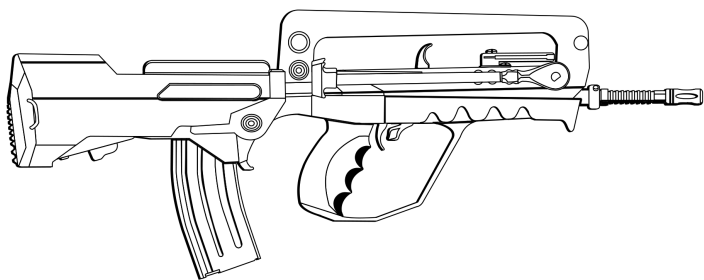
Nerve	d8
Suave	d4
Pulse	d8
Intellect	d6
Reflex	d10
SIGINT	d6
HUMINT	d4
TECHINT	d6
<i>TECHINT specialized skill:</i> Pilot aircraft	d8

COMBAT	d10
<i>COMBAT specialized skill:</i> Guerrilla tactics	d10
<i>COMBAT specialized skill:</i> Hand to hand (Varzesh-e Pahlavāni)	d10
<i>COMBAT specialized skill:</i> Marksmanship	d10
<i>COMBAT specialized skill:</i> Paramilitary	d10
Background	Military
Action points	8
Health	d8
Languages	Persian (native) d12, French d8, Arabic d8, Russian d4, English d4
Assets	Comlinks, night goggles, Type II-A armor, helmets
Weapon	FAMAS G2 with 4 magazines (see below)

FAMAS G2

FAMAS G2		
	Ammo	5.56×45mm NATO
	Effective range (yards)	500
ACCURACY (ASSET DIE)	Point blank	d12
	Close range	d10
	Medium range	d8
	Long range	d6
	Extreme range	N/A
DAMAGE	Point blank	3d20
	Close range	4d12
	Medium range	3d12
	Long range	2d12
	Extreme range	N/A
	Ammo capacity	30
	Rate of fire / round	5
	Rate of fire (full auto)	60

The FAMAS (Fusil d'Assaut de la Manufacture d'Armes de Saint-Étienne) is a French assault rifle



capable of firing up to 1,200 rounds per minute. It is a very ergonomic and versatile weapon, able to mount many kinds of tactical hardware, as well as bayonets and rifle grenade launchers.

VEVAK PILOT (IMAN ALINEJAD)

The pilot of the helicopter is a VEVAK field operative. VEVAK (Vezarat-e Ettela'at va Amniyat-e Keshvar) translates to the "Ministry of Intelligence of the Islamic Republic of Iran."

VEVAK is one of the largest intelligence agencies in the world, serving both domestic and international functions—in essence, similar to the FBI and CIA combined.

The pilot's name is Iman Alinejad. He is a native French citizen whose parents left Iran after the fall of the Shah. Recruited by VEVAK as a teenager, he has served undercover for nearly 15 years.

Nerve	d8
Suave	d4
Pulse	d8
Intellect	d6
Reflex	d10
SIGINT	d6
HUMINT	d4
TECHINT	d6
TECHINT specialized skill: Pilot aircraft	d8
COMBAT	d10
COMBAT specialized skill: Guerrilla tactics	d10
COMBAT specialized skill: Hand to hand (Varzesh-e Pahlavāni)	d10

COMBAT specialized skill: Marksmanship	d10
COMBAT specialized skill: Paramilitary	d10
Background	Military
Action points	8
Health	d8
Languages	French (native) d12, Persian d12, Arabic d6, English d8
Assets	Comlinks
Weapon	FAMAS G2 with 4 magazines (see below)

SHIP'S COMPANY

The ship's crew has worked with the White Queen for several years, but they know little to nothing about her activities, and prefer to keep it that way.

They are civilians, not trained in combat or tradecraft.

Captain: Nerve d8, Suave d6, Pulse d6, Intellect d6, Reflex d4. Languages: Russian (d12), Japanese (d8)

(3) mates: Nerve d6, Suave d4, Pulse d6, Intellect d6, Reflex d4. Languages: Russian (d12), English (d4)

Boatswain: Nerve d4, Suave d4, Pulse d8, Intellect d6, Reflex d6. Language: Russian (d12)

(3) Able seamen: Nerve d6, Suave d4, Pulse d6, Intellect d4, Reflex d6. Language: Russian (d12)

(1) Ordinary seaman: Nerve d4, Suave d4, Pulse d6, Intellect d6, Reflex d4. Language: Russian (d12)

Chief engineer: Nerve d4, Suave d6, Pulse d6, Intellect d8, Reflex d6. Language: Russian (d12)

(3) Assistant engineers: Nerve d6, Suave d4, Pulse d6, Intellect d6, Reflex d4. Language: Russian (d12),

Electrician: Nerve d6, Suave d4 Pulse d6, Intellect d6, Reflex d6. Language: Russian (d12)

(4) Oilers: Nerve d8, Suave d4, Pulse d6, Intellect d4, Reflex d4. Languages: Polish (d12), Russian (d10)

(2) Cooks: Nerve d10, Suave d4, Pulse d6, Intellect d4, Reflex d6. Languages: Polish (d12), Russian (d10)

THE WHITE QUEEN

OPTIONAL SCENARIO

Use this optional scenario to increase difficulty.

The tanks have been booby-trapped with plastic explosives. The White Queen has a small (3" x 5") waterproof notebook with a sketch of the hold, showing the location of the explosives and detonator.

One charge is located between the fuel oil tanks and the sewage hold, allowing the two to mix for a time and create a more potent explosive force.

Three more charges are placed underneath hatches leading to the fuel tanks, to detonate the fuel vapors. They can be accessed via deck hatches in areas (59) and (60).

The timer and detonator is located in the main machine shop (61), hidden underneath the drill press.

If the agents search the machine shop, the Administrator should perform a secret roll to determine whether the detonator mechanism is discovered. Ask to see the agent's dossier, and roll Intellect + Tech (explosives) + d4 decision die.

If the agent specifically says they are searching the drill press, increase the decision die to d8.

A failure indicates that the agent either failed to find the detonator, or failed to recognize it for what it was.

If the detonator mechanism is discovered, it will look like a simple plastic box with wires running out if it and down into a small hole in the deck.

Opening the box reveals an old, early 2000s Nokia

phone connected to a breadboard, on which is mounted a Casio F91-W digital watch and some crude circuitry. The wires that were visible outside the box run into the breadboard.

If the destruction sequence has already begun, the digital watch will be counting down from 2:00 minutes when the agents find it.

DEFUSING THE BOMB

There are four wires leading out from the breadboard, into a hole in the deck. The colors are red, blue, yellow, and green. Each leads to one explosive charge. Snipping any single wire will disable that charge, but also trigger a circuit that will instantly detonate the other three.

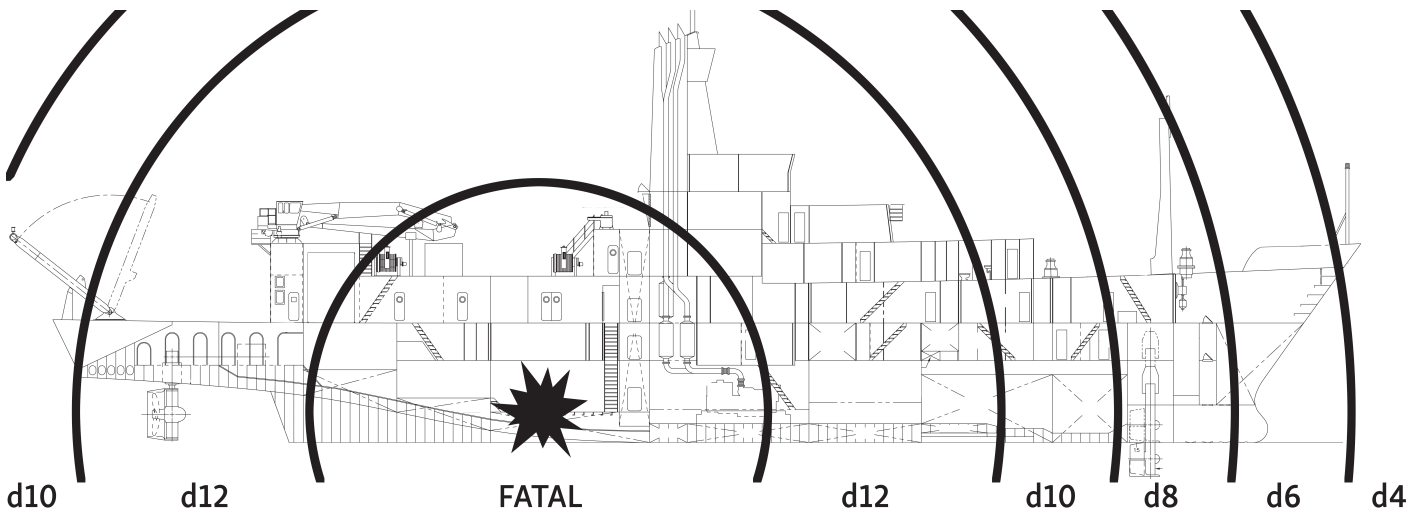
Any attempt to destroy the detonator will immediately trigger all four explosions.

The only way to disarm the mechanism is to cut all four wires simultaneously (within 0.1 second). A large wire cutter, which can be found in the machine room with a little searching, will suffice.

Give the players time to examine the mechanism, and let suspense build. There are no markings to indicate the workings of the device.

If a player declares that they will try to understand the workings of the device with their tradecraft, have them roll Intellect + TECH with no decision die to help them. Backgrounds, impairments, and specialized skills can aid as normal.

If the agent has the White Queen's notebook, it is a d12 asset for the purpose of disarming the bomb.



THE EXPLOSION

The White Queen will only set the explosion if she determines that the situation is hopeless. If that occurs, the following events will take place:

1. The White Queen will use her old Nokia cellphone to trigger the destruction sequence.
2. The first explosion will happen immediately. It is a brick of C4 situated to punch a hole in the steel barrier between the sewage and fuel tanks. Anyone on the hold deck will hear a muffled “thump” as though the ship hit something.
3. The ventilation system on the fuel tanks will shut down, and heating elements that have been placed in the tanks will turn on to vaporize as much fuel as possible. Anyone on the hold deck will notice the fans shut off, as the sound level in the ship drops.

3. The White Queen will make her escape, either climbing down a rope ladder that is stored on the bridge to her jet ski, or in the helicopter if possible.

While fleeing the ship, she will drop her notebook on the bridge without realizing it.

4. The agents have four minutes to escape or find the detonator. If they choose to search for the detonator, then as long as they find it within four minutes, they will find the watch counting down with 2:00 minutes remaining. (This is to provide a fair chance to succeed, and make things simple for the Administrator.)

5. After four minutes (plus two minutes if the agents discover the timer/detonator), the three main charges will explode.

The fuel tanks will explode with a massive fireball. The diagram on the previous page shows the damage that will be taken by anyone on the ship at the time of the explosion.

(Note the small area on the bow where damage is merely a d4. If by chance anyone happens to be recreating a scene from a certain movie by standing on the prow of the ship when the explosion occurs, they will be lucky indeed.)

If the agents have escaped the ship, but are nearby, they will suffer the following damage, based on proximity to the blast:

DISTANCE FROM BLAST	DAMAGE
50' or less	Fatal
51'–100'	d12
101'–125'	d10
126'–150'	d8
151'–175'	d6
176'–200'	d4

Swimmers underwater will take double damage due to the effects of the shockwave.

Any boats within 400' of the explosion will require a Pilot Watercraft roll, with failures resulting in consequences as shown on page 19.

6. The ship will begin to sink.

There are five inflatable life rafts on the main deck, and three on the 01 level. They are clearly marked bright red plastic boxes, about 4' x 3' x 3'. They can be tossed overboard to inflate in the water, and will hold up to 10 people in the enclosed rafts.

The ship will take two minutes to sink completely. Anyone belowdecks when the ship goes underwater will have to find their way out at swimming speed. (See core rulebook, page 85.)

MISSION POINTS

In addition to the mission points outlined in the core rulebook (page 100), the following objectives award points to each member of the team:

OBJECTIVE	MISSION POINTS
Get information from The Serbian	1 point
Save The Serbian's life at the warehouse and recruit him as a loyal asset	2 points
Recover flash drive with bioweapon details, destroy copies	3 points
Destroy flash drive and all copies	1 point
Recover Belyakov alive	2 points
Kill the White Queen	2 points
Capture the White Queen	3 points
Uncover Iranian attempt to capture Belyakov	1 point

APPENDIX: LONDON STATION

A map of ICON's London Station is included on the inside cover of this mission module. While this adventure does not primarily take place in and around London Station, a complete key to the facility is presented here for your own use in future missions.

London station is located 30 meters (100 feet) beneath Apsley House.

There are three entrances to the London station: two elevators within Apsley House itself, and a driveway that emerges in a hidden entrance at the Mayfair carpark, about one block north.

A sub-level roughly halfway between the station and the surface contains HVAC equipment for ventilation and climate control. Ventilation shafts run throughout the station to the surface, with multiple redundancies and airlocks to guard against accidental or intentional contamination or blockage. All ventilation shafts have motion detectors throughout, and metal grilles at regular intervals to prevent incursion.

Plumbing is similarly protected through redundant systems and physical security.

Wi-Fi is present throughout the station, but all traffic is routed through ICON servers and carefully filtered & monitored. Cellular telephone signals are provided through the wi-fi network, and similarly filtered & monitored. Any non-ICON encrypted data or voice traffic that is detected is blocked. Use of non-ICON encrypted wireless devices will result in an immediate lockdown and security protocol.

KEY TO LOCATIONS:

1. ELEVATOR A

Small 5' square elevator

Can hold up to 10 people, 3,000 pounds max

Door opening: 4'

This elevator is accessible from a hidden area near the public museum within Apsley House.

A computed tomography (CT) scanner is built into the elevator to scan passengers for weapons, explosives,

and prohibited items.

Cameras are mounted at all four corners of the elevator ceiling.

2. ENTRY CORRIDOR A

5' wide, 25' long, aluminum-clad walls

A 12" thick blast door at the end of the corridor swings in towards the corridor, hinged on the right.

Entry is by biometric and voiceprint / password identification.

Visitors are not granted entry without an ICON host.

Cameras are located at multiple locations to eliminate blind spots.

3. ENTRANCE LOBBY

Modern, minimalist furniture seats four to five people. No books or magazines are present, nor any plants. The walls are semi-opaque translucent wood, with colored lighting embedded behind that changes slowly through a spectrum of warm colors. Relaxing ambient noise plays through hidden speakers at a low volume.

4. GUARD ROOM

Two glass doors swing inward.

One to two armed guards are present in this room at all times.

A desk faces the entrance lobby.

Screens on the wall display camera views from both elevators, entry corridors, and multiple locations above ground at Apsley House.

5. ELEVATOR AND ENTRY CORRIDOR B

The elevator is 15' deep x 10' wide.

Can hold up to 50 people, 15,000 pounds max.

Door opening: 6'

This elevator is accessible from a room in the private residence of Apsley House.

A computed tomography (CT) scanner is built into the elevator to scan passengers for weapons, explosives, and prohibited items.

Cameras are mounted at all four corners and center of the elevator ceiling.

The entry corridor is 10' x 15', with a blast door set into a corridor that extends from the west wall. The 12" thick blast door is hinged on the right and swings inward.

Entry is by biometric and voiceprint / password identification.

Visitors are not granted entry without an ICON host.

Cameras are located at multiple locations to eliminate blind spots.

6. STORAGE CLOSET

Primarily used for coats and personal items by the guards in (4) and workers in (7).

7. MISSION CONTROL CENTER

Two opaque sliding doors, 10' wide.

28 workstations, all facing a large wall of display screens that wrap around the hemispheric wall.

Workstations are set in six clusters: three people per cluster in the back two rows, two per cluster in the very front.

8. KITCHEN / BREAK ROOM

Four tables with chairs.

Sink, refrigerator, and cabinets against the west wall.

9. TOILETS

10. JANITOR'S CLOSET

11. MAIN HALLWAY

10' wide x 120' long.

Metal walls, non-slip floor.

Access from the entry lobby is through a 12" blast door, which is kept closed at all times. The door opens toward the entry lobby. An RFID chip must be present for the door to open, and anyone passing through the door without the correct RFID chip will set off an alarm, initiating a lockdown security procedure that can only be overridden by a guard or the highest-ranking ICON member on site. The code for the RFID chip is updated on a random basis, no less than once per week.

Doors line the hallway on both sides. At the end of the hallway is a single guard/receptionist behind a wooden desk. Behind him are two large oak doors which swing inward to the station chief's office.

12. BATHROOMS

13. SMALL OFFICES

Doors swing inward, against the wall.

A corner desk with a single chair is the main furniture in each.

14. SMALL CONFERENCE ROOMS

An 8' x 4' conference table sits in the middle of the room, with 6 chairs.

Whiteboards line the walls, and a large video screen covers one wall.

15. LARGE OFFICES

There are three large offices, two are 15' x 15', and one is 20' x 10'.

Each has an oak desk and a small conference table that seats 3-4 people.

16. SERVER ROOM / DATA CENTER

The walls of the server room are thicker than the offices, at 5' thick.

Entry is via sliding metal blast doors.

Access is biometric and RFID-restricted to authorized staff.

Server racks make up the majority of the room.

The floor is raised, a narrow channel around the outer perimeter of the room provides access to the space beneath the floor.

This room has its own cooling system, and is kept significantly colder than the rest of the facility. An oxygen-removal system is in place to put out fires without using water.

17. LARGE CONFERENCE ROOM

Sliding wooden doors provide access from the main hallway, and a smaller wood door swings inward on the west wall.

A large, 10' wide x 35' long conference table dominates the room, with 30 chairs.

The walls are wood-paneled, and a credenza sits at the far end of the room.

The floor is carpeted.

A projection screen is hidden in the ceiling near the credenza.

18. DIRECTOR OF OPERATIONS OFFICE

This is the second-largest office in the station, and is reserved for the director of operations.

The main office door opens outward into the hallway.

An antique wooden desk faces outward from the corner, and a small conference table with four chairs is in the room.

A credenza and bookshelf sits against the back wall.

In the south wall, a door opens inward. This door leads to the station chief's office. It locks from the station chief's side.

19. STATION CHIEF'S OFFICE

[DAME WEATHERBY]

Two heavy oak doors open inward, remotely activated by a key fob carried by both the receptionist (11) and the station chief. The doors can be manually opened, a fingerprint sensor is required to unlock. The sensor allows cleaning staff during certain pre-set hours.

The room is decorated in a classic Edwardian style.

A door to the director of operations (D-Ops) is in the north wall, and locks from this side.

A door in the back of the room leads to a private washroom.

A sliding door on the south wall leads out to the station chief's corridors.

20. PRIVATE BATHROOM

This bathroom is reserved for use by the station chief. In addition to a toilet and sink, it contains a shower, small closet, and chair.

21. STATION CHIEF'S CORRIDORS

These corridors are used by the station chief for direct access to the main conference room, armory, and quartermaster.

22. ARMORY

A small desk sits in the south of the room, where the armorer sits.

Two narrow (3' wide) racks and one wider (5') cabinet run the length of the armory. A bench runs along the west wall, and cabinets cover the east and north walls.

23. QUARTERMASTER'S CORRIDOR

This long 5' wide corridor is the access path to the armory and quartermaster. Cameras line the walls, and are monitored at all times. Where the corridor turns to the west, sliding blast doors are recessed into the wall 5' away from the corner on both sides. These doors can be shut rapidly by guards if they observe any unauthorized entry.

24. QUARTERMASTER'S OFFICE

Several work tables fill the center of the office, and shelves of equipment and parts line the walls.

25. QUARTERMASTER'S BATHROOM

26. MOTOR POOL

The ceiling is much higher here than elsewhere, 40' high.

The motor pool includes limited parking for staff vehicles, but is primarily used as a work area for the quartermaster's department and storage for field agent cars and equipment.

This area can be designed as needed by the Administrator. It should include room for 6-10 vehicles, a large work area for the quartermaster and his assistants, tools, at least two vehicle lifts, etc.

27. DRIVEWAY

The door to the motor pool is a large blast door, kept closed at all times.

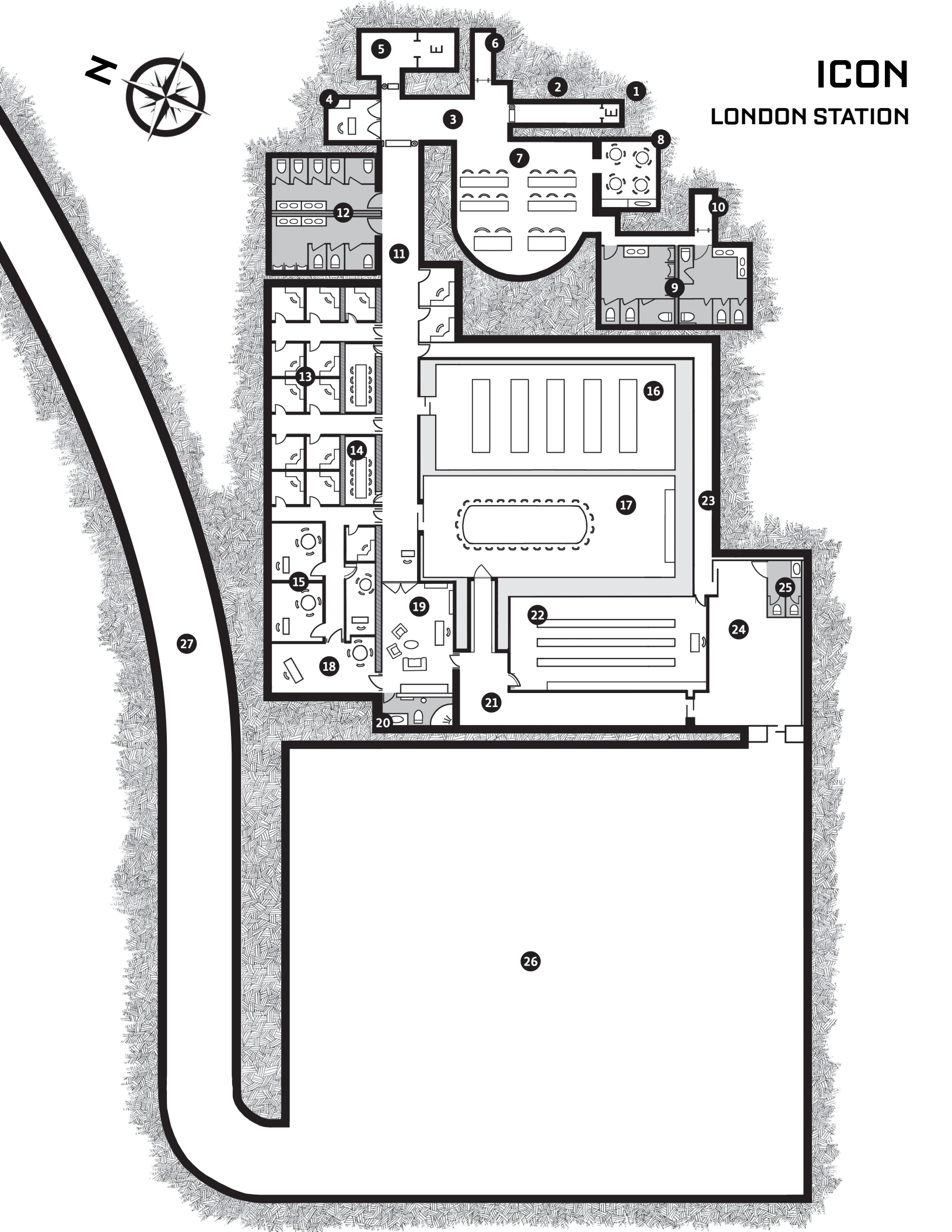
Tire spikes are set into the driveway at 50' intervals, where they can be remotely raised and lowered. Barricades are recessed into the driveway near the curve into the motor pool.

The driveway is 20' wide, and roughly 550' long, emerging at the far end in a hidden level of the Mayfair carpark.



ICON

LONDON STATION





APSLEY HOUSE

VECRIGA (OLD RIGA)

CAFÉ
KAFKA

1" = 500'

KATLAKALNS

ICON
RIGA STATION

1" = 800'

TOP SECRET

NEW WORLD ORDER™

THE WHITE QUEEN

BY CHAD PARISH
AND JAYSON ELLIOT

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ISBN 978-1-945332-07-4



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