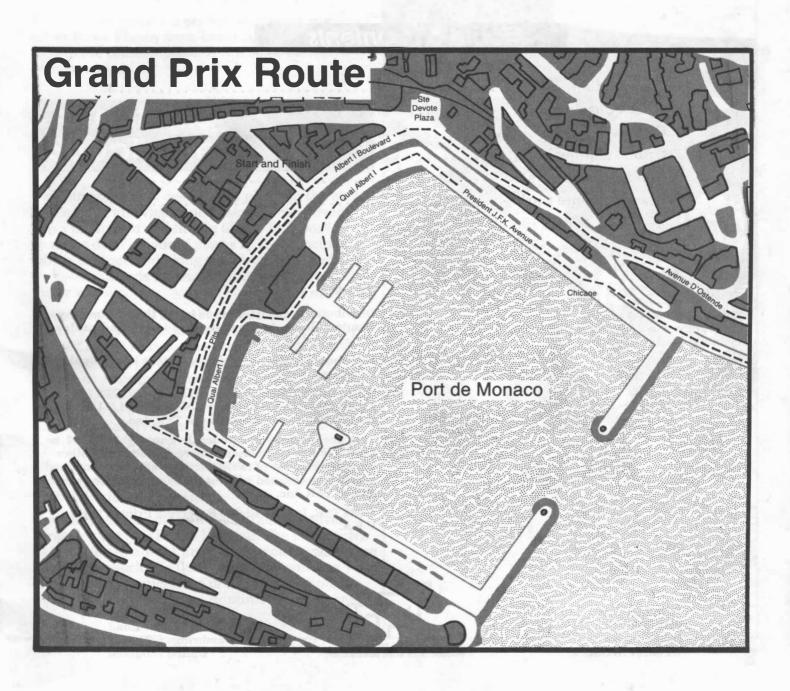


# HIGH STAKES GAMBLE Monte Carlo Book - Book I





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### By Robert Kern

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# **\*\*Introduction\*\*\*\***

Exciting. Grand. Wealthy. Beautiful.

Monaco has earned the reputation of being a playground for the rich, and a meeting place for exciting people. It is a place where great wealth can be won...or lost. Where businessmen who can spend millions of dollars without breathing heavy come to relax and, maybe, make a few deals. Where there are so many foreigners from so many countries that a few more won't be noticed.

That makes Monaco a perfect setting for spy adventures. Flashy cars, beautiful people and jetsetters are commonplace. A few spies scarcely receive any notice.

# About this Supplement

This supplement is designed to give you the background and knowledge necessary to run adventures in Monaco and Monte Carlo. This booklet contains descriptions of places in the principality which are included along with local Web and Orion bases, hazards for chases and descriptions of major settings.

The second booklet describes the Monte Carlo Grand Prix. The second book contains official TOP SECRET/S.I.™ rules for vehicles and drivers. These advanced rules provide more detailed maneuvers, vehicle damage procedures, special rules for boats, airplanes, and other non-automotive vehicles - as well as a brief overview of Grand Prix racing, and the Monte Carlo race in particular.

The third booklet, Missions: Monte Carlo, gives you outlines for specific adventures you can run for characters using Monaco and other parts of the French Riviera as a setting.

Certainly you cannot run the number of adventures provided all in one location. The adventures can be used in almost any setting you choose from around the world. To flesh out the adventures you create, use the guidelines provided in Chapter 3, Font of Knowledge in the Administrators Guide.



# **※Monte Carlo**※

This little principality of Monaco is the perfect playground for the rich and famous. It's as if it were deliberately built to attract the wealthy and noble. And for a very good reason...it was.

For most of its history, Monaco was a fiercely independent state on a hard to reach stretch of Mediterranean coast. The Grimaldi family has ruled since the 13th century. But Monaco did not flourish until the mid-19th century.

It was at that point that the Societe des Bains de Mer (S.B.M.) was created. The society built the Casino, the Hotel de Paris, the Opera House and the Sporting Club. They designed a playground for rich Russian and Central European clients. The S.B.M. still controls all the gambling in the principality.

Of the 27,000 inhabitants, only around 17% are actual citizens of Monaco, or Monegasques. The rest are French or Italian who have emigrated to work in the world's most famous playland.

Monaco, the principality, and Monte Carlo, the city, are inseparable to any visitor. Each is opulent, beautiful and a haven for weary travelers. It is one of the most picturesque places along the Riviera and the government makes sure the image is kept up. Every dawn, the streets are cleaned up and hosed down. The streets are lined with flowers. The architecture is Renaissance-chic.

Plus, the visitors add to the environment. Monaco is a very expensive place in which to stay. The visitors are people who arrive in limousines, private helicopters and custom yachts. By taking a walk up the stairs of the cliffs of Monte Carlo, one is rewarded with one of the most breathtaking vistas of the city, in pink and white pastels, flowing down the cliffs into the sea. The grand buildings and splendid yachts are dazzling in the sunlight.

The most famous sights and attractions in the city, the Casino de Monte Carlo and the Hotel de Paris, are covered separately. But there are many more sites that are of interest on "The Rock", as the rest of Monaco outside the city is known, to tourists and to spies as well.

# Le Palais du Prince

Le Palais du Prince (The Prince's Palace) houses the royal family, but is open for tours from June through the middle of October.

Note: Certain realities may often get in the way of an exciting episode you may have in mind for the player characters. While the palace, in reality, is not open during the running of Le Grande Prix, you should not feel constricted to open it up if you wish. Storytellers and movie makers play with reality all the time in order to make an exciting tale. So long as you do not break the laws of physics, or bend credibility too greatly, do as you please.

Once through the ornate gates bearing the Grimaldi coat of arms, visitors are treated to the lovely 17th century Court of Honor, a quadrangle paved with 3 million pebbles of various colors. Summer concerts are still held here. There are two Carrara marble stairways that go to the south facade and the first of the many attractions in the palace.

The palace is a treasure trove of priceless antiques, mirrored galleries and paintings by such masters as Van Loo, Brueghel and Titian. Most visitors seem preoccupied with the opulent bedrooms and beds, including the one where the Duke of York died in 1767.

Galerie d'Hercule: Magnificent frescoes depicting mythological scenes by the 16th century artist Ferrari line the walls. (Frescoes are paintings done with watercolors on the wall's wet plaster so they become part of the wall itself.)

The Throne Room: The focal point of this immense room is the large Renaissance fireplace. Balls, festivals and grand ceremonies have been held here for almost four centuries.

The Tour Sainte-Marie: This tower and the clock tower of the palace were built by Albert I of pure white stones. Atop the Tour is the flagpole where the Prince's standard flies while he is in residence.

The Place du Palais: The Palace Plaza, at the southern entrance to the palace is lined with can-

nons dating from the time of Louis XIV. The plaza was constructed under orders from Prince Louis I in the 17th Century.

At 11:55 A.M. every day, the Prince's Compagnie des Carabiniers, the Prince's guards, change at the palace to the accompaniment of fife and drum. Not quite on the scale of Buckingham Palace, it is nevertheless a charming sight. The design for the guards' uniforms (black in winter, white in summer) has not changed in over 100 years.

The guards are responsible for the safety of the Prince, protecting him 24 hours a day and providing an escort for him when he travels. They, along with the Monagasque Red Cross, are responsible for the safety of people taking part in the principality's sporting events.

#### **Rules Section**

If a hand-to-hand combat is started in the palace, you will have to determine if there are any witnesses since any raise of alarm will bring the guards running.

Obviously, then, any attack made by the PCs or NPCs should be done from ambush and with Surprise (see page 64 of the Players Guide).

If any fire combat begins in the palace, the guards will not care if the PCs are on the side of the angels or not. They will shoot at whomever they see with firearms.

Unless you determine otherwise, the guards should be Generic Guard 30 types.

**End Rules Section** 

### **Public Gardens**

Anyplace that trims the leaves of the palm trees so they resemble ostrich feathers is a horticulturist's heaven. In addition to the palm trees and flowerlined streets, there are a number of beautiful public gardens for tourists to visit.

These gardens are the best or worst places for meetings depending on the reason.

Since they are in the open, the chances of an ambush are greatly diminished. However, a sniper would have a clear shot from a distance. They are not the places for close combat or gunplay since there are too many civilians around who could be hurt.

In a place like Monte Carlo or any other resort city or country, the absolute worst thing a PC can do is injure an innocent visitor. That cuts down on the tourism and gets the local authorities very angry. If PCs get caught after injuring a civilian or wrecking a national landmark or tourist attraction, you will have to decide whether Orion will stand by them, pick up the costs for damages or just leave the agents on their own.

The most famous public gardens include:

Jardin Exotique: Seeming almost to tumble down the steep rock face, the Jardin Exotique, Tropical Garden, hosts a wide variety of cacti and other succulents. All in all, there are 6,000 varieties of semi-desert plants here for people to admire if they can ever tear their eyes away from the spectacular view.

#### **Rules Section**

Any character who falls down the steep cliffside must make a REF check as per the Fall rules (page 8, Administrators Guide). Since the character is not dropping straight down and his progress is slowed, it is treated as if it were a series of 20' falls.

An attacker can cause an opponent to tumble down the steep slope by Throwing him.

If the Throw (page 79, Players Guide) is successful, it will cause the damage indicated in the rules, plus the victim must make a REF check. If successful, the victim manages not to slide down the slope. The attacker may then close in and start his attack again.

If he fails the roll, he will slide 20' down the slope and take 1d6 damage. (The damage is greater than normal Fall damage because of the cactus plants and rocky outcroppings.) The victim must make another REF check. If successful, he has managed to stop his slide. If not he slides another 20' and takes a further 1d6 damage. This continues until the victim succeeds at a REF check or falls 80', at which time he is automatically stopped, and probably very broken up over the whole incident.

If an attacker announces he is going for a Stun (page 79, Players Guide), and is successful, there is a 20% chance the unconscious victim will tumble down the slope. There are no REF checks for an unconscious victim, just assume they have fallen the 80' and roll the amount of damage and location.

#### **End Rules Section**

Just off the Jardin Exotique are a series of limestone chambers known as the Grottes de l'Observatoire, Observatory Grotto, with gorgeous stalactites and stalagmites colorfully illuminated by lights throughout the chambers.

#### **Rules Section**

The chambers offer a perfect setting for a deadly game of hide and seek between PCs and their enemies. The limestone formations offer hard cover.

The series of chambers makes for confusing echoes. If the PCs or NPCs are trying to detect the location of someone using the Stealth rules (page 46, Players Guide), they will hear the sound as per the rules. But their success roll must be made at a 1/4 INT in order for them to pinpoint the correct direction from which the sound came.

If you wish, you may make the roll yourself deciding which direction to tell the player depending on how good or bad the roll was.

To black out the tunnels the main power must be interrupted. The controls are in the gardener's cottage outside the caves. Of course, one could run through the chambers unscrewing or shooting the bulbs. But there are over a hundred lights, so the task would be very tedious and the shooting would alert the enemy. Not recommended.

### **End Rules Section**

The Fonteville Park and the Princess Grace Rose Garden: This garden, across the water from the royal palace, covers almost 40,000 square meters and contains green plants and shrubs from around the world. At its center is a large freshwater pond that attracts ducks and swans.

On a slope in the park is a quiet spot permeated with the scent from 3,500 rose trees. Over 150 varieties of roses are grown in the Princess Grace Rose Garden, making it one of the most fragrant and lovely to stroll through—a perfect place for a PC to bring a person to seduce.

The Zoological Gardens: Closer to the palace and well sheltered from the sea breezes, this garden is filled with tropical and African plants along with a variety of monkeys, small wild beasts, reptiles and multicolored birds.

The density of the tropical plants makes this a place to be avoided. That is, unless a PC is being chased and is looking to get lost. It allows for many places of ambush.

#### **Rules Section**

The Tracking Skill (page 47, Players Book) will be helpful when chasing someone through this garden spot. Even at close range, this skill is used, not the Shadowing Skill since the special circumstances require special skills.

If a PC is hiding in the brush, make a percentile roll. If the result is 20 or less, then one of the animals has come to investigate this new intruder. Your choice of species.

The animals have a 85% Stealth skill level; after all, they are rather practiced at it. All the rules of Stealth and Surprise apply here.

If the PC is totally surprised, make a REF roll. If successful, the PC knows he is in no danger from the animal. If it fails, the PC has mistaken the animal for an enemy, moved too much and rustled the bushes, causing the animal to dart away and birds to squawk thereby giving away his position. Bad show.

### **End Rules Section**

# SEVIEW SIL

# Museums

Monaco has several museums dedicated to different subjects.

Prehistoric Anthropology Museum: The prehistoric past of the Riviera is displayed for all to see. Eons ago, reindeer, mammoths, cave bears, elephants and hippopotami roamed the area that is now the coast of the Mediterranean. There are also excellent exhibits dealing with Cro-Magnon man. Of more recent origin, there are Punic and Roman coins, jewelry and artifacts.

Musee Oceanographique: The Oceanographic Museum was founded in 1910 by Prince Albert I. The current director is Jacques-Yves Cousteau. The aquarium containing sea lions, turtles, groupers and thousands of small incandescent fish is located in the basement. The ground floor contains exhibits of modern oceanographic equipment. On the left as you enter is the Oceanic Zoology Hall where skeletons of large marine mammals (whale, narwhal, seacow, etc.) are on display. The top floor holds Prince Albert's whale boat along with models of his yacht and the lab he had installed on his last boat. There are also over 10,000 varieties of shells, pearls, tortoiseshell and coral, as well as a life-size replica of a 43-foot long squid. Of course, a terrace off this floor gives another great view of the sea.

The Wax Museum of the Princes of Monaco: Life-size statues depict historical episodes dating back to Monaco in the 13th century. Many of the figures are wearing authentic clothes from the periods depicted.

#### **Rules Section**

One tactic for a chased PC to take would be to duck into the museum and take the place of one of the statues.

It would take a PC at least five minutes to work the jacket or dress off one of the figures. However, they would ruin the wax statue in the process. The PC could then try to take the statue's place. To maintain the pose a PC must succeed at a WIL roll.

If the PC must maintain the pose for a long time a roll should be made for every ten minutes the pose is held. The first roll is made against normal WIL. The Second at 1/2 WIL. The rest at 1/4 WIL.

A failure means the PC has moved. Anyone watching him should get an INT check to notice.

### **End Rules Section**

The Museum of Napoleonic Souvenirs: This museum is in the south wing of the palace on the ground floor. It houses over a thousand items and documents relating to the reign of Napoleon.

The upper floor contains objects relating to the history of the principality including the Charter of Independence, coins and stamps of Monaco and the various uniforms of the palace's guards.

# Calendar of Events

While primarily known for the Casino and the Grand Prix, Monaco has events year round that attract tourists which can be used as the backdrop for adventures.

Sporting tournaments such as golf and tennis, are played year-round, special tournaments are noted below. Special tournaments are usually accompanied by balls and parties hosted by the government in addition to the competitors making their own parties at the various nightspots.

### January

International Arts Festival of Monte Carlo: Concerts, opera, theater and exhibitions. (Continues until end of May.)

Hotel de Paris celebrates Russian Christmas: a tradition started to attract Russian nobility. It now attracts people from all countries.

Monte Carlo Rally: Since its beginning in 1911, this winter road trial has attracted the top international drivers.

### **February**

International Television Festival: Producers and television executives from around the world gather to compete for various awards. The highest honor are the "Golden Nymphs" given to programs that have excelled beyond all others.

Gastronomical Week: Hosted by the Cafe de Paris, this is a gathering of chefs and gourmets to sample new dishes and variations on classics.

Sotheby Auctions: The prestigious London firm holds its auctions of classic art and antiques.

### March

The Rose Ball: This white tie affair is held at the Sporting Club.

### **April**

Monte Carlo Tennis Open: Held at the Monte Carlo Country Club, this tournament attracts international players and celebrities.

Monte Carlo Beach: The beach hotel with its superb swimming pool opens for the season.

### May

International Contest of Flower Arrangement: Floral bouquets and arrangements from around the world compete in this exhibition.

International Dog Show: Held on the Casino terraces.

Monaco Grand Prix: See second book of this supplement for more details.

### June

Monte Carlo Open Golf Tournament: The Monte Carlo Golf Club plays host to top international players. It's amazing that the players can concentrate on the game since wherever they are they have an excellent view of the Mediterranean.

Monte Carlo Vintage Car Rally: Proud owners compete in their classic autos.

Sotheby Auctions.

Opening Gala for the summer season: Held at the Monte Carlo Sporting Club.

### July

Salle des Etoiles: International stars entertain at nightly dinner-dance and floor show at the Sporting Club. Continues through to the end of August.

World Championship Backgammon Tournament: Not exactly strenuous, but it will attract the people who play the game which includes the elite and the enemy.

International Fireworks Festival: Continues through the end of August.

Symphony concerts: The Monte Carlo Philharmonic performs in the palace courtyard. Continues through to the end of August.

Jewelry Exhibition: The greatest jewelers in the world display their talents and works at the Hotel de Paris and the Hermitage Hotel. Continues through the end of August.

### **August**

Monegasque Red Cross Gala: The highlight of this ball and celebration is the presence of the Royal Family.

### September

Music Festival of the Monte Carlo Philharmonic Orchestra.

### October

Sotheby's Auction.

Monte Carlo Autumn Music Festival: Continues through the end of November.

### November

National Day of Monaco.

Ballet: Special performances at the Salle Garnier. European Junior Football Tournament: Held at Louis II Stadium.

### December

Sotheby's Auctions.

International Circus Festival: Entertainment troupes from around the world gather to give what may arguably be the Greatest Show on Earth.

International Arts Festival begins.

Various Christmas and New Year's celebrations at the hotels and restaurants throughout the principality.





# Casino de Monte Carlo

In the middle of this fairy-tale resort is the main attraction. A palace of percentages. A monument to the Gods of Chance. The Casino de Monte Carlo.

The Casino is responsible for only 2 to 4% of Monaco's total income, surprising when you consider that since it opened in 1863 it has hosted the world's wealthiest individuals including royalty, celebrities and heads of state.

The Casino and the adjoining Hotel de Paris are both owned and run by the Societe des Bains de Mer (the Society of Sea Bathers, a mundane name for people who run such an exciting establishment). The SBM also owns the Hotel Hermitage, Monte Carlo Beach Hotel and Hotel Mirabeau.

The SBM also runs several sports and health facilities including the Monte Carlo Sporting Club, Monte Carlo Beach Club, Monte Carlo Country Club and the California Terrace. They also control the Opera House and the nightclub's Cabaret.

# Jimmy'z and Parady'z.

In 1863, Francois Blanc, president of the SBM and a financial wizard, took over the troubled casino. He replanned the entire city to make it the fabulous resort it is today. Nowadays, the SBM is privately owned, but is regulated by Monaco's government.

# The Casino

Over 600,000 visitors pass through the front doors of the Casino every year. Of that number, 200,000 are there only to place a token bet or to take in the grand architecture. The Casino and Hotel de Paris are built in a unique style called "Belle Epoque", literally "beautiful era", a reminder of the grand history of Monaco.

The first sight is the two story Atrium, with its second floor gallery supported by 28 Ionic pillars.

Brass vases with candelabras decorate the balustrade and illuminate two murals of idyllic natives picking olives and netting fish.

Tourists may then roam the lounge, American Room, the Salle Blanche and the rooms lined with slot machines (a result of the American influence on the Casino).

Beyond that are the private rooms, salons privee, where gamblers can play without the distraction of having gawkers watching the proceedings. Use of these private rooms must be arranged with the SBM at least one day in advance.

# The American Room

Until 1979, this room was the Salon de l'Europe. Gamblers were required to meet a strict dress code and pay an entry fee to enjoy the finest of European-style hospitality.

Then, in what was called a "quiet revolution", the room was redecorated, the dress code waived and entry fee dropped. Thus was born the American Room.

There are no restrictions for entering the room. There are no visible guards or doormen and there is no need to show your passport at the door to gain entrance.

The games here are played according to American conventions and everything was done to retain the classic ambiance while capturing the spirit of Las Vegas play. Managers and staff are sent to Las Vegas for first-hand experience and training. They also learn to speak perfect English.

The American Room is done in rococo style reminiscent of European palaces, adorned with mirrors, bas relief sculptures and gold filigree. There are eight Bohemian crystal chandeliers weighing in at 300 pounds each. These are superfluous during the day because the entire ceiling is a translucent skylight that filters light softly into the room.

The decor and light are the only soft things in this

room. The relaxed dress code, casual ambiance and faster-paced American rules combine to make a continuous din of rattling dice, clatter of slot machines and very vocal winners and losers. While some regard this as just half a step above a riot, it does make for an electric atmosphere.

Eating, drinking and smoking are not allowed in the American Room. Gamblers in need of a break may adjourn to the Salon Rose, where they may enjoy sandwiches and drinks along with a smoke.

While the atmosphere is relaxed American, the service is very formal European. Regulars to the American Room can expect to have their names, favorite drinks and style of play remembered by the managers, servers and croupiers. In fact, the managers of the room will go out of their way to help the more serious gamblers by making hotel and restaurant reservations.

In addition to the three roulette tables, there are eight blackjack tables, two craps tables and a bacarrat table. These tables are all centered in the room with slot machines lining the walls.

### The European Rooms

There are three public European gambling rooms.

The Salle Blanche is just off the American Room and is used to handle the overflow if necessary. Otherwise, the room offers a drastic change from the American Room.

First of all, the games are played according to European rules.

### **Rules Section**

The difference between American and European roulette is the double zero. The European tables have only the zero while the American tables have that plus a double zero. If the zero or double zero or come up on the wheel, the house (casino) wins. The second zero on the American wheel gives the house a slight edge.

The difference between the chances of winning at either table is slim. You can use the roulette rules in the Administrators Guide (page 11) for either version of the game without worry, except for those few players who will nit-pick.

#### **End Rules Section**

Second is the reserved, quiet atmosphere. For Europeans, gambling is a serious affair to be done in a serious manner. There are no shouts of "Hurrah" upon winning and losing is usually handled with exceeding good grace.

To get into the Salon Blanche (when it is not being used for overflow), a gambler must get past the doorman by showing a valid passport. Obviously, they want to know which country to send you back to if you cause a ruckus. Also, the dress code is stricter with jackets and ties the rule and skirts required for women.

The Salle Blanche is also known as the Room of Graces because of the large mural on the eastern wall of the Florentine Graces.

Beyond the Salle Blanche is a relatively small chamber where chips may be bought. On the other side of the chamber are the Salles Touzet. They are actually three rooms connected by archways.

Here is the inner sanctum of the Casino, insulated from any of the commotion in the American Room. Awash in the glittering light through the stained glass windows, seemingly sedate gamblers give off an almost audible hum of electricity as they play.

Off the Touzet rooms is the Salon Touzet. As in the American Room, food and drink are prohibited along with tobacco. Gamblers retire to the salon for a short break and sustenance before returning to the rigors of the tables.

A more intimate atmosphere can be found in the Salon Prive. It is also called the Salle Medecin in honor of the man who created the decor in 1909. Beyond the Salon Prive is Le Bar et Le Restaurant des Prives. More than sandwiches and drinks are available here. Fine dining, dancing and entertainment are enjoyed by the patrons.

Those desiring the ultimate in privacy may

arrange to use the Salon Super-Prive. This mahogany and leather room contains a single bacarrat table.

### Hotel de Paris

The perfect companion to the Casino is the Hotel de Paris. When the S.B.M took over the Casino, they decided they needed an equally inviting and luxurious place where gamblers could stay. They knew that when a gambler is treated well and is comfortable, he will bet more at the tables. Thus was the Hotel de Paris opened in 1864.

In fact, the Casino and hotel are connected through the hotel lobby. Guests at the hotel on their way to the Casino must pass a bronze statue of Louis XIV on horseback which is the main feature of the lobby. Tradition holds that to rub the foreleg of the horse means good luck at the gaming tables. The result is the shiniest foreleg in the entire Riviera.

The hotel has 270 rooms and 30 suites along with two restaurants, a bar and private meeting rooms. For the health-minded, a short walk through an underground tunnel leads to a 25-meter swimming pool (heated, of course), and Les Terrasses Baden-Baden, an exclusive European spa.

Just as famous and popular as the suites and restaurants is La Galerie with its clutch of exclusive shops including a coiffure shop, travel agency, tobacco shop, newsstand, several expensive boutiques (Dior, Repossi, and Harry Winston to name a few) and a perfume shop.

Each room of the hotel is a delight to stay in, but there are greater and lesser degrees of luxury. The single rooms with baths provide comfort and all the niceties of the hotel's exemplary service. All rooms provide color televisions, embossed stationery and fluffy oversized towels. Guests may relax with a bathful of Lancome bubbles while washing with a specially-milled Lancome soap.

Any special services can be provided by the hotel's staff of 400. The concierge will arrange for theater

tickets, secretarial services, translators, medical assistance, car rentals or massage.

EUREI/5.1.

Shoes left in the hallway overnight are shiny and sparkling the next morning. Valuables can be stored in the hotel's safe. All mail and messages are hand-delivered to guests' rooms. Even babysitters can be arranged. (It is a stretch of the imagination why a spy would need a babysitter, but one never knows.)

Room service is available 24 hours a day. Gamblers do not necessarily rise at dawn and go to sleep at dusk; it is often quite the opposite. Dishes can range from toast and tea to caviar, smoked salmon and an entire cold buffet.

The special suites are on the seaward side of the hotel. The Facade Mer is built in a semi-circle, guaranteeing that each suite enjoys a view of the Mediterranean.

At the top of the luxury ladder is the Winston Churchill Suite.

# The Winston Churchill Suite

In addition to the flow of regular guests which included King Leopold III, Sarah Bernhardt, and Ravel among the royalty, celebrities and overall wealthy, one frequent visitor to the hotel was so taken with Monaco and so well regarded by the hotel and the S.B.M., that they named their best suite after him: Sir Winston Churchill.

This special suite on the top floor was the only one in which Churchill stayed. He would often gaze out over the Mediterranean from the eight-story vantage point and take in the view while contemplating the problems of the world.

The suite's ceilings are raised which, combined with the large windows and balcony, give the rooms an open feeling. The airiness is accentuated by the use of light, but subdued, pastel colors including pink, green and yellow in the decor.

The master bedroom is done in yellow and green. The two light-oak tables are decorated with inlaid porcelain tiles in a pattern that exactly matches the one on the bedspread, and comes close to matching the carpeting. It's adjoining bathroom, with two sinks and large tub, continues the color scheme.

The second bedroom combines rose and green, with a bathroom in pink and white.

The various colors come together in the living/ dining room with its well-stocked mirrored bar. Overstuffed couches and chairs call out to be sat upon and then relaxingly hug the occupant.

Sit back with a snifter of brandy and take a quick sniff of the air. You can almost catch the scent of Churchill's cigar wafting through the room.

### The Restaurants

There are three restaurants in the hotel.

At the top of the hotel, overlooking the Riviera, is Le Grille. Patrons can take in the beauty of the Mediterranean, the spires of the Opera building, the classic dome of the Casino, the geometric roof of the Loews Monte Carlo Hotel or just marvel at the growing skyline of Monte Carlo.

In the background of the view, the mountains serve to remind diners how close they are to the country, while the pattern of boats and yachts in the basin beckon with the lure of the sea. On clear, mild nights, the roof of Le Grille retracts to allow for dining under the stars.

More than a feast for the eyes, the aroma in the restaurant can make one quite light-headed. The smell of freshly-caught fish grilling on a wood fire or broiling lamb with just a hint of rosemary.

Chef Escoffier, whose name has become synonymous with great cooking, perfected his culinary art at La Salle Empire. Part of this dining room is the terrace overlooking the Place du Casino.

The most recent addition is the Restaurant Louis XV. Here provincial Italian dishes are served in an intimate, romantic atmosphere.

Of course, no dinner is complete without a wine.

All the restaurants offer selections from the hotel's underground wine cellar which holds over 200,000 bottles. Here individual rooms carved out of rock maintain the different temperatures required of a variety of wines.

## Other Hotels

While not as grand as the Hotel de Paris, there are other luxury accommodations in Monte Carlo.

Hotel Hermitage: If the de Paris is the queen, this is the princess. Bought by the S.B.M. in 1928 and completely refurbished, the main difference in service, luxury and grandeur is only the proximity to the Casino.

Monte Carlo Beach Hotel: Even though this hotel is technically across the border of Monaco, it is owned by the S.B.M. and lives up to their reputation for luxury and service. The people who insist on staying in this 50-room hotel are looking for a quiet, more intimate atmosphere that is not too far from the action. Of course the "action" is never far away. The hotel's club Maramota is a meeting place for young partiers while the three restaurants, La Vigie, La Potiniere and Le Rivage, are regularly patronized by people other than the guests. They also prefer the Olympic-sized pool that is filled with heated, filtered sea-water, and the private beach.

**Hotel Mirabeau:** The newest of the hotels is definitely American in flavor. Guests may use the nearby Lavarotto Beach and dine in the hotel's excellent La Coupole restaurant which is known for its rich and delightful desserts.

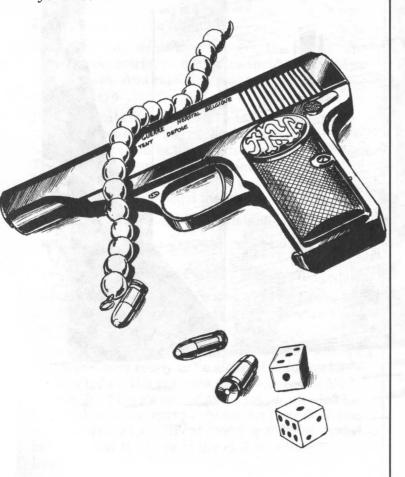
Loews Monte Carlo: From almost anywhere along the inland cliffs or the top floors throughout Monte Carlo, the most recognizable building is this hotel. Sitting right on the water, the geometric architecture and the multi-colored roof deck make it stand out amongst the Rennaisance designs of the nearby buildings. The hotel has a heated swimming pool, restaurant and casino...all on the roof overlooking the sea.

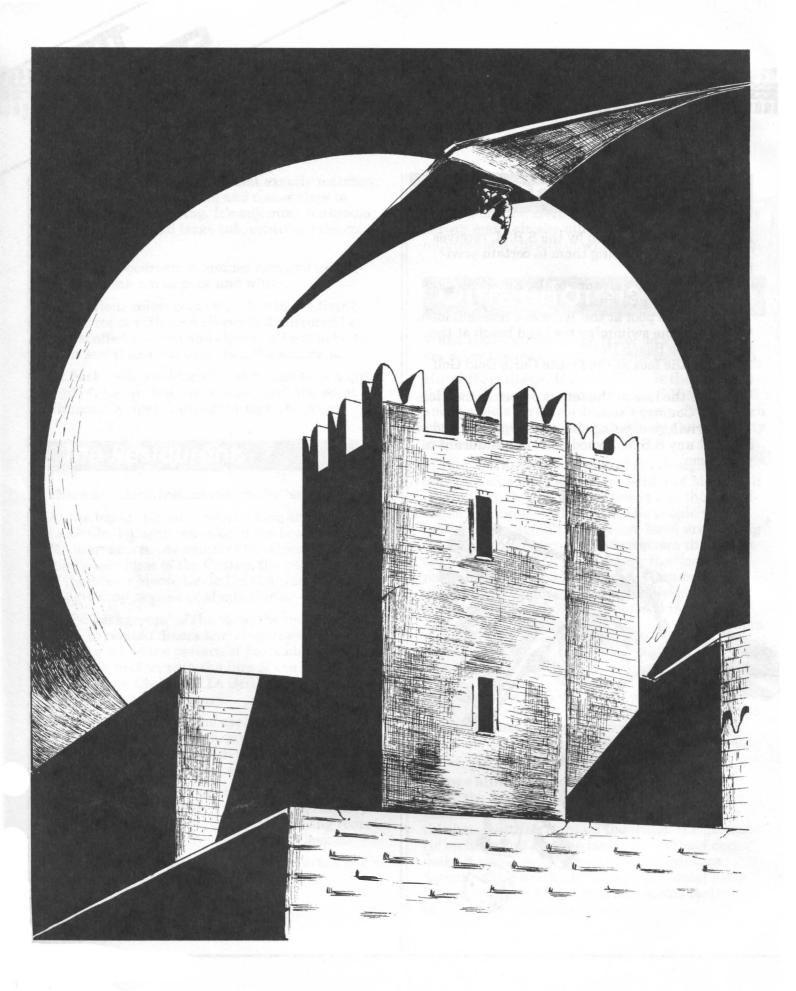
# SETTER STATES

# The Gold Card

A guest at any hotel run by the S.B.M. receives The Gold Card entitling them to certain privileges:

- \* Complimentary entrance to the European gaming rooms in the Casino.
- \* Entry to the pool at the Terrasses Baden-Baden.
- \* Access to the swimming pool and beach at the Monte Carlo Beach Hotel.
- \* Half-off the fees at the Monte Carlo Gold Golf Club.
- \* Half-off the fees at the tennis courts at the Monte Carlo Country Club.
- \* The privilege of being able to charge any food or drink at any S.B.M. owned hotel or restaurant to your room.





# Crion Headquarters

Just outside of Monaco, on the road south toward Nice, is a splendid villa built on a cliff directly over the Mediterranean. Many visitors who drive past the villa and stop in the nearest restaurant or tavern can barely contain their enthusiasm.

"Who lives in that villa?" they ask, plying the concierge or innkeeper with a handful of francs. "Movie star? Royalty? Playboy jet-setter?"

The locals just smile enigmatically and say it is a mysterious billionaire that few people know about. But there are great and raucous parties at the villa and celebrities are often seen going through the gates. Just about every weekend the villa is alight with parties.

They do not mention that the villa's owner started his fortune slaughtering animals in an American city called Chicago, built it into a meat-packing empire and then sold it to retire to the south of France and live the high life.

Oh, what they tell is true enough, the owner certainly is eccentric. And he does throw continuous wild parties. And celebrities do visit often and stay for days.

But the locals feel his history is not romantic or exciting enough to warrant telling. After all, they have a reputation to uphold, living on the Riviera. They wish he were a more glamorous personality like a newspaper publisher or best-selling author or movie star or deposed monarch.

Ironically, no one says they wish he were a spy. Ironic, because that's exactly what he is.

### Algernon "Dusty" McLaren

Big ten-gallon hat, boots with two inch heels, loud shirts, bushy moustache and a lot of stories about life on the prairie describe McLaren.

He is the epitome of congeniality. There's always a big side of beef ready to be slapped onto the barbecue located on the veranda overlooking the Mediterranean. There's lots of Mexican tequila in the bar. He has a few extra cars for his friends to borrow. As well as a sailboat and a speedboat in the boathouse at the base of the cliff on which he lives.

McLaren's family hails from Boston, which makes his southern accent and "down-home personality" something of a mystery. Not many people know about his real roots, he loves playing the part of the eccentric Texan. Especially since it brings him in contact with so many lovely ladies.

Until it comes down to business. Once away from the smoke screen of the villa party, the drawl is gone and he is very clipped and business-like.

STR	INT	REF	WIL	CON	MOV	DEX
41	55	35	33	30	38	45
45						

Sex: Male Race: White Nationality: American Native Language: English Age: 43

Psychology: Cruelty (None), Loyalty (High), Passion (High), Piety (Low), Sanity (Total), Selfishness (Some)

Advantages: Acting Ability, Animal Friendship, Observation, Peripheral Vision, Photographic Memory, Wealth

Disadvantages: Lechery

Skills: Pistol (1), Basic Melee (1 - DEX), Concealment (3), Cryptography (3), Forgery (2), First Aid (2), Fishing (1), Navigation (2), Radio Operator (2)

# The Headquarters

It may seem more than a little odd for a secret organization to have such an ostentatious local headquarters run by such a visible personality.

The same idea occurred to The Orion Foundation when McLaren came to them with the idea.

McLaren and his brother were both in military intelligence in Vietnam during the mid-60s. They worked undercover investigating the black market and drug smuggling. When they got home they went different ways. McLaren went to Chicago and started working to build his business empire. His brother went to work for Orion.

When his brother was killed in the line of duty, McLaren, who had known of his brother's life, infiltrated Orion main headquarters and offered his services. He would sell his empire and live the cover of a care-free, Texas-born playboy who retired to the Riviera.

At first, the Foundation was skeptical. Such an outrageous, obvious cover...it might work. And McLaren was willing to do most of the financing himself, in memory of his brother.

Within a year, McLaren had purchased the villa and discreetly brought in workers and technicians to renovate the villa. Among these laborers were Orion technicians who did some very special redecorating.

To the unsuspecting party guest, the villa is a bizarre mish-mash of styles. But no one can say they weren't warned. Over the villa, each on its separate pole, fly the flags of Monaco, the United States, and Texas.

The living room, bar and lounge are all done in a Moorish style with fine paintings and objets d'art decorating the rooms.

McLaren's den, library and bedroom, though, are pure Texarcana rife with steer horns, rifles, Indian pottery and Mexican artifacts. These rooms are the heart of the villa for McLaren. The rest is so his guests can have a good time. The entire villa is wired with circuit alarms (see Administrators Guide, page 15 for more details).

A 50' by 50' patio complete with barbecue and retractable canopy looks out over the Mediterrane-an. Around the side of the villa is a helipad. McLaren owns his own helicopter and keeps a pilot (an Orion operative) on retainer. The helicopter can easily reach Nice airport to pick up visitors and can fly them to the villa or to Monte Carlo.

Via enclosed stairs down the side of the cliff, one approaches the large boat house. McLaren maintains a complete workroom down here since he "likes to tinker and can work on the boats." His 50-foot custom Staedel sailboat, The Lone Prairie, can stay out for weeks at a time and sleeps seven very comfortably, ten if they're real close friends.

(Use the stats for Yacht as listed on page 14 of the Equipment Inventory book.)

McLaren uses his 33-foot custom cigarette, Mustang Gal, for water-skiing and quick trips to Monte Carlo, where he has a slip permanently reserved.

For all intents and purposes, the villa appears to be an eccentric playground built to please an adolescent streak in an equally eccentric man.

### Behind the Scenes

Nothing is as it appears in the world of espionage.

While there is no labyrinth of metal corridors leading between cavernous rooms filled with electronic equipment, beneath the gaudy exterior is a tidy, well-stocked, efficient branch office of The Orion Foundation.

Halfway up the steps leading to the boathouse is a small changing room where people can sluice off the sea salt and change from their bathing attire before returning to the villa. If you go into the shower stall, push the taps in and turn them simultaneously in opposite directions, the false back of the stall slides away.

Beyond the door are McLaren's Intelligence, Communications and Equipment rooms. McLaren always points out the value of checking through the peephole before exiting these rooms.

Once, he nearly slid back the door when one of his guests was showering. Not good for security.

# Behind Closed Doors

McLaren is very proud of his little branch office. As stated above, there are no gleaming metal walls, all the rooms are hewn out of the rock cliff. The type and amount of equipment is limited, but everything is the latest in technology.

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### **Firearms**

Any Close-Combat Weapon or Pistol the characters could want that are listed in the Equipment Inventory book are here. McLaren will also be able to provide almost unlimited amounts of ammunition.

Of course, you must use your own discretion here and throughout your campaign. If you feel the PCs are relying too much on NPCs for information, equipment or direction, then you should cut back on the amount of help your NPCs can render. This will make players more independent and force them to take responsibility for their characters' actions.

In general, though, McLaren keeps on hand three weapons from each list of Rifles, Submachine Guns, Shotguns and Assault Rifles in the Equipment Inventory. The exact weapons he has on hand is up to you.

McLaren also has one (1) 40mm grenade launcher on hand, but no other Military Weapons. Of course, he can arrange for just about any weapon for which the PCs ask, but it will take a minimum of 24 hours for the item to be delivered (longer if you so decide).

McLaren has a dislike for keeping explosives around. There is some plastic explosive (about 10g) and 32 sticks of dynamite, all in an airtight safe to which only McLaren knows the combination. (Rules for explosives can be found on pages 79-80 in the Players Guide.)

In the category of Other Ranged Weapons, McLaren can provide a Crossbow and a Composite Bow. He also has a supply of Mace Canisters and gas and smoke Hand Grenades.

# Communications Devices and Tools of the Trade

McLaren can provide just about any Communications Device listed in the Equipment Inventory. He also has a powerful radio transmitter/receiver that can reach any location on the globe. The antenna for this radio is the flagpole flying the Texas state flag, of course.

Unless you decide otherwise, McLaren can always provide at least one each of every item on the Tools of the Trade list in the Equipment Inventory.

### **Vehicles**

McLaren owns a Ferrari (use Sports Car statistics), a Jeep Cherokee (use 4 WD truck statistics) and a Kawasaki off-road bike (use Dirt bike statistics). All of these vehicles will be at the disposal of the PCs. McLarens yacht and cigarette speedboat, described above, can also be used by the PCs.

On ten minute's notice, the PCs can get access to McLaren's Bell helicopter (use large helicopter statistics). The pilot is a Generic 30 agent.

# Web Headquarters .....

People staring enviously out from the cliffs call it the "floating castle." A glistening, pure-white, 225-foot luxury cruiser with helipad and swimming pool. The ship sits so easily at anchor in the harbor of Monte Carlo that one cannot imagine it anywhere else. But it travels the Mediterranean and the east coast of Africa, its owner enjoying the many ports of pleasure of two continents.

So white, so lavish, so sinister.

### The Hunter

Welcome aboard The Hunter, a sea-going mansion whose owner is Karl Bremmer.

The Bremmers are not as well known as the Krupps, but they are in the same business: manufacturing pistols, rifles, automatic weapons and other ordnance. While the Krupps were the principal arms makers for the Nazis, the Bremmers did not do too badly. And by staying out of the limelight, they avoided any harassment or legal persecution after the war.

The company has been family owned for centuries. A Bremmer sword or saber was the mark of an excellent soldier or nobleman. Their blades hang in the finest museums and private collections around the world. Bremmer muskets were used by Louis' Musketeers in France. For a time, the company's main source of income were their dueling pistols, it was considered a honor to be killed with one of their weapons.

Even with the advent of automation and mass production, Bremmer weapons never lost their quality. To be sure, the pistols and rifles they make for mass distribution are not of the same caliber as their private orders, but they are highly prized by hunters and international competition shooters.

Hunting, in fact, is a family tradition with the Bremmers. The walls of the ancestral home in the Black Forest are lined with the heads of the animals they have bagged.

The current head of the family, Karl is no excep-

tion. In his mid-thirties, he has achieved world renown as a big-game hunter, though in recent years he has turned to bagging the animals with dart and drugs, keeping them still just long enough to have his picture taken. Then he keeps watch on the helpless animal until it recovers and returns to the wild.

His decision to stop killing animals has won him a measure of international favor with environmentalists and celebrities who champion the cause of endangered species. They hold him up as a prime example of how a man can grow from a "killing beast" to a "humanitarian" without giving up his favorite pastime.

No, Karl Bremmer does not kill animals anymore ... just people.

#### Karl Bremmer

INT 58	REF 75	WIL 70	CON 45	MOV 63	DEX 67
nality:					Male White German
U CONTRACTOR DE LA CONT	ruage:				German 37
	58 nality:	58 75	58 75 70 nality:	58 75 70 45 nality:	58 75 70 45 63 nality:

Psychology: Cruelty (High), Loyalty (Average), Passion (Average), Piety (None), Sanity (Average), Selfishness (High)

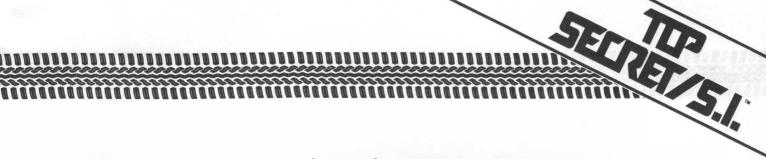
Advantages: Acute Hearing, Acute Smell, Acute Taste, Acute Touch, Acute Vision, Attractive Appearance, Sensuality, Sixth Sense, Wealth

Disadvantages: Ego Signature

Skills: Blowgun (3), Knife Throwing (3), Spear Throwing (1), Bow and Arrow (2), Pistol (4), Rifle (4), Shotgun (2), Knife (3), Oriental Martial Arts (3), Survival-Jungle (4), Tracking (4)

Languages: German (8), English (4), French (4)

It is rumored that Bremmer's father gave him a Mannlicher-Shoenauer 9mm machine pistol instead of a rattle, that he cut his teeth on the barrel of a Ruger and, while other young men were discovering soccer, he was discovering the joys of plinking cans thrown by his father.



When Bremmer graduated from the University of Heidelberg, people expected him to enter the family business. He did...sort of.

He accepted a nominal position as an executive in the Research and Development department. His idea of helping the company, though, was to "field test" the new designs. He took valuable prototypes on safari to see how they would work under "real conditions."

When his parents were killed in an accident on the Autobahn, people expected him to continue just dabbling in the family's business as a resource of new firearms.

He surprised everyone again.

Bremmer returned and took over the company. He threw himself into the workings of the company. Some say he was just protecting his inheritance, lest he be forced out. Others say it was the shock of his parent's death that brought him around.

When asked, Bremmer has a slightly different explanation: "Father was an excellent businessman. I had no reason to take a very active interest. Now that he is gone, I must make sure the inept and incompetent don't ruin the company's reputation."

During this time, Bremmer was approached by a Monsieur Frontiere who wanted to order a large consignment of automatic and semi-automatic weapons. He was very vague about the weapons' final destination.

Bremmer was cordial during the meeting, but immediately had his security chief put a tail on Frontiere.

The next time Frontiere came to negotiate, Bremmer was all smiles and told him he would be glad to furnish all the weapons Frontiere needed, at three times their price.

When Frontiere protested, Bremmer played his trump card. Investigations had revealed that Frontiere was actually buying weapons for a terrorist group and that they would be dispersed around the world. Bremmer didn't care who got his weapons, he just recognized a chance to make a lot of money. If Frontiere would not buy the

weapons from him, he would expose Frontiere's affiliations and quash any deal he might try to make.

Frontiere said he had to report this "new development" to his superiors and he would be in touch. Bremmer might not have been so cavalier about letting him go if he knew that Frontiere was actually working for Web.

Instead of his superiors eliminating Bremmer, as Frontiere expected, they approached Bremmer with a special deal. Bremmer would manufacture special armaments for Web, at a reasonable price, and Web would bolster his business by eliminating certain competitors.

Bremmer had a counter offer. He would provide mundane and special weapons. In exchange, he would be set up in a richer lifestyle and become head of all Web operations in the Mediterranean.

This bravado impressed Web and they agreed. Of course, they were ready to kill Bremmer if he ever proved unreliable or mercenary, but their partnership has been a profitable one.

To protect his public image, Bremmer gave up biggame hunting and took to the photography method. He also purchased The Hunter from an Arab who was being squeezed by the drop in oil prices.

But Bremmer never really gave up hunting. He just changed the nature of his quarry. He now hunts men.

Bremmer soon discovered that the best hunters were in the world of espionage. Clever, resourceful agents, trained to live off their wits and the land make for a challenging hunt.

He uncovered an agent on his ship just as he was docking at his ranch in Africa. He gave the agent a slim chance for survival. The agent would be set free on the large ranch (over 120 square miles, listed as an animal preserve) and be given an hour's head start. If he managed to escape and get off the ranch, it was possible the agent could make it to the city and save himself.

Bremmer found him after only two days and killed him.

Since then, Bremmer has had many such outings at the ranch. Every time an enemy proves to have superior skills and survival instincts, Bremmer has them captured and transferred to the ranch where the hunt begins as soon as the enemy is in good health. "There is no sport in hunting a wounded leopard," according to Bremmer.

### The Hunter

Visitors are always taken aback at the splendor of The Hunter. From shore it is a marvelous sight, but somehow still unreal. Once they set foot aboard, there is the customary disorientation of being thrust into a dream.

Bremmer basks in the reflected glory.

The main deck has a built-in pool aft and plenty of deck chairs for guests. There is also a skeet launcher. Often, after making sure that there are no innocent bystanders in the line of fire, Bremmer comes back here and will shoot at clay pigeons for hours, keeping his skills well-honed.

The foredeck is a party area. Lights can be strung and there is a dance floor. The enclosed section off the main deck contains lounges, bar, private screening room and exercise and sauna rooms.

The enclosed promenade deck, above the main deck contains a number of lounges, a dining room and a solarium. Forward on this deck is the bridge and ready rooms where some of the bridge personnel sleep when not on duty.

The upper deck is all open and people can sunbathe or play shuffleboard or badminton. Here is also the antenna and radar towers and the helipad. There are also several motorboats in case of emergency and one speedboat that is often lowered and used for water skiing.

Below decks are the staterooms and guest rooms, the main lounge and bar, and captain's (Bremmer's) quarters and office. The rear wall in Bremmer's office slides away, allowing him to look through a glass wall into the pool. On nights when his guests are enjoying a refreshing dip, he will slip down here and just watch them. The office is dark and the lights in the pool arranged so that no one in the pool will notice they are being watched.

The next deck is the crew's quarters and below that, the engine room and storage.

The belowdecks do not extend the full length of the ship. Below the captain's quarters and office and only accessible through Bremmer's office is the communications room, the first stop on the secret life of The Hunter. The equipment is manned 24 hours a day and puts Bremmer in immediate touch with any of his operatives, the weapons compound, his ranch or Web headquarters.

The equipment is also designed to pick up on satellite transmissions and can tap into computer data bases around the world. Monitoring businesses and governments has proven very useful to Bremmer in the past.

Through a hatch on the far aft end of the communications room, crewmen can reach the .50 caliber heavy machine gun (page 5, Equipment Inventory). A section of the aft deck hinges upward and the machine gun and crew rise up to discourage any pursuers.

Bremmer has never had occasion to use this particular weapon on an enemy. But, out of sight of land, he does have his men practice on passing schools of fish.

Below the communications room is weapon storage. The actual number and type of weapons here is up to you, but there should be an ample number of Submachine Guns and Military Weapons here. After all, the villains always have heavier weapons than the heroes who must live by their wits.

Here are also any Tools of the Trade you decide Bremmer is carrying.

### Bremmer

When you introduce Bremmer to your campaign, the PCs should have no inkling of his connection with Web or his activities. They can easily find out about his weapons company and his hunting hobby, but that should be it.

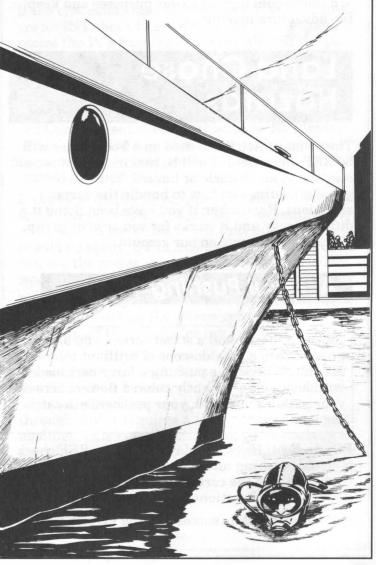
The best way to introduce him is just as a millionaire playboy. Do not give the players any reason to suspect him. He is the top man in the Mediterranean and while he will be overseeing the adventures outlined in Book Three, he will not be taking an active part in them. Only after the characters have encountered him a number of times should you run an adventure where he is personally in charge of the Web operation.

This is not a case of fooling or deliberately lying to the players—just one where a clever NPC has evaded identification.

Even when they discover his real activities, there should be little the PCs can do to stop him. Bremmer will always make sure no direct evidence points to him. Orion can have him watched, but he is very clever and will continue to plan and execute operations in the Mediterranean, seeing it as a cat and mouse game between himself and Orion.

A logical place to meet Bremmer is the Casino. He likes to play and allows himself one night during each visit when he will gamble for up to \$250,000. He is not a bad loser, but he is a better winner. He accepts gambling defeats gracefully so long as he is not made to look foolish.

He is always accompanied by a lovely young lady (or several). He enjoys their company and considers a seduction in the same terms as hunting, maneuvering his prey into his trap and then going in for the kill. He loses interest in women very quickly and always wants the ones who do not appear interested, they are a challenge.



# Gaming Monte Carlo

The following hazards can be used for any chase run in Monte Carlo. They are broken down to Land Chase Hazards and Water Chase Hazards. Under the Land Chase Hazards, you will find a breakdown for descriptions and results for vehicle and foot chases, where applicable.

The hazard may lead the PCs into a specific type of building. When this happens you will be directed to another lists of hazards and given further instructions.

Refer to the chase flow charts in Book Two to determine when the PCs encounter the particular hazard. Of course, you can pick and choose a hazard that would best suit your purposes and keep the adventure moving.

## Land Chase Hazards

The primary Attribute used on a Foot Chase will be REF, since the PC will be making a split second reaction to an obstacle or hazard. You will be given guidelines on how to handle the varying situations. Remember, if you have been doing it a different way and it works for you or your group, please don't change on our account.

### A. Petal Pushing

As you come around a street corner, you are greeted with a kaleidoscope of brilliant colors. An elderly person is pushing a large cart loaded with bouquets of brightly colored flowers across your path. Behind you, your pursuers are catching up.

PCs on Foot: Have the players make a REF check to avoid crashing into the flower cart. If they fail, they bash into the cart and are stopped, strewing flowers in all directions.

If the REF check is successful, the PC can either

move around the cart or stop and use it to his advantage. He can upturn it with a successful 1/2 STR check into the faces of his pursuers as they come around the corner, or strew the moist flowers on the street. When the pursuers come around the corner they will have to make a 1/2 REF check to keep from slipping on the bouquets.

PCs in Vehicles: The PCs must make a Driving check or crash through the cart.

If they crash through the cart, the PCs must make a second Driving check at a -20 modifier to make sure they do not skid on the crushed flowers and crash.

### B. Stair Struck

You knew that last turn was a mistake. Ahead of you is a flight of outdoor stairs.

These stairs are scattered all over Monte Carlo so strollers can get around the city and the cliffs with ease. Check the chase flow chart to see if the stairs are going up or down.

PCs on Foot: The stairs are not a major Hazard. If the PCs are flat out running, have them make a REF check. If successful, they have negotiated the stairs. If it fails, the PCs have lost their footing and must make a second REF check to keep from falling.

The result of a fall depends on whether the PC was going up or down the stairs. Falling while going up means the PC tumbles down the stairs, closing the gap between himself and his pursuers. Falling while going down will increase the distance.

To determine if a PC is hurt in the fall or can stop his fall, use the rules detailed in the section detailing the Jardin Exotique in Chapter 2, page 5 of this book.

PCs in Vehicles: PCs in automobiles must stop and take off on foot or fight it out, with one exception. PCs with sports cars can try to go down these stairs, but they must make a Driving check (-40

SECTION 1

modifier). There is no way for them to drive up a flight of these stairs.

PCs on a two-wheeled vehicle can try to negotiate the stairs. If they are descending, they must make a Driving check at a -20 modifier. If they are going up, the modifier is -40.

If the pursuers cannot follow the PCs, it is up to you whether they will take a few shots at the PCs as they escape.

### C. Casino

You come around the bushes into a driveway, just dodging a black limousine. Ahead you can see the Casino de Monte Carlo, laughing gamblers coming and going in large crowds. You can keep going down the street or go into the Casino.

PCs on Foot: If the PCs go for the casino make a REF check for them. If it fails, the pursuers saw them go into the Casino. If it is successful, make an INT check for the pursuers.

If the pursuers fail the INT check, they did not see the PCs duck into the casino. Chase over.

If the INT check is successful, the pursuers saw the PCs go into the Casino and the chase is still on.

PCs in Vehicles: Must abandon their vehicle if they wish to enter the Casino. They may make a Bootleg Turn to get out of the driveway and get back into the streets.

There may be an occasional player who will decide that his PC will enter the Casino on a two-wheel vehicle. It can be done, but will be frowned upon by the Casino management, who will have their own security people try and stop the PCs. Continue to the Casino Hazards section and adjust the encounters accordingly.

In either case, if the chase continues, go to the Casino Hazards section of this chapter and use the Casino/Museum chase flow chart in Book Two of this supplement.

### D. Alley Oops?

Just ahead is a narrow alleyway leading off the open street.

PCs on Foot: The PCs may try to duck into the alleyway and throw off their pursuers. If they do so, read them the following.

Ahead is a narrow 75' alleyway, just ahead of you are a pile of empty crates, trash cans and debris.

If the characters stay on the move, give the pursuers an INT check to see if they are alert enough to notice the PCs running down the alley. If the pursuers fail, they have lost the PCs and the chase is ended.

The PCs may also duck into the alley and hide amidst the boxes, cans and other items. Use standard Concealment rules for this (page 43, Players Guide), applying a -10 modifier to the concealment roll due to the necessary speed with which it must be performed.

If the PCs' hiding places are detected, the pursuers will try to capture or kill them depending on what started the chase in the first place. You should be ready to run a combat where the PCs can use the crates, cans and debris as improvised weapons.

PCs on Vehicles: Any two-wheeled vehicle can maneuver through the alleyway with ease. PCs can jump off these vehicles into the debris for cover.

A sports car can just fit through the alley. Have the PC make a Driving check, -20 modifier, to negotiate the alleyway. A larger car can get through, but it requires a Driving check at a -50 modifier. This puts the car up on two wheels as it goes down the alley. Another Driving check is necessary at the end of the alley to make sure the car rights itself properly.

### E. Don't Moped About It

As you head down the narrow alley you see coming toward you three people on mopeds. They are closing fast and there is no convenient door or window to jump through.

The exact nature of this Hazard is up to you. The people on the mopeds (use statistics for dirt bikes on page 13 of the Equipment Inventory) can be innocent bystanders or enemy agents. If they are innocent bystanders, they will be Generic 20 types and try to avoid hitting the PCs.

PCs on Foot: They always have the option of dodging the mopeds, by succeeding at a 1/2 REF check.

Innocent bystanders will try to swerve away from the PCs. Make a Driving check for the NPC on the moped.

If a crash situation occurs that throws the NPCs from their mopeds, the PCs can commandeer the mopeds. More than one person can ride a moped, but at a -20 modifier.

If the PCs commandeer the mopeds and all pursuers are on foot, the PCs will automatically escape and the chase is over.

PCs in Vehicles: Two-wheeled vehicles can avoid an accident by succeeding at a Driving check.

Automobiles have a problem. Sports cars must make an emergency stop. Larger autos must be crashed with a successful Driving check to avoid hitting the mopeds. If the check is successful, no one in the auto is hurt. If it fails, consult the Crash Table to determine what happens to the auto.

At your discretion, the people on the mopeds may be extra enemy agents, armed however you wish, and ready to do serious hurt to the PCs. This may lead to the PCs using the crates, cans and debris as weapons against the cyclists and then commandeering the mopeds.

### F. Snap Shots

PCs on Foot: "On your right you can see the breathtaking view of the Mediterranean that is part of the charm and attraction of Monte Carlo." (A din of motorized cameras snapping picture after picture.) "While on your left you can see the cliffs from which the monks would watch for enemy ships." (Another cacophony of whirrs and clicks as another seven rolls of film are used up.)

Yes, you are headed for a group of tourists who are taking a leisurely guided stroll around the city enjoying the sights and overexposing themselves.

PCs in Vehicles: Crossing the street in front of you, clicking away with their cameras, is a group of people all wearing loud, mismatched shirts and shorts.

PCs on Foot: PCs may skirt the tour crowd or try to blend in and fool their pursuers. Skirting the crowd is no problem and requires no checks.

Blending in is another matter. The PCs will have to move into the crowd and grab a hat or sunglasses from someone. Or don their own, if they have any, and try to look as if they fit in.

Assume the tourists are Generic 20 types and make a general reaction roll (page 25, Administrators Guide) for each PC. If the PC takes an item from the Tourist (like a hat or camera to make a disguise), apply a -15 modifier to his WIL roll to influence the tourist.

Then make an Acting check for the character as per the rules on page 48 of the Players Guide. (Disguise will not work here since that skill requires more time and a more elaborate costume and cosmetic work.)

If the pursuers fail their checks, the PCs have eluded them and the chase is over.

Of course, if a PC is chasing an enemy agent and this hazard is encountered, it is likely the enemy agent will take one of the tourists hostage to try to make good his escape.



PCs in Vehicles: Aside from stopping completely or making a bootleg, PCs may try to skirt the group by making a Driving check.

First make a REF check for the tourists. If this check is successful, most of the tourists have jumped aside and the Driving check for the PCs is made normally. If the REF check fails, there are still tourists in the way and the Driving check is made at a -40 modifier.

### G. Jardin Exotique

PCs on Foot: You scramble over a rocky outcropping and feel something sharp poke through your pants and scratch your leg. Looking around you see you are on the cliffside surrounded by cactus-like plants.

PCs in Vehicles: As noted on the chase flow chart, no auto can enter the gardens. PCs on two-wheeled vehicles can do so.

PCs on Foot or in Vehicles: The PCs have stumbled into the Jardin Exotique. Here they can can engage in a game of cat and mouse. Or they may encounter a tourist crowd (see "Snap Shots", above).

If any roll results in a crash situation refer to the description of the Jardin Exotique on page 5 and 6 to see if the hapless victim falls and to determine how much damage he or she takes.

### H. Underground Grottos

PCs on Foot: The beckoning cave mouth of the grotto looms before you. So far, you have not been able to evade your pursuers. Perhaps in the caves, with their large chambers and covering stalagmites and stalactites, you might have better luck.

PCs in Vehicles: No vehicles can be taken into the grotto, they must be abandoned at the mouth of

the cave and the PCs continue on foot.

Once inside refer to the rules for Stealth and Concealment checks in the description of the Jardin Exotique on page 5 and 6.

### I. Grant Us Grace

PCs in vehicles: Sweat breaks out on your hands as you struggle to maintain control of the vehicle. A quick glance shows that your pursuers are still very close. You must lose them.

PCs on Foot and in Vehicles: As you come around the next corner a sedan convertible is coming straight at you. The blonde woman driving the sedan is flushed with the excitement of going so fast. Her male passenger looks a bit worried but maintains his composure.

Beyond the sedan, you can see another auto that appears to be chasing it.

Use the compact sedan statistics (page 13, Equipment Inventory) for the car being driven by the blonde; full-size sedan for the second auto.

PCs on Foot: Two successful REF checks mean the PC has dodged both of the oncoming cars. If either fails, the driver of that auto must make a Driving check (assume the blonde is a Generic 20, the driver of the second auto is a Generic 30). If these checks fail, the PC has been hit by the respective auto.

Make similar checks for the pursuers.

Check below for information on who the people in the cars may be.

PCs in Vehicles: The PC must make two Driving checks (using the Driving skill that is appropriate to the vehicle they are driving) to avoid hitting the two cars, as must the pursuers. If the pursuers hit either of the two cars, the chase is over.

If the PCs hit the convertible and are stopped, you must be ready to run a bit of pandemonium.

The blonde will be outraged. She is a millionaire heiress from the United States. She and her com-

panion were headed for a ride in the countryside. She will be very upset by what has happened to her rental. She is used to getting her way but will not fly into a tantrum. She will assume that right is on her side and that the PCs are totally at fault.

Whoever is pursuing the PCs will be able to catch up, whether they start shooting or try to capture the PCs is up to you.

You will determine who the blonde's companion and the men in the second auto are. You may choose from the following options or make one up yourself.

Thief: Her companion is a jewel thief who has been insinuating himself into her confidence so that he can discover where she hides her jewels and relieve her of the responsibility of taking care of the valuables. The men following in the second auto are police detectives who are tailing the thief.

Secret Agent: The blonde does not know it, but her date is a secret agent. The men in the second auto are after the secret agent and now he and the characters are caught between enemy forces. It is very likely that close combat or gun play will ensue.

Depending on how the PCs handle the situation they could come out with the thief or secret agent and the heiress as allies who will help them, or enemies who can make a wreck of their mission.

### J. A View to a Thrill

Ahead is a tourist cul-de-sac. The road ends in a circular parking area where tourists can park their cars and take in the view of the Mediterranean. There are tourists taking in the view. There is one standing by the wooden guard rail staring at you wide-eyed as you speed towards him. He does not look terribly sanguine about the prospects of having a pleasant day.

PCs on foot: Aside from the obvious options of stopping and fighting or turning on their pursuers, the PCs do have the option of jumping over the guard rail and diving into the ocean. Refer to the rules on Falls (page 8, Administrators Guide) for the guidelines on diving into water.

PCs in Vehicles: The PCs have a number of options here.

They can do a Bootleg (page 84, Players Guide), doubling back on their pursuers which can result in a Chicken maneuver (page 85, Players Guide).

Or they can try Ramming their pursuers (page 85, Players Guide). The nudger is at a -20 modifier to keep from hitting the tourists and bringing his vehicle to a stop. If the nudgee fails to bring his vehicle back under control, do not bother to check the Crash Table. The vehicle has made an irregular three point dive into the Mediterranean.

If the nudger fails so badly that you would consult the Crash Table, don't. He would have gone over the edge. You would determine if the PCs have a chance to get out of their sinking vehicle or jump from their two-wheeled vehicle.

Superfluous to say, the chase is ended.

### K. Life's a Beach

PCs on Foot: With the footsteps of your pursuers close behind you, you come to a stairway leading down to the beach. You can continue straight down the paved street or try to lose yourself among the frolickers on the beach.

PCs in Vehicles: Is there no end to these stairs around the city? This one leads down from the street to the beach.

PCs on Foot: Refer to "Stair Struck", above for rules on getting down or up the stairs.

PCs in Vehicles: See rules under "Stair Struck", above for guidelines on vehicle use on stairs.

# 

### L. Hit the Beach

You are going downhill on a dead end street. Beyond the guardrail at the end of the street, you can see the glittering sandy beach. People are lazing on their blankets, soaking up the sun. You might consider making some noise to warn them aside, since sun-soakers are currently out of season.

PCs on Foot: The options here are the same as under "A View to a Thrill." The distance from the road to the beach is 40'. Consult the rules on Falls (page 8, Administrators Guide). The loosely packed sand is considered a soft surface like snow, hay or tall grass.

PCs in Vehicles: Same options as "A View to a Thrill", above. However, if either or both cars go through the barricade, make a Driving check at a -40 modifier. If the check is successful, the vehicle has landed safely and can continue driving along the beach.

### M. Keep on Trucking

Just when you thought you were home free. Ahead is a 14-wheeler backed up against a delivery dock and closing off almost the entire street.

PCs on Foot: Diving under the truck, rolling and coming out on the other side can be accomplished by a successful 1/2 REF check.

PCs in Vehicles: PCs in automobiles must make a Driving check at a -40 to get up on two wheels to get around the truck.

If the PC is on a two-wheeled vehicle, he or she can make a Driving check to go around. If you wish to make this a little more exciting, you can decide that the truck blocks the entire street. Then any PC on a two-wheel vehicle who makes a Driving check at a -20 modifier can skid his vehicle under the truck and then upright it on the other side.

### N. Tour de Farce

You are about to enter a group of 35 racing bicyclers. They are speeding along intent on winning the competition.

PCs on Foot: Must make 1d6+3 REF checks to get through the cyclists. In case of a Crash, the PC and the cyclist both hit the ground. Under these circumstances, the PC can commandeer the bicycle and take off. The pursuers will try to forcibly unseat another cyclist and continue the pursuit.

PCs in Vehicles: PCs in automobiles are definitely at a disadvantage here. All their checks are made at a -30 modifier. (Assume the PCs do not want to hit and injure any cycler, no matter what the players say.) The PCs must make 1D6 + 3 checks to make it through the cyclers safely.

PCs on two-wheeled vehicles do not get the negative modifier but must still make 1d6 + 3 checks.

PCs on bicycles can try to blend in with the cyclists and throw off their pursuers. Make an Acting check for the character as per the rules on page 48 of the Players Guide. (Disguise will not work here since that skill requires more time and a more elaborate costume and cosmetic work.)

If the pursuers fail their checks, the PCs have successfully blended in and the chase is over.

### O. I Want Your Pects

Ahead is a well-preserved example of Cro-Magnon man. Well-oiled body glistening in the sun and showing off by lifting a bikinied girl with each arm.

PCs on Foot: A successful REF check will allow the PCs circle around the muscleman. If the check fails, the PC has sprayed sand onto the muscleman which does not sit well on his small, but slightly functioning, brain. He will drop the young ladies and take off after the PC. If the PC is male, the muscleman will want to exact retribution for the "insult." (Assume a STR of 60 for the muscleman; Generic 20 otherwise, but very low in INT.)

If the PC is female, the muscleman will catch up and scoop the PC by the waist, making it into a macho display. He will then try to impress her with his feats of strength, which may include beating up the pursuers if she asks nicely.

PCs in Vehicles: Any manuever on the beach during the day in any auto is done at a -30 modifier to avoid hitting the crowd. Also, people on the beach will get the license number on the vehicle and the PCs will have to answer to the authorities later if the number can be traced. Of course, the pursuers will be driving a stolen car so they cannot be traced.

Of course, the muscleman will be hard-pressed to catch the vehicle. However, he should show up later in the mission to make the PC's life miserable.

### P. Down in the Volley

Is there anything as exhilarating as the sight of about a dozen trim, young tanned people engaged in good sport? Can you resist stopping to watch them at play volleyball? Well, considering your current circumstances, I suppose you can.

PCs on Foot: Circling around the players is a simple matter of making a successful REF check. If it fails, a player as leapt out to reach a tough shot and Crashed into the PC. Another REF check means the PC has not been knocked to the sand. If the failure is really bad, the PC will have crashed directly into the game and become entangled in the net. At your discretion, this could result in some very angry players who will make the PC's life miserable.

If the pursuers are far enough behind, the PC may try to blend in with the group by making a REF check. If successful, the pursuers get an INT check to notice the maneuver.

If the pursuer's INT check fails, have the PC make an Acting skill check to blend in. This is resolved as per the Acting skill description on page 48 of the Players Guide.

PCs in Vehicles: To avoid driving straight into the game requires a successful Driving check. (Remember the -30 modifier applied to all beach checks during the day.) A failure breaks up the game and wraps the volleyball net around the car. Not debilitating, but it does make the vehicle more recognizable.

A Crash result means one of the volleyball stakes has punctured the engine block and stopped the car.

The PCs try to blend in with the players and throw off their pursuers. Make an Acting check for the character as per the rules on page 48 of the Players Guide. (Disguise will not work here since that skill requires more time and a more elaborate costume and cosmetic work.)

If the pursuers fail their checks, the PCs have successfully blended in and the chase is over.

# Water Chase Hazards

These hazards can be used whenever PCs are in a boat, motor or sail, or any other seagoing craft. They are not meant to be used on swimming characters as they stand. However, you can use them as the basis for such an encounter.

For example: The first hazard involves a waterskier crossing the bows of the craft the PC is piloting. This can be turned around so that a swimming PC will be in imminent danger of being run down by a motorboat and water skier.

There is no chase flow chart to accompany these hazards. Since the water is basically open, without T, Y or any sort of intersections, there are no such choices to give the players. Instead, roll a d10 to determine which hazard the PCs encounter.

### 1. The Ski So Blue

A motorboat has just crossed your bows. You are in no danger from it except for the lift of its wake on your boat. Your relief is short lived, though. A taut rope plays out behind the boat. Following the rope with your eye, you find a comely young lady who, up until a few seconds ago was laughing with the thrill of water skiing. She is now looking very worried...perhaps about your speedy approach.

A Bootleg turn is always an option here. However to just go around the skier requires a successful Driving/Boat check. The skier must then make a 1/2 REF check or fall into the water, perhaps to be hit by the boat pursuing the PCs (up to you).

If the PC wants to circle out and avoid giving the skier any problems, apply a -30 modifier to the Driving/Boat check.

If a Crash occurs, the tow line to the skier got caught on one of the davits of the motorboat and the PCs are now dragging the skier. Give the skier a REF check. If successful, the skier will remain upright on the ski. If it fails, he will fall into the water and may be in danger from the pursuing vehicle (up to you).

### 2. Pop Up Anytime, Part I

Clear water is ahead, plenty of room to lose your pursuers. You start to speed up, ready to burn out the engine if you have to to get away. Suddenly, a ripple appears in the water then the surface breaks and a head appears. You see the light glint off a face mask.

A successful Driving/Boat check at a -20 modifier will get the PCs around the surfacing scuba diver.

However, at your discretion, the surfacing diver can be one of the enemy who is holding a grenade and will try to lob it into the cockpit of the boat the PCs are in.

Give the PCs an INT check to notice the diver's throwing action. If successful, they can try to maneuver away from the grenade at a -20 modifier. If they do not notice, the grenade will land in the boat. Ask the players if they wish the PCs to get rid of the grenade or abandon ship.

To abandon ship, a PC must succeed at a 1/2 REF check. Success means they have dived over the side of the boat into the water. But now may be at the mercy of their pursuers.

To get rid of the grenade, the PCs must succeed at a 1/4 REF check. Success means they have grabbed the grenade and thrown it over the side of the boat. It is up to you if you wish to give the PCs enough time to throw the grenade specifically at their pursuers or the enemy scuba diver.

### 2A. Pop Up Anytime, Part II

This is an alternate hazard to the one above, you must decide which one to use.

Clear water is ahead, plenty of room to lose your pursuers. All you have to do is go between two boats at anchor. One boat holds a fisherman, while the other is from Tourist Authority. They are repairing a ski-jump ramp. You start to speed up, ready to burn out the engine if you have to to get away. Suddenly, a ripple appears in the water then the surface breaks and a head appears. You see the light glint off a face mask.

Same as Part I, above. Except it will require a Driving/Boat check at a -40 modifier. If successful, the PCs have used the ski ramp to go over the Tourist Authority boat. A crash means the PCs have collided with either boat, your choice.

The same variation of the enemy scuba diver described above can be applied here.

### 3. Ship Ahoy

You're on a collision course with another boat.

PCs can use any reasonable maneuver to get around the oncoming vehicle. The trick in this hazard is your decision whether the oncoming vehicle is neutral or enemy.

Neutral means that the boat is being manned by a Generic 20 civilian and the PCs must only avoid the collision to stay alive.

Enemy can mean the driver of the boat is either on the side of the pursuers or someone the PCs have angered. (Remember the muscleman from "I Want Your Pects" above?)

If you decide there is an enemy in the oncoming vehicle, determine how he is armed and what action he will take against the PCs.

### 4. Yacht

You should have watched where you were going. Dead ahead is a 100 foot sailboat. The owner does not look happy.

PCs can make an emergency stop or try a bootleg. But if they wish to maintain their distance, they will have to make a Driving/Boat check at a -35 modifier.

If a Crash situation occurs, the PCs will crash into the side of the sailboat and definitely incur damage. However, they have one small chance at survival. If the driving PC can make a final Driving/Boat check at a -50 modifier, he will have given the boat a final burst of speed off a convenient wave and crash through the sailboat's midships coming out on the other side.

The sailboat owner will not be happy. But the pursuers will be so astounded by this magnificent bit of driving, they will stop dead in the water and the PCs can escape. They have earned it.

# 5. Red Sails in the Sunset

You've got to start checking the calendar of events list the tourist office provides. You didn't know there was a sailboat regatta set up for today. Ahead, slicing through the water like lovely swans is an entire flotilla of sailboats.

The PCs must swerve around 1d6+3 sailboats. The modifier for these swerves varies between -20 and -40 (you decide or roll 2d10 and the sum is the negative modifier).

### 6. Pier Into Your Future

A glance back over your shoulder shows your pursuers are still hot on your trail. You've got to do something drastic. When you look forward you are sure something drastic is going to be done to you. Ahead is a docking pier extending out into the bay.

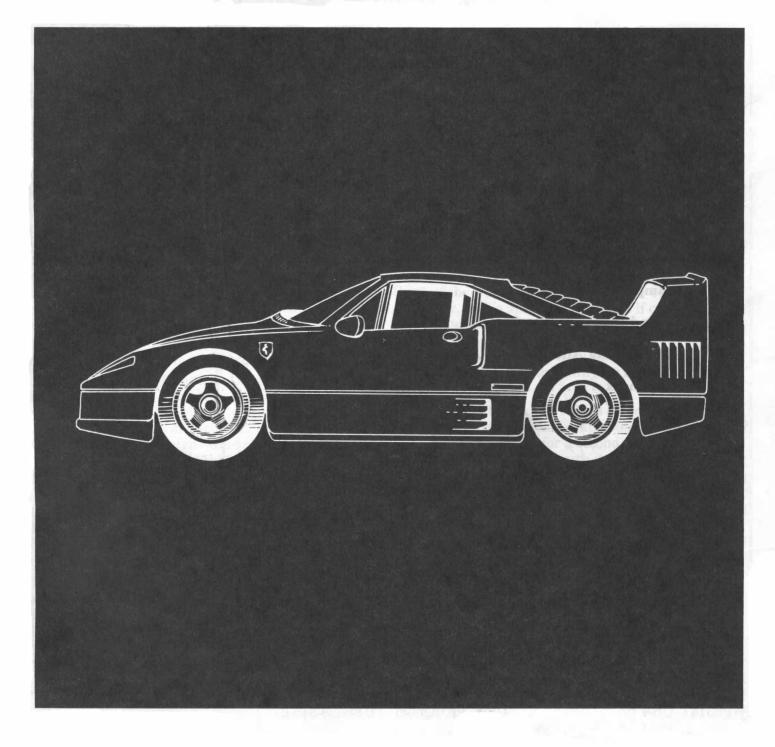
Emergency stops and bootleg turns will keep the PCs from a crashing defeat, but close the gap between them and their pursuers. There is no way to swerve around the pier, speed must be reduced drastically to avoid a crash.

The only other alternative is to jump the pier. A successful Driving/Boat check at a -40 modifier means the PCs have found some half submerged object to launch the boat over the pier. Any pursuers must perform the same maneuver or lose the PCs.

If the pursuers are close enough, PCs can try to ram the enemy vehicle into the pier.



# HIGH STAKES GAMBLE Vehicle Book - Book II





### HIGH STAKES GAMBLE Vehicle Book - Book II

### By Doug Niles

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# Rules of the Road

# Advanced Vehicle Rules for the Top Secret/S.I.\* Game

The thrill of high-speed travel has always appealed to humans—and secret agents are no exception. Finely tuned equipment, dangerous terrain, and the risk of taking a vehicle to, or beyond, its limits, are integral parts of adventure.

The adventure is compounded when an aggressive enemy, using similar equipment, tries to thwart the aims of our hero—hence, the car chase.

Or, in its alternate forms, the boat chase, or the helicopter chase, or the airplane chase, or what have you. Chases give player characters the chance to challenge the skills and equipment of their opponents, to face dangerous situations, and to take breath-taking risks in the pursuit of their objectives. Results of a chase can be decisive, determining the success or failure of a mission— even ending the career of an unfortunate agent now and then.

This is a book for the *Top Secret/S.I.*™game player and Administrator. While some of the rules within instruct the Admin in running the game, they are not separated from the player information. All of the rules in this book are optional, in terms of any *Top Secret/S.I.*™ campaign—consider them another level of reality rules, for those players who would like a little more detail.

One of the final sections of the book, **Campaign Guidelines**, is primarily information for the Admin. The section presents a rough overview of the Grand Prix, with suggestions for employing Formula One racing as a campaign environment.

The new rules presented here will allow you to create chases and calculate their effects, with more detail than is possible with the original game rules. Modifications to cars, new maneuvers, and more specialized rules for air and water vehicles can all heighten the reality of your gaming.

But boats and airplanes, though glamorous, have to rank second to ground vehicles—especially cars—in the secret agent's repertoire. And nowhere in the world can you find a faster collection of cars, nor a more glamorous setting for adventure, than on the Formula One Racing Circuit— otherwise known as the Grand Prix.

### The Grand Prix

The Grand Prix (pronounced grahn—PREE; yeah, I know you know that, but I wanted to mention it anyway) is actually a series of races run throughout the world, during a season beginning in early spring and lasting into autumn. The courses vary from year to year, but races are held in Europe, North and South America, Africa, Australia, and—starting very recently— Japan.

Teams of engineers, mechanics, and drivers from many of the world's major automotive companies, as well as specialty firms, will enter cars in the series. Some of the wealthier teams will enter two cars in each race, with a spare car available if one of them is forced to retire—that is, leave the race before it is over because of some problem. Other teams can manage little more than a single car, and are lucky to get it running for the qualifying trials before each race.

The winner of the Grand Prix is determined by a point system which awards nine points for a first-place finish, six points for a second, four points for a third, three points for a fourth, two points for a fifth, and one point for a sixth-place finish. The overall winner is the driver with the most points at the end of the season—though he may not have won as many individual races as some other drivers.

See the campaign notes later in this book for more details about racing and the Formula One circuit.

# **MNew Driving Problems**

## **Spinning Out**

A car can go into a spin for one of a number of reasons, such as:

Braking Bad Break: If a driver rolls a Bad Break while applying the brakes desperately to slow down, he goes into a spin. The character is breaking desperately any time he tries to exceed the listed Braking Rating for his vehicle—and hence, must make a Driving Check.

Failed Bootleg or Braking Skid: Anytime a driver attempts one of these special maneuvers, but fails his Driving Check by 30 or more, he spins.

A Crash Table Result of 0 or 1: If a moving vehicle uses the Crash Table on page 86 of the *Players Guide* to determine the result of a mishap, the vehicle goes into a spin if a result of 0 or 1 is rolled.

Failed Cornering Check: When a character is required to make a Driving Check as a result of going around a corner at high speed, and the check fails, the vehicle goes into a spin.

Spinning out is not the most disastrous thing that can happen to a car—though it can possibly result in a crash or getting stuck. The Admin might determine the effect of the spin automatically, based on the surrounding features— a car that spins across an empty parking lot might have no problems—or he might want to randomly determine the result. For just such moments, the "Sunk in a Ditch" Table was designed.

#### Sunk in a Ditch Table

Setting: Result	Racetrack	Urban	Suburban	Rural	Wild
Mired	0	5	20	25	30
Crash	1-30	6-30	21-35	26-35	31-40
Stuck	31-60	31-60	36-70	36-75	41-80
No					
Problem	61+	61+	71+	76+	81+

*SETTING:* This is the driving environment.

- Racetrack applies only to enclosed tracks with guardrails and embankments.
  - Urban applies to all city driving situations.
  - Suburban applies to situations where build-

ings and other man-made obstacles abound, but do not necessarily surround the driving area.

- Rural applies to driving on country roads, and assumes ditches to either side, and some kind of pavement on the road.
- Wild settings are those where the driving surface is, at best, gravel, and there are no man-made features surrounding the road itself.

MIRED: This car is stuck so deeply that it will probably take heavy equipment to get it out. It is possible that another vehicle could tow it out, but even if the necessary equipment (tow chain) is available, the driver of the stuck vehicle must perform the unstuck maneuver in order to free the vehicle

*CRASH:* The vehicle suffers a randomly determined result from the Crash Table and is stuck.

STUCK: The vehicle is temporarily immobilized by the environment—i.e., sunk in a ditch. It can be freed if the driver successfully performs the unstuck maneuver.

## **Getting Stuck**

A vehicle in the *Top Secret/S.I.*™ game could get stuck in a number of ways. A vehicle can get stuck as a result of a roll on the "Sunk in a Ditch" table. Furthermore, a driver can get stuck by failing a required Driving Check while the vehicle is negotiating some challenging feature of the road or trail. For example, a player taking his sports car through a muddy ditch, or trying to sneak his sedan down a narrow alley that is filled with garbage cans and refuse, would be required to make a Driving Check. Failure means the vehicle is stuck at the obstacle.

# Effects of Protection Values On Collisions

Though the vehicle rules include the results of collisions between two vehicles, they do not take into account the significant effects that the relative mass of the two vehicles can have upon each other. Use this rule to more accurately create the results of a crash between two differing types of vehicles.

Subtract the lower Protection Value from the higher, and divide the difference by 10. For example, a pickup truck (Protection Value -50) colliding with a sports car (Protection Value -20) yields a difference of 30, divided by 10 to equal 3. The resulting number (3) is subtracted from the Crash Table roll for the vehicle with the best protection value—the pickup truck in this case.

Though the Crash Table only lists results up to 9, modifiers for speed and Protection Value should be calculated as if the table had no top end. For example, a car going 140 mph will take a +4 penalty on its roll on the crash table—but perhaps its Protection Rating gives it a -2 protection. Apply all modifiers to the final roll—for example, a roll of 7 + 4 - 2 = 9. Any final result that is greater than 9 is treated as a 9, however.



## **MNew Maneuvers**

# Bump/Push (-40 Modifier)

The driver attempting this maneuver must be able to move his vehicle into an area occupied by another vehicle. If this is possible, and the driver declares this special maneuver, he attempts to force the other vehicle out of control.

This maneuver is also modified by the difference in Protection Values of the two vehicles. The modifier applies to the bumping character's special maneuver Driving Check.

For example, a character in a pickup truck (Protection Value -50) tries to bump a sports car (Protection Value -20). The bumping character receives a +30 modifier to his Driving Check for this special maneuver—it practically cancels the -40 modifier for the maneuver.

If a successful bump or push occurs against the rear of the opponent's car, the victim must make an immediate Driving Check. Failure means that the vehicle begins to spin out of control. The driver gets another check to see if he can regain control; failure means the vehicle crashes.

If the bump or push is directed against the side of the victim's vehicle, the victim must make an immediate Driving Check, or lose control and crash in the direction he was pushed—there is no second check.

# Control Spin (-40 Modifier)

This maneuver is perhaps misnamed—a spinning car is, after all, essentially out of control. However, a skilled driver, aided by luck, with a machine that handles well, might be able to come out of his spin in an advantageous position.

A character can elect to use this special maneuver when:

- The car is out of control as a result of a failed Driving Check, but it has not yet crashed —and the driver is entitled to one more Driving Check to see if he can avoid the crash.
- The vehicle spins because of a result gained from the Crash Table.
- The vehicle goes out of control because another character has performed the bump/push maneuver against it.

If the control spin maneuver is successful, the car will spin to a halt. It can face in any direction the driver who made the check chooses, and will not suffer any damage from the spin. And the car can end up in a location of the driver's choosing, within realistic bounds.

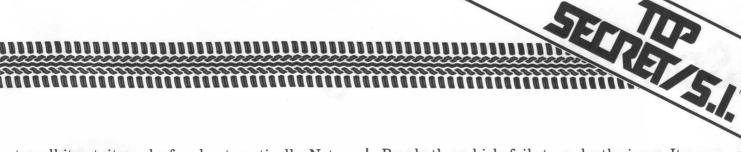
If this maneuver is unsuccessful, the car immediately crashes. Determine a result from the Crash Table, but note that a +1 penalty applies to a crash when a driver has attempted and failed to use this special maneuver. Thus, a Crash Table result of 4 would actually become 5.

## Unstuck ( – 20 Modifier + Road Condition Penalty)

Characters will find this special maneuver handy if they become rudely acquainted with the rules on getting stuck. The driver of a stuck vehicle can make one check per minute to attempt to free his vehicle. The Driving Check penalties for Road Conditions apply here as well, to wit: wet (-10), gravel (-20), dirt (-10), mud (-30), ice (-50), and snow (-30).

The handling rating of the vehicle will not help to modify this check, although a vehicle with fourwheel drive gets a +20 modifier. Tire chains will provide a +5 modifier for each tire with a chain on. In addition, each person pushing the car from outside (not the driver) earns a +10 modifier to this check.

If a car is stuck, and another vehicle is available



to pull it out, it can be freed automatically. Note that if it is mired, a successful check will be needed to tow it free.

## Jump (-40 Modifier)

A vehicle can only negotiate a jump successfully under certain conditions. No driver can make a car simply hop over an obstacle. But, with a good head of steam, a suitable launching ramp, and a smooth landing surface (not to mention driving skill and luck), it is possible.

The exact state of the jumping environment will have to be left to the Admin. In general, the launching ramp must be higher than the landing— or angled higher, so that the vehicle's momentum can lift it upward. The vehicle must be going a minimum of 30 mph, to jump a 10' gap. For each 10 mph above 30 added to the car's speed, another 5' can be jumped. If the vehicle travels at least 60 mph, the distance jumped can be doubled by providing the car with a raised launching ramp.

If the jump special maneuver Driving Check is successful, the vehicle successfully soars through the air and lands, moving more or less straight ahead. Upon landing, however, the driver must make an immediate Driving Check—to regain solid control of the vehicle. If this check fails, the car spins—the driver must succeed with a second Driving Check to regain control or crash. If the jump succeeds with a Lucky Break, no Driving Checks are necessary upon landing.

If the jump maneuver Driving Check fails by 30 or more, or results in a Bad Break, the car crashes upon landing. The driver or the Admin should make an immediate check on the Crash Table, adding ½0 the vehicle's speed (rounded down) to the Crash Table roll. For example, if the car took off at 75 mph, the crash table roll would be 1d10+7-a horrible crash, in other words.

If the jump fails by less than 30, with no Bad

Break, the vehicle fails to make the jump. It crashes short of the destination and is immobilized. The passengers only suffer wounds if the circumstances require—a failed jump over a mountain chasm would probably inflict 2d6 wounds of 2d6 points each. If the car lands in a muddy ditch, the passengers would escape without harm— albeit, on foot!

The Admin may assign a chance of vehicle damage from a jump, particularly in the event of a rough landing surface. This can be a flat tire, broken suspension (Handling Rating penalty), or anything else that seems likely.

# Avoid Obstacle (Modifier Varies)

Though the Driving Check is the primary means of determining whether or not a driver can avoid a hazard that he suddenly discovers before him, several factors can modify that Driving Check. If the Admin does not want to simply make up an appropriate modifier, this maneuver explains how to calculate penalties and bonuses to this Driving Check.

The factors affecting this check are the speed of the vehicle, the Braking Rating of the vehicle, the distance to the obstacle, and the "space" factor—a combination of the size of the obstacle and the space around it. Refer to the chart on page 84 of the *Players Guide* to determine how many turns it will take the vehicle to reach the obstacle; if the obstacle will be reached within one turn, the player will have to make a Driving Check to avoid it.

This procedure assumes that one lane of a twolane road, with a shoulder, is blocked. If the obstacle is wider, apply a -10 modifier if the other lane is blocked, and another -10 if the shoulder is blocked. In a narrow alley, with buildings to either side, the modifier would thus be -20 to the Driving Check. Also in this case, the only way to avoid the obstacle would be to stop, as there is no way around it.

# Specific Damage Rules

The *Top Secret/S.I.*™ game rules allow vehicles to become disabled as a result of a Crash Table roll. This is admittedly a streamlining feature when weapons are used against the vehicle. These optional rules treat vehicles more like characters for combat purposes. A successful attack will damage a specific part of a vehicle, much like a specific wound only affects one part of a character's body.

# Size Modifiers for Attack Rolls

All other things being equal, it's easier to hit the broadside of a dump truck than it is to make an end-on shot against a motorcycle. Attacks made against moving vehicles can include these modifiers to simulate this effect:

Type of Shot	Attack Roll Modifier
Motorcyle, end	<sup>1</sup> / <sub>2</sub> ATT
Motorcycle, side	$-10^{\circ}$
Medium truck, side	+10
(dump truck, tank, etc)	
Large truck, side	+30

### **Vehicle Sections**

Enclosed with this boxed set are a number of vehicle cards. The front of each card features a glossy illustration of the vehicle and its game statistics, as they would be if the car had just been purchased off the lot. On the back side of the card, there is space to make note of various modifications to the car, as well as a top-view diagram of the vehicle, with damage boxes just like the human hit location diagram on the agent dossier sheets. Each part of the vehicle has a location number and several damage boxes for the various sections. As the vehicle is damaged, you black out unused boxes, just as you would for a character.

In most cases, determining how many damage boxes each area of a vehicle is entitled to is a matter of dividing its Protection Value by 4, rounding up if necessary. For example, a sedan (PV -45) would have 11.1 damage boxes, rounded up to 12.

There are, however, some exceptions to the rule above:

- Tires have three damage boxes apiece.
- Engines are tougher to hit (and just tougher) than many other vehicle components —add 2 to the "generic" damage box number. The sedan above would have 14 engine damage boxes, rather than 12.
- Windows have four damage boxes unless bulletproofed. Bulletproofing gives windows eight damage boxes.

Vehicles only suffer damage from weapons capable of doing more than 1d4 points of damage. A pocket knife isn't going to do much against a car. A baseball bat would do a little more, a gun, still more. To reflect this, weapons that do bruise damage (assuming they do more than 1d4 points of damage in the first place) do only half damage, rounded up. Projectile weapons do full damage to vehicles.

Explosives do normal damage not only to the area hit, but to each adjacent area on the Vehicle Hit Location Diagram as well. (Adjacent areas are not determined by the hit location number of the area affected by the explosive (see below)—areas *physically* adjacent to the affected area on the hit location diagram are affected. For example, an explosive hit on the left wing of an airplane affects the wing, the left front body (area 5) and the left rear body (area 6). A tail hit (area 9) affects both tail planes (area 3) and, if your story would be made more dramatic, the gas tank (area 10).

## Locating Damage on a Vehicle

The same system used to determine human hit location is used for vehicles: Make a d% roll. If the roll is lower than the percent chance of success, the shot hits. Read the ones digit rolled to find the hit location number. Check that number on the Hit Location Diagram for the target vehicle. Roll

damage dice for the weapon being used and assess damage to the area hit.

Note that vehicle passenger compartments do not have hit location numbers. In order to hit a passenger inside a vehicle, you must destroy all damage boxes in an area adjacent to the passenger compartment. Once you've done this, excess damage points (or subsequent hits to that area) go to the passenger most directly in the line of fire.

The only other way to hit a passenger is to roll a critical hit. Criticals go directly to the interior of the vehicle, if the shooter chooses.

As with explosives, adjacent areas are those which are physically next to the passenger compartment. Admins will have to make a lot of judgement calls when determining passenger compartment hits. Think about where the passengers are located in the vehicle type you're using, apply a little common sense, and make the best judgement you can.

Once you've determined that a hit penetrated to the passenger compartment, apply damage to a randomly determined body part. Only exposed body parts can be hit—it's unlikely a gunman can fire into a car and hit the driver in the abdomen, for example. Use the "Hard Cover" rules on page 73 of the *Players Guide*.

## Damage Location Diagrams

Consult the table for the type of vehicle you're shooting at. There's a diagram for cars, another for airplanes, another for boats, and another for motorcycles and snowmobiles. This should cover most situations. If you need a diagram for some other type of vehicle, make one up, using the ones provided as a guide.

When using the diagrams to determine hit location, use common sense. The location of a hit often depends on the position of the attacker—a shooter on the left side of a car won't hit the right side (area 7) even on a roll of 7. Call such a hit a *left* side hit. A shooter directly in front of a car might roll a 7 hit, but call it a hit to the right headlight or right front

fender cap. A mine directly beneath a car will damage the lower portion of a fender, destroy a tire, or a gas tank, but it probably won't hit a windshield.

The Admin should use the player's die roll to determine the general location of a hit, but the final determination of hit location is up to the Admin—a windshield hit from below might be called an underbody hit, for example, with the damage being done to the engine or controls (since they're closest to the windshield on the diagram). Similarly, a helicopter strafing a car will do most of its damage to the upper surfaces of the car.

Always take into account common sense, the needs of your story, and player wishes when determining the exact location and effects of weapons fire against vehicles.

Note that several of the hit location numbers below refer to more than one part of the vehicle ("Rear window OR rear-side windows," for example). In cases like these, you can let the player decide where he or she hit, or you can make the decision yourself. If it's important that the contents of the trunk be undamaged, don't let them be damaged. If it would be fun, funny, or exciting to have the trunk contents hit, hit 'em.

Note also, that there are twelve hit location numbers on each chart. Areas 10, 11, and 12 can only be hit by players of high enough skill levels to bump their shots that high. Unskilled players can only hit those internal components on a critical hit to a surrounding area.

#### AUTOMOBILE DAMAGE DIAGRAM

- O Cooling or lubrication system
- 1 Windshield or front-side windows
- Front tire Rear tire
- 4 Rear window or rear-side windows
- 5 Left front body or fender
- 6 Left rear body or fender
- Right front body or fender
- Right rear body or fender
  Trunk, trunk contents, or wing (F1)
- 10 Gas tank
- 11 Engine
- 12 Controls





#### AIRCRAFT DAMAGE DIAGRAM

- O Cooling or lubrication system
- 1 Windshield or side windows
- 2 Left wing, right wing, or rotor (helicopters) \*
- 3 Left tailplane or right tailplane
- 4 Propellor, engine housing (jets), or rotor (helicopters)
- 5 Left front body
- 6 Left rear body
- 7 Right front body
- 8 Right rear body
- 9 Tail or tail-rotor (helicopters)
- 10 Gas tank
- 11 Engine
- 12 Controls
- \* When all wing spaces are gone, or on a critical hit to the wings, or when the landing gear are extended, this can be considered a landing gear hit.

## MOTORCYCLE/SNOWMOBILE DAMAGE DIAGRAM

- O Cooling or lubrication system
- 1 Windshield or passenger
- 2 Front tire or ski (for snowmobile)
- 3 Rear tire or tread (for snowmobile)
- 4 Engine
- 5-6 Passenger (left side)
- 7-8 Passenger (right side)
- 9-10 Gas tank
- 11 Engine
- 12 Controls

#### **BOAT DAMAGE DIAGRAM**

- 0-1 Windshield or side windows
- 2 Left bow
- 3 Sail or left bow
- 4 Left stern
- 5 Sail or left stern
- 6 Right bow
- 7 Sail or right bow
- 8 Right stern
- 9 Sail or right stern
- 10 Gas tank
- 11 Engine
- 12 Controls

## Damage Effects

Depending on the location of damage, the performance of vehicles can be seriously impaired. Specific effects are described below. One general rule applies to *all* hit locations, however: When all damage boxes in a particular area are filled in, subsequent damage to that area goes to the location directly behind the destroyed one. For example, all of a sedan's 12 trunk boxes are filled in. Excess and subsequent trunk hits go to the gas tank. If all of the gas tank boxes are filled in (and the tank doesn't explode), subsequent hits go to the passenger compartment.

Critical hits bypass surrounding areas, if the shooter wishes, and go directly to underlying areas. For example, a critical hit to the windshield can be taken as a windshield hit or to the passenger compartment (player's choice).

ENGINE damage causes decreased Maximum Speed and Acceleration. Each rating loses 10% (rounded up) of its original total for each engine damage box that has been filled in. Neither rating can be reduced below 10% (rounded up) of its original total as long as at least one engine box remains undamaged. When all engine damage boxes are filled, the vehicle's engine is destroyed.

If the *COOLING SYSTEM* is destroyed, it will cause the engine to overheat (and stop running) within 1d10 turns of the destruction of the cooling system. If the system is damaged, but not destroyed, the vehicle stands a chance of overheating. Check after each hour of damaged operation by rolling d%. The chance of overheating is equal to the number of damaged boxes x10— thus, three damaged cooling system boxes would give a vehicle a 30% chance per hour of overheating.



WINDSHIELD, SIDE WINDOW, and REAR WINDOW damage forces the driver to make an immediate Driving Check; failure sends the vehicle out of control. The driver must then make a second check, or crash. In addition, if hits penetrate the passenger compartment, passengers are injured as described above.

CONTROL damage affects steering, throttle, brakes, and/or electrical systems. (The Admin can use 1d4 to determine which system is damaged, or pick the one with the most dramatic game result.) If a control system is destroyed, the vehicle will not run. Partial control damage is treated the same as cooling system damage—check every hour, based on the number of damage boxes filled in. If the check is lower than the percent chance of malfunction, the vehicle stops running.

FENDER damage primarily causes cosmetic damage.

GAS TANK damage will cause the gas to leak out. A driver with a damaged gas tank must check every five minutes that the car runs to see if he is out of fuel. The number of damage points, x10%, equals the chance he will run out of gas.

Of course, any flame touching the gas will reduce running out of fuel to a low-priority problem. Anytime a fuel tank is hit by a bullet, there is a 10% chance that it will explode. In this unhappy circumstance, treat each passenger as if he received full damage from eight sticks of dynamite (1d6 wounds, for 1d8 points of damage each).

If the fuel tank is damaged by incendiary ammunition, including tracers, it will automatically explode. If the damage was caused by an explosive attack, there is an 80% chance that the fuel tank will explode.

TRUNK damage has a 10% chance, per hit (cumulative) of jamming the trunk shut. There is also a 20% chance, each time the trunk is hit, that some object (roll randomly if more than 1 are present) in the trunk will be hit as well.

WING damage will cause an aircraft to lose its airfoil. The vehicle crashes, or cannot take off, if any wing is destroyed. The aircraft loses 5% of is maximum speed for every point of wing damage,

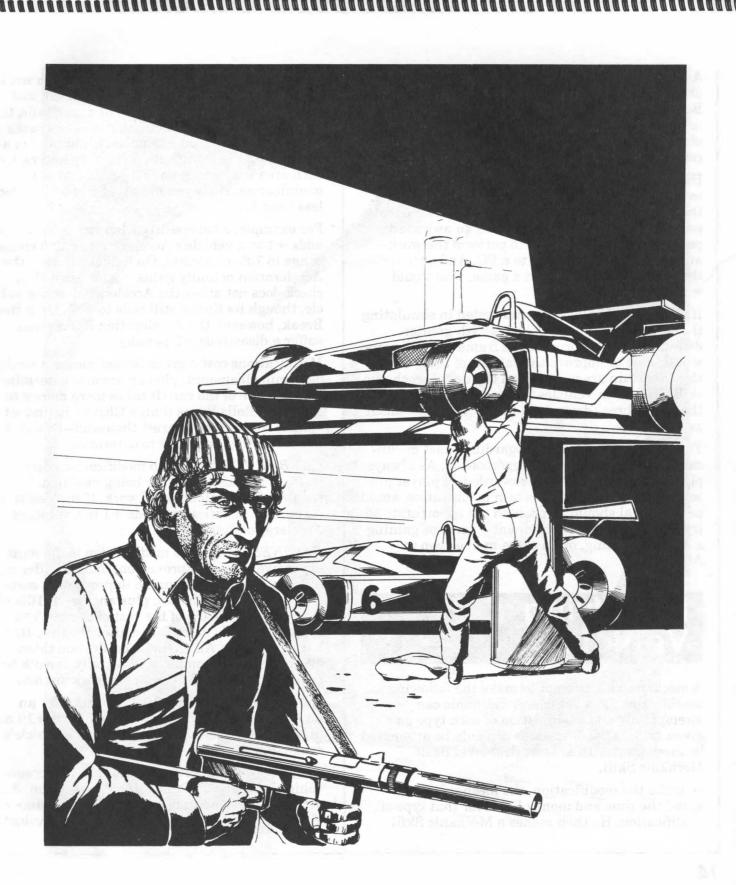
to a miniumum of its stall speed.

ROTOR/PROPELLOR or ENGINE HOUSING damage will result in impaired flying. If the last propellor or engine housing on a vehicle is destroyed, it crashes (or cannot take off). Treat points of damage as Cooling System damage—there is a % chance every hour of operation that the system will fail. Aircraft with two or more engines can fly with a single engine, but Maximum speed and Ceiling are both reduced to 50%.

TAILPLANE damage is treated like wing damage.

TIRE, SKI, or TREAD damaged affects ground vehicles as explained for Tire Damage in the TOP SECRET/S.I.™ rules. Aircraft are affected if the a tire or ski has been destroyed, and the vehicle tries to take off or land. All Piloting Skill checks for such attempts are made at ½ ATT—¼ ATT if two or more tires or skis have been destroyed.

SAIL damage affects the speed and handling of a sailboat. Each point of damage subtracts 10% of the boat's maximum speed, and gives a -1 penalty to the Handling Rating. If the sail is destroyed, the boat cannot move—except by oars, paddles, a motor, or a tow.



## The Fine Art of Mechanics

A character with mechanic skills can make a valuable contribution to the success of a mission. Besides making emergency repairs in the field, mechanics can work on and improve the condition of their machines through diligent (and expensive) care.

However, the Admin needs to exert a few controls over this to prevent player abuses. For one thing, the deterrents to auto work—locating all the tools, pain and discomfort from working in awkward positions, the time needed to perform the work—are no particular obstacle to a PC. And even if they could be simulated in a game, who would want to?

If your group of players is interested in simulating the care and feeding of vehicles with greater detail, these rules provide the framework. Players will be able to improve the ratings of their vehicles in certain areas, based on the use of mechanic skills. However, vehicles in the campaign will run the risk of breakdown from random causes—much as in real life.

The rules are not specific regarding exact modifications, beyond general categorization. As always, player research should be rewarded—a player presenting evidence that a certain modification would be beneficial should be granted the opportunity to try and make the improvement—perhaps gaining a +2 to Handling, or an extra mph or two to Acceleration.

# Modifying Vehicles

A mechanic can attempt to make the following modifications to a vehicle. A mechanic can attempt only one modification of each type on a given vehicle. Modifications can only be attempted by mechanics with at least first-level Basic Mechanic Skill.

To make the modification, the mechanic must spend the time and money listed for that type of modification. He then makes a Mechanic Skill Check. If he is successful, the modification works, and has the listed results. A Lucky Break adds a +1 to all benefits provided. If the check fails, the modification has no benefit, and all drawbacks (decreased Range, for example) still apply. On a Bad Break, the modification actually lowers, by 5, each area that would have benefited from the modification. However, no rating can be lowered to less than 1.

For example, a successful carburetor modification adds +1 to a vehicle's Acceleration, but decreases range to 70% of normal. On a Lucky Break, the Acceleration actually gains +2. A failed skill check does not affect the Acceleration of the vehicle, though its Range still falls to 70%. On a Bad Break, however, the Acceleration Rating would suffer a disastrous -5 penalty.

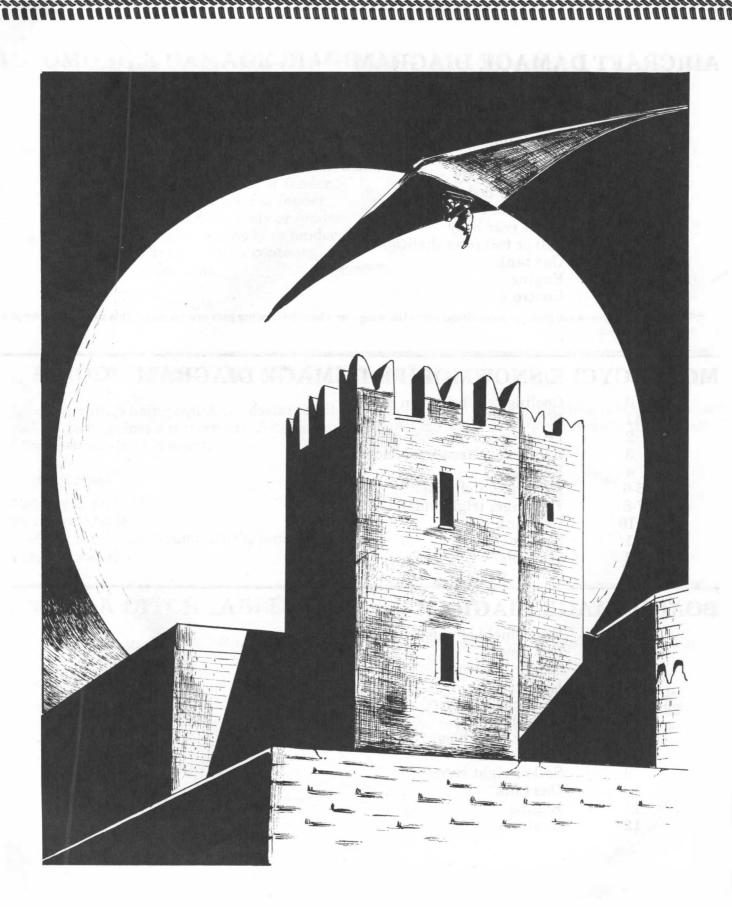
Modifications cost a given (sometimes randomly determined) amount, plus an amount determined by the value of the car. (It takes more money to soup up a Rolls Royce than a Chevy). Round off all vehicle costs to the nearest thousand—this makes the percentage cost easy to determine.

CARBURETORS: A carb modification costs \$400 + 1% of the cost of the car being modified. It requires 20+2d10 hours of work. If successful, a carburetor modification adds +1 to a vehicle's Acceleration Rating.

expensive type of improvement, but can offer significant benefits. An engine improvement costs 10% of the cost of the car, plus another 1d10% of that cost—or 11-20% of the cost of the car. The final cost is only determined after the first 10% has been spent. An engine modification takes 50+d% hours to complete. Naturally, the d% isn't rolled until the first 50 hours of work are done.

However, an engine modification can offer an improvement of +1 to Acceleration, and +10 mph to Maximum Speed. It does reduce the vehicle's range to 80% of that listed.

Conversely, a character can attempt to increase a vehicle's range with an engine modification. All details of cost and time required are the same as above. If this procedure is successful, the vehicle's



#### AIRCRAFT DAMAGE DIAGRAM

- O Cooling or lubrication system
- 1 Windshield or side windows
- 2 Left wing, right wing, or rotor (helicopters) \*
- 3 Left tailplane or right tailplane
- 4 Propellor, engine housing (jets), or rotor (helicopters)
- 5 Left front body
- 6 Left rear body
- 7 Right front body
- 8 Right rear body
- 9 Tail or tail-rotor (helicopters)
- 10 Gas tank
- 11 Engine
- 12 Controls

#### MOTORCYCLE/SNOWMOBILE DAMAGE DIAGRAM

- O Cooling or lubrication system
- 1 Windshield or passenger
- Front tire or ski (for snowmobile)
- Rear tire or tread (for snowmobile)
- 4 Engine
- 5-6 Passenger (left side)
- 7-8 Passenger (right side)
- 9-10 Gas tank
- 11 Engine
- 12 Controls

#### **BOAT DAMAGE DIAGRAM**

- 0-1 Windshield or side windows
- 2 Left bow
- 3 Sail or left bow
- 4 Left stern
- 5 Sail or left stern
- 6 Right bow
- 7 Sail or right bow
- 8 Right stern
- 9 Sail or right stern
- 10 Gas tank
- 11 Engine 12 Controls

<sup>\*</sup> When all wing spaces are gone, or on a critical hit to the wings, or when the landing gear are extended, this can be considered a landing gear hit.

#### **AUTOMOBILE DAMAGE DIAGRAM**

0	Cooling or lubrication system
1	Windshield or front-side windows
2	Front tire
3	Rear tire
4	Rear window or rear-side windows
5	Left front body or fender
6	Left rear body or fender
7	Right front body or fender
8	Right rear body or fender
9	Trunk, trunk contents, or wing (F1)
10	Gas tank
11	Engine
12	Controls

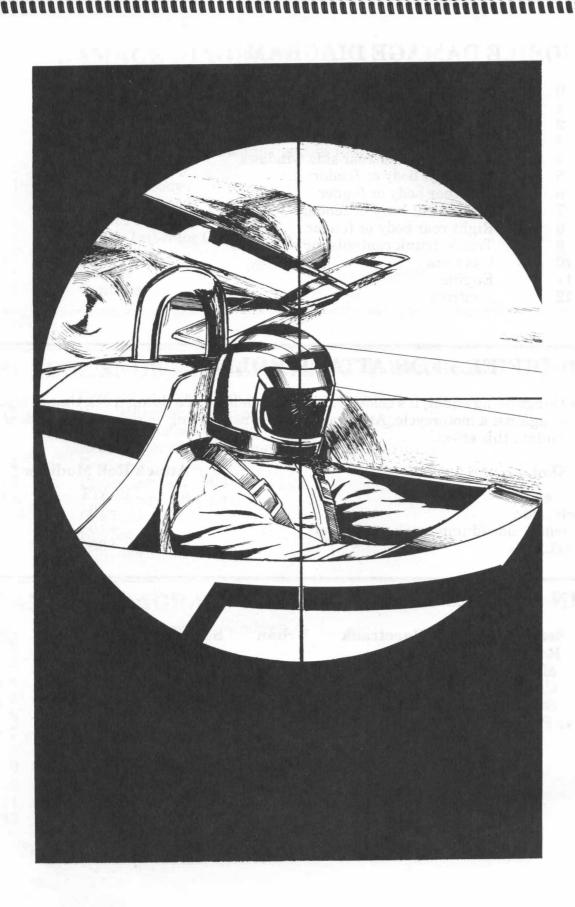
#### SIZE MODIFIERS FOR ATTACK ROLLS

All other things being equal, it's easier to hit the broadside of a dump truck than it is to make an end-on shot against a motorcycle. Attacks made against moving vehicles can include these modifiers to simulate this effect:

Type of Shot	Attack Roll Modifier
Motorcyle, end	1/2 ATT
Motorcycle, side	-10
Medium truck, side (dump truck, tank, etc)	+10
Large truck, side	+30

#### SUNK IN A DITCH TABLE

Setting: Result	Racetrack	Urban	Suburban	Rural	Wild
Mired	0	5	20	25	30
Crash	1-30	6-30	21-35	26-35	31-40
Stuck	31-60	31-60	36-70	36-75	41-80
No Problem	61 +	61 +	71+	76+	81+



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range is doubled, without increasing the fuel capacity of the vehicle. However, the Acceleration suffers a -2 penalty, and the Maximum Speed falls to 70% of that listed for it.

SUSPENSION: A modification to the springs and shock absorbers of a vehicle costs 2d6x\$100, plus 1% of the cost of the vehicle. It requires 10 + 2d10 hours.

To determine the exact effect of a suspension modification, roll a d6 each for the Handling and Braking Ratings. The resulting numbers are the positive modifiers that apply to their respective ratings.

The drawback to such a modification is the stiff and uncomfortable ride offered by the vehicle as it jolts over every slight bump in the road. This rarely has an effect on the game, but a devious Admin might think of an occasion to remind the players of their comfort sacrifice.

# Installing Special Equipment

Player character mechanics can also modify their vehicles by adding special pieces of equipment. Some of these might be PC inventions, unique to your campaign—but others are more universal. Each item has its cost, as added weight affects the performance of any vehicle. Like modifications, special equipment installation can only be performed by a mechanic with at least a first-level Basic Mechanic Skill.

A base cost is given for each item of special equipment, along with the time (in hours) needed to install it. Add 1% of the car's cost to the base cost to determine the actual installation cost.

Some of these special accessories are listed here. Each item added to a vehicle has the following effects: Max Speed (-5 mph), Acceleration (-2 mph), Braking (-3 mph), and Handling (-5). Multiple items have cumulative effects, though no rating will be reduced below 1.

Oil Slick: Base cost—\$400, Work time— 10 + 1d10 hours.

The vehicle can drop an oil slick behind it. The slick covers a 20' diameter circle. If the driver of a vehicle is forced to make a Driving Check while crossing the oil slick, his Driving Skill is reduced to ½ before any other modifiers are calculated. For example, an oil slick on a curve would affect all driving checks of characters attempting to take the curve at faster than normal conditions.

*Caltrops:* Base cost—\$500, Work time— 10+1d10 hours. Replace after each usage.

A set of these pointed tire-busters can be dropped over a 20' wide section of roadway. Any tire rolling over the caltrops will suffer 1d4 points of damage. In addition to the installation cost, the steel caltrops cost \$150 a load.

Extra Gas Tank: Base cost—\$200, Work time—6+1d6 hours.

An extra tank will double the range of a vehicle.

Smoke Screen: Base cost—\$800, Work time — 12 + 2d6 hours. Recharge after each use (\$100).

A cloud of smoke can be released that will trail 200' behind the vehicle. Any driver taking a vehicle into the smoke must make a ½ Driving Check every turn he remains in the smoke. Failure means he loses control—he must make a second Driving Check (at normal attribute), or crash.

# Maintenance and Repair

Mechanical breakdowns are a common feature of modern life. Vehicle breakdowns can be particularly vexing—especially when the driver is a secret agent embarked upon an urgent mission. This thought alone will give cheer to the long winter nights of many an Administrator.

Of course, the percentage chances of vehicle breakdown should not overrule the other aspects of a roleplaying campaign—if the dice give the Admin an unsuitable result, he should ignore it. However, in a campaign with PC mechanics—particularly when those characters have modified and improved their vehicles, they should occasionally encounter a mechanical problem.

#### Breakdown Frequency

As a general rule, you should check for a vehicle breakdown after every 100 miles (give or take a few) of travel. Alternatively, check once each gaming session during which the vehicle is used.

There is generally a 5% chance per check that a vehicle suffers a breakdown. Increase this by 10% if the vehicle has performed a jump, or a bump/ push special maneuver, or has been involved in a chase or other situation that pushes the vehicle to its limits. (That's a 10% modifier for every such special maneuver or chase!)

If a breakdown is indicated, the Admin can apply it immediately, or wait until some opportune moment in the near future.

#### Repairs

Many—even most—breakdowns are not serious. Anyone who knows his way around an engine can tinker for a few minutes and find a loose or corroded connection, a joint in need of lubrication, or a worn belt. Thus, the first mechanic to investigate a breakdown can make a Mechanic Skill Check as he initially seeks the problem. If the check is successful, he finds the difficulty and corrects it in 1d6 minutes.

However, if this initial check is unsuccessful, parts and labor will be required. Furthermore, if the initial repair roll results in a Bad Break, there will be difficulty in obtaining the parts needed for the repair—typically, a 1d10 day delay.

This assumes that the PCs are in a city or town with a source of standard auto parts—the Bad Break means that something special is needed. If the breakdown occurs far from any source of parts,

any need for parts (indicated by failing the initial Mechanic Skill Check) will create difficulties.

Making the actual repair is a matter of buying the parts, having a mechanic work on the problem, and making a skill check to see if the repair is successful.

Typically, parts will cost 1d6x\$100 for every \$10,000 of the vehicle's cost (rounded down). For example, parts to repair a car that cost \$36,000 would cost \$300-\$1800.

A mechanic must work for 2d6 hours before making a Mechanic Skill Check to see if the repair is successful. If that check fails, he must spend another 1d6 hours working before he can try another skill check. If any of these skill checks fail with a Bad Break, the mechanic discovers a need for that rare part—naturally, obtainable only after a 1d10 day delay.

### Repairs by Default

Characters without mechanic skills can attempt to make repairs, using the Basic Mechanic Skill by default. In addition to the standard penalty (make the check at ½ INT), such repairs take twice as long as they would take a skilled mechanic. This applies to the initial skill check as well as all subsequent rolls.

## Multiple Mechanics Helping

More than one character can help to make a repair, modification, or installation. Only one can work at full efficiency, however. The second character helping on a job can take care of ½ hour of the job for every hour that he spends working. Third and additional workers helping knock off a mere ¼ hour per hour of work.

# Non-Automobile Rules

The vehicle rules are designed around automobiles, but several modifications allow them to simulate boats and motorcycles as well. More significant differences are presented for aerial adventuring.

## **Motorcycles**

Motorcycles can perform all of the special maneuvers that cars can. However, a motorcycle can only bump/push against another motorcycle, or smaller vehicle. When performing a jump, a character driving a motorcycle suffers only a -20 modifier for the special maneuver, not the -40 that applies to a car.

If a motorcycle is ever forced to spin, for any of the reasons explained above, it crashes immediately. The driver makes an immediate check on the Crash Table, and cannot receive a result lower than his speed (divided by 10%). For example, a motorcyclist who spins around a corner at 45 mph will suffer at least result 4 on the Crash Table. Rolls that are too low must be re-rolled until a legitimate result is obtained.

## **Snowmobiles**

Like motorcycles, snowmobiles can perform all of the special maneuvers allowed to cars—they can only bump/push other snowmobiles, however.

Also like motorcyles, a snowmobile will crash if forced to spin. Roll a normal check on the Crash Table—there is no minimum result (unlike motorcycles) that needs to apply.

### **Boats**

Boats can perform the braking skid, swerve, jump, and bump/push special maneuvers. Boats, like motorcycles, will never spin as a result of the driver losing control. Instead, if a spin result is indi-

cated for a boat, the driver must make an immediate Driving Skill Check. If he succeeds, he retains control of the boat. If he fails, the boat capsizes.

Characters can be injured when a boat capsizes as a result of loss of control. Each character in a boat that capsizes while traveling 20 mph or faster must make a MOV check to see if he can fall cleanly into the water. Failure means that he suffers 1 or 2 wounds of 1d10 points of bruise damage each, to randomly determined areas.

Boats are obviously not subject to tire damage, but their hulls present a different vulnerability. Any Crash Table result that indicates body damage causes minor leaks in the boat. As long as the boat remains moving, or is actively bailed, it will remain afloat. If it drifts or sits at anchor without bailing, however, it will sink in 1d6 hours.

A Crash Table result of 8 or 9 means that the boat sinks in 2d6 turns.

# Airplanes and Helicopters

Aircraft differ from land and water vehicles in a number of crucial ways, including their basic ratings. These are explained here:

MAX SPEED, PROT, #PASS, RANGE, and COST mean the same things that they do for land vehicles.

*STALL SPEED* is the minimum speed needed for an aircraft to remain airborne. When taking off, a plane must accelerate to its stall speed before its pilot can attempt to take off.

CEILING is the highest altitude the aircraft can attain. The ceiling listed for aircraft in the *Top Secret/S.I.*™ game is measured in thousands of feet.

### Taking Off and Landing

A pilot must make a successful Piloting Skill Check in order to lift an airplane or helicopter off the ground. An airplane must at least be traveling at its stall speed—a helicopter need only be running smoothly.

A Bad Break on a takeoff attempt means that the aircraft develops a problem that aborts the take-off. Normally, this is a problem that can be fixed by a mechanic with 1d6 minutes of tinkering (after the engine has been turned off). If the roll is a 99, however, treat the aircraft as if it had just suffered a breakdown—see the repair rules.

When landing an aircraft, the pilot must approach the landing surface and make a Piloting Skill Check. If it is successful, he can set the aircraft down with no difficulty. If it fails, he can repeat the check. A fast plane with a short runway might have to circle the field between each attempt, but most runways are long enough to give a pilot three attempts before he has to circle.

If this check is a Bad Break, he lands the plane, but roughly. On a 95-98, it immediately suffers a breakdown (as explained in the repair rules). On a 99, the pilot must roll a d10 and find the resulting category on the Crash Table—that is the effect of his landing.

(*Designer's Note:* This makes landing a plane a little more dangerous than it is statistically. If you don't want to employ this level of risk, however, just apply this procedure for non-routine landings.)

#### Moving and Maneuvering Aircraft

ACCELERATION: In level flight, or when taking off, propeller-driven aircraft can accelerate by adding 1% (rounded up) of the aircraft's Maximum Speed to its current speed every turn. If the aircraft is in flight, it can accelerate by 10% of its Max Speed in a turn by diving at least 100' for every 10 mph (or fraction of 10 mph) added to its speed. For example, a twin engine commuter

plane (Max Speed = 220) must dive 300′ in order to add 22 mph to its speed in a given turn.

A prop-driven aircraft cannot accelerate while climbing. A jet aircraft can accelerate up to 5% of its maximum speed (with a maximum of 50 mph) per turn, whether in level flight or climbing gradually (less than a 45 degree angle).

Helicopters function as propeller-driven aircraft for purposes of acceleration.

DECELERATION: Though a pilot can ease up on the throttle and extend the flaps and actually lose speed as the plane descends (as, for instance, during a landing approach), in general, an aircraft cannot decelerate while diving. In level flight, it can drop 1% of its Max Speed per turn. If the aircraft climbs 100' for every 10 mph (or fraction) decelerated, it can drop its speed by up to 10% of its Max Speed in a single turn.

MANEUVERING: An aircraft turns very gradually in a two-second *Top Secret/S.I.*™ game turn. If the pilot makes a successful Piloting Check, he can turn up to 15 degrees in a single turn. If the check fails, he can only turn five degrees.

Helicopters can maneuver much more easily, of course. A helicopter can turn as much as 180 degrees in a single turn (with a successful Piloting Check). Failure limits the turn to 90 degrees.

Helicopters can perform the bump/push special maneuver against a car or other ground vehicle.

DIVING: An aircraft cannot lose all of its downward momentum in a two-second turn, especially if the dive is a steep one. When pulling out of a dive, an aircraft can reduce its downward movement by 50% in a turn, unless that downward movement is less than 100' per turn. When it is less than 100', the aircraft can cease diving and resume level or climbing flight.

For example, an airplane is diving a steep 450′ per turn when the pilot decides to pull out of the dive. On the next turn, he can slow the dive to 225′. The next turn, he only dives 115′ (rounding off for simplicity's sake), and then 60′. Since he descended less than 100′ on that last turn, he can resume level flight on the next turn.

# Campaign Guidelines

The depth of rules detail presented in this book goes beyond what is needed to run an occasional car chase. If your Admin and players are interested in using vehicles in your campaign in a realistic and exciting fashion, however, you should find what you need here.

As always, you should modify and expand these rules to suit your exact needs—subject to Administrator approval, of course. If you would like to factor in the effects of rain tires versus racing slicks, apply a modifier based on the tires and the road or track condition. If a player thinks of a piece of special equipment that is not listed, allow him to work out the details—being sure that you assign realistic (or slightly inflated) estimates for time and cost.

# Campaign Features of the Grand Prix Environment

One possibility for players who really enjoy vehicle-related adventures is to structure a campaign around the Formula One racing season.

The Grand Prix has a number of features that make it an inherently adventurous setting. For one thing, it is a dramatically international circuit, covering four or five continents for its approximately 16 races. In recent years, the Iron Curtain has even parted to allow the circuit into Hungary.

Another feature of Grand Prix racing is the money required to enter a team on the circuit, or to follow the races from country to country. It is definitely a high-profile, high-glamor lifestyle. When the cost of an engine might run \$100,000 or more—and such an engine can be sacrificed in time trials simply to guarantee a good starting position—great wealth is at hand.

Thirdly, the Grand Prix offers an inherent sense of

adventure that could only be amplified by the addition of espionage plot twists and complications. The speed of the cars, the fierce competition between teams and drivers, and the high profile provided by an entourage of reporters and sportswriters, all combine to provide an ideal setting for  $Top\ Secret/S.I.^{\mathsf{M}}$  game adventures.

A typical season might include the following races, at the listed dates.

Late March: Rio De Janeiro, Brazil Mid-April: Jerez, Spain (near Seville) Late April: Imola, Italy (near Bologna) Mid-May: Monte Carlo, Monaco

Late May: Spa-Francorchamps, Belgium (near Malmedy, Liege)

Mid-June: Montreal, Canada Late June: Detroit, USA

**Early July:** Paul Ricard, France (near Marseille, Toulon)

**Mid-July:** Brands Hatch, England (near Dartford, southeast of London)

Late July: Hockenheim, Germany (near Mannheim, Heidelburg)

Mid-August: Hungaroring, Hungary (near Budapest)

Late August: Osterreichring, Austria Early September: Monza, Italy (near Milan) Late September: Estoril, Portugal (near Lisbon)

Mid-October: Mexico City, Mexico
Late October: Adelaide, Australia (southern
loast)

Mid-November: Suzuka Circuit, Japan

# Suggested Character Roles or Covers

*Driver:* The driver of a Grand Prix racing car is at the top of his field—among the best in the world. Currently this is an all-male fraternity. Formula One drivers are highly paid professionals, who receive a lot of publicity and enjoy a glamorous

and exciting image in the eyes of the public. Like stars in any field, racing drivers can be temperamental, aloof, and arrogant —but they can drive like the wind.

*Mechanic:* A mechanic on a Formula One racing team is often an engineer, and is always an expert on high-performance equipment. The mechanics put in long hours, and must be driven to achieve perfection. Generally, several mechanics will be assigned to each car on a team.

Journalist: The Grand Prix generates more publicity than any other auto-racing event (except the Indianapolis 500), and an entire cadre of TV, magazine, and newspaper writers will follow the circuit with the teams and cars. These reporters can become intimately familiar with the inner workings of the circuit—and might go to extreme lengths to gain a scoop on the competition.

# Formula One Racing Cars

Formula One cars, as well as the whole Grand Prix circuit and schedule, are regulated by the Federation Internationale de l'Automobile—the FIA. The Federation changes the requirements steadily in order to cope with new technology, and also to prevent the long-lasting dominance of any single team.

Formula One racing cars are designed with one purpose in mind: racing. Like an airplane, the car features monococque construction, that is, the driver's compartment, or "tub," is built as a single piece to which all other components are attached. The body of the car is made of carbon fiber and Keylar.

A Formula One car has a six-speed gearbox and the engine is a gasoline-burning internal cumbustion engine capable of far higher r.p.m.'s than an ordinary auto, but also has a much shorter life expectancy. Until recently, turbo-charging of Grand Prix cars (using the force of exhaust gasses to increase engine output) was commonly prac-

ticed. For both safety and cost considerations, however, turbo-charging was banned by the FIA. Now all engines are naturally aspirated—that is, they combust only the air that is pulled into the engine normally. Fuel for the car comes in fuel cells to lessen the chance of an accident in the pits.

The tires of a Formula One racer are generally wide and devoid of tread. These "racing slicks" are made of a soft rubber, and generally will not last the length of a single race. Their width, and the low center of gravity for the car, allow unparalleled cornering, braking, and acceleration —on a dry track. For wet conditions, Grand Prix cars employ tires with a more typical tread pattern. Often, a car will require several tire changes during the course of a race.

The front and back of the car are equipped with actual wings. These serve to use the force of air created by the car's movement to hold the vehicle more tightly to the ground, increasing traction and effectively lowering the center of gravity still further. Such wings are adjustable, and will be altered to accommodate the realities of different tracks. A track with more curves will call for a steeper pitch to the wing, whereas one involving many high-speed straightaways will require that the wing be set in a more streamlined fashion.

## #Grand Prix—Monte Carlo

The Monaco Grand Prix is one of the oldest races in this classic series, originating in 1929. It has been run more than 40 times, and has been won by most of the great drivers of Grand Prix history—Graham Hill, Jackie Stewart, Niki Lauda, and Alain Prost to name a few.

Now, in an age when nearly all Formula One racing is conducted upon closed circuits and prepared tracks, the Monaco Grand Prix is something of an anachronism. The race is run through the streets of the principality. The track is more narrow, on the average, than any other Grand Prix course. It contains 10 corners per lap, no less than three of which require drivers to use bottom gear. It requires a constant balance between braking and acceleration, involving uphill and downhill sections—even a tunnel!

As much as a quarter of the track runs along the waterfront, with only a guardrail separating the cars from a harbor full of fabulous yachts. The course circles the great casino, passing between it and the Hotel De Paris. The corner, at St. Devote, is the first corner after the starting line, and as often as not, one or more cars collide there, before completing a single lap. On average, about half the 20 starting cars manage to finish the race.

Because of the narrow confines of the course, the Monaco Grand Prix has one of the smallest fields of the entire circuit. Only 20 cars are allowed to race, though 26 or 27 are usually trying to qualify. Bad times in the timing laps have resulted in many fine drivers being prevented from entering the race.

Also because of the narrow track, and its many curves, the Monaco Grand Prix has the reputation of lacking some of the excitement in races where overtaking and passing are easier. Gaining an advantageous starting time at Monte Carlo is important for a driver's chances—because of the difficulties in overtaking, an early lead is a more significant advantage than it is in many other races.

Still, the Monaco Grand Prix seems to offer no shortage of excitement. In recent races, even when first place has gone to the driver making the best start, there have been tense battles for second and later places—important factors in the point structure of the Grand Prix competition.

Neither are accidents uncommon on the course, though fatalities have fortunately been rare. The tight confines of the track give the race more than its share of spinouts and collisions, leading to the retirement of many a racer.

The race used to be run for 100 laps, though in recent years this has been shortened to 78 laps. Monaco rewards a car with powerful acceleration, being less concerned with top speed. Cornering and braking ability are also important—perhaps most significant, however, is a driver's determination, courage—and luck!

# Roleplaying Auto Races

It is unlikely that even the most enthusiastic of gamers would want to roleplay, in two-second increments, the entire course of two-hour auto race. And imagine the nightmare if 20 PCs or more, all controlling their own vehicles, were clamoring for the Admin's attention. No, such detail is not within the province of an espionage roleplaying game.

However, this does not mean you cannot have adventures surrounding, or even including, a race itself. The key is in selecting the appropriate events to roleplay, and in streamlining the description and occurence of the race so that it becomes a workable gaming activity.

For one thing, the PC racer needs an antagonist more specific than "all the other drivers." A personal rivalry is always good, especially if the two rivals are vying for the same spot in the race. Even if it is not the win (though that is the most dramatic), a battle for second or third place can provide plenty of excitement.

If the race can be broken down into a duel between a pair, trio, or other small group of drivers, the special maneuvers and vehicle movement rules for the  $Top\ Secret/S.I.^{\text{\tiny M}}$  game should give you all the detail you need.

The Admin can determine starting positions for the significant cars by having the drivers make some Driving Skill Checks, and factoring in the relative speeds and handling abilities of the cars. Then he should get general strategies from the racers—"I'll try to gradually overtake Farini" or "I'm going to be cautious until someone comes up behind me."

To determine the flow of the race, have characters make Driving Skill Checks against the following chart. (A Bad Break means the driver has to make a pit stop.)

Car A Succeeds

Car A Fails

Car B Even

Car B gains

Succeeds

1 car length

Car B Fails Car A gains 1 car length

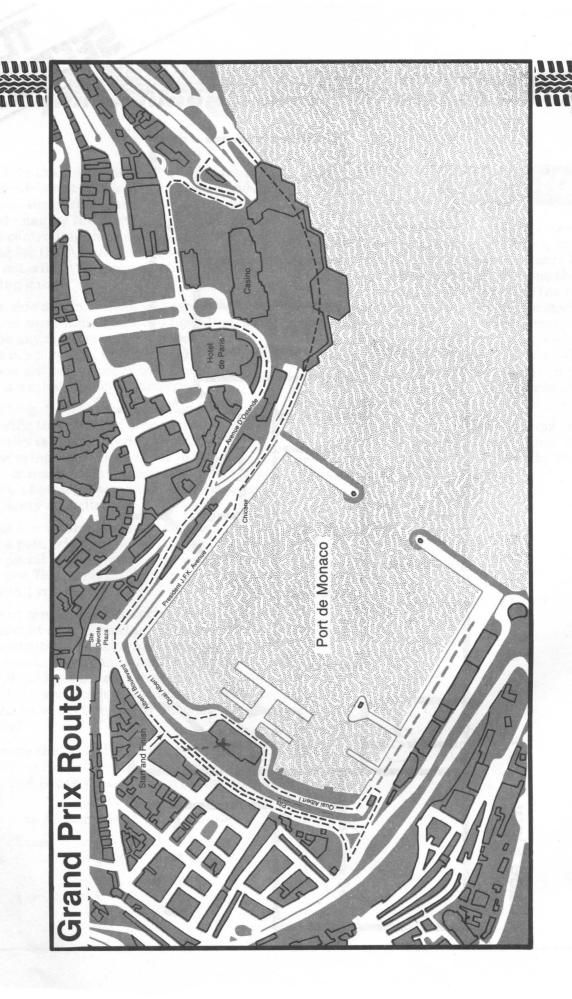
Fyon

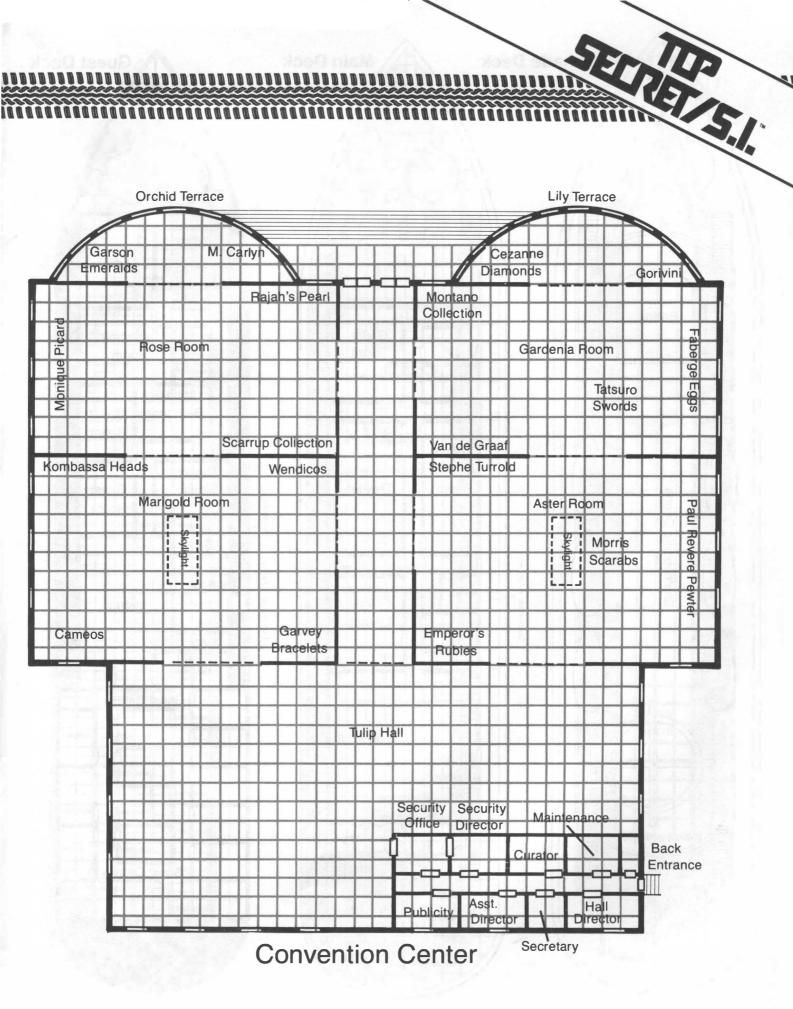
## **Grand Prix Crashes**

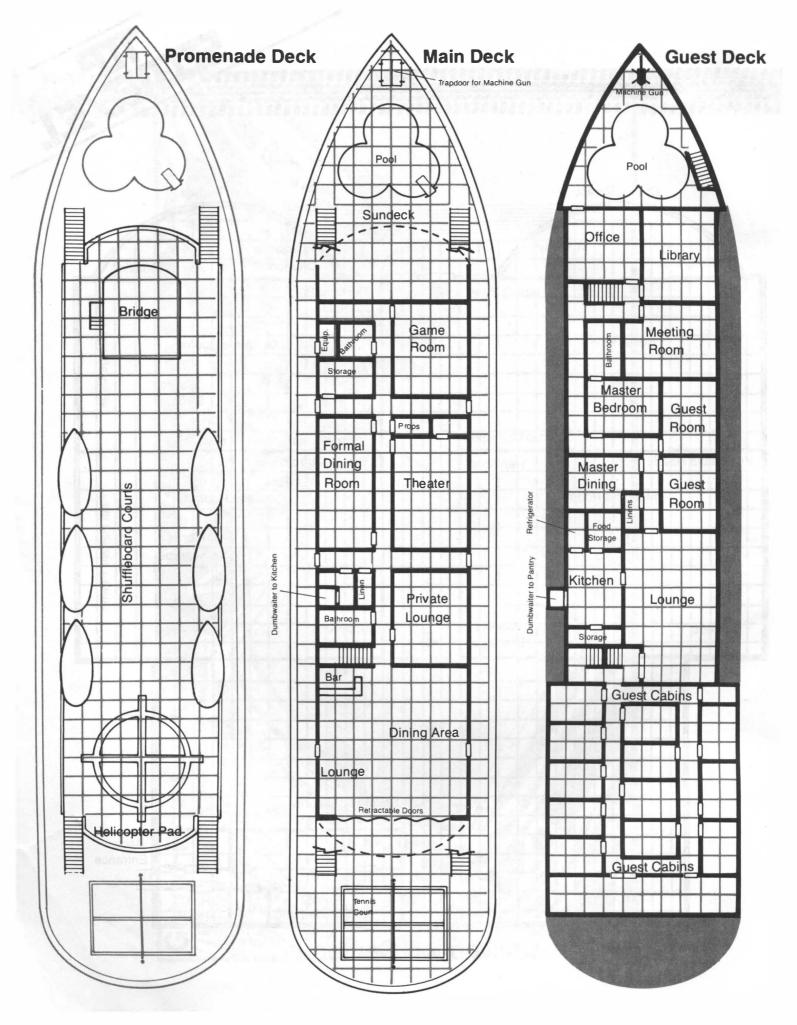
Though the speeds of Grand Prix cars far exceed that of normal street automobiles, crashes on the race course are not necessarily more brutal than they are on the open road. For one thing, all of the traffic is (presumably) traveling the same direction. For another, the driver is protected by fireretardant clothing, a sturdy helmet, and body-securing harness. Also, the Formula One car is designed with protection in mind—in a violent accident, the wheels and engine can break away from the car while the driver remains safe and secure in the tub.

Thus, if a crash is indicated during the course of a race, use the standard Crash Table. You can even factor in the protection allowed by the reality rules for helmets and seatbelts!

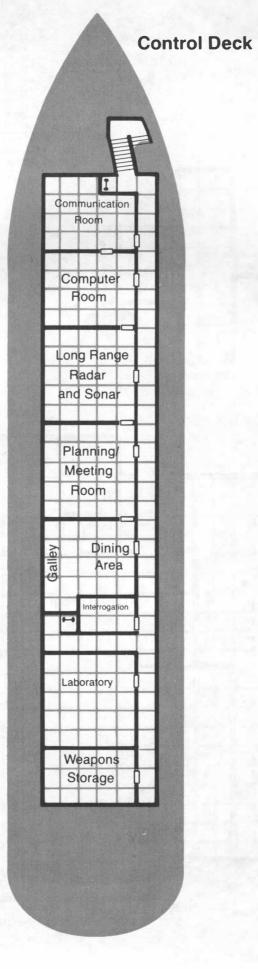
SELITE S.I. **MAppendix** To establish distances roll 1d10x 50 after each turn Chase Flow Chart



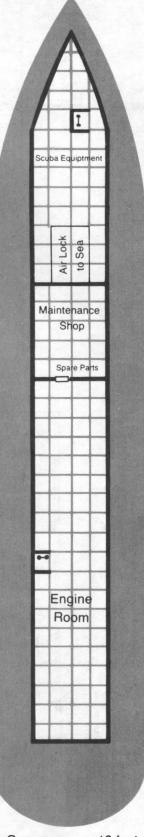


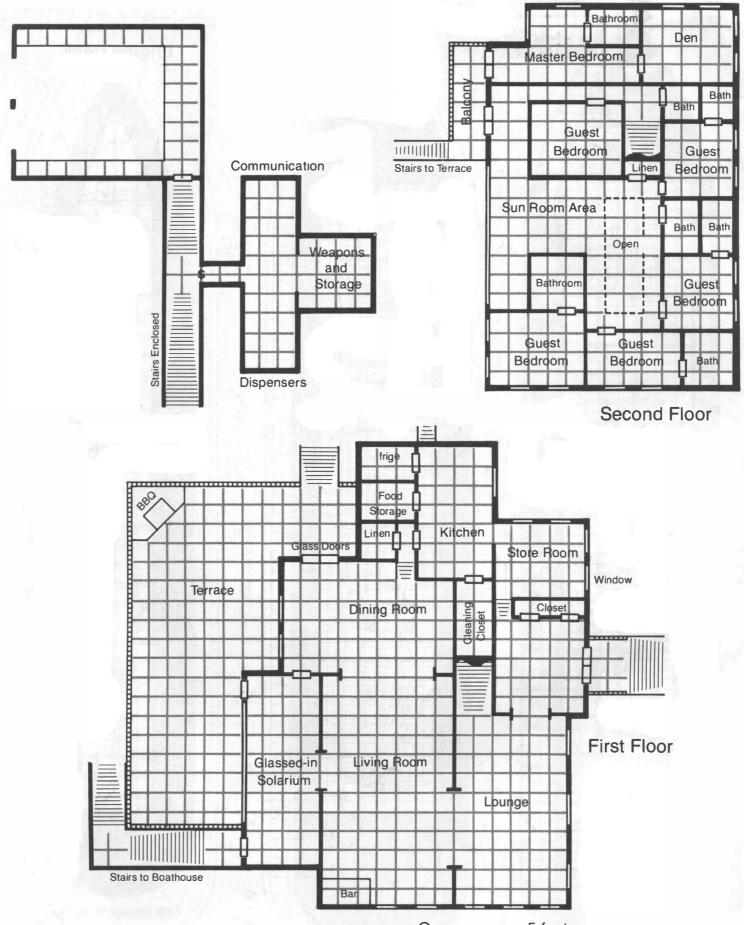


# **Crew Deck** Laundry Hold Sauna Gymnasium Workshop Repair Shop Storage Crew Cabins Crew Cabins



# **Engine Deck**





One square = 5 feet



#### Official Game Adventure

## HIGH STAKES GAMBLE Adventure Book - Book III

#### By Robert Kern

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## **Introduction**

This book contains the basic information you will need for a number of adventures that can be run in Monte Carlo. It will be up to you to flesh out the adventures from the outlines.

No matter how completely an adventure is written or thought out, there is no guarantee the players will have the PCs make the right moves. The result is that you have to improvise dialogue and situations.

So instead of giving you a Linear Adventure, this supplement provides you with an Open Storyline. The villain's plan is detailed, all his actions and orders will be toward that end. Various NPCs are described and guidelines are given for their part in the adventure and how they will interact with the PCs.

There are also suggested locations for action within the adventure along with Clues to give the PCs to help them achieve their goals.

Adventure Sections

Mission briefing: This is the information to be given to the PCs at the start of the mission. You may give the PCs any further information you wish, but remember not to give away too much.

**Orion Support:** Any special equipment Orion will provide is listed here. Also, any limitations on equipment will be noted here.

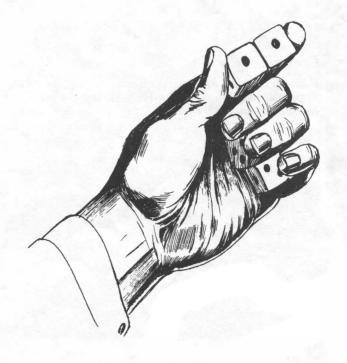
Adventure Briefing: This section includes all the background information for the adventure. The various plans of the major NPCs are detailed along with the goal of the villain. His plan may range from smuggling to assassination.

**Dramatis Personae:** Brief descriptions of NPCs that can be involved in the adventure are here. Only the most essential information is provided. An enemy agent NPC will have his combat skills and specialty skills listed. If you decide he should also know Carpentry, by all means give him the skill.

Clues and Pointers: Suggestions for clues and hints to give the PCs to help them figure out the villain's plot and stop him are here. While they may look specific to the villain's plot, you will find that you can adapt them to any adventure you may think of running. Some of them will contain instructions on how to prepare a physical clue to give your players.

**Red Herrings:** These are people or events that will take place in the mission to confuse the issue. An agent's life is never an easy one.

Locations: These are scenes that are likely to occur during the adventure and possible settings you can use in the adventure. Some are specific to Monte Carlo or an auto race, but most will be adaptable to any location you have in mind for an adventure.



# What Kind of Fuel Am I?

## Mission Briefing

An experimental rocket fuel was stolen five days ago from a research lab in California. The only reason nothing was done before this is because the lab developing the fuel exploded. Up to now, it was considered an accident.

However, the investigation team sifting the ashes found several employees had been shot before being burned and a careful count of the insulated cylinders used to carry the flasks of fuel turned up a few missing. All the evidence points toward sabotage to cover up the theft of the fuel.

The PCs' only clue is a passer-by saw a van being driven away from the complex. It nearly knocked him off the road, but maneuvered aside. A van answering that description was later found abandoned in the downtown area, near a major stadium.

At the time of the theft, there was a charity race in progress featuring some of the top international Grand Prix racers. Now they have gone on to Monte Carlo.

It's a thin lead. All the PCs have is the testimony of the passer-by that indicates the person driving the van was a professional and the proximity of the abandoned van to the racing site. This is not enough for conventional law enforcement agencies to act upon. However, Orion can act on it. And will.

The fuel can dramatically increase the speed and range of missiles. Whatever country or terrorist has this fuel can launch very fast missiles. So fast, in fact, that they may be able to strike before the attacked country can take any defensive measures.

The PCs have to discover whether anyone connected with the race stole the fuel, identify the thief and retrieve the rocket fuel.

It should be made clear to the PCs that the fuel is still experimental and volatile. It must be kept cool. Any spark will set it off, which will result in a blast some 300 yards in diameter. A folder shown to the PCs will contain a photo of the fuelcarrying insulated cylinder.

You should also stress that it is the only sample of the fuel. The notes and files were destroyed in the fire. While the fuel may be duplicated it would take months, if not years, of research. The PCs must get at least part of the experimental fuel back so that it can be analyzed and duplicated.

## **Orion Support**

The PCs may decide they need an elaborate cover, such as being a racing team competing in the Grand Prix. Orion will go along with this.

If you decide this would make it too easy for the PCs, then tell them that it would take too long for Orion to set up the cover.

This does not mean the idea of the racing cover should be abandoned. It may just take the PCs going to some source other than Orion. (After all, they are supposed to be very resourceful.) You may find that one of the PCs has a background that might have brought him into contact with racers (a Career Package that includes engineer, jet-setter, celebrity, mechanic or even mercenary could plausibly contain such contacts).

PCs may also pose as spectators. Throw enough money around and even racers pay attention to you. After you have read through Book 2, you will have an idea of what sort of people attend Grand Prix races and may be able to make suggestions that will help the players come up with a reasonable cover for their PCs.

Other than that, Orion will provide the PCs with any weaponry the characters usually carry. Orion would much rather the matter was handled subtly, so they may look askance on anyone asking for rifles, submachine guns, shotguns, assault rifles or military weapons as described in the Equipment Inventory.

Orion will provide any communications device or Tool of the Trade listed in the Equipment Inventory. Also, they will provide a portable cooling unit. This unit will hold the flask the fuel was carried off in. By a strange coincidence, it will also hold the fuel cylinder from a Grand Prix racing car. If the PCs find the flask and it has been jostled or heated up, they can carefully insert it into the cooling unit and bring it down to a more manageable temperature.

The PC can successfully do this by making a successful Basic Science skill check at -30 modifier, or Chemistry skill check. Otherwise they must make a 1/4 DEX check to make sure they insert the volatile cylinder without jostling it.

## **Adventure Briefing**

The fuel was stolen by a team of saboteurs led by Ron Orbach, a mechanic on Mike Duguid's racing team. (See Book 2 for complete details on the personnel of a racing team.)

Orbach was once a world-class racer, but a crippling accident put him out of competition permanently. Since then he has worked as a mechanic.

It's a good cover for his smuggling operations. His previous endeavors were strictly small time; a little dope, some diamonds and a few industrial secrets. Since the racing equipment is so technical and complicated, there are a number of places where he can hide small objects. And customs officials are usually so confused by all the technology that they just pass the equipment through.

Orbach took this job on contract from Web, though he doesn't know it. All he knows is that someone offered him \$500,000 plus expenses to steal the fuel. Orbach hired a few mercenaries and planned the assault. The mercenaries are long gone back into the twilight world of soldiers for hire and are untraceable.

Once he reached Monte Carlo. Orbach got the idea that there might be more than \$500,000 to be had.

Orbach is considering auctioning off the fuel to the highest bidder. Like most villains, he thinks he is more clever than anyone else and nearly invulnerable. He is also greedy and tired of being a "grease monkey." He is looking to make the maximum amount of money from this venture. If he knew his original employer was Web, he would probably take a cut in pay.

Orbach has let it be known that he is willing to take alternative offers for the fuel. Orion does not know this since the contacted intelligence agencies are keeping it very secret in order to try for a coup.

The PCs will have to deal with several competing agents and agencies for the fuel. If they decide that letting the Americans or the British or some other NATO or other allied country get the fuel will accomplish their goals, remind them that "power corrupts and absolute power corrupts absolutely." In short, Orion would much rather have the fuel in order to decide what to do with it.

## Dramatis Personae

#### Ron Orbach

STR 34	INT 45	REF 47	WIL 43	CON 39	MOV 41	DEX 46
Sex: Race:						Male White
808580000000000000000000000000000000000	nality:			Unite	ed State	es citizen
Native Language:						English
Age:						38

Psychology: Cruelty (Low), Loyalty (Some), Passion (Some), Piety (None), Sanity (High), Selfishness (Total)

Advantages: Mechanical Aptitude (3)

Disadvantages: Greed (3)

Skills: Metalworking (3), Basic Mechanic (5), Aircraft Mechanic (1), Electronics (2), Basic Firearms (0), Basic Melee (1), Driving/Automobile (4)

Orbach was on the verge of becoming a world champion race car driver when a competing driver's wheel blew out. The resulting crash pinned Orbach's leg. The rescue team cut him out, but

nerve damage left him with limited use of his leg. The accident also crushed his knee which had to be fused.

Orbach is still bitter over losing out on his chance at the big time. But his mechanical skills kept him in the business and he was hired by the sponsors of Mike Duguid. He considers Duguid a showoff, a pretty face for the cameras and a good driver but not a great one. Orbach asserts that it is his wizardry as master mechanic and designer that is the major factor in Duguid's impressive record of wins.

He is incredibly greedy, hence his idea of the auction for the fuel. He will play at the Casino while in Monte Carlo, but he is not a candidate for Gamblers' Anonymous.

Orbach is an attractive man and is fairly successful with the ladies. Whenever he strikes out with a woman, he blames it on his limp and the fact he is not a world champion.

All Orbach has done when the adventure begins is let word be known he had the fuel up for auction. Later, after he has figured out what he considers a fool-proof method to stay safe, he will let the interested parties know how to contact him.

However, being an amateur, he did not cover his tracks too well, so just about every organization and government he has contacted knows the person selling the fuel is in Monte Carlo. They are just not aware of his identity.

Orbach will feel he is safe until he is approached by someone about the fuel. Then he will panic. If word has gotten out that he is selling the fuel, then Web must know about his duplicity.

Indeed, Web agents are also at the race, but they will not kill Orbach until they find out where the fuel is hidden.

Actions in the Adventure: In the beginning of the adventure, Orbach will be blissfully unaware that he has literally sealed his own death warrant. He will be elated with his own brilliance and sure that he is safe and secure.

He will not brag about the stolen fuel, but he will

allude to a big deal he has going. Most NPCs believe he is getting offers from racing sponsors to head an international team.

Once anything untoward or suspicious happens, he will show visible signs of panic and pull away from people. It will suddenly occur to him that he is in great danger.

If he thinks the PCs can help, he will turn to them readily after hiding the fuel. But before he can hand over the fuel, Web will have him killed. This will lead to the PCs having to recover the fuel as per The Grand Prix under Locations, below.

#### Mike Duguid

REF WIL CON MOV DEX

43	29	45	33	30	44	37
Sex:						Male
Race:						White

Nationality: Native Language: Age:

English 28 alty (Average),

American

Psychology: Cruelty (None), Loyalty (Average), Passion (Average), Piety (Low), Sanity (Average), Selfishness (Average)

Advantages: Attractive Appearance (3)

Disadvantages: None

Skills: Basic Mechanic (2), Driving/Auto (4)

Duguid started out drag racing on the streets of Los Angeles. He graduated to competition drag racing where his skill was recognized and he found a sponsor who moved him over to Grand Prix racing.

Duguid is a good driver, given to taking chances to stay out in front. Off-course, he is a publicist's dream. He is good-looking, blond, tanned, tall and does have a certain surface charm, but nothing special. He takes a good picture and manages to have a pretty female on his arm whenever the shutter is clicked.

Duguid has no idea what Orbach is up to. He will gladly lead any female PC to believe that he knows exactly what is going on if it means he will get her attention.

Actions in the Adventure: Duguid is just a big, handsome jock. He is not very bright and will have a hard time grasping the concept of a world in danger. He is a womanizer and will pay attention to any female PC.

Other than that, he is the male version of a damsel in distress since it is likely he will have to be rescued at the last minute.

#### **Janet Melendy**

STR 34	INT 55	REF 57	WIL 52	CON 46	MOV 46	DEX 56
Sex: Race: Natio	nality:					Female White British
	e Lang	uage:				English
Age:						34
		Cruelty ety (Lov				Passion shness

Advantages: Attractive Appearance(3), Eye-hand Coordination (3)

Disadvantages: Deep Sleeper (1)

(Average)

Skills: Pistol (5), Oriental Martial Arts (3), Shadowing (3), Driving/Automobile (4)

Being the first British female racer to hold three records is the major achievement of Janet Melendy's life...on the surface.

She is a tough competitor on the track and makes a good living traveling from race to race enhancing her reputation as a driver everywhere she goes. Her activities as a race driver make an excellent cover for her missions for British Intelligence.

Melendy is an agent for MI6. As a race driver she can travel just about anywhere and get access to the elite of society, many of them government officials. Through these contacts, she gathers little bits of information and weaves them into plausible scenarios. She has an uncanny knack for logical thinking and reading people.

She suggested her superiors look into a link between the race in California and the fuel theft.

American intelligence had not revealed their suspicions about the race. Through their contacts, British intelligence found out about the van.

The next day Melendy announced she would move from Indy racing to Grand Prix racing as "a new challenge to be met," and headed for Monte Carlo.

Melendy is a pro all the way. She will insinuate herself around the Grand Prix, talking to people, being friendly and asking seemingly innocent questions. Her mission is to retrieve the stolen fuel and bring it home to Britain where the Home Office will decide what to do next.

Action in the Adventure: It is possible, through INT checks, that the PCs will recognize Melendy and she them. Her tough competitive spirit is not limited to racing. She will see the PCs as professional rivals and do anything she can to come out on top.

She will even try to get close to one of the male PCs or bug their hotel rooms. Her main function here is to be mysterious enough to arouse the PCs' suspicion through her meddling and getting underfoot, but not appear as a deadly threat.

However, once the mission is over, she will be friendly enough and even be willing to talk about working together in the future. (If the PCs have impressed her with their professionalism and intelligence.)

#### **Genvieve Cheval**

33	1NT 59	52	WIL 55	47	MOV 42	DEX 56
Sex: Race:	nality:					Female White French
	e Lang	uage:				Russian 36
Psych		Cruel Piety (N				gh), Pas-

Advantages: Attractive Appearance (3), Peripheral Vision (2), Photographic Memory (1), Sensuality (3)

Disadvantages: Lechery

ness (Average)

Skills: Knife Throwing (3), Pistol (4), Knife (5),

drive that makes racers push their luck to the

Skills: Knife Throwing (3), Pistol (4), Knife (5), Oriental Martial Arts (6), Cryptography (6), Pickpocket (3)

It may seem strange for someone whose nationality is French to have a native language of Russian. However, Cheval's passport does list her as a French citizen. It's not the government's fault if it's part of an elaborate cover.

Cheval is a KGB agent working as a reporter for a Paris newspaper. It's a perfect cover since it allows her to keep abreast of world and national news and brings her in contact with many government officials. Her reporting is widely respected as being fair and objective. Her editors do not know that her stories contain elaborate word codes that let her get information back to Moscow.

Cheval does have one weakness: the opposite sex. She is seen frequenting the chicest Parisian night-spots escorted by attractive young men. It never seems to bother her that she doesn't quite remember their last names.

Cheval is no different with her covert intelligence mission. Many a government official had let a secret or two slip during a romantic moment with Cheval. When she is ordered or decides to eliminate another agent, she enters into a romantic fling with him before pulling the trigger. It appeals to her well-concealed streak of cruelty.

Within two hours of the CIA putting up an "impenetrable wall of security" around the facts about the theft of the fuel, the KGB knew all about it. They sent word to Cheval who was glad to take the assignment. Things were boring in Paris and there would be a lot of attractive young men in Monte Carlo.

Cheval's style is to push her way into a situation. As a reporter, she has nearly carte blanche to ask questions and pry around without raising too many eyebrows.

By the way, she does speak fluent, idiomatic French.

**Action in the Adventure:** Cheval will be busy interviewing everyone connected with the race. Ostensibly, she is doing a piece on the internal

drive that makes racers push their luck to the edge. Her questions and attitude, though, are designed to rattle anyone who is hiding anything (like the smuggler or others listed in Red Herrings, below).

So long as their cover has anything to do with the race, Cheval will eventually get around to interviewing the PCs. She will ask questions about their backgrounds, what brings them to the race, why they are drawn to these proceedings, don't they get a thrill out of danger, etc.

Cheval can make things very dangerous for the PCs. Beside her own pistol and fighting expertise, she has a number of KGB agents (Generic 30 Thugs) awaiting her orders. You should determine how many thugs there are and how soon they can respond to Cheval's summons.

#### **Allen Curtis**

WIL CON MOV DEX

54	67	45	48	60	50	56
Sex:						Male
Race						Black
Nati	onality	: The best				American
Nati	ve Lan	guage:				English
Age:						41
Psyc	hology:	Cruelt	y (Low)	, Loyalt	y (High	n), Passion

Psychology: Cruelty (Low), Loyalty (High), Passion (Average), Piety (High), Sanity (Average), Selfishness(Low)

Advantages: Fearlessness, Night Vision, Stamina

Disadvantages: Moral Qualms

REF

STR

INT

Skills: Metalworking (4), Basic Mechanic (5), Pistol (2), Boxing (4), Surveillance (4)

Curtis had a very religious upbringing. His loyalty to his country runs a strong second to his moral upbringing.

Curtis served in the army intelligence studying reconnaissance photos. This kept him away from battles, especially the one with his conscience. His superiors recognized the value of someone with such a quick, analytical mind and offered him a chance to join the CIA.

At first, Curtis was reluctant. He did not mind

studying photos. But he knew if he was put in the field, he might one day have to deal with killing a man, something he was sure he could not do. His prospective employers assured him they were talking about a desk job, perhaps even planning activities for field agents.

Curtis accepted with the proviso he would be able to guit if his conscience so dictated.

Curtis became one of the best desk jockeys the CIA ever had. He would study all the files relative to a mission including locations, people and local power structure. He would then meticulously try to anticipate every possible encounter and how to deal with it. More importantly, how to deal with it without gunplay.

Agents were happy to work for Curtis since his planning meant safer missions for them.

However, when word came down about the fuel, the CIA said Curtis was the only man able to handle the problem...but Curtis had no agents free. After a brief conference with his superiors, it was decided that Curtis would go to Monte Carlo to check out the slim lead in the guise of a mechanic. A team's mechanic was delayed from the race and Curtis was sent in to take his place. The team does not know about Curtis' true mission.

Since the CIA maintained that they were not following up this slim lead and Curtis had little field experience and, therefore, little chance of being recognized, the thinking is that Curtis will be able to slip in, find the fuel and slip out without causing an incident.

Curtis hopes and prays they're right.

Action in the Adventure: Curtis will maintain a low profile. He will listen in on conversations, hide in shadows and generally try to uncover the location of the fuel flask in order to quietly steal it and head for home.

He will not be very forthcoming with any information about himself or his background. His team mates will know little about him. Just that he is a very good mechanic and keeps to himself.

In this way, Curtis is another Red Herring for the PCs. They will have to discover his secret before

eliminating him as a suspect.

The dramatic moment with Curtis will be if he joins with the PCs and they get into a firefight. Curtis, at first, will not be able to fire at the attackers. He will try to find a way to escape or immobilize his attackers. Whether he ultimately shoots or not is up to you or resolvable using the Moral Qualm disadvantage rules (page 25, Players Guide).

#### Sir Malcolm Charles Batterby

INT DEE WILL CON MOU DES

White

British

English

				CON			
30	67	41	66	42	36	54	
Sex:						Mal	e

Race: Nationality: Native Language: Age:

Psychology: Cruelty (Low), Loyalty (Average), Passion (Average), Piety (No), Sanity (Average), Selfishness (Average)

Advantages: Acting Ability (4), Wealth (3)

Disadvantages: Vision Impairment (2)

Everyone on the racing circuit knows Sir Malcolm. He was one of the early sponsors of British racers. He had to give sponsorship up when the family fortune started to dwindle. However, he is still an avid spectator and invited to attend races around the world as an honored guest and often as a judge.

He is a pleasant man, slightly absent minded with an easy charm. That, combined with his angelic appearance and slightly dotty ways, makes him irresistible to some women. He is often seen with a young woman on his arm.

No one, except his closest professional acquaintances, know what he is really like. Of course, they also belong to Web.

Sir Malcolm found joining Web preferable to going broke. He plans operations for Western Europe. He is in Monte Carlo because Web has heard that Orbach is planning on double crossing them. His orders are to get the fuel and kill Orbach.

Of source he will not do this himself. He has at

Of course, he will not do this himself. He has at his disposal a number of Web thugs (Generic 40 Thugs, number up to you). The young lady he is escorting is another Web agent (Generic 30, but with exceptional Oriental Martial Arts skill). She will protect Sir Malcolm when necessary, but would rather retain her cover as just another athletic young companion of the old man.

Action in the Adventure: Sir Malcolm will spend his time pressing hands with the racers and other spectators so he can keep an eye on Orbach and try to identify any agents who may also be after the fuel.

Sir Malcolm should get an INT check to recognize the PCs and the other NPCs listed above.

Sir Malcolm and his men should be the last obstacle encountered by the characters after they recover the fuel (see Thrilling Climax under Locations, below).

# Minor NPCs

**Pit Popsies:** These are groupies who are always trying to get close and romantically involved with the racers. Even if it is only for the duration of the competition. They are typically young, none too bright and very, very friendly.

**Publicists:** Each racing team has a public relations man whose one goal is to make the press believe that his driver is the greatest thing since Jackie Stewart. If the PCs chose covers as reporters, they should have to deal with a number of these men.

The Rich and Shameless: Some of the wealthiest people in the world come to the race. Of course, most of them are very gracious and polite. But there is the occasional twit. Someone who is sure that because he is rich, he should be allowed anywhere at any time. He will take umbrage for the mildest imagined insult and be ready to defend his or his date's honor.

## **Clues and Pointers**

#### **Overheard Conversations**

This is an old standby. If the PCs insinuate themselves in with the racers and audience of the Grand Prix, they will overhear a conversation between two racers commenting on how many new or replacement racers there are in the race.

The racers will then go on to mention the names of a few of the NPCs described above who are agents working undercover. This should get the PCs interested in meeting these NPCs. How these NPCs will react and their role in the adventure is included in their descriptions above.

Later in the adventure, there should be opportunities for stealthy PCs to listen in on any number of conversations. They may hear one of the agents on the phone reporting in to their headquarters. This conversation should sound suitably mysterious and threatening. Something to the effect that "the fuel is as good as mine, I have or will eliminate all the competition."

Whether the "threat" is to kill all the competing agents or to try to outbid them is up to you. Which NPC is overheard is also up to you.

# Recognized NPC

By way of having met before or through a successful 1/2 INT check, a PC may recognize one of the other undercover agents.

Depending on how detailed your campaign is, you could bring in one of the PCs old friends...or enemies. This could lead to a pooling of resources and information or a heating up of a rivalry or animosity.

If he or she has never met the PCs before, the NPC should also get a 1/2 INT check. If the PCs are recognized, the rival or enemy agents should do everything possible to make the PCs' mission as difficult as possible.

# Found Cylinder

The one item the PCs will definitely be looking for is the insulated cylinder used to carry off the flask of fuel. Orbach has kept the fuel in the insulated cylinder to keep it safe, but once he gets nervous he will hide the fuel in the racing car's fuel cylinder and try to dispose of the insulated cylinder. There are a number of cylinders per car, see The Vehicle Book for details.

Orbach will panic the moment anything untoward happens during the race. If there is a break-in reported in a racer's hotel room, if a mysterious fight breaks out, if someone is killed...any of these occurrences, or any others you decide warrant it, will cause Orbach to panic.

Once he has transferred the fuel, he will attempt to hide the empty insulated cylinder.

There are two ways the PCs can find this cylinder.

First, you can let them find it on the grounds or anywhere in Monte Carlo (the Grotto is an interesting spot), half-buried in a vain attempt to hide it. This will work if the PCs are actively seeking the cylinder and doing a very thorough search.

If they are not, you may use this second method.

Have someone else find the cylinder and, just when the PCs are feeling they have no hope, give each one an INT check. The first one to succeed has found the discarded cylinder. It was found by a small boy whose father is using it as a champagne bucket.

You may play up this sighting by telling the player that his character spies something strange by the "large man wearing a yellow ascot." If the players catch on and have the PCs investigate, you should give them a description of the man as "obviously wealthy; overly dressed in a garish outfit; smoking a large, reeking cigar, with several spoiled children running around and using an insulated cylinder as a champagne bucket."

The cylinder is now empty, but the PCs can try to find out who found it. It was the bratty son who will not help out of sheer nastiness. The father will also be very protective of his son and not allow anyone to badger his kid.

Getting the information about where the cylinder was found will require a WIL roll. You may modify this roll as you see fit.

If the PCs find out where the kid found the cylinder and investigate they will find the area devoid of all clues except one, that is if they are successful at an INT check. One of the people who recently walked through had a very pronounced limp. No one else in this adventure, except for Orbach, should have a limp.

### Orbach's Death

By the time the PCs identify Orbach as the man they want and catch up with him, two things should have happened.

The race, or one of the preliminary races, should have begun. And someone else should have found Orbach first and tortured him into revealing the hiding place of the fuel.

Exactly how the NPC identified Orbach is not all that important. If the players insist on finding out how, though, you can explain, at the appropriate moment, that they paid an informant for the money, or that Orbach approached the NPC to make a fast deal. Whether this NPC is a Web agent or someone else is entirely up to you.

It may be interesting to have more than one NPC find out about the location of the fuel since it will make the final chase more interesting (see Grand Prix, below).

You may also decide whether the PCs will come upon Orbach after he was left to die or when minions of the enemy agent are getting ready to put a bullet in him. If the adventure has been too easy up to this point, make the PCs fight to rescue the little weasel in order to discover the information they need.

With his dying words, Orbach will reveal that he transferred the fuel to one of the cylinders in Duguid's race car. The PCs should be close enough



to the course to hear the racers gunning their engines and the loudspeaker announce the start of the race.

If they are clever enough, they will realize the cylinder could be on Duguid's car already and they will have to hurry to save him, several hundred spectators and the fuel.

# Red Herrings

#### **Overheard Conversations**

Just as one can glean valuable information from eavesdropping, it can backfire. PCs may overhear conversations of people not involved with the fuel, but engaged in some other illicit endeavor.

However, what the PCs overhear should definitely be misleading. The conversation will be rife with phrases like "Look we've got to meet, I can't wait any longer," "We've come too far to back out now, this means too much to us," and "Once this deal is complete I'll be sitting pretty." It is important that the NPC act suspicious, as if he has a secret to hide.

He does, but it has nothing to do with the fuel. It could be an affair with a married woman. (Remember, the use of "he" or "she" is purely for convenience. The NPC can be of either gender as you see fit for the adventure.) It could be a racer thinking of throwing the race or sabotaging another racer's car. It could be someone who is planning on breaking his contract with a current sponsor in favor of a sweeter deal. In comparison with the theft of experimental rocket fuel, this is small time stuff.

#### Smuggler

It is also as likely that the overheard conversation could involve such phrases as "Yeah, I've got the material, would I kid you," "You can have it, but at double the price we discussed," and the ever popular "This thing is getting too hot to handle, I want it off my hands as fast as possible."

This should send at least some of the characters hightailing after the speaker. If trapped, the NPC will confess to smuggling, but know nothing about

any fuel.

Like Orbach, other racers or mechanics may be using the race as a convenient cover for smuggling stolen items. These items may range from diamonds to microchips, from microfilm to stolen Rembrandts. Exactly what is being smuggled is up to you. You may use one of the NPCs described in Dramatis Personae or one of your own.

#### **Industrial Espionage**

Though not on the same level of danger or importance as the PCs endeavors, industrial espionage does deal in secrets worth millions. There are people who are always looking to make a quick fortune by stealing an engineer's work and selling it to a competitor.

Since Grand Prix racing cars have become such high-tech pieces of equipment, competition has increased not only among the racers, but the designers.

A new design for a fuel injection system. An innovative chassis shape that drastically cuts wind resistance. A revolutionary gear mesh that allows for faster, smoother shifting. Any of these items, and more, interest the freelance industrial spy.

Exactly who this spy is is up to you. You may use the suggested NPC in Dramatis Personae, above, or an NPC of your own design.

This person will certainly act in a suspicious manner. Prowling the course and garages at night. Asking leading questions at parties and gatherings. Trying to become bosom buddies with the racers and his crew in order to determine who has something worth stealing.

If the PCs' cover is as a racing team, this NPC will move right in on them and start asking very probing questions. This will, of course, raise the PCs' suspicions.

## Locations

#### The Reception

A black tie reception will be held for all racers, visiting dignitaries, celebrities and the press at the palace.

During this reception, the PCs will have ample opportunity to meet the NPCs and maybe overhear a suspicious conversation.

It is also a chance for the PCs to have their first encounters with the fans and the "pit popsies."

And publicists. If the PCs are passing themselves as reporters, they will be inundated with the racing teams' public relations people. They can become quite bothersome since they will attach themselves like a leech to the PC/reporter.

#### The Race Course

This includes the actual course and the garages where the racing cars are stored under lock and key.

The Vehicle Book will give you an idea of the equipment available here, but there is one item that should be pointed out here. The use of Kevlar in racing cars. Kevlar is used to make lightweight, durable body parts for the cars. It is also used to make body armor.

Any PC with any kind of engineering skill will be able to make effective, if bulky Kevlar armor over a period of about four hours. They should get a skill or attribute check to determine if they have made it properly. See the instructions for Bullet-proof Equipment on page 10 of the Equipment Inventory. Any armor made in this manner will decrease the wearer's MOV by 30.

#### The Grand Prix

Ideally, no one will discover that the experimental fuel is hidden in the fuel cylinder for Duguid's race car. By that time, Orbach should be dead as well as a few of the NPCs after the cylinder.

If the timing is right, the fuel cylinder will have been loaded in Duguid's race car. If that fuel cylinder kicks in, there won't be enough of the car or fuel left to cover a microdot.

The PCs will have to commandeer a race car, if they do not have one as part of their cover, there should be a convenient one making a pit stop. The PCs should also have the cooling unit provided by Orion. It is vitally necessary.

Refer to the guidelines in The Vehicle Book for how to run the chase.

Determine how much time the PCs have to catch and stop Duguid before the fuel cylinder kicks in. There should be urgency in the time limit to make the PCs rush in where others fear to tread.

Not only time, but competition should add to the PCs trouble. Other NPCs may also have found out where the experimental fuel is and they will also be trying to stop Duguid and get the cylinder.

#### **Thrilling Climax**

Even if the PCs retrieve the fuel, they still have to get out alive. Any rival NPCs will be happy to kill the PCs for the fuel.

If they have foresight, the PCs should have an escape route planned to get out of the country and the clutches of the enemy. A firefight will probably play a big part of this escape. Remember that the fuel is sensitive to being jostled, especially if it is not cooled down.

There are two methods of escape you should be ready to referee. The PCs turn to McLaren from Book 1 who will try to arrange an escape. Or they can commandeer a race car which will lead to a chase through the countryside.

# **<b>™Kill the Empire**

# Mission Briefing

It is a very grim briefing. There are very few facts to give the PCs.

Rumors have reached Orion of an assassination plot so immense in scope, it would not be exaggeration to say that the fate of the entire world hangs in the balance.

A small, oil-producing Middle-East country, in an effort to upgrade its image, is sponsoring a Grand Prix race in its capital. (See Adventure Briefing, below, for more information on choosing the country involved.) This is one of the few moderate oil-producing countries and is being wooed by America and the Soviet Union. Both countries are making sure they send a team, government officials bearing gifts, treaties and trade agreements.

In addition, the government of the country hosting the race is not very stable. There are further rumors of a faction in the government looking to initiate a coup.

With so many foreign dignitaries and internal turmoil, Orion is more than willing to believe the rumors of assassination plots. But they have no idea who the killer is or his intended victim. Orion does have an agent in place working on identifying them.

The PCs will infiltrate the race. Their mission is to make sure the race comes off without incident. That includes any assassinations, plots to overthrow or embarrassment to the host country or visiting dignitaries.

Once the PCs arrive, they should contact the Orion agent in place to get the most up-to-date information. The agent's cover is as an antique dealer. The PCs should go to his shop and ask for a Second Dynasty ankh ring with a setting of diamonds and carnelian. He will respond that he only has emeralds.

# **Orion Support**

Do you realize how much a Grand Prix race car costs?

If not, check it out in The Vehicle Book, and then decide if you wish Orion to just hand the PCs a racing car for a cover.

If you wish to make the PCs more careful, impress upon them that Orion can arrange to borrow a car for them to use as a cover. But, if it is destroyed, Orion will have to pay for it. (Refer back to the Orion Support section of the first adventure for further guidelines.)

Orion will provide any Communications Devices or Tools of the Trade listed in the Equipment Inventory.

# **Adventure Briefing**

The Orion information is correct, it just doesn't go far enough. There are actually three assassinations being planned. The three plots are not interrelated and function independently of each other.

The first plot is against the Soviet official who is attending the race. You should determine exactly which official it is, but it can be anyone from the Premier on down.

The plot is being headed by Afghan sympathizers to protest the occupation of Afghanistan by the Soviet army. They have hired a sniper named Croydon, an international assassin with a large file but no photos to identify him.

Croydon likes using simple disguises in his work. This time out he will use a cover of a car magazine columnist who is reporting on the race. During the race, while the Soviet leader is preoccupied, Croydon, from the stands over an eighth of a mile away, will kill him.

The second assassination plot is a joint effort between the country's Chief of Intelligence and Security, Colonel Masel El-Hakab and Web against Menha Shirkan Korba, the president of the country.

El-Hakab wants leadership of the country and Web wants an oil producing country all its own. Of course, El-Hakab thinks he will be able to oust Web from the country once he takes control. And Web is just as sure they will have full control over the colonel for some time to come.

Their plan calls for rigging one of the racing cars to careen out of control and crash into the president's grandstand. The car, previously rigged with plastic explosives, will explode, killing the president and most of his advisors. The colonel will then take control of the government in the ensuing emergency. The president's death will look like an accident so no blame will be placed.

The third assassination plot also involves the colonel, but this time as victim. The colonel's sadistic personality has not resulted in a marriage made in heaven. His wife Krista sports scarves and large, dark sunglasses to hide the bruises. She is fed up with the situation. Since the country's laws do not allow women to seek a divorce, and her husband would kill her if she even spoke of it, she has decided there is only one way out. She will have her husband killed.

She has heard her husband talking about the number of undercover agents who will in the country and how they must be considered armed and dangerous. She is sure she can find someone among the foreigners who will help her. For her value to the PCs see her background and Locations, below.

To complicate matters, one of the racers is so desperate to win that he and his mechanics are sabotaging the race cars of the best drivers.

The country the race is in has not been identified. If you wish to use a real Middle East nation, you run the risk of clashing realities between your campaign and the real world. If that does not bother you and you feel comfortable with putting the race in a real country, then do so. You will have to change the identities of the NPCs provided with those of the actual leaders.

If you do not feel comfortable, then merely state

that the country is named Qetal and use the fictitious names provided below.

# Dramatis Personae

Note: Unless you decide otherwise, all NPCs can speak English to facilitate communications. Except for the president who speaks through an interpreter or through Colonel El-Hakab.

#### Croydon

STR	INT	REF	WIL	CON	MOV	DEX
59	63	55	61	50	57	59

Sex: Male Race: White Nationality: Unknown

Native Language: English Age: Around 37

Psychology: Cruelty (Low), Loyalty (No), Passion (No), Piety (No), Sanity (Some), Selfishness (High)

Advantages: Acting Ability (2), Eye-hand Coordination (1)

Disadvantages: None

Skills: Knife Throwing (2), Pistol (3), Rifle (4), Knife (2), Oriental Martial Arts (3), Concealment (3), Disguise (4), Shadowing (3), Stealth (4), Acting (4), Driving/Automobile (3)

Croydon is a freelance assassin who carries a price tag of at least \$100,000 per hit. He usually requires payment in loose diamonds. He finds currency fluctuates too much and gold is too bulky.

Little is known, officially, about him. His name is known to every law enforcement and criminal organization but no photo exists anywhere in any government files. He is very careful.

Croydon never meets his employers face to face. All arrangements are made by wire, over the phone or through intermediaries. (It is rumored that the intermediaries are often Croydon in disguise, but not one of Croydon's employers ever

pursues this line of investigation. They do not wish to have "nosiness" listed as the cause on their death certificate.)

Croydon owes no one allegiance and will take any assignment if his price is met. He is not the type who admires his enemies or those trying to stop his plans. They are merely obstacles to be removed, quickly and efficiently.

The legend around the man makes it sound as if he had every nerve in his body removed surgically. He is completely emotionless in the pursuit of his victims. He gets no sadistic pleasure from the kill and he never dwells on his sins. People who claim to have met him say he has dead, dark eyes. Shiny pieces of obsidian that have no depth and no emotion.

Actions in the Adventure: Under his cover as a reporter, Croydon will spend his time checking out all aspects of his assassination plan.

During the race Croydon, disguised as a worker, will eliminate a guard and climb to the top of the reviewing stand at the westernmost turn of the race course. From this vantage point he will have a clear shot at the President. Exactly when he will fire is up to you. The PCs should have just enough time to be able to rush and stop him once they uncover his plan.

Before the race, Croydon will be prowling the grounds, snapping pictures of the course and tape recording interviews with the drivers and spectators, in the guise of trying to gather local color for his article.

Actually, he is trying to identify any agents who may have to be eliminated lest they become troublesome.

He will also prowl the grounds at night. Any time PCs are roaming about at night you should roll d%. On a 35 or less, they will encounter Croydon. Whether they meet face to face or Croydon tries to shadow them is up to you. If the PCs' actions warrant suspicion, Croydon will try to kill them using whatever means is available and then go on with his mission.

#### Colonel Masel El-Hakab WIL

CON

MOV

DEX

37 39 38 47 36 43 Sex: Male Race: Arab **Qetalese** Nationality: Native Language: Qetalese

Age: Psychology: Cruelty (Total), Loyalty (Some), Passion (Some), Piety (Low), Sanity (Some), Selfishness (High)

Advantages: None

STR

Disadvantages: None

Skills: Pistol (3), Rifle (2), Submachine Gun (3), Basic Melee (3), Interrogation (3)

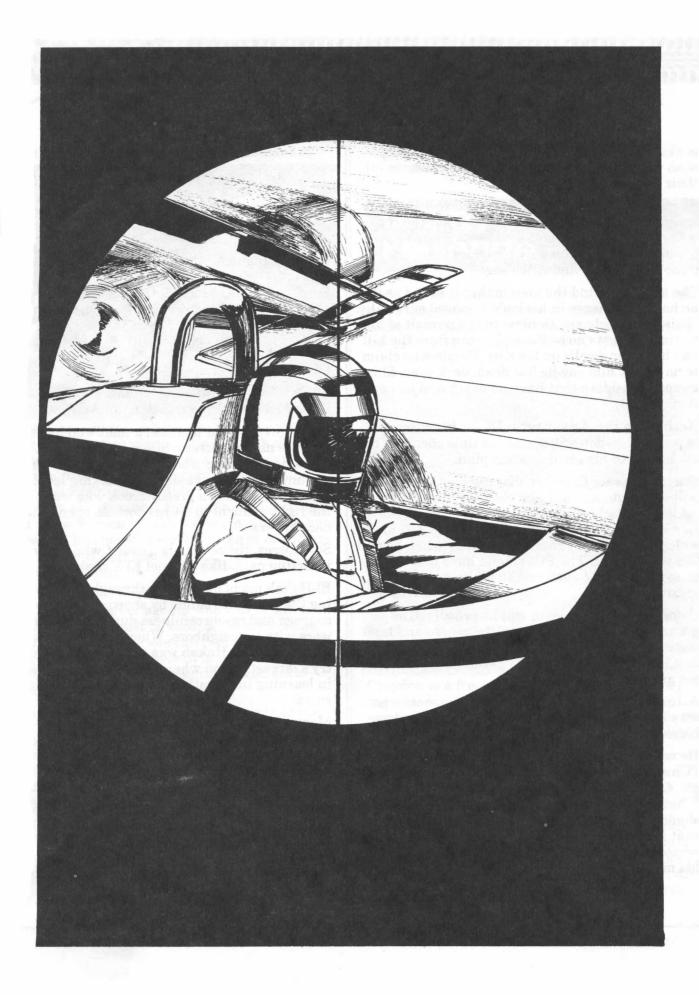
Every government has one, a man who has kept his true nature secret while rising to power. Sometimes he is a wimp whose inadequacy isn't apparent until he reaches a decision-making level. Other times, he is a greedy crook who waits till the right moment to let his pockets open to influence buyers.

Sometimes, though, he is a sadist who enjoys inflicting pain, like Colonel El-Hakab.

El-Hakab made his way up through the ranks during the previous regime by showing exceptional courage and resourcefulness during Qetal's brush wars with its neighbors. When the new president was elected, El-Hakab was in charge of the country's largest prison where he was very successful in learning information from captive soldiers and spies.

Many of the captives were never officially recorded, and El-Hakab spent a lot of time giving them his personal touch. Through the information gathered from these prisoners, El-Hakab became an important source of intelligence information.

Menha Shirkan Korba, newly elected president of Qetal, was very impressed with El-Hakab's knowledge of international espionage. Ignorant of the exact source of the colonel's information, Korba named him to head the country's Intelligence and Security service.



In his new position, El-Hakab is just one step away from the presidency. According to law, if the president is killed, he has the authority to take power until the emergency passes. El-Hakab wants to take that power and never let the emer-

Web, whose agents are everywhere, found out about the colonel's lust for power and decided to exploit it. Web wants control of an energy producing country and agreed to help El-Hakab in exchange for certain unnamed concessions. El-Hakab agreed, expecting to get rid of Web once he takes power.

This is fair enough, because Web expects to get rid of El-Hakab and take power itself.

El-Hakab has one weak spot. His wife.

gency pass.

Actions in the Adventure: The colonel will not have a very active part in the adventure. The PCs will definitely meet him during the adventure at a social occasion, but will not interact at length with him.

The only events that will guarantee the PCs spend a lot of time with El-Hakab is if they are captured by any Qetal authorities. The PCs will be handed over to the colonel for interrogation and he will take great care to make sure he has gotten every piece of information he can from them. El-Hakab likes to use physical methods of interrogation. (See the Interrogation rules on pages 44-45 of the Players Guide for details.)

#### Krista El-Hakab

Sex:	Fernale
Race:	Arab
Nationality:	Qetalese
Native Language:	Qetalese
Age:	21
Psychology: Cruelty (None) sion (Some), Piety (Some), Sar ness (Low)	

Krista El-Hakab is a lovely woman, much younger than her husband. When the colonel met the young woman at a party, he was immediately taken by her. He approached her parents, who were thrilled that such an important man would be interested in their daughter.

Parental pressure and her own naivete led to her agreeing to marry the colonel. It was a fairy-tale wedding followed by a romantic Mediterranean cruise. Then the nightmare started.

Shortly after their return from the cruise, El-Hakab's true nature began to surface. At first, he would lose his temper and rant and rave at his wife. Then he began cuffing her.

Krista put up with this abuse. She felt she was at fault for not pleasing her husband, never realizing there was no way she could please him.

Krista's meek acceptance only fueled her husband's actions. He began to beat her and abuse her more and more frequently. Krista made excuses for her battered condition and took to wearing sunglasses to hide her blackened eyes and bright scarves to hide her bruises. Often she would stay in the house for days at a time until the bruises faded enough to be hidden with makeup.

The human spirit can only endure so much, however. Krista finally tired of being a punching bag. Qetal's laws, though, do not allow women to file for divorce, and a runaway wife can be legally captured by the authorities and returned to her husband. Krista saw only one way out. She would have to kill El-Hakab.

But Krista could not bring herself to do the job herself. She had heard that she could hire someone to kill her husband. She has some jewelry of her own to pay for the hit, but could find no one to do the job.

Krista is often present during her husband's meetings and he enjoys boasting to her. When she heard her husband speaking of the number of international agents and killers who would be coming to the capital for the race. Krista is sure she will find someone amongst the racers and spectators whom she can hire to kill her husband.

**Actions in the Adventure:** Krista can be a significant information source for the PCs, but they will have to meet her price.

At some time during The Welcoming Party (see

Locations, below), Krista should approach one of the characters (the toughest looking one). In a clumsy attempt to be subtle, she should arouse the PCs' suspicions with her questions whether the PC has ever "indulged in violence" and whether the PC is willing to do anything for money.

If the PCs gain her trust, through a successful seduction or by establishing a friendship, Krista will blurt out the entire circumstances of her marriage. She will implore the PCs to help her and offer all her jewelry.

Savvy players will recognize the opportunity to have someone on the inside to gain information. They may ask Krista a long series of questions, which she will answer the best she can. She does not know any specifics, but her husband has been alluding to rising in power in the government in a very short while.

If the PCs promise to help her get out of her marriage, Krista will agree to do anything, even spy on her husband for the PCs.

Krista is not very good at being sneaky. There is a good chance she will tip her hand. If the characters ask her to spy on her husband, roll a d%. If the result if 50 or less then Krista's activities have been found out. Her husband will torture her to find out who asked her to spy on him, and succeed.

He will then kill her and have her body dropped in an alley. The PCs will find out about her death from the newspapers or racetrack rumors, and how she was brutally beaten before being killed. The PCs should quickly realize her husband killed her. What they will not know is that the colonel is now onto them and will have some of his best men (Generic 40 guards) ambush the PCs. They will have orders to kill all but one who must be returned to the colonel for interrogation.

If she is not found out, she will report all she has found out to the PCs. It should not be very detailed, just that a "big organization" is behind her husband and that they will kill the president during the race. She will not find out any details of the plan.

Note: Even though rescuing Krista is not part of the mission, any hero worth his salt would never leave her behind. If you wish, you may penalize the characters if they just use and discard the poor girl.

#### Michele, The Duke of Forshe

REF WIL CON MOV DEX

52	66	48	53	51	50	57
	nality: e Lang					Male White French French 39

Psychology: Cruelty (Low), Loyalty (Some), Passion (Some), Piety (Low), Sanity (Some), Selfishness (High)

Advantages: None

Disadvantages: Greed

Skills: Pistol (3), Shotgun (3), Boxing (3), Driving/Automobile (2), Social Chameleon (4)

The 14th duke of Forshe (FOR-shay) is a well-known aficionado of racing. He does not drive, but never misses any race held in Europe or around the Mediterranean.

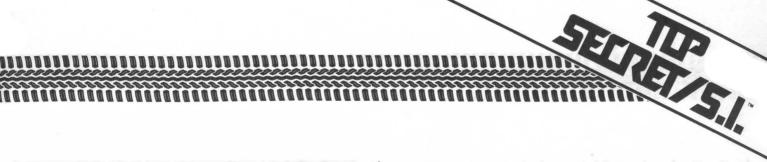
Exactly how the duke affords this hobby is the cause for much discussion, since the family wealth was reported to have been exhausted some years ago. Some claim he has been selling off the family jewels. Others claim he writes tawdry novels under a variety of pseudonyms.

Whatever he does, the tall (6'4"), black-haired man is an affable sort who enlivens every party and is always charming to the women.

It takes all kinds to make up Web.

The Duke is a minor Web official whose jet-setting lifestyle gives him a perfect cover to travel wherever Web needs a pair of eyes. He is in Qetal to keep an eye on El-Hakab, and to oversee the assassination of Korba.

Web has lent El-Hakab an ordnance expert to place the charge and rig the racing car of his choice to careen out of control. But trust is not a character trait one finds in Web officials, so they sent the Duke to keep an eye on the proceedings.



Actions in the Adventure: The Duke will stay in the background. The PCs will meet him at The Welcoming Party, but he will give no indication of his true nature.

He is there to take over the assassination attempt if El-Hakab is killed or captured. With Korba dead, Qetal will be in chaos and Web, even without El-Hakab's grab for power, will be able to use the chaos to their advantage in the world's economic markets.

The Duke has a squad of ten Web Thugs (Generic 35 thugs) at his disposal in Qetal.

If the PCs have succeeded in stopping the various assassinations, but you feel it has been too easy, you may have the Duke and his men try to eliminate them. A very dangerous proposition if the PCs are escorting Krista out of the country.

#### Marc Talbeau

This Generic 25 civilian is a minor player upon the stage of the adventure. He is a publicist for one of the teams who is using his position as a cover for smuggling and passing art forgeries.

Talbeau is a good artist who is very adept at copying old masters. He has made a minor fortune by acquiring stolen minor masterpieces, making forgeries and selling them to private collectors. He keeps the original and the collectors never find out since they can't have a stolen painting appraised.

Talbeau's role in this adventure is as a witness. The PCs' contact will be found dead in his shop, see The Antiques Shop under Locations, below. They will have seen Talbeau leaving the shop as they approached.

For complete details on what Talbeau can tell the PCs, see The Antiques Shop, below.

#### Gregori Golberiyan

Another Generic 25 civilian, Golberiyan is one of the Russian team who has taken it upon himself to ensure a Soviet victory by sabotaging the other race cars. Nothing serious, just that an oil pressure cap will blow or fuel will begin to leak out or a tire will blow out. He has not considered that such a streak of bad luck will be suspicious. For complete details of his Actions in the Adventure and what he can tell the PCs, see The Saboteur under Red Herrings, below.

### **Clues and Pointers**

#### Hand Drawn Map

Croydon is a very meticulous operator. He goes over his plans again and again. He makes notes and drawings. He then commits them to memory and destroys them.

There are two opportunities for the PCs to get a clue as to his plan. The first is the Antiques Shop described under Locations, below. The second is a dropped clue.

The PCs will find a hand-drawn map of the race course with the dignitaries' stand and Croydon's vantage point clearly marked. To prepare this clue, just trace the race course given in Book 2 and pick a spot for each of the two points. Write "Dignitaries" next to the proper stand and just put an "X" on Croydon's vantage point. Then draw a dotted line between the two. Also, put a time on the paper. It should coincide with whatever time you choose for the race to happen.

It is important that it is the same time that the rigged racing car will be in the race.

This clue, plus the dying message of the antique dealer (see below), should put the PCs on the trail of Croydon. With Croydon's use of disguise, they will not be able to hunt him down, but they will be able to stake out the stands. Croydon will try to sneak past them, or kill them in order to get through.

Since some of the PCs will be busy stopping the rigged race car or trying to warn the president and the dignitaries, only a few will be trying to stop Croydon.

Where the PCs find the clue is up to you. The best way is when they are checking out the garages or race course after dark, They should spy Croydon from a distance and close in. In the ensuing struggle, or when he is frightened off, Croydon will drop the crumpled map, which the PCs can find.

While this is the preferred method for getting the clue to the PCs, you should be ready to improvise.

# **Plastic Explosive**

At some point, it is likely the PCs will search the garage and mechanics area. See Book 2 for the number of teams entered in a Grand Prix race and the general layout for the track and garages.

During their search of the garage area, the characters should get an INT check to notice what looks like a lump of grey clay on the ground. Closer inspection, along with a successful Demolitions or 1/2 INT check, will show the lump is a piece of plastic explosive.

If the PCs do not set out to check the garages, they can still discover the plastic explosive. While they are moving through the spectators, have them make a 1/2 INT check. If successful, they will notice a small child playing with what looks like a piece of grey clay.

The child is bouncing, slapping, tossing and stretching the clay. But the physical properties are not quite the same as modeling clay. If the PCs, investigate and make the checks noted above, they will realize it is a piece of plastic explosive.

While a lot of strange and space-age materials can be found around a race, there is very little call for plastic explosives. So the discovery of this should pique the PCs' interest. It should also confuse them if they are thinking there is only one assassination attempt going on here.

It will not be enough for them to figure out about the exploding race car, that will take one or two other clues like . . .

# Overheard Conversation 1

Secret agents have to be the most nosy people on earth, they get most of their information through eavesdropping.

In this case, the PCs will hear the British team complaining about someone "mucking about" with their tools.

The British team has a good chance to win according to the experts and odds-makers. Their odds went down considerably when El-Hakab choose their car for the one to carry the explosive. Would that there were a logical reason for choosing a British team, but El-Hakab seemed to just pick them out of a hat (or maybe a burnoose).

Anyway, the morning of the race, the team will talk about how their garage area was messed up when they arrived. They checked over everything but found nothing wrong. (This speaks badly for the team mechanics but well for the Web experts who disguised their equipment as race car parts.)

Whether the PCs hear this information directly from the team or through the conversations of the spectators does not matter. What does matter is that they definitely hear the entry number of the team: 936.

# The Magic Number

Somehow, within the limits of plausibility and maintaining your integrity as Administrator, you must get this clue to the PCs. They must know that the number "936" is important to the adventure. Here are some suggestions:

1) Krista tells them that her husband was gloating with a few of his men about how the country will be theirs soon and they "owe it all to 936."

- 2) If Krista is killed and dumped in the alley as outlined above, she will have written the number in her own blood on the ground next to her. The PCs should hear that there was something scratched in the dirt next to her hand. They should realize it is a dying message they must find out about. How they find out is up to you, but you should not make it impossible for them.
- 3) They can overhear the conversation between El-Hakab and his men. They can do this by bugging his house or hearing the conversation if they break into the colonel's house.

This clue, plus the plastic explosive, plus the British team's talk of someone tampering with their equipment, should be enough for the players to make the intuitive leap that something has been done to the car with explosives. They may not know exactly what is going to happen, but they should realize that they must stop the British car.

It is possible the PCs will figure out the plan before the race starts. In that case, their best course of action is to try to expose El-Hakab in some way.

If they merely stop the British team before the start of the race, El-Hakab will have to make a change in his plans. He will then have one of his men, disguised as a fanatic, toss several sticks of dynamite at the grandstand.

The PCs must neutralize El-Hakab to end the threat against Qetal.

# Overheard Conversation 2

This is the PCs' clue to get closer to Krista. During The Welcoming Party, if the PCs wander out into the garden they will have a chance to overhear an intriguing conversation. If they do not wander out into the gardens on their own, you should make it inviting by mentioning that it is a warm night and that people have been wandering out to enjoy the smell of flowers on the balmy breezes.

Once out there, among the tall bushes and tropical trees, the PCs will hear angry voices, but they will have to Stealth closer to hear what is being said.

What they will discover is El-Hakab and his wife having an argument. El-Hakab is berating Krista because she has not been smiling enough. It is important to his career that his wife make a good impression and appear happy. He will go on to blame her for her bad attitude and ignorance not to appreciate everything he does for her.

El-Hakab will lose his temper and backhand Krista who will fall to the ground. Her cheek will be milk-white from the force of the blow then slowly begin to bruise. El-Hakab will continue to yell at her. That she is an ungrateful dog, not worthy of sharing his home or his future rise in the government. He will then order her home where she will not embarrass him anymore and stalk off.

There are three possible reactions the PCs may have to this scene.

First, they will intervene immediately and punch out El-Hakab. This will win them Krista's loyalty but El-Hakab's enmity. He will put the PCs under surveillance, which will make their job all the more difficult. Krista will thank them and shyly try to find out if the PCs will help her kill her husband. She has heard her husband talk about becoming more powerful in the government, but does not know exactly what his plans are. She can then be talked into helping the characters as described in her background above. However, the chance of her being killed is increased by 15 because of the colonel's raised suspicions.

Second, the PCs can wait until El-Hakab stalks off before going to help Krista. If one of the PCs is solicitous and kind, match his WIL against Krista's as if it were a Seduction (Administrators Guide, page 14). It is not, it is just the force of the PCs' compassion versus her sadness, so instead of falling in love, she will merely pour out her troubles to this kind person. A Seduction is not out of the question, but must be handled separately. Krista will ask if the PCs will help her kill her husband and will agree to spy on him if they promise to do so.

Third, the PCs can walk away, ignoring the situation. In this case, they will miss out on some vital clues and probably fail the mission. This could be the end of civilization as we know it. Tell the players that after the stands have exploded.

# **Red Herrings**

As if this adventure isn't confusing enough, there are a few sub-plots thrown in to confuse...and help...the PCs.

#### The Smuggler

Just a reminder here about Talbeau. For full details see his background, above, and The Antiques Shop, below for full details.

#### The Saboteur

Gregori Golberiyan is a very busy boy. Some of the race cars will be eliminated during the practice runs due to his little adjustments.

If the PCs head for their garage one night they will see a light coming from under the doorway. (This will be their second nighttime encounter. Their first should be the one with Croydon described above.)

This will give the PCs a good chance to capture Golberiyan in the act of loosening some key bolts on their race car. If faced with exposure, Golberiyan will admit to the sabotage, insisting that he was not working under orders.

There are a number of things the PCs can do with him.

If they turn him in to the authorities, there will be an official investigation which will exonerate the Soviet officials who will then send Golberiyan back to Moscow for punishment.

If the PCs avoid the official channels and take Golberiyan directly to the Soviet team leader, he will be very grateful to them and apologetic. Golberiyan will be sent back to be punished, but the Soviet racing team leader will consider himself indebted to the PCs. He could be a valuable aid sometime during the adventure. He is not any

sort of government official or KGB, but he is an important public relations tool for the Kremlin.

If they let him go and follow him, he will just return to his team and stop his sabotaging activities.

In any of these cases (or anything else the PCs may do), the important piece of information to get to the PCs is that Golberiyan is not the only one sabotaging race cars. He has seen at least two others.

One he spied skulking around the garages and the presidential and spectator stands. This would be Croydon who was lining up his shot (see Hand-Drawn Map, above.) The second is a group of three he has seen around the garages going in and out. This is the Web team, who are scouting the race cars to see which would be the easiest to rig.

This information should be very confusing unless or until the PCs have picked up a few more clues.

### Locations

#### The Antiques Shop

Nothing is ever easy in the spy-biz. There's always someone who is making your life very, very difficult.

In this case, it is Croydon.

When the PCs arrive in Qetal, they should head for the antiques shop and their contact. As they come around the corner, they will notice a man, obviously in a hurry and trying not to be seen. He is wiping his hand on a handkerchief and leaving the antiques shop. This is Talbeau.

Give the PCs a REF check. If they are successful, they have managed to duck back and avoid being seen by the man. If not, then Talbeau has seen them. In either case, Talbeau will hurry off.

Inside the shop, the PCs will get no answer from their calls. In the office, sprawled over his desk, dead from a shot in the head, is their contact. Behind him is a window, shattered by an incoming bullet. There are no dying clues left on the desk or anywhere in the room. The dealer never kept written notes around thing relating to Orion was kept in his

There are no dying clues left on the desk or anywhere in the room. The dealer never kept written notes, everything relating to Orion was kept in his photographic memory. They can search forever and will find nothing except a hand print in dried blood on the desk. The hand print is obviously not the contact's.

A clue was left, however. It is Talbeau. He was working out a deal with the contact when the bullet struck. After ducking until he thought it safe, Talbeau checked the body, getting blood on his hand. He leaned on the desk to steady himself, leaving the hand print.

At that point he heard the contact muttering. He leaned close and heard "Croydon . . . kill . . . Soviet." Talbeau does not know what this means, but if the PCs every question him, it will mean something to them. A successful INT check means they know about Croydon and his sharpshooting style.

The next time the PCs see Talbeau will be at The Welcoming Party. If he saw the PCs, he will try to avoid them. If not, he will be unsuspecting. Talbeau is not one to keep quiet. He will suspect the PCs are part of the gang who killed the contact and that they are out to silence him. He will tell all to stay alive. If anything, the PCs should have a problem shutting him up.

#### The Welcoming Party

All the racing teams and anyone connected with the race will be invited to the Presidential Palace for the grand ball to celebrate the Qetal Grand Prix.

Refer to the similar section of the first adventure for general guidelines on running the party. Remember that the PCs should meet a variety of people including reporters, celebrities, "pit popsies," and jet setters. Feel free to populate the party with anyone you wish from the real world or your fertile imagination.

Remember to make sure the encounters listed above, the meeting with the colonel and Krista and Talbeau occur at the party along with any others you may wish.

The rules for intercepting another race car can be found in Book 2 and in the first adventure.

Just note here that at a point during the race determined by you, the rigged car will lose control and crash into the presidential reviewing stand. Make a Demolitions check as per the rules on page 43 of the Players Guide (assume an INT of 40 for the man planting the explosives).

The explosive force is great enough to destroy the presidential reviewing stand, killing the president and his entire cabinet. The colonel will have excused himself to take care of "a matter of national security."

If a bad break occurs (see rules), many spectators will be killed.

#### The Stands

The PCs will still have to stop Croydon. They will have enough clues to try to intercept him. If they are clever, they may be able to stop him before he gets into position.

However, it would be more dramatic and exciting if they had to chase him to the roof of the spectator stands.

The PCs will know if Croydon has arrived if they scan the base of the rear of the stands. There will be a dead guard in the bushes. To get to the roof of the stands, the PCs will have to climb a ladder on the rear of the stands and get over the guard rail at the top.

On top of the stand are flagpoles for pennants and loudspeakers. The PCs will be able to see Croydon's foot behind one of the loudspeakers. They can sneak up and shoot him, but the firing of any unsilenced weapon will cause a panic in the stands, not very auspicious.

The best way to take out Croydon is though Close Combat. If Croydon hears the PCs approach, he will turn his silenced 7.62 M21 (see Equipment Inventory for statistics) on the PCs before shooting the Soviet target.

The ensuing fight should include opportunities for the PCs to toss Croydon over the edge and vice versa.

# Ring of Truth

# **Mission Briefing**

It's a flurry of activity in the New York Orion offices. When the PCs arrive, security is airtight. The normally friendly and smiling security guard who usually passes them through with a wave, demands to see their security passes. Everything is being done by the book, right down to fine print.

While they are waiting, give the PCs an INT check. Any successful PC will notice brown stains on the floor and on the front of the guard's desk. They will also recognize it as dried blood.

Any questions of the guard as to the origin of the stains will be answered with a stony silence. Another guard will escort the PCs to their briefing. As the PCs pass into the interior of Orion headquarters, they will pass one of the maintenance people, armed to the teeth to do battle with the stains, heading for the guard's desk.

The corridors are abuzz with people, all going about their business with a efficiency bordering on mania. No one will speak to, or exchange greetings with, the PCs. The tension in the air can almost be touched.

The Orion briefing officer is equally grim as he invites the PCs to be seated and he begins.

An Orion employee is dead. John Buonanno was apparently somewhere near headquarters when he was shot. The guard saw him stagger into the reception area clutching his midriff trying to stanch the bleeding wounds inflicted by recent automatic weapons fire.

Building security was put on Red Alert and medical personnel scrambled. They could not save Buonanno, but he managed to survive long enough to say "Scarab...ring." A further examination showed that he had suffered some degree of physical torture or beatings shortly before he was shot.

Buonanno was a suspected information leak. His work down in records and microfilm gave him access to the files on Orion's field agents. Orion had suspected him for some time and was watching him, hoping he would lead Orion to his contacts and maybe a chance at a Web cell.

All Orion has to go on at the moment is his dying word: Scarab. Nothing else. The PCs are to find out who killed Buonanno and make sure that no information about Orion agents has been sold.

Until the PCs solve this case, all Orion agents and personnel have gone to ground. All assignments have been put on hold. If the leak isn't closed, Orion will be rendered useless. By the time a reorganization is completed, Web and other criminal organizations will have made significant inroads around the world. Speed is of the essence.

As is subtlety. If word got out that Orion was in such jeopardy, its enemies would would gather like vultures over a dying animal. Instruct the PCs that they should refrain from involving anyone else, like civilians or contacts, in the mission. No one (repeat) NO ONE, should know they are Orion operatives.

# Adventure Briefing

Everything the PCs were told in the Mission Briefing is true. The enormity of the problem is not known.

John Buonanno joined Orion hoping for thrills and excitement. His psychological profile excluded him from field work, though. He took this personally and his anger grew. Finally he decided to have revenge on Orion and make a great deal of money.

Buonanno's access to Orion's records gave him all the time he needed to make copies of field agent's records and transfer them to microfilm. Once he completed this task, he struck a deal with Web. In exchange for ten million dollars worth of diamonds, he would hand over Orion's records.

Through contacts culled from the Orion files, Buonanno found a thief who planted the microfilm in one of the Skarrup rings. In Monte Carlo, he expected to just tell Web where the microfilm was and let them retrieve it, then collect his money.

The plan was for Buonanno to take his vacation in

Monte Carlo. He would meet the Web contact there and then use the rest of his vacation to disappear and get away from Orion.

All would have gone smoothly except for one ambitious Web agent who decided to save his masters the money by beating the information out of Buonanno. Before he broke, Buonanno got away and headed for Orion headquarters with the agent in hot pursuit.

The agent, panicking, decided to cut his losses and shot Buonanno from a moving car, then sped off. (This Web agent should not concern the PCs, his superiors will deal with him. If they appear to be spending a lot of energy on finding the assassin, have the Web agent's body found, killed by on orders of a very unhappy superior.)

The first order of business for the PCs is to investigate Buonanno's apartment. If they show no inclination to do this, you may have to give them the suggestion as an Orion briefing officer.

What the PCs will find at the apartment, beside the two Thugs described in Buonanno's Apartment under Locations, below, is microfilming equipment and clues about an international jewelry exhibit and some burned pieces of paper indicating Buonanno was heading for Monte Carlo. And that he had sent the list on ahead attached to a piece of jewelry. (Refer to Burning Issues under Clues and Pointers, below.)

By putting together the pieces of information, the players should be able to figure out that Buonanno put the list of agents on microfilm and somehow smuggled them into a shipment of jewels to the exhibit. They are right.

They will also probably deduce that the microfilm is attached to one of the scarabs made into a ring. The Web Thug will deduce the same thing and report same to his superior. They are all wrong.

Buonanno actually secreted the microfilm in a ring from the Skarrup collection that will be on display at the exhibit. (Hey, it's not your fault the medical attendant misunderstood what Buonanno was trying to say.) The PCs will get a chance to discover their mistake during the course of the adventure.

The main action of the adventure will be the PCs trying to identify which jewel has the microfilm and then retrieving it. How they do it is up to them. They may try to buy it, which will cost a fortune. Or they may try to steal it.

Stealing it is the preferred method for the sake of the adventure, but you should impress upon them that the theft may have international repercussions so they should only steal the microfilm, not the jewelry.

Unless some sharp player figures out the Program clue described below, it is possible that the PCs will go to a lot of trouble and steal the wrong pieces of jewelry. They will then have to get them back in the display case and steal the right one before the theft is discovered.

There are a few obstacles for the PCs to overcome.

First, is one Marcel Delacroix. He is an Orion agent working in France. For this adventure, he will be assigned to be the PCs' liaison working out of McLaren's villa (see Book 1 for details on McLaren). Delacroix is a very greedy man and when he realizes how much he can make by selling out Orion to Web, he will gladly do so. So he will try to keep the PCs from getting the microfilm so he can get it for himself.

Second, there is a professional thief working the exhibit. He is planning on making a major haul so he can retire to a lifestyle to which he would like to become accustomed. This is no sneak thief, David Grant is a slick, sophisticated professional who is suspected in the thefts of several major jewelry pieces throughout Europe and the United States.

Third, Web will have its own agent at the exhibit.

# Orion Support

Orion's entire future is at stake here, so they will spare no expense. Just about anything the PCs ask for that they can carry on their person will be provided.

You should use discretion, however and not allow

them to become walking dreadnaughts, impervious to all harm.

It is unlikely, though, that any amount of firepower will prove valuable during the mission. The PCs must act quietly and will have to be very creative to come up with ways of stealing the jewels.

Orion will be eager to provide an airtight cover for the PCs. The most likely cover will be as jetsetters who are invited to the Jewelry Exhibit. As long as the cost does not get prohibitive, Orion will back up the PCs in this cover.

# **Dramatis Personae**

#### **David Grant**

52 52	INT 59	66	WIL 48	CON 47	MOV 59	DEX 63
Sex: Race:						Male White
Natio	nality:					British

Native Language: English
Age: 32
Psychology: Cruelty (None), Loyalty (Average),

Passion (Some), Piety (Low), Sanity (Average), Selfishness (High)

Advantages: Attractive Appearance (2), Eye-hand Coordination (1)

Disadvantages: Greed

Skills: Basic Firearms (2), Oriental Martial Arts (3), Concealment (3), Disguise (3), Lockpicking (4), Pickpocket (3), Safecracking (4), Stealth (3), Climbing (4), Driving/Automobile (3)

It would be nice to say that Grant comes from a deprived background which contributed to his life of crime. In truth, he comes from a middle-class background, but he has champagne tastes. He also abhors hard work and found he had a natural athletic ability that made being a thief a perfect career choice.

Grant is very good, he plans his jobs well, especially the escape routes. He is suspected of a number of major burglaries, but nothing has ever been

proven. He has never even been charged with a crime, much less gone to trial.

Grant does not carry a weapon. He would much rather avoid a fight altogether. His philosophy is that anything but a gun can be explained away, eventually.

Action in the Adventure: Grant is out to make a major haul at the exhibit. He will go after the Skarrup rings since they are the easiest to steal. All he has to do is get through the skylight, redirect the infrared sensors using a framework of mirrors, lower himself down, take the rings and be off.

He does not know about the microfilm and could not care less. While he may have heard of Orion (your decision), he is not concerned since the organization does not interfere with how he makes his living.

Grant's exact plan and possible actions are given below. There are some variations you may wish to try if they fit in with your campaign.

First, the PCs recognize Grant and enlist his help. He will not want to help them unless he gets a sizable payment and he will still try to take a few jewels while the PCs aren't looking.

IMPORTANT: You should not let Grant do the actual theft for the PCs. This would be too easy and take the challenge and most of the responsibility for the adventure out of the player's hands. Grant can help them plan the burglary, but something should happen to him. (Maybe he can fall down one of the long outdoor steps and break his leg, or be arrested.) In any case, getting an NPC to do the PCs' work should be avoided.

Second, Grant thinks the PCs are fellow thieves and competition. So he tries to get them arrested by planting some jewels on the PCs which he stole from one of the guests.

Third, if the PCs truly fail, Grant can discover the microfilm and ransom it to Orion, giving the PCs' reputation a major blemish and giving you a recurring NPC who will always be trying to best the NPCs.

Fourth, if the PCs are truly stumped, you can use Grant to give them a direction. Grant will strike up a conversation, especially with a female PC. He will then try to get the PC to help him break into the museum by acting as lookout or anchoring the

#### Marcel Delacroix

STR	INT	REF	WIL	CON	MOV	DEX
34	41	42	37	39	38	42
Sex:						Male
Race:						White
Natio	nality:					French
Nativ	e Lang	uage:				French
Age:						26
Psych	ology: (	Cruelty	(Some),	Loyalty	y (Low),	Passion

Psychology: Cruelty (Some), Loyalty (Low), Passior (Low), Piety (None), Sanity (Average), Selfishness (Total)

Disadvantages: Greed

winch in the skylight.

Skills: Knife Throwing (3), Pistol (3), Boxing (3), Knife (2)

Delacroix might have become a really good Orion agent, except that he is insatiably greedy. Up till now, he has been very careful. While on assignments, he takes every opportunity to pick up whatever loose money or valuables he can. Such as when he is searching an apartment, he will lift some valuables to sell later.

Now, though, he has the opportunity to become rich beyond his dreams. Once he heard of the microfilm, he decided that he would get hold of it and sell it to Web. He is sure he can get a fantastic price, enough to finance his disappearance and the start of a new identity.

Action in the Adventure: Delacroix will render any assistance to the PCs, until he sees the chance to grab the microfilm for himself and make off with it.

If you like, Delacroix will already have made a deal with Annette Ellison, below. If this is so, he will call her and her Web Thugs in to help him get the microfilm from the PCs.

#### **Nelson Skarrup**

This real estate tycoon has a penchant for religious rings, pretty females and gambling. He knows he has no willpower when it comes to indulging his whims. So he has a business manager who gives him a generous amount of spending cash but keeps him from exhausting his fortune.

But Skarrup is not a man to be denied his companions or his games of chance. To pay for his overindulgences, he has begun selling off some of the less valuable rings from his collection. He has had duplicates made so no one will suspect. Sometime in the future he plans on arranging a "theft" of the fakes in order to collect on the insurance.

Action in the Adventure: Skarrup will just be a bystander NPC unless the PCs get stuck. If the PCs do not pick up on the clue, Skarrup will make himself known by introducing himself to a female PC or one of the PCs' female companions. (Don't all secret agents make friends with local beauties? Besides, having a lovely companion is good for their cover.)

Skarrup, very proud of his collection, will be glad to show it off. The PCs cannot miss the clue of his name and his collection of rings and Buonanno's dying words.

If the PCs do not wish to steal the ring, they can try to buy it from Skarrup, he will not be interested in selling, he doesn't want to take the chance of someone finding out about his deception. However, Skarrup can be lured into a game of chance, during which a skilled PC can put him heavily into debt and force the ring from him.

#### **Annette Ellison**

STR 36	INT 55	REF 48	WIL 49	CON 44	MOV 42	DEX 52
	nality:					Female White British
Native Language: Age:						English 27
				ge), Loy Sanity		ow), Pas- ge),

#### Selfishness (High)

Advantages: Acting Ability (3), Attractive Appearance (2), Sensuality (2)

Disadvantages: None

Skills: Pistol (3), Knife (2), Oriental Martial Arts (3), Shadowing (3), Driving/Automobile (3), Scuba Diving (2), Social Chameleon (3), Swimming (2)

Annette Ellison is the daughter of a British industrialist. She spends most of her time traveling about Europe investigating antiques and artworks to add to her father's collection.

Her reputation is well-known, even if her face isn't. She is not the flashy type of heiress who gets camera lenses pointed in her direction every time she pouts. She likes a degree of anonymity, it means she can go to exhibits and showings and not be swamped or have prices artificially inflated on her.

It also makes her easy to impersonate.

You see, the Attributes above are not Annette Ellison's, they belong to Rebecca Marks, a Web agent.

When Web found out that the microfilm was sent to the exhibit in Monte Carlo, they assigned Marks to get it for them. There was not enough time for Marks to set up an airtight cover, so she intercepted Ellison and took her place.

Marks is a ruthless agent, but she does like being with men and having a good time. She uses her feminine wiles in the line of duty and should have them registered as lethal weapons.

Action in the Adventure: Marks wants that microfilm as it will enhance her reputation with her superiors.

She will be busy asking a lot of questions about the scarab pieces, trying to discern which one might hold the microfilm. Since she and the PCs share a common interest, conversation is very possible. She will maintain the Annette guise, talking about the intrinsic value of the pieces and their histories.

If the PCs engage in extensive conversation with Marks, give them an INT check using the rules under the Obscure Knowledge advantage rules (page 18, Players Guide). If successful, they will know that Marks has made some minor blunders in her facts. Blunders a true expert would never make. This should get the PCs' suspicions going.

Marks will also have at least four Generic 35 Thugs on call. She will not hesitate to kill the PCs in order to get the microfilm.

#### Count Emilio Manzeppi

This man is a Red Herring. He is an eccentric and rabid collector of scarabs. He almost salivates whenever he sees a collection he does not own.

Manzeppi will stop at nothing to own the scarabs. His manner will be gruff, bordering on rude. He will be sullen, avoiding any questions and shunning any attempts at socialization. He will also be making contacts with the local underworld to see about arranging the theft of the scarabs, should his attempts to buy them fail.

His actions should certainly arouse the PCs' suspicions. And his meetings with the ungodly will be an added distraction for the PCs.

## **Clues and Pointers**

#### **Travel Brochure**

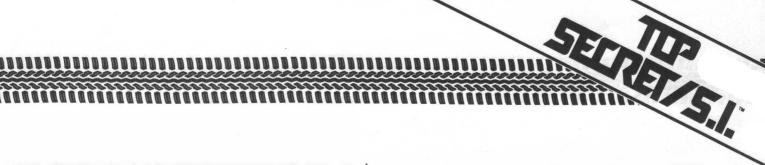
In Buonanno's apartment (see below), the PCs will find a travel brochure describing the International Lapidary Exhibit to be held in Monte Carlo starting in two days.

The main attraction of the Exhibit will be the first showing of the most exquisitely carved scarabs from some of the finest collections around the world.

The brochure is meant to be the PCs' first clue to head for Monte Carlo. The second is the piece of burned note described under Buonanno's Apartment, below.

#### **Burning Issues**

The fireplace of Buonanno's apartment contains the ashen remains of his personal notes. Most of them have nothing to do with the microfilm.



If the PCs get to the fireplace in time to save some scraps, they will find the half burned remains of a newspaper clipping describing the collections from New York that are going to the International Exhibit.

The story's main thrust is of a priceless collection of scarabs from a private collection that will be displayed. If the PCs delve into the details of this collection, they will find that the scarabs are carved images, there is not a ring or pin in the bunch.

Enterprising players may have their PCs ferret out the entire article from back issues of the newspaper. In this case, they will find that there are at least four displays from the United States being sent to Monte Carlo:

The Morris Scarab Collection: the largest set of Egyptian scarabs in the United States. The collection contains not pins or rings, just carvings. They are made of almost every conceivable precious and semi-precious stone.

The Rajah's Pearls: a set of matched pearl necklaces, bracelets and earrings.

The Golden Rain: a two-piece adornment made of 18 karat gold braided strings. The headpiece flows like a page boy haircut to the shoulders where it meets a similar necklace. The combined effect is as if gold were flowing over the person's head.

The Rings of Truth: Whimsically titled by their owner, Nelson Skarrup, this collection is made up of rings worn by high church officials. Some are priceless works of art dating from the time of the Medicis. Others are unadorned and simple, but have images carved on them by master craftsmen.

The problem with the Rings of Truth, though this will not be reported in the newspaper, is that many of them are fakes. Skarrup, who has lost a lot of money in the recent stock market debacle and through bad gambling, has had to sell off a number of pieces and replace them.

#### The Program

If the PCs gain entrance to the exhibit, they will receive a program which will give a simple floorplan and a listing of the jewels being displayed.

Among the listing is the Skarrup Ring, from the collection of New York financier Nelson Skarrup.

It is likely that one of the players may figure out this clue early on.

## Locations

#### **Buonanno's Apartment**

The most logical place for the PCs to start their investigation is at Buonanno's apartment. When they get there, they will find the place ransacked. There is a fire going in the fireplace which is about 20 feet from the apartment door.

And a man outside the window on the fire escape.

There were two Generic 35 Web thugs sent to gather up whatever documents Buonanno had in the apartment. They had smashed the microfilming equipment and were in the process of burning the notes when the PCs came to the door.

They tossed the papers into the fireplace and made for the window. One will take off with the information while the other will fire at the PCs with his 9mm Parabellum Mauser. He hopes to pin down the PCs long enough to let the evidence burn and buy his partner enough time to escape.

The Thug will get out on the fire escape and crouch down giving himself Hard Cover except for Hit Locations 0, 4 and 6. (See pages 63-64 of the Players Guide for details on Hard Cover rules.)

The PCs will have to get to the fireplace in spite of the Web gunman.

If the PCs do not get to the fireplace within four turns, all evidence will be destroyed. If they get there before then, they will find some scraps of unburned paper. Most of the unburned pieces contain just sentence fragments and words. But there is one that says "exhibit . . . 5 p.m . . . Monaco."

If you wish to create this piece of evidence, write the words down in the corner of a piece of paper and then tear the corner off. Blacken the edges with a pencil to make it look burnt. A further search of the apartment will reveal a brochure for the International Lapidary Show to start in Monte Carlo in two days. The featured exhibit will be the worlds greatest display of Egyptian scarabs. (See Travel Brochure under Clues and Pointers, above.)

The PCs may want to have the rest of the ashes recovered and treated so they can be read, but this will require a special team of Orion technicians and will take more than three days to do the procedures.

# International Jewelry Exhibit

Where else would one gather the finest jewels in the world but in the world's most gorgeous resort?

Thus was Monte Carlo chosen for the International Jewelry Exhibit. The owners of the most fabulous jewel collections were invited to display their best pieces. The best jewelers were also invited to show their wares and, if they wish, to participate in the auction.

The exhibit is a four day event capped by the auction. Any proceeds from the auction over and above the cost of the jewels will be given to the royal family's favorite charity.

Day one is the Grand Opening of the exhibit hall. Celebrity guests, visiting dignitaries and the world's wealthiest will all gather for the outdoor party, complete with band. This will be the PCs opportunity to meet with most of the NPCs.

Day two will find the exhibit hall open to the public, with no planned special activities.

Day three is the night of the Masque Ball. A costume party in the exhibit hall's ballroom for special invited guests.

Day four will have the auction in the morning then a farewell party in the afternoon.

This general schedule will give the PCs plenty of opportunities to mingle and interact. It will also

give them more than enough chances to carry out whatever plans they come up with.

The NPCs have some plans of their own, though.

David Grant will use the Masque Ball as a cover for stealing the Skarrup ring collection. During the ball, which he will attend disguised as a court jester, Grant will slip outside, doffing most of his costume except for the black tights. He will get his equipment and climb to the roof of the exhibit hall.

Since Grant has already captured the PCs' attention (see his background above for details), it is likely that they will follow him and observe his actions. What the PCs do about their observations is up to the players, but you should be ready for just about anything.

The collection is directly under the skylight on a pressure sensitive plate. Grant is planning on opening the skylight, and lowering himself down using a remote-controlled winch.

He will then cut through the display case's glass top and remove the entire collection, being very careful to replace the rings with a weight so as to not set off the pressure sensitive alarm. (If the PCs try this method, it will require a DEX check.)

Grant will be very upset to discover that the jewelry is imitation. He will not find the microfilm. If the players have not discerned the location of the microfilm and recovered it before Grant steals the Skarrup ring collection, they will have to find him to get the microfilm, with, of course, Annette Ellison and her Web Thugs hot on their tail.

Grant's plan is not carved in stone, you can change it as you see fit. For example, if the PCs are planning on stealing the scarab collection, it might be interesting for Grant to be stealing the ring collection at the same time. This will pose a dilemma for the PCs. You might also decide that a mistake by Grant sets off the alarms, which will force the PCs to flee the exhibit hall. The situation is rich with possibilities.

# 

# The Masque Ball

Just a few points here. Among the guests will be several police officers and royal guards. Also, two armed guards will be on duty all evening at the doors to the exhibit hall.

All the NPCs will be at the ball. They will be wearing fabulously expensive Belle Epoque costumes, similar to the attire worn by the French monarchy during the 17th century.

The royal philharmonic will be providing the music for the evening which will lean heavily to slow dances, with a few faster ones thrown in. (It's very difficult to do the Funky Chicken while wearing a skirt that weighs close to thirty pounds.)

# The Exhibit Hall

If the PCs decide to steal the jewels, the tensest moments in the adventure will take place here.

There is no way to accurately predict the exact method the players will choose for the PCs to break into the exhibit hall. General information on the security devices in the hall can be found out by the PCs through observation, asking or chicanery. You should use discretion on how much information you give the PCs.

All the single- and double-doors and windows are noted on the floorplan in Book Two and are all locked and alarmed. The sills of the windows are six feet above the ground. The locks on the windows are three feet above that. To reach the window locks, the PCs must climb up on the sill or find some way to reach the locks.

There is a skylight over the main exhibit hall. It is also locked and alarmed.

#### Locks

All exterior and interior doors in the exhibit hall are locked. On the diagram, you will see a number or numbers next to a door. These are the numerical ratings for the locks on the door. This number is

subtracted from the Lockpicking skill of any PC attempting to pick that lock. If there are two numbers next to the door separated by a slash (/), then the door has more than one lock and the numbers are the ratings of the individual locks which must be picked.

#### Guards

Guards patrol the outside of the exhibit hall. They are a special detachment from the Royal Guards of the palace (see Book 1 for characteristics).

During the day, five guards make their rounds, passing any given point every ten minutes. At night, the guard is doubled, passing any given point every five minutes. The guards are armed and carry flashlights and walkie-talkies (see pages 8-9 of the Equipment Inventory).

They will investigate any sound or suspicious shadows.

Inside, there are seven guards in the security rooms. Once an hour, the alarms are shut off by the security chief and the guards make their rounds. This takes about ten minutes time.

#### **Circuit Alarms**

In addition to picking the locks on any doors or windows, the PCs will also have to deactivate the circuit alarms (page 15 of the Administrators Guide).

To deactivate a circuit alarm make a Electronics skill check for the PC making the attempt. If he is attempting a window subtract 50 from his chance; if a door or the skylight, subtract 60.

#### **Infrared Sensors**

The floorplan for the exhibit hall shows the locations of the infrared sensors. Is there anyone who watches television who doesn't know how to get past these devices?

A complex arrangements of mirrors can be put together so that the beams can deflected from mirror to mirror and to the receptors. A person can then crawl through the center of the framework very carefully but very safely.

To build the framework and position the mirrors correctly, the PC will have to get an idea of layout

of the sensors. He can do this through observation and a successful INT check. (Give any important NPCs who are nearby an INT check to notice the PC studying the sensors.)

Then he must build the framework, figure out the angles for the mirrors and position them just right. This is accomplished by a successful Engineering skill check or a 1/2 Construction skill check. (McLaren has all the necessary components for the framework.)

(You should make these rolls for the players, allowing them to sacrifice Luck Points if they wish. Make a note of the number you roll, if the check did not succeed. Apply the difference between the number rolled and the number needed for success as a negative modifier to the following DEX check. In this way, the PCs will always have a chance of success.)

The PC who places the framework in the doorway must make a successful DEX check to make sure he does not break the beam and set off the alarm.

If the framework is successfully positioned, the PC must then wriggle or crawl through by making another successful REF check. If this check fails, the PC jostled the framework and set off the alarms.

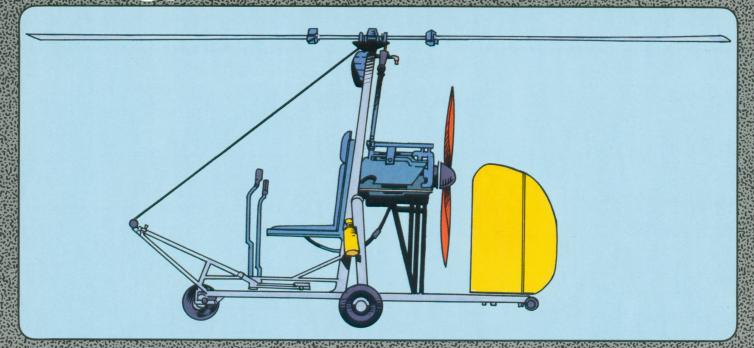
#### Oops

All right, the PCs (or someone) set off the alarms.

The first thing that happens is the emergency lights go on, flooding the interior of the exhibit hall with light. Alarm bells go off both inside and outside the building; this will alert the guards and neighborhood that something is amiss. The triggered alarm's location lights up on the security chief's control panel and he then dispatches guards to the trouble spot. Any other triggered alarms will also light up. The security chief will communicate with his men via walkie-talkies.

The exhibit hall will be surrounded and sealed. A methodical search will be made of the premises. Any person who is not a member of the security team will be arrested and held for questioning. Even if the Prince himself were in the building, he would be taken away.





Max Speed 80

Stall Speed 25 Ceiling 10

Protection 0

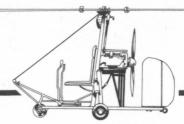
Range

Normal 140 High Performance 100 Accommodations

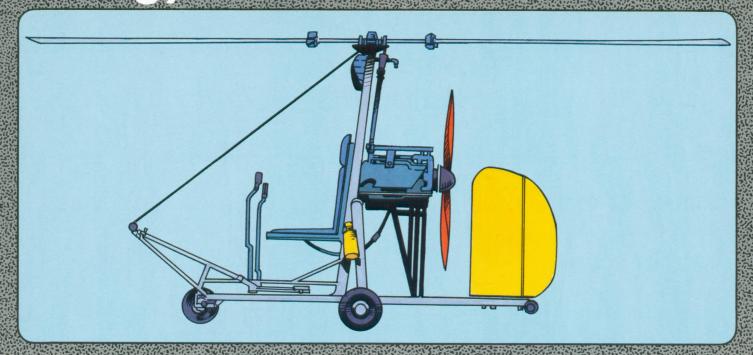
Single seat, pilot exposed. Seat belt. Floor control column for all piloting functions.

### **Description/Special Notes**

The autogyro is a lightweight air vehicle that can be disassembled or reassembled in approximately 3 hours. It is not a helicopter, and requires a take-off run of approximately 150 feet to become airborne. A kit costs about \$1,000.



Owner:		
Maximum Speed: tall Speed:		ng:
3-4-5		
Gasoline Tank Hits		Engine Hits
6-7		AIRCRAFT DAMAGE DIAGRAM  0 Cooling or lubrication system 1 Windshield or side windows 2 Left wing, right wing, or rotor(helicopters) *
SPECIAL EQUIPMENT/NOTES	8-9	3 Left tailplane or right tailplane 4 Propellor, engine housing (jets), or rotor (helicopters) 5 Left front body 6 Left rear body 7 Right front body 8 Right rear body 9 Tail or tail-rotor (helicopters) 10 Gas tank 11 Engine 12 Controls • When all wing spaces are gone, or on a critical hit to the wings, or when the landing gear are extended, this can be considered a landing gear hit.
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Max Speed 80 Stall Speed 25 Ceiling 10

Protection 0

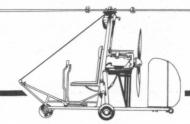
Range

Normal 140 High Performance 100 Accommodations

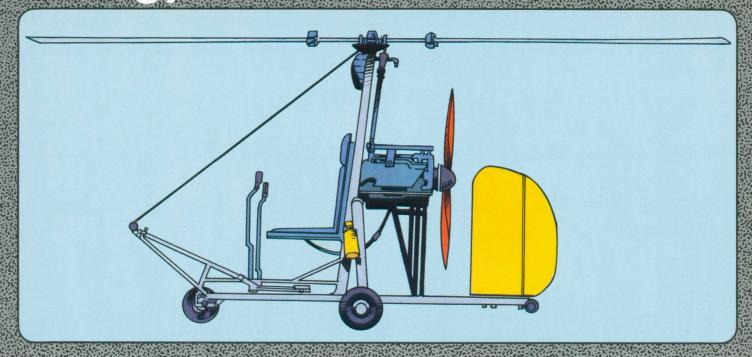
Single seat, pilot exposed. Seat belt. Floor control column for all piloting functions.

### **Description/Special Notes**

The autogyro is a lightweight air vehicle that can be disassembled or reassembled in approximately 3 hours. It is not a helicopter, and requires a take-off run of approximately 150 feet to become airborne. A kit costs about \$1,000.



Owner:	
Maximum Speed: Stall Speed:	
3-4-5	
Gasoline Tank Hits	Engine Hits
6-7	
	AIRCRAFT DAMAGE DIAGRAM  0 Cooling or lubrication system 1 Windshield or side windows 2 Left wing, right wing, or rotor(helicopters) *
SPECIAL EQUIPMENT/NOTES	8 9  8 1
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Max Speed 80 Stall Speed 25

Ceiling 10

Protection 0

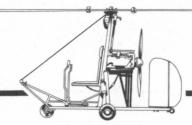
Range

Normal 140 High Performance 100 Accommodations

Single seat, pilot exposed. Seat belt. Floor control column for all piloting functions.

### **Description/Special Notes**

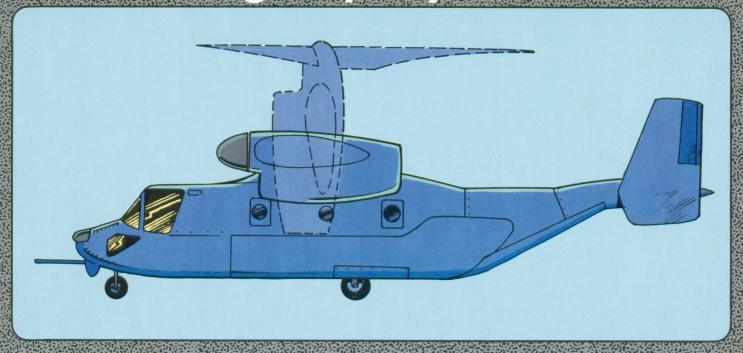
The autogyro is a lightweight air vehicle that can be disassembled or reassembled in approximately 3 hours. It is not a helicopter, and requires a take-off run of approximately 150 feet to become airborne. A kit costs about \$1,000.



Ceiling:
2
Engine Hits
AIRCRAFT DAMAGE DIAGRAM  0 Cooling or lubrication system 1 Windshield or side windows 2 Left wing, right wing, or rotor(helicopters) * 3 Left tailplane or right tailplane
8 — 9  1 Propellor, engine housing (jets), or rotor (helicopters)  5 Left front body 6 Left rear body 7 Right front body 8 Right rear body 9 Tail or tail-rotor (helicopters) 10 Gas tank 11 Engine 12 Controls  10 When all wing spaces are gone, or on a critical hit to the wings, or when the landing gear are extended, the can be considered a landing gear hit.

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# Bell/Boeing Osprey



Max Speed 400

Stall Speed Ceiling

15

Protection -30

### Range

Normal 2000 High Performance 800

#### Accommodations

Pilot and co-pilot seats, each with complete set of controls. Cabin can be outfitted for cargo carrying of more than 3 tons, a luxury cabin with accommodations for 8, or passenger compartment for 45 passengers and baggage.

### **Description/Special Notes**

This aircraft is capable of vertical take-offs and landings, with the rotors in the horizontal position, but has the performance of a standard twin-engine aircraft in the air. Currently under development for the US Armed Forces, it can be fitted with radar, sonar, and other advanced electronic equipment. The cost per plane is around \$30,000,000.



Owner:	
Maximum Speed:	Ceiling:
Stall Speed:	
2 Engine Hits  SPECIAL EQUIPMENT/NOTES	AIRCRAFT DAMAGE DIAGRAM  O Cooling or lubrication system  Windshield or side windows  Left wing, right wing, or rotor(helicopters) *  Left tailplane or right tailplane  Propellor, engine housing (jets), or rotor (helicopters)  Left trear body Right front body Right rear body Tail or tail-rotor (helicopters)  Gas tank Legine Controls  When all wing spaces are gone, or on a critical hit to the wings, or when the landing gear are extended, this can be considered a landing gear hit.
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# Bell Jeiranger



Max Speed 140 Stall Speed Ceiling

13

Protection – 10

### Range

Normal 450 High Performance 300

#### Accommodations

Offers two forward seats (dual controls optional) and a rear bench seat for three passengers. Doors, hinged forward, to either side of cabin. Small baggage compartment in rear of cabin.

### **Description/Special Notes**

The Jetranger can be fitted with pontoons, or stored floats for water landings. The floats can be inflated while the helicopter is airborne. The Jetranger costs about \$250,000.



# Bell Jetranger

Owner:	
Maximum Speed: Stall Speed:	Ceiling:
Engine Hits  7  11  12  10  Gasoline Tank Hits  SPECIAL EQUIPMENT/NOTES	AIRCRAFT DAMAGE DIAGRAM  0 Cooling or lubrication system 1 Windshield or side windows 2 Left wing, right wing, or rotor(helicopters)* 3 Left tailplane or right tailplane 4 Propellor, engine housing (jets), or rotor (helicopters) 5 Left front body 6 Left rear body 7 Right front body 8 Right rear body 9 Tail or tail-rotor (helicopters) 10 Gas tank 11 Engine 12 Controls  *When all wing spaces are gone, or on a critical hit to the wings, or when the landing gear are extended, this can be considered a landing gear rare extended, this can be considered a landing gear list.

# Bell 214ST Super Transport



Max Speed 159 Stall Speed Ceiling 14

Protection – 15

### Range

Normal 520 High Performance 400

#### Accommodations

Seating and dual controls for pilot and co-pilot. Can be fitted with up to 18 passengers seats, in three rows across cabin plus two bench seats. Large doors on each side. Seats are removable for cargo carrying.

### **Description/Special Notes**

This helicopter has been designed as an economical machine capable of carrying many passengers, or a significant (320 cubic feet) load of cargo. All important systems are equipped with backups. Used for military transport and reconnaisance, as well as civilian cargo and passenger hauling, and costs about \$2,000,000.



### **Bell 214ST Super Transport**

Owner:		
Maximum Speed: Stall Speed:		
SPECIAL EQUIPMENT/NOTES	0 Cooli 1 Wind 2 Left v or rot 3 Left t 4 Prop rotor 5 Left t 6 Left t 7 Right 8 Right 9 Tail o 10 Gas 11 Engi 12 Cont ' When all w the wings,	ne

# Cessna Model 208 Caravan



Max Speed 202 Stall Speed 70

Ceiling

30

Protection -25

Range

Normal 1500 High Performance 800 Accommodations

Carries pilot and up to 9 passengers, or 3,000 lb. or cargo. Cabin is heated/air-conditioned. Seats are two and three abreast, with aisle down middle of cabin.

#### **Description/Special Notes**

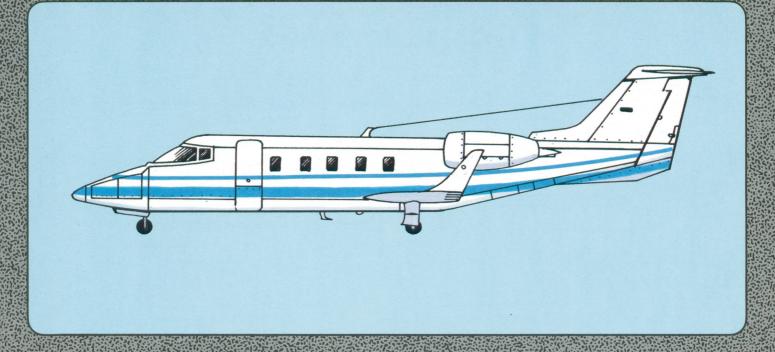
The Caravan is designed to carry heavy loads quickly. It can land and take off at rough, unprepared strips. It is easily modified to carry weather radar and oxygen systems, and costs about \$65,000.



### Cessna Model 208 Caravan

Owner:	
Maximum Speed:	Ceiling:
Stall Speed:	
	4 A O O O O O O O O O O O O O O O O O O
	6
SPECIAL EQUIPMENT/NOTES	AIRCRAFT DAMAGE DIAGRAM  O Cooling or lubrication system  Windshield or side windows  Left wing, right wing, or rotor(helicopters) *  Left tailplane or right tailplane  Propellor, engine housing (jets), or rotor (helicopters)  Left front body  Left rear body  Right front body  Right front body  Right rear body  Tail or tail-rotor (helicopters)  Gas tank  Engine  Controls  When all wing spaces are gone, or on a critical hit to the wings, or when the landing gear are extended, this can be considered a landing gear hit.

# Gales Leariel 55



Max Speed 500 Stall Speed 120 Ceiling 51

Protection -33

#### Range

Normal 2500 High Performance 1200

#### Accommodations

Enclosed flight deck has dual controls. Seating for 8 passengers in wide cabin, with two folding tables, small galley, and toilet. Baggage space at rear of cabin and in nose.

#### **Description/Special Notes**

The Learjet 55 is a wide-bodied business aircraft that sells for around \$5,000,000. Cabin is fully pressurized and climate controlled, and aircraft includes full complement of instruments.



### Gates Learjet 55

Owner: Maximum Speed: \_\_\_\_\_ Ceiling: \_\_\_\_\_ Stall Speed: \_\_\_\_\_ 5 11 2 **Engine Hits Engine Hits** Gasoline Tank Hits AIRCRAFT DAMAGE DIAGRAM 0 Cooling or lubrication system 1 Windshield or side windows 2 Left wing, right wing, or rotor(helicopters) \* 3 Left tailplane or right tailplane SPECIAL EQUIPMENT/NOTES 4 Propellor, engine housing (jets), or rotor (helicopters) 5 Left front body 6 Left rear body 7 Right front body 8 Right rear body 9 Tail or tail-rotor (helicopters) 10 Gas tank 11 Engine 12 Controls \* When all wing spaces are gone, or on a critical hit to the wings, or when the landing gear are extended, this can be considered a landing gear hit.



Max Speed 170 Stall Speed 60

Ceiling 15

Protection –25

#### Range

Normal 1000 High Performance 600

#### **Accommodations**

Carries pilot and five passengers, with considerable baggage capacity. Enter through upward hinged window sections. Seats are removeable. Aircraft has full dual set of controls.

#### **Description/Special Notes**

The Renegade can land on water or land, in short distances. Includes full instrument-flying capability. Handles smoothly in the water. The plane can travel up to 60 mph in the water (functioning as a boat). The plane's speed is treated as a negative number for its handling rating when it does so - at 40 mph, its HR is -40. It costs about \$55,000.



Owner:	
Maximum Speed: Ceiling:	
Stall Speed:	
5 12 1 7	
2	2
Engine Hits  Gasoline Tar  10  8	nk Hits
	AIRCRAFT DAMAGE DIAGRAM
SPECIAL EQUIPMENT/NOTES	<ul> <li>0 Cooling or lubrication system</li> <li>1 Windshield or side windows</li> <li>2 Left wing, right wing, or rotor(helicopters) *</li> <li>3 Left tailplane or right tailplane</li> <li>4 Propellor, engine housing (jets), or rotor (helicopters)</li> <li>5 Left front body</li> <li>6 Left rear body</li> <li>7 Right front body</li> <li>8 Right rear body</li> <li>9 Tail or tail-rotor (helicopters)</li> <li>10 Gas tank</li> <li>11 Engine</li> <li>12 Controls</li> <li>When all wing spaces are gone, or on a critical hit to the wings, or when the landing gear are extended, this can be considered a landing gear hit.</li> </ul>



Max Speed 170 Stall Speed 60

Ceiling 15

Protection –25

#### Range

Normal 1000 High Performance 600

#### Accommodations

Carries pilot and five passengers, with considerable baggage capacity. Enter through upward hinged window sections. Seats are removeable. Aircraft has full dual set of controls.

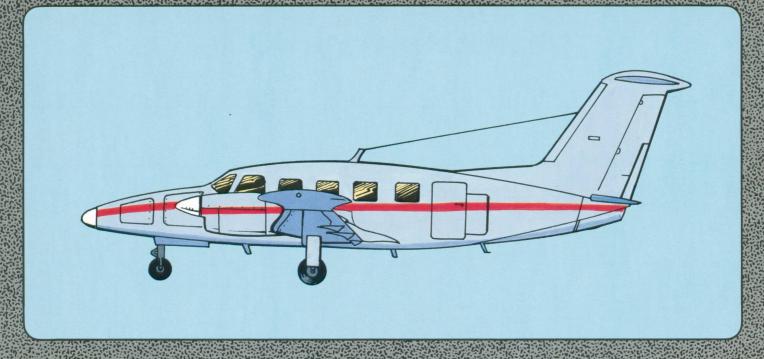
### **Description/Special Notes**

The Renegade can land on water or land, in short distances. Includes full instrument-flying capability. Handles smoothly in the water. The plane can travel up to 60 mph in the water (functioning as a boat). The plane's speed is treated as a negative number for its handling rating when it does so - at 40 mph, its HR is -40. It costs about \$55,000.



Owner:	
Maximum Speed:	Ceiling:
5 12	
2	1 2
Engine Hits	Gasoline Tank Hits
6	AIRCRAFT DAMAGE DIAGRAM
39	0 Cooling or lubrication system 1 Windshield or side windows 2 Left wing, right wing, or rotor(helicopters) *
SPECIAL EQUIPMENT/NOTES	3 Left tailplane or right tailplane 4 Propellor, engine housing (jets), or rotor (helicopters) 5 Left front body 6 Left rear body 7 Right front body 8 Right rear body 9 Tail or tail-rotor (helicopters) 10 Gas tank 11 Engine 12 Controls  When all wing spaces are gone, or on a critical hit to the wings, or when the landing gear are extended, this can be considered a landing gear hit.

### Piper Cheyenne 400



Max Speed 400 Stall Speed 100

Ceiling 41

Protection -30

#### Range

Normal 2500 High Performance 1400

#### **Accommodations**

Separate flight deck for pilot and copilot. Cabin seats 8, with two rearfacing seats at the front and the rest facing forward. Cabin contains table and enclosed toilet area, as well as large baggage space. Small baggage compartment in nose of aircraft.

#### **Description/Special Notes**

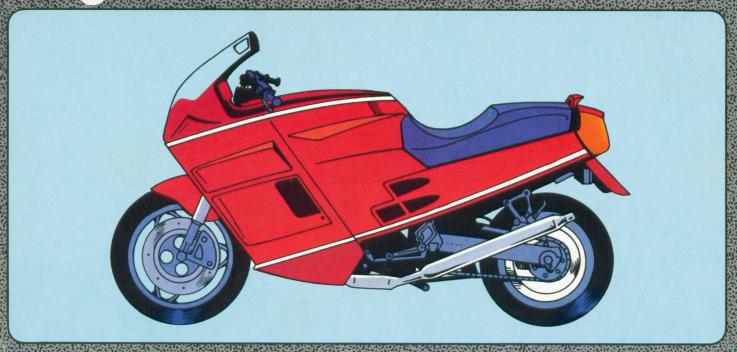
The Piper Cheyenne 400 is the only commercial/business turboprop airplane capable of reaching 400 mph. The cabin arrangements can be varied to add more luxury, or utility (special equipment such as radar or cargo), or additional passengers. The plane holds a number of speed records, and is capable of extremely high altitude flight as well. The Cheyenne sells for \$2,000,000.



# Piper Cheyenne 400

Owner: Maximum Speed: \_\_\_\_\_ Ceiling: \_\_\_\_\_ Stall Speed: \_\_\_\_\_ 5 **Engine Hits Engine Hits** Gasoline Tank Hits 10 AIRCRAFT DAMAGE DIAGRAM 0 Cooling or lubrication system 1 Windshield or side windows 2 Left wing, right wing, or rotor(helicopters) 3 Left tailplane or right tailplane SPECIAL EQUIPMENT/NOTES 9 4 Propellor, engine housing (jets), or rotor (helicopters) 5 Left front body 6 Left rear body 7 Right front body 8 Right rear body 9 Tail or tail-rotor (helicopters) 10 Gas tank 11 Engine 12 Controls \* When all wing spaces are gone, or on a critical hit to the wings, or when the landing gear are extended, this can be considered a landing gear hit.

### Cagiva/Ducati Paso



Max Speed 123 Acceleration 28

Handling

+20

Braking

60

Protection – 10

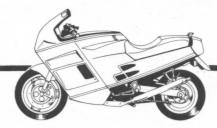
Range

Normal 286 High Performance 230 Accommodations

Can carry two passengers, but seat is designed to hold one person comfortably.

#### **Description/Special Notes**

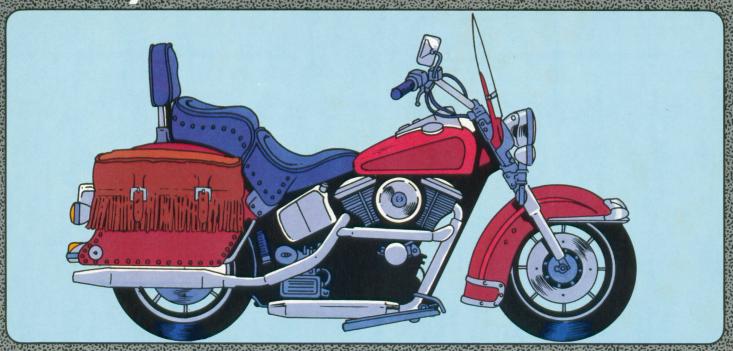
This powerful motorcycle is the fastest non-Japanese machine on the market. The design is highly aerodynamic, enabling a single rider to lie along the top of the gas tank to achieve maximum performance. The cost: about \$6,500.



# Cagiva/Ducati Paso

Owner:	
Maximum Speed: Acceleration: Handling:	Protection Rating:
Gasoline Tank Hits	2 12 12 Engine Hits
5-6	7 — 8
SPECIAL EQUIPMENT/NOTES	MOTORCYCLE/SNOWMOBILE DAMAGE DIAGRAM  0 Cooling or lubrication system 1 Windshield or passenger 2 Front tire or ski (for snowmobile) 3 Rear tire or tread (for snowmobile) 4 Engine 5-6 Passenger (left side) 7-8 Passenger (right side) 9-10 Gas tank 11 Engine 12 Controls

### Harley-Davidson Electra Glide



Max Speed 96 Acceleration 24

Handling

+20

Braking

50

Protection – 10

Range

Normal 200 High Performance 160 Accommodations

2 passenger cycle offers solid, smooth ride. Fairings shield riders from wind and noise. Luggage compartments attached to rear of machine.

#### **Description/Special Notes**

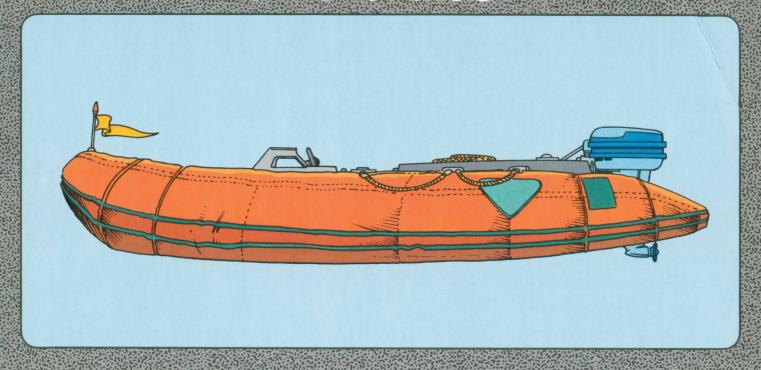
This is a modified version of the Harley classic first introduced in the 1960s. It is heavy and powerful. Though not as fast as many motorcycles, it is virtually unmatched in the comfort of its ride. It costs about \$7,000.



### Harley-Davidson Electra Glide

Owner:	
Maximum Speed: Acceleration: Handling:	_ Protection Rating:
0	
Gasoline Tank Hits	Pagine Hits  Engine Hits
5-6	7 - 8
SPECIAL EQUIPMENT/NOTES	MOTORCYCLE/SNOWMOBILE DAMAGE DIAGRAM  0 Cooling or lubrication system 1 Windshield or passenger 2 Front tire or ski (for snowmobile) 3 Rear tire or tread (for snowmobile) 4 Engine 5-6 Passenger (left side) 7-8 Passenger (right side) 9-10 Gas tank 11 Engine 12 Controls

### Airboat Powercruise



Max Speed 50 Acceleration 10

Handling

-10

Braking

15

Protection 0

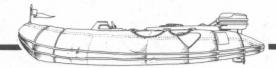
Range

Normal 500 High Performance 400 Accommodations

This is an inflatable craft with seating for 8 passengers and no baggage, or a smaller number of passengers plus equipment.

#### **Description/Special Notes**

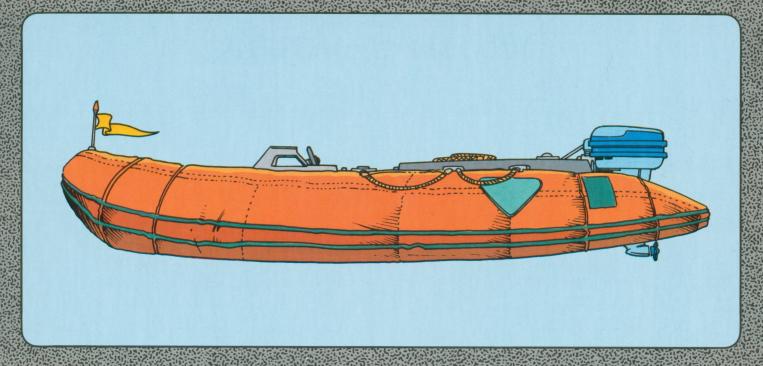
The Powercruise is very vulnerable to attacks, as any hit with a bullet or sharp object will puncture the hull. However, it is made of 4 independent air compartments, and all four must be punctured before the boat will sink. If any two are deflated, however, it can no longer make headway with the motor. The boat weighs 120 pounds, and folds up small enough to fit into a large suitcase. The Airboat is remarkably seaworthy, and can negotiate rough ocean water for short distances. The cost is \$15,000.



### **Airboat Powercruise**

Owner:	
Maximum Speed:	
Acceleration:	Protection Rating:
Handling:	
2-3	6-7
	Gasoline Tank Hits
4-5	8 - 9
SPECIAL EQUIPMENT/NOTES	BOAT DAMAGE DIAGRAM  0-1 Windshield or side windows
	Engine Hits  2 Left bow 3 Sail or left bow 4 Left stern 5 Sail or left stern 6 Right bow 7 Sail or right bow 8 Right stern 9 Sail or right stern 10 Gas tank 11 Engine 12 Controls

# Airboot Powereruise



Max Speed 50 Acceleration 10

Handling

-10

Braking

15

Protection 0

#### Range

Normal 500 High Performance 400

#### Accommodations

This is an inflatable craft with seating for 8 passengers and no baggage, or a smaller number of passengers plus equipment.

#### **Description/Special Notes**

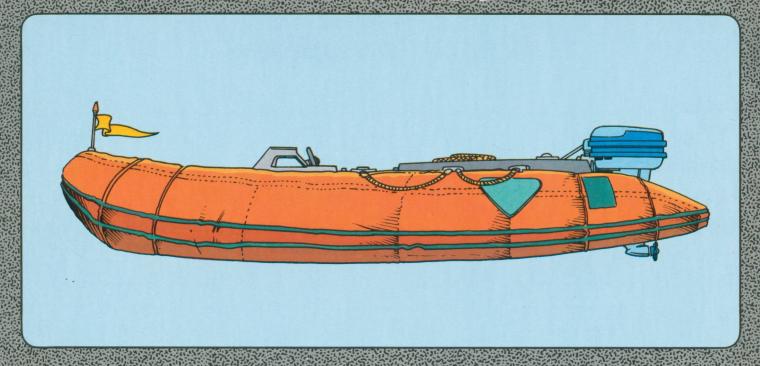
The Powercruise is very vulnerable to attacks, as any hit with a bullet or sharp object will puncture the hull. However, it is made of 4 independent air compartments, and all four must be punctured before the boat will sink. If any two are deflated, however, it can no longer make headway with the motor. The boat weighs 120 pounds, and folds up small enough to fit into a large suitcase. The Airboat is remarkably seaworthy, and can negotiate rough ocean water for short distances. The cost is \$15,000.



### Airboat Powercruise

Owner:	
Maximum Speed: Acceleration: Handling:	Protection Rating:
2—3  4—5  SPECIAL EQUIPMENT/NOTES	Gasoline Tank Hits  Boat Damage Diagram  O-1 Windshield or side windows 2 Left bow 3 Sail or left bow 4 Left stern 5 Sail or left stern 6 Right bow 7 Sail or right stern 9 Sail or right stern 10 Gas tank 11 Engine 12 Controls

# Airboat Powereruise



Max Speed 50 Acceleration 10

Handling

-10

Braking

15

Protection 0 Range

Normal 500 High Performance 400 Accommodations

This is an inflatable craft with seating for 8 passengers and no baggage, or a smaller number of passengers plus equipment.

#### **Description/Special Notes**

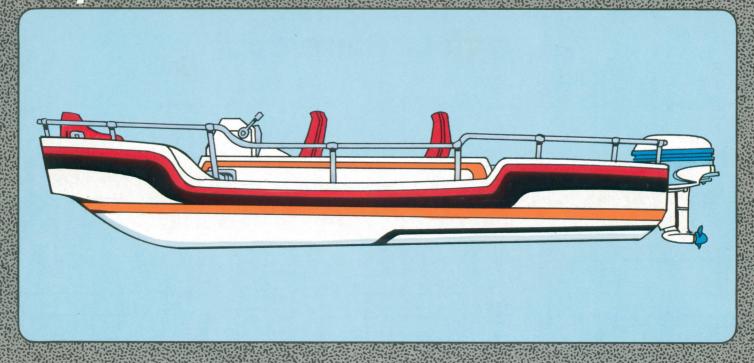
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### **Airboat Powercruise**

Owner:	
Maximum Speed: Acceleration:	
Handling:	
2-3	6-7
	Casalina Tank Hita
	Gasoline Tank Hits
)	
4-5	8 – 9
SPECIAL EQUIPMENT/NOTES	BOAT DAMAGE DIAGRAM  0-1 Windshield or side windows
	Engine Hits  2 Left bow 3 Sail or left bow 4 Left stern 5 Sail or left stern 6 Right bow 7 Sail or right bow 8 Right stern 9 Sail or right stern 10 Gas tank 11 Engine 12 Controls

# Aguadeck Powerboat



Max Speed 50 Acceleration 8

Handling

15

Braking

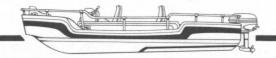
Protection -10 Range

Normal 600 High Performance 500 **Accommodations** 

This is an open boat with seating for 10 passengers, or sleeping accommodations for 5. A small galley and storage hold are in the center of the boat.

#### **Description/Special Notes**

The Aquadeck is a versatile craft with a large cargo/passenger capacity, but limited seaworthiness. It can be outfitted with dual outboards, for a cost of about \$22,000.



### Aquadeck Powerboat

Owner: Maximum Speed: \_\_\_\_\_\_ Braking: \_\_\_\_\_ Acceleration: \_\_\_\_\_ Protection Rating: \_\_\_\_\_ Handling: \_\_\_\_\_ **Engine Hits** 10 11 Gasoline Tank Hits **BOAT DAMAGE DIAGRAM** SPECIAL EQUIPMENT/NOTES 0-1 Windshield or side windows 2 Left bow 3 Sail or left bow 4 Left stern 5 Sail or left stern 6 Right bow 7 Sail or right bow 8 Right stern 9 Sail or right stern 10 Gas tank 11 Engine

12 Controls



Max Speed 62 Acceleration 10

Handling

+15

Braking

15

Protection -20

Range

Normal 300 High Performance 200 Accommodations

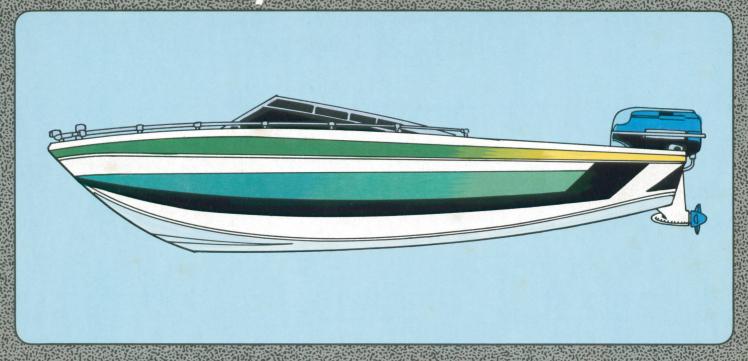
The Glassron Special has seats for 7 in the hull. These can be folded down to create sleeping space for 3 passengers.

#### **Description/Special Notes**

This speedy runabout can tow up to 4 water skiers at a time. It is ideally suited for lake and river operations, though it can negotiate ocean water on a mild day. The cost is about \$30,000.



Owner:	
Maximum Speed: Acceleration: Handling:	Protection Rating:
6-7	8-9
	Engine Hits  O-1  10  11  Engine Hits
2-3	4 - 5
SPECIAL EQUIPMENT/NOTES	BOAT DAMAGE DIAGRAM  0-1 Windshield or side windows  2 Left bow  3 Sail or left bow  4 Left stern  5 Sail or left stern  6 Right bow  7 Sail or right bow  8 Right stern  9 Sail or right stern  10 Gas tank  11 Engine  12 Controls



Max Speed 62 Acceleration 10

Handling

+15

Braking

15

Protection –20

Range

Normal 300 High Performance 200 Accommodations

The Glassron Special has seats for 7 in the hull. These can be folded down to create sleeping space for 3 passengers.

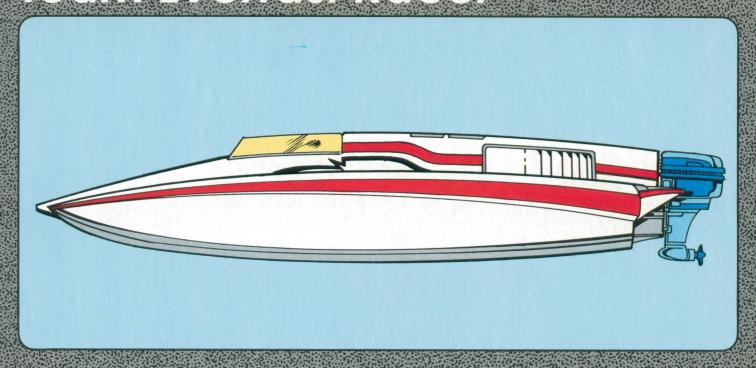
#### **Description/Special Notes**

This speedy runabout can tow up to 4 water skiers at a time. It is ideally suited for lake and river operations, though it can negotiate ocean water on a mild day. The cost is about \$30,000.



Owner:	
Maximum Speed: Acceleration: Handling:	Protection Rating:
6-7	8-9
	Engine Hits  O-1  O-1  O-1  O-1  O-1  O-1  O-1  O-
2-3	4-5
SPECIAL EQUIPMENT/NOTES	Gasoline Tank Hits  BOAT DAMAGE DIAGRAM  0-1 Windshield or side windows 2 Left bow 3 Sail or left bow 4 Left stern 5 Sail or left stern 6 Right bow 7 Sail or right bow 8 Right stern 9 Sail or right stern 10 Gas tank 11 Engine 12 Controls

### Team Everfast Racer



Max Speed 120 Acceleration 22

Handling

+10

Braking

18

Protection -20

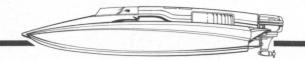
Range

Normal 400 High Performance 300 Accommodations

The Everfast Racer has an open cockpit with room for a single driver. However, the hull is hollow and primarily empty, so it can be modified to carry an additional passenger or other special equipment.

#### **Description/Special Notes**

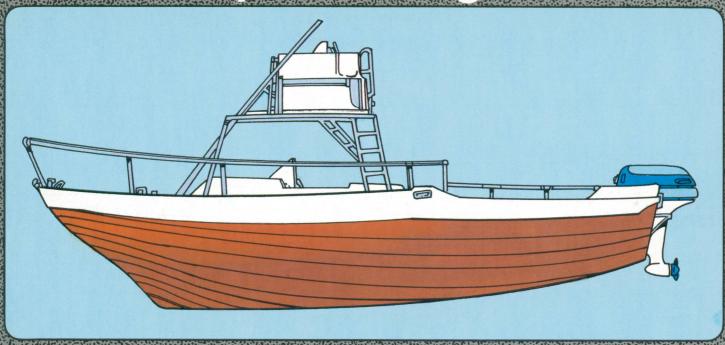
This is one of the fastest boats in the world. It is equally at home on a smooth river, or crossing rolling ocean swells. Although its practical applications are limited, modifications to increase its utility will not hamper its performance greatly - the craft will lose 10% of its speed and acceleration for every 200 pounds of passenger or equipment added. The boat costs \$100.000.



### Team Everfast Racer

Owner:	
Maximum Speed: Acceleration: Handling:	Protection Rating:
6-7	8-9
	Engine Hits  O-1  O-1  O-1  O-1  O-1  O-1  O-1  O-
2-3	4-5
SPECIAL EQUIPMENT/NOTES	Gasoline Tank Hits  BOAT DAMAGE DIAGRAM  0-1 Windshield or side windows 2 Left bow 3 Sail or left bow 4 Left stern 5 Sail or left stern 6 Right bow 7 Sail or right bow 8 Right stern 9 Sail or right stern 10 Gas tank 11 Engine 12 Controls

# Sea Lion Sportfishing Yacht



Max Speed 40 Acceleration 6

Handling

-20

Braking

8

Protection –40

Range

Normal 900 High Performance 750 Accommodations

The Sea Lion can accommodate a crew of two, and up to eight passengers. There are sleeping quarters for 6 below decks, as well as a small galley.

#### **Description/Special Notes**

This powerful, but large boat can be loaded with special equipment, including small sonar units, radar, and even satellite communications devices. Its two outboards insure that if one engine is incapacitated the boat can continue to operate. The Sea Lion costs about \$150,000.



### Sea Lion Sportfishing Yacht

Owner:		· · · · · · · · · · · · · · · · · · ·
Maximum Speed: Acceleration: Handling:	Protection Rating: _	
6-7	8-	9
		Engine Hits
2-3	4-5	
SPECIAL EQUIPMENT/NOTES	Gasoline Tank Hits  BOAT DAMAG  0-1 Windshie 2 Left bow 3 Sail or lef 4 Left stern 5 Sail or lef 6 Right bow 7 Sail or rig 8 Right stel 9 Sail or rig 10 Gas tank 11 Engine 12 Controls	d or side windows t bow t stern ht bow n

# AMG Mercedes Hammer



Max Speed 183 Acceleration 24

Handling

+20

Braking

50

Protection –45

Range

Normal 290 High

Performance 230 Accommodations

4 passenger, 4 door sedan, with small baggage space in trunk. Interior is very comfortable and roomy, with all types of seat adjustments.

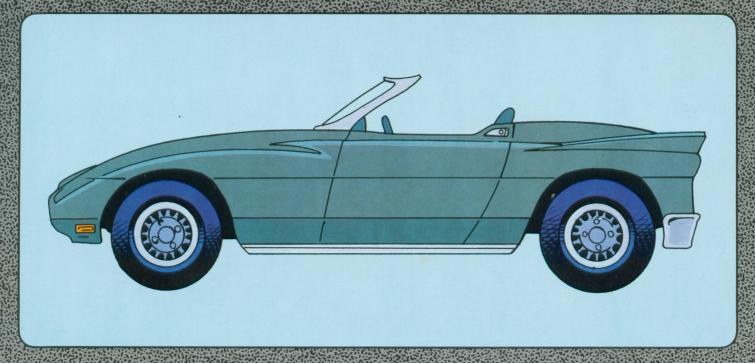
#### **Description/Special Notes**

This is an incredibly fast and powerful car, with equally incredible luxuriousness. It costs a minimum of \$125,000.



Owner:	
Maximum Speed:	Braking:
Acceleration:	
Handling:	
5	ingine Hits 7
1 1	
4	
	<del>                                      </del>
4	4
	VIH H
6	3
Gaso	Dline Tank Hits
SPECIAL EQUIPMENT/NOTES	AUTOMOBILE DAMAGE DIAGRAM  0 Cooling or lubrication system
	1 Windshield or front-side windows 2 Front tire 3 Rear tire
	4 Rear window or rear-side windows 5 Left front body or fender
	6 Left rear body or fender 7 Right front body or fender 8 Right rear body or fender
	9 Trunk, trunk contents, or wing (F1) 10 Gas tank
, ,	11 Engine 12 Controls

### BMWZ1



Max Speed 143 Acceleration 17

Handling

+50

Braking

50

Protection –20

Range

Normal 350 High Performance 280 Accommodations

Two passenger sports car with minimal baggage capacity.

#### **Description/Special Notes**

The doors on this 2 seat open sports car retract into the lower body panels. The body itself is made of deformable impact-absorbing thermoplastic. The cost is estimated at an incredibly reasonable \$20,000. Aerodynamics play an important part in giving this tiny vehicle its impressive speed - with the top down, MAX SPEED drops to 125 mph.



Owner: Maximum Speed: \_\_\_\_\_ Braking: \_\_\_\_ Acceleration: \_\_\_\_\_ Protection Rating: \_\_\_\_\_ Handling: \_\_\_\_\_ 0 11 5 **Engine Hits** 2 6 Gasoline Tank Hits **AUTOMOBILE DAMAGE DIAGRAM** 10 SPECIAL EQUIPMENT/NOTES 0 Cooling or lubrication system 1 Windshield or front-side windows 2 Front tire 3 Rear tire 4 Rear window or rear-side windows 5 Left front body or fender6 Left rear body or fender 7 Right front body or fender 8 Right rear body or fender 9 Trunk, trunk contents, or wing (F1) 10 Gas tank 11 Engine 12 Controls

# Cadillae Allanie



Max Speed 123 Acceleration 13

Handling

+10

Braking

35

Protection -30

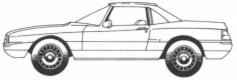
Range

Normal 360 High Performance 300 Accommodations

2 door, 2 passenger vehicle. Available as convertible. Bucket seats with multiple comfort adjustments.

#### **Description/Special Notes**

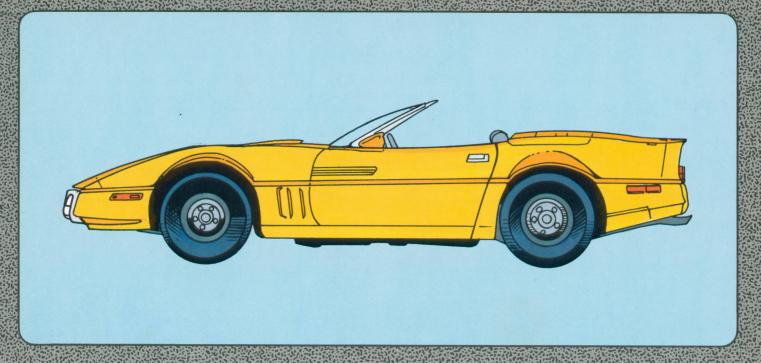
This is a front wheel drive luxury car, capable of performing as a sports car. Includes air conditioning, cruise control, and powerful radio/cassette sound system, for a cost of \$55,000.



### Cadillac Allante

Owner:	
Maximum Speed:	Braking:
Acceleration:	Protection Rating:
Handling:	
	0
5	11 Engine Hits 7
4	12
6	3
	soline Tank Hits
	AUTOMOBILE DAMAGE DIAGRAM
SPECIAL EQUIPMENT/NOTES	0 Cooling or lubrication system 1 Windshield or front-side windows 2 Front tire
	3 Rear tire 4 Rear window or rear-side windows
	5 Left front body or fender 6 Left rear body or fender 7 Right front body or fender
	7 Right front body or fender 8 Right rear body or fender 9 Trunk, trunk contents, or wing (F1)
	10 Gas tank 11 Engine 12 Controls

#### ONE IE



Max Speed 154

Acceleration 21

Handling

+50

Braking

50

Protection -20

Range

Normal 305 High

Performance 260

Accommodations

2 door, 2 passenger convertible with limited baggage space in the trunk.

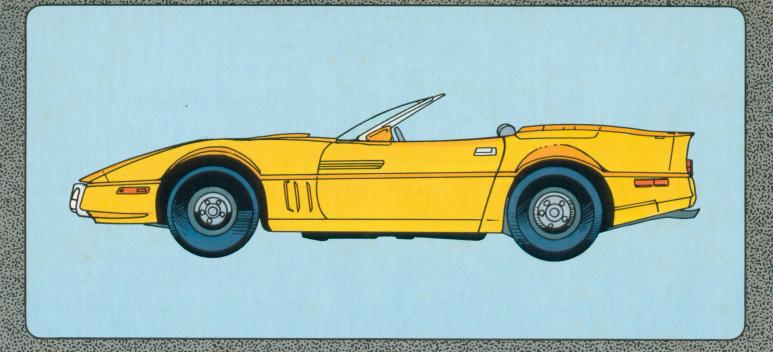
#### **Description/Special Notes**

This powerful car is probably the most famous American-made sports car. The body is fiberglass, and the cost is about \$27,500.



Owner: Braking: \_\_\_\_\_ Maximum Speed: \_\_\_\_\_ Acceleration: Protection Rating: \_\_\_\_\_ Handling: \_\_\_\_\_ 11 5 **Engine Hits** 12 8 6 3 Gasoline Tank Hits **AUTOMOBILE DAMAGE DIAGRAM** SPECIAL EQUIPMENT/NOTES 0 Cooling or lubrication system Windshield or front-side windows 2 Front tire 3 Rear tire 4 Rear window or rear-side windows 5 Left front body or fender 6 Left rear body or fender Right front body or fender Right rear body or fender Trunk, trunk contents, or wing (F1) 10 Gas tank 11 Engine 12 Controls

#### Corveire



Max Speed 154 Acceleration 21

Handling

+50

Braking

50

Protection –20

Range

Normal 305 High Performance 260 Accommodations

2 door, 2 passenger convertible with limited baggage space in the trunk.

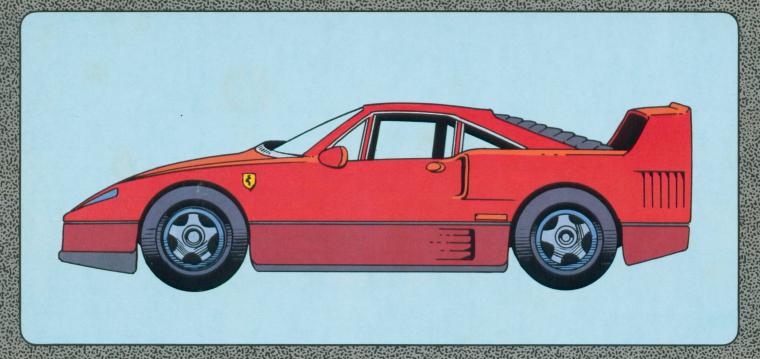
#### **Description/Special Notes**

This powerful car is probably the most famous American-made sports car. The body is fiberglass, and the cost is about \$27,500.



Owner:	
Maximum Speed:	_ Braking:
Acceleration:	
Handling:	
5	
TENG	gine Hits 7
2	2
	1 // 1
1 12	
4	
	4
	8
6	4
Gasoli 10	ne Tank Hits AUTOMOBILE DAMAGE DIAGRAM
SPECIAL EQUIPMENT/NOTES	0 Cooling or lubrication system 1 Windshield or front-side windows 2 Front tire
	3 Rear tire 4 Rear window or rear-side windows
	5 Left front body or fender 6 Left rear body or fender 7 Right front body or fender
	8 Right rear body or fender 9 Trunk, trunk contents, or wing (F1) 10 Gas tank
	11 Engine 12 Controls

### Ferrari F40



Max Speed 201 Acceleration 28

Handling

+25

Braking

50

Protection -20

Range

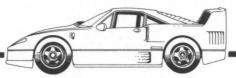
Normal 320

High Performance 260 Accommodations

2 passenger, 2 door coupe. Emphasis is on performance over comfort, including 4-point attachment for safety belts.

#### **Description/Special Notes**

This state-of-the-art performance car is the pinnacle of Ferrari design. The cost is approximately \$187,000, though none have as yet been produced. The production run is estimated at 400 vehicles.



### Ferrari F40

Owner:	
Maximum Speed:	Braking:
Acceleration:	
Handling:	
5	Engine Hits 7
2	
1)	2 1
4	
	<del>                                      </del>
4	4 _
6	3
Gas	oline Tank Hits
SPECIAL EQUIPMENT/NOTES	O AUTOMOBILE DAMAGE DIAGRAM  0 Cooling or lubrication system
	1 Windshield or front-side windows 2 Front tire
	3 Rear tire 4 Rear window or rear-side windows 5 Left front body or fender
	6 Left rear body or fender 7 Right front body or fender 8 Right rear body or fender
	9 Trunk, trunk contents, or wing (F1) 10 Gas tank
	11 Engine 12 Controls

### Jeep Cherokee



Max Speed 110 Acceleration 13

Handling

-10

Braking

30

Protection –35

Range

Normal 400 High Performance 250 Accommodations

5 door, 5 passenger wagon with considerable storage space behind rear seat. The interior is roomy. The ride is quite comfortable for a  $4 \times 4$ .

#### **Description/Special Notes**

The six cylinder engine in this Cherokee makes it the most powerful production 4 wheel drive car on the market. It has good ground clearance and very good off-road performance. When 4 wheel drive is engaged, Handling Rating becomes +30 on all surfaces except dry pavement, though fuel is consumed at the "High Performance" rate. The Cherokee costs about \$15,000.



Owner:	
Maximum Speed:	Braking:
Acceleration:	Protection Rating:
Handling:	
manamig.	
	0
5 Engin	e Hits
2	2
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	
1	//   1
4	
	<del>                                      </del>
4	4
6	8
Gasoline	Tank Hits
SPECIAL EQUIPMENT/NOTES	AUTOMOBILE DAMAGE DIAGRAM  0 Cooling or lubrication system
	1 Windshield or front-side windows 2 Front tire
	3 Rear tire 4 Rear window or rear-side windows
9	5 Left front body or fender 6 Left rear body or fender 7 Right front body or fender
	8 Right rear body or fender 9 Trunk, trunk contents, or wing (F1)
	10 Gas tank 11 Engine 12 Controls

### Jeep Cherokee



Max Speed 110 Acceleration 13

Handling

-10

Braking

30

Protection -35

Range

Normal 400 High

High Performance 250 Accommodations

5 door, 5 passenger wagon with considerable storage space behind rear seat. The interior is roomy. The ride is quite comfortable for a  $4 \times 4$ .

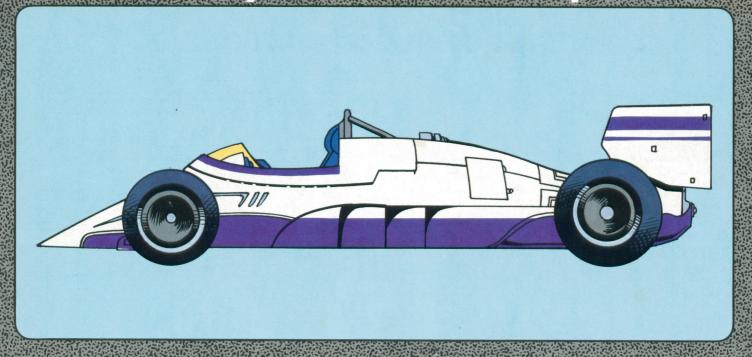
#### **Description/Special Notes**

The six cylinder engine in this Cherokee makes it the most powerful production 4 wheel drive car on the market. It has good ground clearance and very good off-road performance. When 4 wheel drive is engaged, Handling Rating becomes +30 on all surfaces except dry pavement, though fuel is consumed at the "High Performance" rate. The Cherokee costs about \$15,000.



Owner: Maximum Speed: \_\_\_\_\_ Braking: \_\_\_\_\_ Acceleration: \_\_\_\_\_ Protection Rating: \_\_\_\_\_ Handling: \_\_\_\_\_ 0 11 **Engine Hits** 8 -3 Gasoline Tank Hits **AUTOMOBILE DAMAGE DIAGRAM** SPECIAL EQUIPMENT/NOTES 0 Cooling or lubrication system Windshield or front-side windows 2 Front tire 3 Rear tire 4 Rear window or rear-side windows 5 Left front body or fender 9 6 Left rear body or fender 7 Right front body or fender 8 Right rear body or fender 9 Trunk, trunk contents, or wing (F1) 10 Gas tank 11 Engine 12 Controls

### McGready Grand Prix Special



Max Speed 192 Acceleration 38

Handling +60

Braking

82

Protection –20

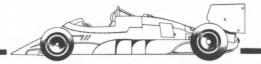
Range

Normal 300 High Performance 215 Accommodations

Single seat, sized for a specific driver. Includes shoulder, lap, and body belts which must be fastened by a person other than the driver. Cockpit is 18" wide.

#### **Description/Special Notes**

The McGready Grand Prix Special has undergone a number of recent evolutions, and many observers feel that this is its year to shine. Like other Formula 1 cars, its low ground clearance prevents its use on anything other than a smooth road or track. Given that environment, however, it is a capable competitor. The gearing can be modified to increase the Max Speed by up to 50 mph; however, each 5 mph increase subtracts 1 from the Acceleration rating. The vehicle costs approximately \$300,000.



### **McGready Grand Prix Special**

Owner:	
•	
Maximum Speed:	Braking:
Acceleration:	Protection Rating:
Handling:	
2  7  12  5  SPECIAL EQUIPMENT/NOTES	AUTOMOBILE DAMAGE DIAGRAM  O Cooling or lubrication system Windshield or front-side windows Front tire Rear window or rear-side windows Left front body or fender Rear window or fender Right front body or fender



Max Speed 95 Acceleration 10

Handling

-10

Braking

25

Protection -40

Range

Normal 340 High Performance 250 Accommodations

5 door, 5 passenger vehicle with large baggage compartment behind rear seat. Generally comfortable and smooth riding (for a  $4 \times 4$ ).

#### **Description/Special Notes**

When 4 wheel drive is engaged, vehicle's range is reduced to the "High Performance" rating. However, handling rating on all surfaces (except dry pavement) becomes +30. Has good ground clearance and off-road capabilities, and costs \$30,000.



Owner:	
Maximum Speed:	Braking:
Acceleration:	Protection Rating:
Handling:	
5 Engin	e Hits 7
	// 1
4	
	U C
3 /	3
Gasoline	Tank Hits  AUTOMOBILE DAMAGE DIAGRAM
SPECIAL EQUIPMENT/NOTES	0 Cooling or lubrication system
	1 Windshield or front-side windows 2 Front tire 3 Rear tire
	4 Rear window or rear-side windows 5 Left front body or fender
	7 Right front body or fender
	8 Right rear body or fender 9 Trunk, trunk contents, or wing (F1) 10 Gas tank 11 Engine 12 Controls



Max Speed 95 Acceleration 10

Handling

-10

Braking

25

Protection -40

Range

Normal 340 High Performance 250 Accommodations

5 door, 5 passenger vehicle with large baggage compartment behind rear seat. Generally comfortable and smooth riding (for a  $4 \times 4$ ).

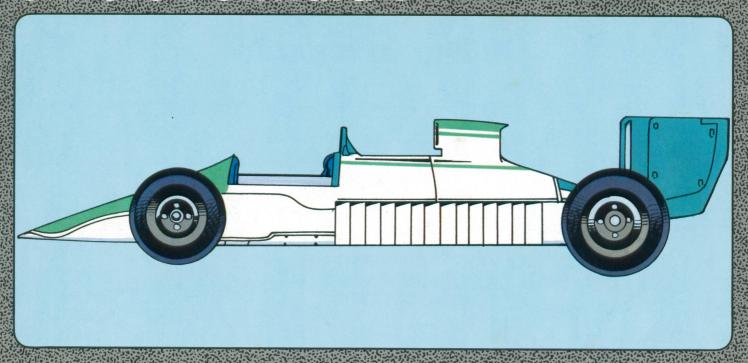
#### **Description/Special Notes**

When 4 wheel drive is engaged, vehicle's range is reduced to the "High Performance" rating. However, handling rating on all surfaces (except dry pavement) becomes +30. Has good ground clearance and off-road capabilities, and costs \$30,000.



Owner:	
Maximum Speed:	Braking:
Acceleration:	
Handling:	
5	Engine Hits 7
2	
	1 // 1
1)	
4	12
	4
3 2	4 3
Go	asoline Tank Hits  AUTOMOBILE DAMAGE DIAGRAM
SPECIAL EQUIPMENT/NOTES	O Cooling or lubrication system Windshield or front-side windows
	2 Front tire 3 Rear tire
	4 Rear window or rear-side windows 5 Left front body or fender 6 Left rear body or fender
	7 Right front body or fender 8 Right rear body or fender
	9 Trunk, trunk contents, or wing (F1) 10 Gas tank 11 Engine
	12 Controls

### Stilleto Formula 1



Max Speed 195 Acceleration 39

Handling

+55

Braking

75

Protection –20

Range

Normal 260 High Performance 200 Accommodations

Single seat, sized for a specific driver. Includes shoulder, lap, and body belts which must be fastened by a person other than the driver. Cockpit is 18" wide.

#### **Description/Special Notes**

The Stilleto Formula 1 is something of a dark horse. A combination of an American chassis and an Italian engine has created a superior racing car. A relatively new design, however, there remain questions about its endurance. On a performance scale, however, it is right at home among the other Grand Prix racing cars. The gearing can be modified to increase the Max Speed by up to 50 mph; however, each 5 mph increase subtracts 1 from the Acceleration rating. The vehicle costs approximately \$300,000.



Owner:	
Maximum Speed:	Braking:
Acceleration:	
Handling:	Gasoline
2 12 5 2 2	Tank Hits  Bengine Hits  Automobile Damage Diagram
SPECIAL EQUIPMENT/NOTES	0 Cooling or lubrication system 1 Windshield or front-side windows 2 Front tire 3 Rear tire 4 Rear window or rear-side windows 5 Left front body or fender 6 Left rear body or fender 7 Right front body or fender 8 Right rear body or fender 9 Trunk, trunk contents, or wing (F1) 10 Gas tank 11 Engine 12 Controls



Max Speed 118 Acceleration 14

Handling

+30

Braking

45

Protection -30

Range

Normal 430 High Performance 360 Accommodations

3 door, 5 passenger sedan, with surprisingly roomy trunk. Very comfortable seating and ride.

#### **Description/Special Notes**

This is a relatively high-performance small car, economical to buy \$14,500) and operate. Its carrying capacity and unpretentious appearance make it ideal for covert activities.



Owner:	
Maximum Speed:	Braking:
Acceleration:	Protection Rating:
Handling:	
5 En	gine Hits 7
[4]	1 // 1
4   12	
4	4
6	3
	ine Tank Hits
SPECIAL EQUIPMENT/NOTES	AUTOMOBILE DAMAGE DIAGRAM
SPECIAL EQUIPMENT/NOTES	0 Cooling or lubrication system 1 Windshield or front-side windows 2 Front tire
	3 Rear tire 4 Rear window or rear-side windows
	5 Left front body or fender 6 Left rear body or fender
	7 Right front body or fender 8 Right rear body or fender 9 Trunk, trunk contents, or wing (F1)
	10 Gas tank 11 Engine 12 Controls



Max Speed 118 Acceleration 14

Handling

+30

Braking

45

Protection -30

Range

Normal 430 High Performance 360 Accommodations

3 door, 5 passenger sedan, with surprisingly roomy trunk. Very comfortable seating and ride.

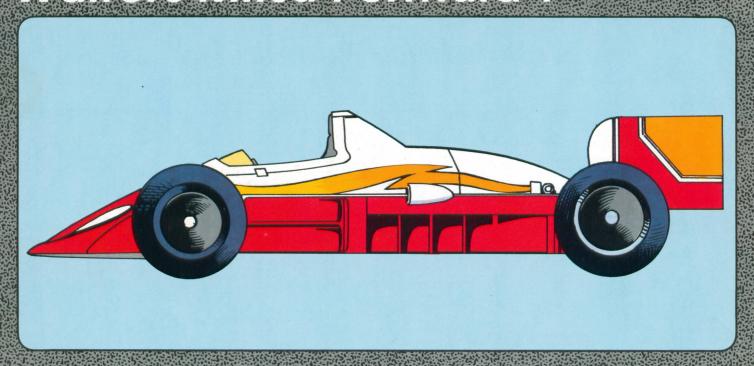
#### **Description/Special Notes**

This is a relatively high-performance small car, economical to buy \$14,500) and operate. Its carrying capacity and unpretentious appearance make it ideal for covert activities.



Owner:	
Maximum Speed:	Braking:
Acceleration:	
Handling:	
	0
5	11 Engine Hits 7
2	
4	
6 3	4 3- 8 8
	Gasoline Tank Hits  10  AUTOMOBILE DAMAGE DIAGRAM
SPECIAL EQUIPMENT/NOTES	O Cooling or lubrication system  1 Windshield or front-side windows  2 Front tire  3 Rear tire  4 Rear window or rear-side windows  5 Left front body or fender  6 Left rear body or fender  7 Right front body or fender  8 Right rear body or fender  8 Right rear body or fender
	9 Trunk, trunk contents, or wing (F1) 10 Gas tank 11 Engine 12 Controls

### Walters-Mitsu Formula 1



Max Speed 197 Acceleration 39

Handling

+55

Braking

80

Protection –20

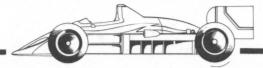
Range

Normal 280 High Performance 210 Accommodations

Single seat, sized for a specific driver. Includes shoulder, lap, and body belts which must be fastened by a person other than the driver. Cockpit is 18" wide.

#### **Description/Special Notes**

The Walters Chassis and Mitsu engine have combined to make this a premier racing car. Although its low ground clearance makes it unsuitable for use on any surface except a smooth roadway, on such a surface it can run circles around almost any other vehicle. The gearing can be modified to increase the maximum speed by up to 50 mph; however, each 5 mph increase subtracts 1 from the Acceleration Rating. This car costs approximately \$300,000.



#### Walters-Mitsu Formula 1

Owner:	
Maximum Speed: B	raking:
	rotection Rating:
Handling:	
2 7 4 D 12	AUTOMOBILE DAMAGE DIAGRAM  O Cooling or lubrication system Windshield or front-side windows Front tire Rear window or rear-side windows Left front body or fender Right rear body or fender Controls



#### DANGER!

And glarmour incredible wealth, and cunning, ruthless manipulators. Fast living at its fastest, and—sometimes—quick death, too . . .

Weldome to Monte Carlo. The world's wealthiest and most sophisticated gather here for the best of the good life. Perfect bronzed bodies Idunge on the beaches. Impaculately dressed men and women dance until dawn; enjoying the finest duisine and champagne; and winning and losing fortunes on a single throw of the dice, turn of a card, or spin of the wheel.



A companion game accessory to the realistic modern-day roleplaying game of secret agents and superspies, TOP SECRET/S.I."

HIGH STAKES GAMBLE takes the Orion operative deep within the heart of one of the most exciting, glamorous spots on Earth—Monte Carlo.

The richest of the rich live, meet, and play here. Money is the only common denominator. Wealthy aristocrats mingle with ruthless drug kingpins, royalty rubs elbows with gunrunners. Monte Carlo is more than just a playground—it's an important meeting place for some of the biggest deals, legitimate and otherwise, in the world.

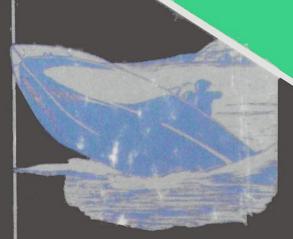
HIGH STAKES GAMBLE gives you the complete rundown on Monte Carlo and the country of Monaco. plus more: The excitement of Grand Prix racing, the thrill of big-money gambling, and the intrigue of secret meetings and undercover dealings with some of the world's most dangerous people

Included in this box are the following:

- \*A 32-page book detailing the city of Monte Carlo. Find out about the laws and customs, the people and the places, from exclusive penthouse suites to bustling nightclubs!
- \*A 32-page book covering the Grand Prix automobile racing circuit, with special emphasis on the Grand Prix of Monaco, the track layout, racing rules, and special circumstances surrounding this most famous of road racet. Also included are complete Advanced Vasicle Flules for all sorts of vehicles—not only cars, but boats and planes, too!



A 32-page Campaign Book with many scenarios, ideas, and two complete adventures, all set in Monte Carlo! This book also includes extra character dessiers for new characters



- \*A large, full-color map of Monte Carlo, showing all the important locations and buildings in the dity
- \*Dozens of Vehicle Cards, with full-color illustrations of Formula One race cars and other vehicles, with complete TOP SECRET/S.I.\*\* game stats printed right on the cards!

So come enjoy the glamour and intrigue of Monte Carlo. But be warned, secret agent: Life in the fast lane can produce some spectacular crashes!

Game Design: Bob Kern and Douglas Niles.



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