

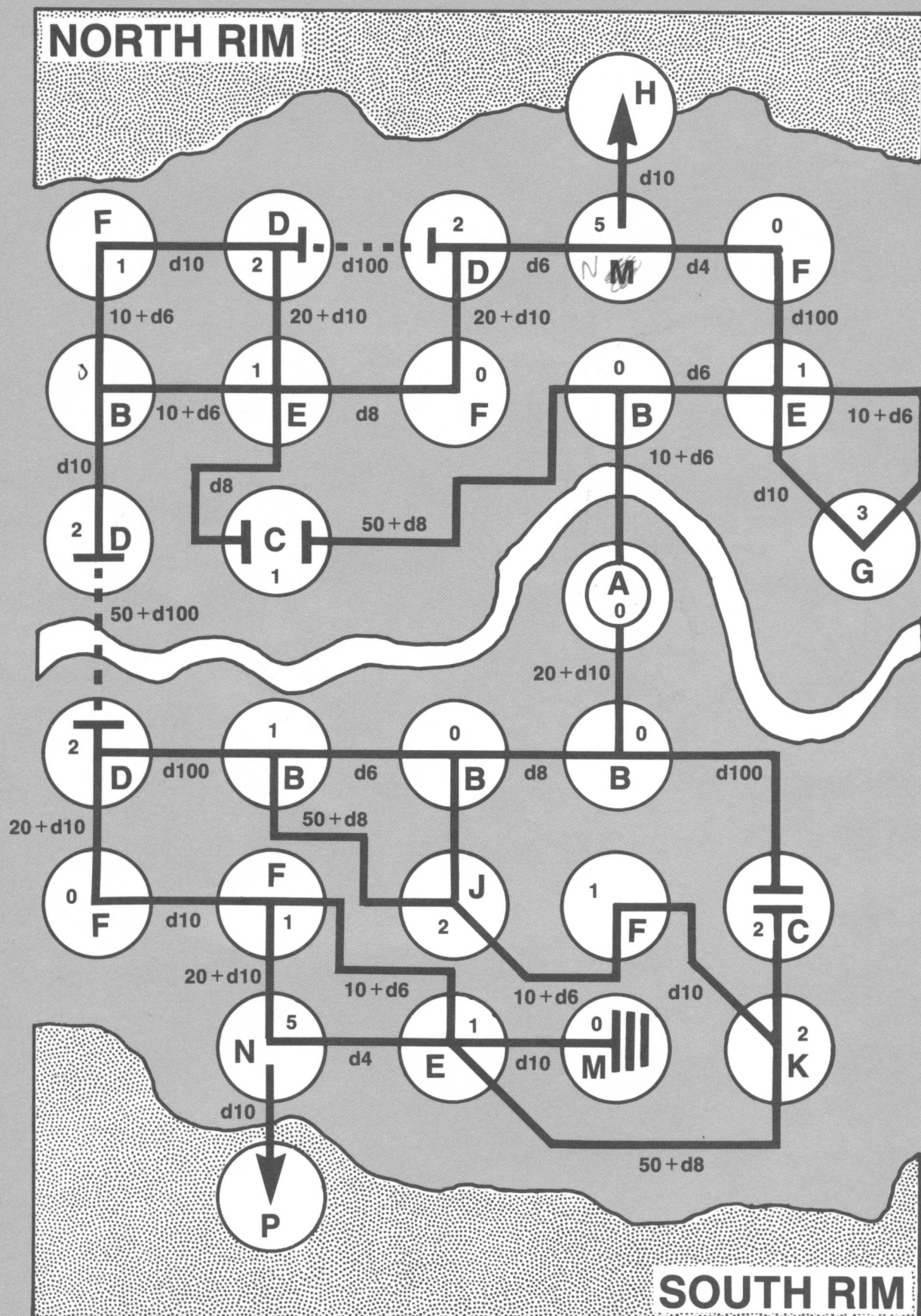
TOP SECRET/S.I. OPERATION: STARFIRE

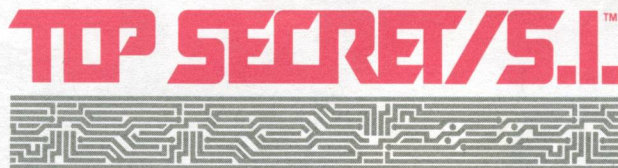
By Tracy Raye Hickman



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Grand Canyon





Official Game Adventure
OPERATION: STARFIRE

By Tracy Raye Hickman

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With special thanks to Wally Wasinger, master of science.

The Fine Print

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd.

Distributed to the toy and hobby trade by regional distributors.

Distributed in the United Kingdom by TSR UK Ltd.

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Introduction

TOP SECRET/S.I.

The darkened room seemed much larger than it possibly could have been. Small pools of light stretched in ordered rows about the elegant table.

"The American Navy is soon due to deploy their new prototype attack submarine, the Lamprey," a voice intoned. "This piece of machinery interests us a great deal. We feel we must have this vessel, and if we can't, then we don't want the Americans to have it either.

"Thus, we have devised Operation Starfire. The operation hinges on two things — a piece of high-tech equipment, the Westron Industries HCT-137B compressor, and Dr. Lloyd Henstrom of the Hana Sea Institute.

"The HCT-137B is critical to the operation of the Lamprey. Only five such units have been produced, and due to industrial sabotage we have instigated, the tooling for the HCT-137B has been altered in such a way that any further units which are produced will be non-functional. Four of these units were designated for shipment to Hahn Air Force Base in West Germany. We subsequently acquired them in transit off a freighter in Bremerhaven.

"That leaves the fifth and final unit. We have exerted indirect influence on the president of Westron to deliver this unit to us, and he should be complying directly. If the Lamprey is launched with one of the defective units aboard, it literally won't float, and we'll be able to recover it from the ocean floor off Newfoundland.

"However, we need to acquire the services, or at least the knowledge, of Dr. Henstrom as well. Before founding his insignificant institute, Dr. Henstrom designed the artificial intelligence system employed by the Lamprey. Should the Americans somehow manage to put the proper HCT-137B onto the Lamprey, then with Dr. Henstrom's knowledge, we could more easily capture it. And in either case, Dr. Henstrom could make some sense of our new acquisition for us.

"Operation Starfire is designed so our fingerprints are not on it. KGB agents in Utah and Hawaii, working under what they believe are orders direct from the Kremlin, will acquire the HCT-137B and

Dr. Henstrom for us, much as they have already delivered the initial four compressors. And, once that is accomplished, we only need to wait for the Lamprey to fall into our hands, as it were."

To the Administrator

Operation Starfire is an espionage adventure for the *Top Secret/S.I.*™ game system. It begins with an action-packed motorcycle chase through the Grand Canyon. The agents are then put on the trail of a missing Orion agent. That trail leads them to a defense contractor in the mountains outside Provo, Utah, and to a sea institute on the Hawaiian island of Maui, but not necessarily in that order.

This adventure is separated into three types of sections. The **information** sections contain all of the background and basic story elements you will need to run this adventure. These sections include **boxed** portions which are to be read aloud to the players when they enter new locations. The shaded areas, the **rules** sections, give the hard numbers and rules data that you will use to resolve encounters. In all cases, the rules section is adjacent to the information section to which it applies and is easily referenced.

Before you run this adventure, we strongly suggest that you read through all of the information sections. This will give you an overview of what is happening throughout the adventure and why some things are happening early on. It may be a mystery to the players, but you must know the hows and, more importantly, the whys of what is going on and when.

Each of the three parts of the adventure is made up of a variety of encounters, each of which is labeled with a letter and number for easy reference; "B3" would refer to an encounter fairly early on in the second part of the adventure, and so on.

Running the Adventure

Operation Starfire is written more as an action adventure than a realistic portrayal of espionage. Think more along the lines of a big-budget spy film than a novel by John LeCarre.

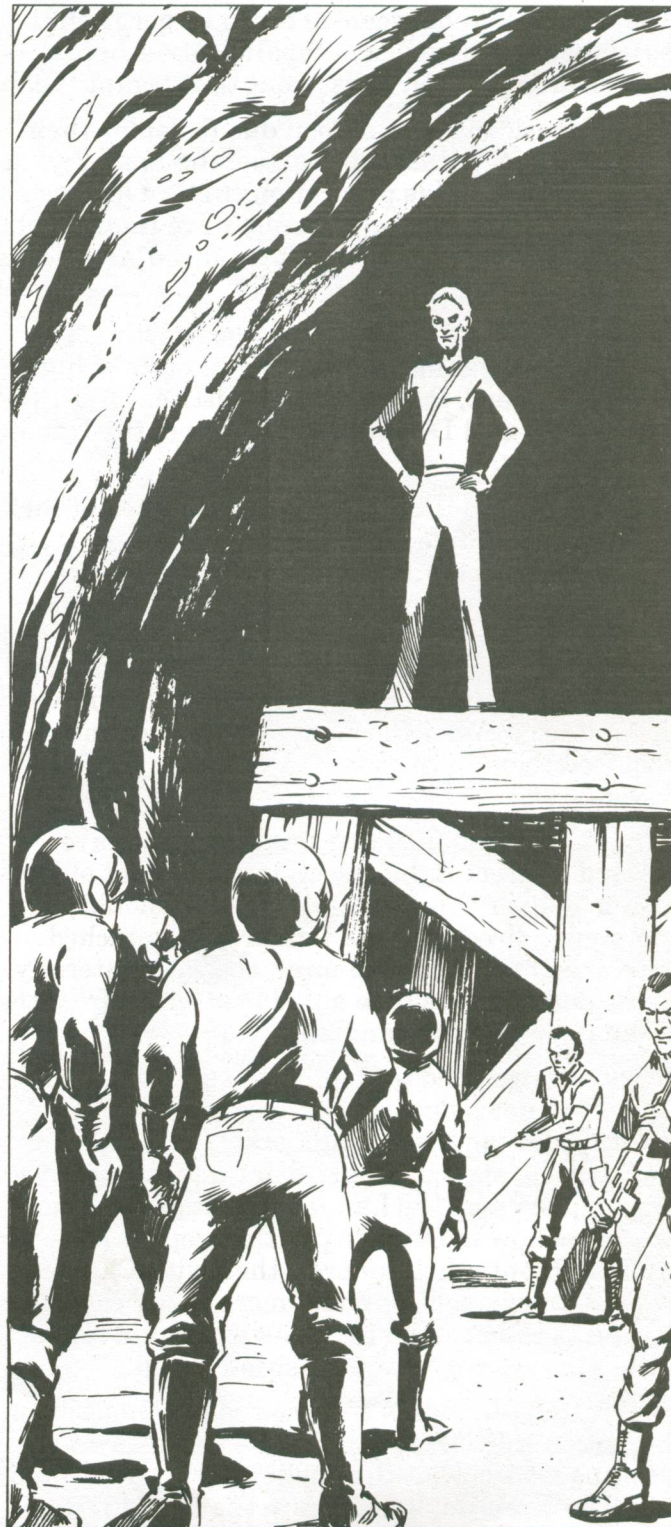
As such, this adventure must move quickly from part to part and from action location to action location. This should neither limit nor cramp your style in roleplaying, but is intended to give you flexibility in play. In a spy film, we are seldom forced to watch the agents pack their bags nor purchase their tickets. We never sit with them for the entire eight hours of a flight to Hong Kong. Such detail is ultimately unimportant to the story.

It's that way with this adventure, too. As PCs move from part to part, they will essentially be entering "sequences," much like in a movie. Each "sequence" contains all the necessary action and information. There are ways to get from sequence to sequence (for example, the agents flying from New York to Salt Lake), but the details of what happens between those two points is relatively unimportant to the overall story. That the agents "arrive four hours later in Salt Lake" is sufficient and is usually handled in a movie by about five seconds worth of takeoff, landing, and establishing shots.

When running this adventure, then, you have two choices: You can run the adventure as written or fill in the action between the sequences. If you feel compelled to describe the food on every flight your characters take, then please go ahead . . . just don't expect any help from us.

Keep the adventure moving. It is intended to provide plenty of things for the characters to do.

Most important of all, have fun. Let's teach the Web a lesson they'll not soon forget!



1. The Grand Canyon Sweat

This part consists of encounters labeled “A.” To begin the adventure, start with the A1 — Office Briefing, then proceed to A2, and so on.

A1. Office Briefing

Select one of the players as your subject, then read the following:

Everybody around Hempstead thought Leo McGrath was crazy when he opened Leo’s Bait and Tackle in the upscale Nassau County Mall. Everybody knows that you can’t make a go of it with a tackle shop on Long Island, since the nearest fishing is up in the Catskills, two hours away. But three years later, Leo’s is somehow still in business, even though he never seems to have many customers.

And the very fact that Leo doesn’t have many customers is why he’s still operating. That’s because Leo’s Bait and Tackle — the whole mall, for that matter — is really a front for the Orion Foundation’s New York office, and currently, Orion Central. That the mall provides a substantial source of revenue for Orion operations is a much welcomed side benefit.

You enter the store and approach the grizzled old man back of the counter, telling him you want to look at the Aquarius 2000 fly-casting reel. He directs you to a display at the back of store, in which a number of reels are lined up for customers to test. You pick them up one by one and play with them, noticing a slot about the size of a credit card under one of them. You wait until there are no customers in the store and place your agent’s identification card into the slot. The back wall slides away, revealing the receptionist’s office of Orion Central. You enter and the back wall slides shut behind you.

All the rest of the PCs are already sitting around the lobby, and, after a few minutes’ wait, the whole group is ushered into a modest briefing room where they are presently joined by Dr. Edward Matheson, the head of the section, who

begins to speak.

“I usually have something important for you to do when I summon you like this, but I’m afraid all I have this time is some equipment that needs to be tested, and you guys were available. Col. Sukayama has designed some new assault motorcycles for us with significantly altered performance characteristics and a variety of ordnance packages, and I need somebody to try them out. Now I realize not all of you have experience driving motorcycles, but we will give you some training before sending you off to the Grand Canyon to test the bikes.”

With that, Dr. Matheson directs the players to the Gemini Cycle Shop in the mall to receive further instructions.

Rules Section

All PCs without the Driving/Motorcycle Skill will come out of the training with a level 1 ability. Those PCs who already had the Driving/Motorcycle Skill will go up a level.

End Rules Section

A2. Hole Lot of Trouble

The first two days of testing have gone pretty well. You’ve found that the motorcycles don’t accelerate quite as well as you’d like, but they handle splendidly, and the ordnance packages are spectacular. You start out the third day riding through a wash on the floor of the canyon when you hear a rumbling. At first you think it’s an earthquake, as the ground is moving beneath you, but then two great plates spread apart below you revealing a series of microwave antennae and other communications equipment. But you only notice this in passing, because you quickly tumble off your machines and onto the ground 15’ below, where you are immediately surrounded by armed guards.

A3. Trapped

The sound of boots pounding the polished floor rings through the great cavern. It punctuates the dull roar of the waterfall, the back of which guards the entrance to the cave. Five guards in loose khaki desert clothes stand watch over the prisoners as they are brought into the chamber and presented before the raised platform.

Should the PCs make an effort to escape, so much the better. Escape is the entire point of this prologue. If they take a wait-and-see attitude, however, continue.

Atop the platform stands a grotesquely thin man. His drawn features are horribly accentuated by his 7' of height. His thin, reedy voice pierces the air. "How kind of you to accept my hospitality. You have brought me something to play with." The sweep of his arms indicates the Orion Foundation motorcycles which brought you here. Now they stand at the far corner of the cavern being examined by two technicians.

There are two fewer motorcycles here than there are agents on this mission — at least two of the PCs will have to ride on the back of a bike with someone else.

The mystery man is Artimus Mikros, one of the Web's most notorious operatives.

Supporting Cast

Artimus Mikros (Web Leader): He is too obvious in his appearance to be very good at direct espionage work, so he prefers to be in Web operations planning. Artimus is the mastermind of many of the Web's most notorious affairs and, while it may not have been obvious to any of the agents involved, he is quite likely to have done the planning for some operations which they have foiled in the past.

STR	INT	REF	WIL	CON	MOV	DEX
42	53	62	77	39	52	57

Sex	Male
Race	White
Nationality	None
Native Language	English (London)
Age	56

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

Advantages: Acute Hearing (2), Musical Ability (1)

Disadvantages: Unattractive (1), Unmistakable Feature (1), Enemy (2)

End Rules Section

Your host sneers. "I had hoped that our little efforts here would have gone unnoticed for a while yet, but secrets are so hard to keep, aren't they?" His face hardens as he turns and walks to the open steel door at the back of the platform. "You will help them keep our little secret, won't you, Hummel?" he says to the guard as the door slides shut behind him. The guard slowly smiles and begins to raise his weapon.

If they have not done so by now, it is time for the PCs to make their moves to escape. Make it abundantly clear that Hummel and his guards are on the verge of shooting the PCs, as well as this adventure.

The guards will have moved, to their detriment, within point-blank range of the agents. This means that the agents can engage the guards in hand-to-hand combat. The Web may be brilliant at tactics, but it's hard to get and keep good guards these days, what with the Web's notoriously lousy group medical coverage, and these fellows will put up little effective resistance.

Extras

The Guards who are first encountered here are Generic Thug 30s.

End Rules Section

What these guards will do, however, is attempt to sound the alarm by pulling the prominent red handle on the wall next to the steel door. If the guards do not sound the alarm, then it will be 1d4 turns before someone realizes that he hasn't heard the expected execution gunfire, and the alarm will sound anyway. Whenever the alarm is sounded, it will be only a matter of 1d8 turns before guards start pouring through the steel door. If the agents effectively stop the guards at the steel door, then the guards will retreat and send half of their number around to another exit to attack the cavern from the waterfall entrance. It will take them five minutes to do this.

Extras

The guards entering from the doorway are Generic Thug 45s.

End Rules Section

The reinforcement guards should be too late. The motorcycles have not been damaged and may be started by the agents. These are, after all, Orion motorcycles which have been specially fitted for this mission and can provide the agents with their best hope of escape.

Rules Section

The motorcycles will require a Driving Skill Check to start. Since the technicians were fooling around with them, the bikes are at -2 to start. This check may be made every turn by the PC attempting to start the motorcycle.

The Orion motorcycles are basically built-up from competition dirt bikes. Due to their size and weight, they cannot be armored against direct fire, but their survivability is enhanced by a low profile and high maneuverability.

Vehicle: Orion Assault Motorcycles

Maximum Speed	90
Acceleration	16
Handling	+ 30 (dirt)/ + 10 (road)
Braking	30
Protection	-10

# Passengers	2
Range	250
Cost	\$7,000.00

The "saddle bags" and other ornamentation also carry some impressive ordnance. Each bike has two machine guns, one pointing straight back from under the seat and the other mounted between the handle bars. The front gun is -10 to hit, while the back gun is -20 to hit due to the difficulty in aiming it. Each gun carries 50 rounds of ammunition. In addition to these weapons, have the driving player roll twice on the following table to determine the type of additional ordnance the machine carries. If the same result is obtained with both rolls, have the player keep rolling until his machine is outfitted with two different ordnance packages.

Roll Ordinance Package

1 Avalanche Mines: Time-delay fuses will detonate these mines 20 seconds after they are layed unless they are triggered prematurely by a radio signal from the deploying motorcycle. Not only do they cause 1d8 damage to any vehicle and rider within 10', but they also have a 2-in-6 chance of causing any wall in the same area to collapse.

2 Smoke Screen: This is one of the few useful defensive devices that can be mounted on a motorcycle. This smoke obscures the vision of those following behind it, necessitating a Driving Check at -5 each turn up to 20 turns (at which time the motorcycle runs out of smoke). If a trailing character fails a Driving Check, that character loses control of his motorcycle.

3 Oil Slick: This spreads a thick sheet of oil on the path behind the vehicle. Drivers of vehicles in that area are required to make a Driving Check at -30 or lose control of their vehicles. Subsequent checks will also be made at -30. The motorcycle will run out of oil after 15 turns.

4 Caltrops: These drop behind the vehicle and will puncture any inflated tire driving through them on a roll of 7 or less on 1d10. Punctured tires require the driver of the trailing vehicle make a

Driving Check at -20 or lose control of his or her vehicle. Any vehicle which blows a tire must immediately slow to $\frac{1}{2}$ of its previous speed and may not go any faster until the tire is repaired.

5 Wire-guided Missile: There are only two of these on any vehicle which has them. They may travel up to 1,000' from the vehicle before burning out and self-destructing. Treat these missiles like those described on page 80 of the Players Guide.

These missiles are guided through a special heads-up integrated display in the Orion agent's helmet. One-person vehicles which have these missiles must fire them with a Weapons Skill Check at -10 if the bike is moving to compensate for the fact that the driver must also target the missile while driving. If the bike is carrying a passenger, the shot is taken normally.

6 Grenade Launcher: This launches grenades with ranges of -/400/1200. Treat these as normal grenades (as described on page 80 of the Players Guide). There are 10 such grenades in a load.

7 Paraglide: This is a large, steerable parachute in the back pack of the bike and will take care of the driver and any passenger he might be carrying. It is a stable platform for firing hand-held weapons.

8 Rocket Boost: This is just what one needs for that spectacular jump and/or burst of speed. The rocket boost is mounted in the false exhaust pipes of the cycle and is directed by computer control for calculation of the center of gravity on the combined weight of the vehicle and rider(s). It can increase the speed of the cycle to 120 mph for a period of 30 seconds (15 turns). It has a minimum burn of six seconds (three turns) but may be used either in a single long burst of 30 seconds or several bursts of six seconds or longer so long as the total of all bursts does not exceed 30 seconds.

In addition, the rocket boost will assist in spanning tremendous distances. A driver wishing to make a rocket-assisted jump must first make a six-second burn to get the cycle to speed. Each burst of two seconds thereafter will carry the bike over 350' of open-air crevasse. Drivers who are using the rocket assist to leap from canyon to can-

yon are required to make a Driving Check each turn they are airborne. This check is subject to a -5 penalty (cumulative) for every turn they are airborne. Those who fail this Driving Check lose control of their vehicles in mid-flight. Also, there must be at least 100' of straight path on the other side of the area to be jumped so that control of the vehicle may be regained when it lands. If there is not sufficient room, then have the driver leap again (if there's enough fuel for it) until he or she reaches such a place.

9 Phosphorus Flare: This does one point of wound damage to each body area of any character or living thing within a 5' radius. Characters trailing behind the flare and within 20' of it will be temporarily blinded and will have to make Driving Checks at -10 until they are past the flare.

10 Tear Gas Bomb: This will work with decreased effectiveness against air targets. The tear gas canister will explode on contact with any solid object or in three turns, whichever comes first. It is launched from a compressed-air catapult and can travel a distance of up to 500'. The tear gas requires a $\frac{1}{2}$ WIL Check each turn the character is exposed to it; characters who fail the check are incapacitated until they spend 1d6 turns in fresh air.

The cloud generated by the tear gas will initially be 5' in diameter and will expand to 40' in eight turns. It will disperse in 1d10 turns (which means it may never expand to its full 40' diameter.) The ordnance load for this weapon is six canisters.

End Rules Section

The two technicians by the motorcycles are unarmed and will cower in the corner behind the barrels until the area is clear. They are low-level Web technicians who really have no idea what is going on at the base and will not come with the agents for fear of Web reprisals against their families.

Extras

The technicians are Generic Thug 25s.

End Rules Section

Agents who manage to get their cycles started have only one exit: through the watery curtain of the waterfall just beyond the entrance to the cavern. Driving through this and staying upright requires a normal Driving Check. Those who fail will lay their bikes down in the water and have to restart them at a -20 to their Driving Check.

A4. Burro Trails

The hot Arizona sun bakes the red clay of the canyon walls about you. Yet here, next to the Colorado River, even the desert sun seldom penetrates the cool shadows and gentle air. This pastoral setting is shattered by the shouts of armed guards who seem to emerge from the rocks themselves. Through the thunder of the waterfall behind you, the roar of motorcycles revving up can be heard. Somewhere, a high-speed turbine is winding up as well.

This is a secret Web base at the bottom of the Grand Canyon. There are two trails which lead away from here, one across an old wooden rope bridge that crosses the Colorado River to the North Rim and the other that winds up the vertical red rocks of the South Rim.

Rules Section

The motorcycles of the Web are either one- or two-man varieties. The riders on the back of the two-man cycles have two hand grenades and an AK-47 with a full clip. The one-man type has forward-throwing grenade launchers as well as mounted guns.

Vehicle: Web Assault Bikes

Maximum Speed	80
Acceleration	14
Handling	+30 (dirt)/ +10 (road)
Braking	30
Protection	-30
# Passengers	2
Range	350
Cost	\$5,000.000

Air Vehicle: Web Attack Helicopter

Maximum Speed	140 mph
Stall Speed	N/A
Ceiling	14
Protection	-30
Passengers	8
Range	1,500
Cost	\$150,000.00

Weapons Aboard:

.50-Caliber Mounted Machine Guns

#	DAM	AMMO	RANGE	LOAD	MOD
2	1d8	belt	300/800/2400	N/A	—

Modifiers: These are fixed-mount weapons (see page 10 of the Administrators Guide).

The map of the canyon is found on the inside front cover of the module. This stylized map is a chase flow chart.

The objective of the players is to get their PCs out of the canyon. This will involve piloting their motorcycles up through the various levels of the Grand Canyon. This flow chart represents those levels.

Going up levels: There are four levels in the Grand Canyon. Agents must climb out of all four of these levels in order to escape the wrath of the Web operatives. What level the players are on is determined by the number of Encounter Points they have accumulated. These points are accrued by entering circles on the Chase Flow Chart for the canyon. Each of these circle locations has a number in it. Each time the PCs enter a circle where there is such a number, add that number to the total. All players start with no points toward this total. The only time points are subtracted from this total is when a PC turns around and heads back in the direction from which he or she came. If a PC re-enters an area without doubling back, add the circle's value to the PC's total again.

Canyon Elevation Chart

POINTS	LEVEL	LEAVING THE CANYON?
1-5	1	No
6-10	2	No
11-15	3	No
16-20	4	At Exit Only*
25 +	4	Immediately

* There are two locations on the chart which lead to one of two finales. These locations will be closed until the players reach Level 4 where they may use that exit to get to the rim.

Leaving the Canyon?: Once the players have accumulated sufficient points to leave the canyon, then proceed immediately to the appropriate final encounter. Those who climbed out of the canyon on the north side will go to Encounter A4h. Those who exited on the south side will go to encounter A4p.

Flow Chart Encounters: The Chase Flow Chart is made up of circles that show typical trail intersections and hazardous locations. Lines that lead from one circle to another connect all of these intersections. A random number range is printed next to each line. These numbers represent the distance between the intersections. For example, a path marked 50 + d10 would indicate a path that is 500' plus 10 to 100' long.

Each area has a specific game effect. Use the following descriptions as a guide.

End Rules Section

A4a. Base Survival

The waterfall cascades down into the turbulent Colorado River. A trail leads up into the base cliffs of the Grand Canyon's South Rim. The same trail continues over an old wooden suspension bridge which leads to a trail up the North Rim of the canyon. The Web pursuit is about to be on your tail!

Agents who remain here will have to face the superior forces of the entire Web pursuit squadron. Their best bet is to high-tail it up into the hills either across the bridge or up the South Rim.

Crossing the bridge requires a Driving Check. Those who fail this check drive their bikes off the bridge and fall with them 30' into the river. PCs who fall are entitled to a REF Check. Those making this check will take no damage. Those failing the check will take 1d4 points of damage from the fall. In any event, any motorcycle which is driven into or falls into this water will stall. It requires yet another Driving Check (with a +10 modifier per consecutive round) to get the bike going again. Those who make it will continue on the North Rim.

A4b. All Teed Off

The trail suddenly comes to a branching intersection.

A4c. Out of the Frying Pan

The trail comes to an abrupt end ahead of you! Late summer rains have cascaded down and left a deep crevasse where once the trail continued. On the opposite side you see that the trail is still good . . . but how to cross the 50' deep chasm in between?

You always wanted to jump this motorcycle, and now here is your chance. Jumping a bike requires a $\frac{1}{2}$ Driving Check with an additional -10 modifier per 10' of jump attempted. Determine the distance across the chasm by rolling 1d6 and multiplying the result by 10. Note that each of the pursuing NPCs will have to make this attempt as well if the PCs are successful. Successful rolls indicate that the jump took place just the way a stunt man would like to see it.

If the roll fails, then have the PC make a REF Check. If the PC fails this second check as well, then both the PC and the motorcycle will have fallen 50' down to the craggy base of the chasm. There the PCs will take 3 wounds of 1d4 + 3 each from the fall *and* lose one level from any they may have gained in attempting to get out of the canyon. If the second check succeeds, then the PC will pile up on the other side of the chasm. Use crash damage as detailed in the *Top Secret/S.I.*™ Players Guide for the resulting effects.

A4d. How High Can You Fly?

The trail ends abruptly in a cliff. There is another bluff some distance away but not even the craziest stunt driver would ever attempt that kind of leap!

Those who have the special equipment on their motorcycles can, in fact, make this jump.

In some locations, the trail turns sharply, which allows PCs to continue on, while other trails simply end. Players then have the choice of either turning around and facing their pursuers head on or making this incredible leap. Jumping a rocket-assisted bike requires a Driving Check at ½ with an additional -10 modifier per 100' of jump attempted. Determine the distance across the chasm by rolling 1d100 and multiplying the result by 10. Note that the pursuing NPCs will not be able to attempt this jump, as their bikes are not equipped for it. Successful rolls indicate that the jump took place as spectacularly as planned.

If the roll fails, then have the PC make a DEX Check. If the PC fails this second check as well, then both the PC and the motorcycle will disappear into the depths of the Grand Canyon at the head of a fiery and rather spectacular arch of smoke. Unless the PC has some other special device (such as a paraglide on the bike or a parachute on his back), the agent will have plunged to almost certain death, not to be seen for the

remainder of this part of the adventure. The PC will not actually have died, but will be out of action until the end of this part of the adventure. (See the Unpredictable Agent section at the end of this part of the adventure for directions in handling this case.)

A4e. Crossroads

Four trails come together at this intersection atop a small mesa clearing.

There is only scrub brush for cover here until you can reach the next trail section. The clearing is almost 300' across.

A4f. Hairpins

These are a series of 1d6 + 3 switchback, hairpin turns which continue up the mountain some way. These will afford a +1 defensive bonus against direct-fire weapons for every 10 mph the target is moving. They do not affect area-effects weapons, however. In addition, the driver must make a Driving Check for each turn.

A4g. The Lost Spaniard's Mine

The faded trail suddenly turns and you find yourself running directly toward a deserted mine shaft boring straight into the side of the mountain.

This mine was created long before the Department of the Interior bureaucrats decided that the canyon was theirs. Characters may wish to turn around from here and face their pursuers or they may wish to continue driving straight into the mine.

Those who proceed into the mine, may continue

the chase flow chart on the Administrator's Screen. You should substitute these encounters until they leave the mine.

Those who emerge from the mine will find that they have received five Encounter Points in addition to any others they may have received while in the mine.

A4h. The Hill Climb

The trail here suddenly widens. Directly above you, at the top of a gradually increasing slope, you see the rim of the canyon lined with brightly clad people who are cheering. You see several motorcycles ahead of you, all painted in a variety of colors. They are all heading up the hill in the same direction you are.

These are motorcycles which are participating in a hill-climb rally on the North Rim of the Grand Canyon. These are civilians not interested in the world-wide struggle between Cold War organizations.

Extras

Civilian bikers are to be considered Generic Thug 30s.

End Rules Section

That is not to say that all of the motorcycles present are harmless or benign. Indeed, the pursuing Web agents will actually use the confusion of the motorcycle race to attempt to get closer to the PCs and then engage them as subtly as possible. It is impossible to hear the noise of a gun over the roar of all of the hundreds of motorcycles and even the blazing of a gun from the helicopter overhead will go unnoticed.

The overhead helicopter has the logo "KHRH-Flagstaff Channel 13" painted on its side . . . the call signature of a local sports and evangelist television station. Its promotions proclaim "Salvation Through Sportsmanship" as its goal. In truth, KHRH is actually a cover operation for the Web.

Participants will consider the presence of the helicopter as merely part of the news coverage. There are two people in the helicopter; one flying it and the other discreetly holding a rifle.

The agents will have to do battle in these more complex surroundings, as the helicopter now concentrates on them. The top of the hill is only a half a mile away, but the grade is getting steeper and more difficult.

Rules Section

The occupants of the helicopter are Generic Thug 30s. Their helicopter has the following ratings:

Air Vehicle: KHRH TV Chopper

Maximum Speed	140 mph
Stall Speed	N/A
Ceiling	14
Protection	-10
Passengers	2
Range	400
Cost	\$30,000.00

Use the following chart during combat to determine the difficulty of the grade for those participating in the hill climb.

SPEED	FEET/TURN	CONTROL MODIFIER
5 mph	14	-3
10 mph	29	-2
15 mph	44	-1
20 mph	59	None
25 mph	73	None
30 mph	88	+1
35 mph	102	+1
40 mph	117	None
45 mph	132	None
50 mph	146	-1
55 mph	161	-2
60 mph	176	-3

The farther up the slope the machine goes, the more difficult it will be as well. These are the modifiers depending on how far up the slope the characters progress.

DISTANCE FROM TOP	SPEED MODIFIER	HANDLING MODIFIER
100'	-30	-10
200'	-20	-8
300'	-10	-5
400'	-5	-2
500'	None	-1

End Rules Section

As the PCs get their bikes closer to the top of the hill, they should notice that the pack around them is thinning out considerably the farther up they go. Within the last 100' of the top, the agents will be in the race against only three other competitors, plus any Web agents on motorcycles still in pursuit. Two of these will lose control of their bikes within 20' of the crest of the hill, and the third will finish just after the first of the PCs.

The PC who reaches the crest of the hill first will find him or herself breaking the finish line to the applause of hundreds of spectators and television cameras. Any agents within 50' of the ridge will no longer be pursued by the helicopter. Web agents who cross over the rim of the canyon in pursuit will find themselves being cheered by the enthusiastic crowd, making it impossible for them to move against the PCs.

The first agent across the finish line will be presented with the trophy for the event as though he or she was a registered participant. Newspaper cameras will flash and television cameras will focus on the agent.

If the winning agent is male, then the beautiful "Queen of the Canyon Climb," Bambi Capucina, will be there in her skimpy ceremonial swimsuit and banner. She will hand the trophy to the winner as well as a rather generous kiss and embrace.

Supporting Cast

Bambi Capucina is a physical fitness and escort major at Northern Arizona University in Flagstaff. Her greatest dream is to become an aerobics instructor on a cruise ship and to stop world hunger through love and caring . . . at least, that's what she said as a finalist the fifth time she

entered the Cactus Blossom Queen Pageant in Chandler, Arizona. Her future as either game-show hostess or TV weathercaster seems assured.

STR	INT	REF	WIL	CON	MOV	DEX
25	21	72	66	45	48	46
Sex	Female					
Race	White					
Nationality	United States					
Native Language	English (Western U.S.A.)					
Age	19					

Psychology: Cruelty (Little), Loyalty (Some), Passion (High), Piety (Some), Sanity (High), Selfishness (High)

Advantages: Attractive Appearance (3) Disadvantages: Dependent (3)

Guy Samson has a body that won't quit and a mind that's never begun. Guy is an air-conditioning repair major on a gymnastics scholarship at NAU. He has muscles everywhere, including his head. While he looks like quite a catch, the moment anyone asks him a question they soon learn why he is called "The Lone Hulk." He can barely communicate.

STR	INT	REF	WIL	CON	MOV	DEX
79	05	66	45	69	72	35
Sex	Male					
Race	White					
Nationality	United States					
Native Language	English (Western U.S.A.)					
Age	22					

Psychology: Cruelty (None), Loyalty (High), Passion (High), Piety (Some), Sanity (N/A), Selfishness (Total)

Advantages: Athletic Ability (2), Attractive (2) Disadvantages: Cowardice (4)

Marco "Marvelous Marc" Moscatello has been racing on the motocross and hill-climb circuit for as long as there's been one. He is about 45 years old, but every inch of his lean frame is tight and fit. If it weren't for the fact that he has never won a race and that his temper boils over at the slightest provocation, Marc would be a rather unpleasant person.

STR	INT	REF	WIL	CON	MOV	DEX	
59	10	67	50	26	63	38	
Sex							Male
Race							White
Nationality							Italian
Native Language							Italian
Age							45

Psychology: Cruelty (High), Loyalty (Little), Passion (High), Piety (High), Sanity (Little), Selfishness (Some)

Advantages: Good Balance (2), Eye-hand Coordination (3)

Disadvantages: Deep Sleeper (2), Hearing Impairment (2), Uncouth (2)

End Rules Section

If the winning agent is female, then the sponsors of the event will quickly substitute the "King of the Canyon Climb," Guy Samson. His muscles ripple under his tight cotton pullover shirt, while his chiseled face is almost too handsome to appreciate. His execution of his official duties is no less

enthusiastic than Bambi Capucina's.

However, this bliss is interrupted by the first runner-up in the race, Marco "Marvelous Marc" Moscatello. He will break in on the celebration with his face beet-red, his eyes bulging out, screaming, "I win, I tell you! I win! This clown has no place on this court!" He eyes the winner with a stare that is far less wilting than it is intended to be. "You! You're toast! You're oatmeal! Nobody steals the trophy from me like that!" It is about this time that the security guards on the location start dragging this lunatic away. The heels of his boots make wavy marks in the sand as you hear his voice fade into the distance: "You ain't seen the last of Marvelous Marc! I'll get you for this!"

This is the North Rim end of this part of the adventure. If any of the players have made it over the North Rim of the canyon, play out this scene as explained above and then go on to part 2, "Rocky Mountain Hijinks."



A4j. Ambush!

The trail suddenly forks before you. There are burros with tourists on both trails.

Roll dice to determine which of these groups are real tourists and which are Web agents in disguise. There will be three in each group. The Web agents will attack the PCs as soon as they have turned in their direction. The actual tourists will simply get out of the way as soon as possible.

Extras

The tourists are Generic Thug 20s while the Web agents are Generic Thug 45s.

End Rules Section

A4k. The Old Prospector

The trail runs up a crevasse with sheer rock walls. You round the bend and are confronted with an old prospector. He is trying to persuade his mule to continue down the trail with him. Both of them block an intersection of three cliff-lined trails completely.

Buford Saginaw and his mule Betsy, who is sitting in the middle of the trail, are having an argument. Their voices carry over even the roar of the motorcycles. Betsy can be moved with the help of any of the PCs (one of whom Betsy will take a liking to) should they stop, but otherwise will block this intersection rather effectively. Also, Betsy and gunfire do not get along at all well. She will leap to her feet and start kicking and bucking in the middle of the intersection, her back hoofs flailing dangerously at the sound of gunfire.

Supporting Cast

Buford Saginaw has been prospecting in the

Southwest for all of his life. He is sure now he knows why he hasn't found the big strike . . . them gol-dern federals have taken all the good prospecting land and turned it into national parks. Well, he won't let a little thing like the government stand between him and riches. On any mention of the government, he will launch into a long and rather spirited tirade on the evils of government and how it has nearly ruined his life.

If the PCs subjected to this harangue try leaving before its completion or fail to feign sympathy, Buford will become even more irrational in his behavior and, upon failing a WIL Check, will pull a bundle of dynamite from the gear on Betsy, light it and threaten the PCs. Buford would do anything to get back at the feds. In this spirit, he may be easily convinced that the Web agents who are pursuing the PCs are another example of tyranny in his own back yard. In this case, he will aid the players.

STR	INT	REF	WIL	CON	MOV	DEX
57	45	63	67	34	70	54

Sex	Male
Race	Half Navajo/Half White
Nationality	United States
Native Language	English (Western U.S.A.)
Age	64

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

Advantages: Acute Taste (1), Acute Hearing (2)

Disadvantages: Deep Sleeper (2), Greed (3)

Betsy the Mule

CON	MOV	CMBT	DMG	POISON
76	60	40	1d6	N/A

End Rules Section

A4m. Box Canyon

The trail leads steeply upward. Suddenly, it simply ends in a sheer vertical cliff.

This is a box canyon. The PCs on motorcycles will have to turn around and face their pursuers.

A4n. Switcher

Use the first description if the characters have not yet reached the Elevation Level 4. Use the second description if they have.

The trail continues on but it does look like the trail is going upward here.

The trail branches here. An arrow points toward an upward trail and says, "Canyon Rim."

If the agents have accrued enough points to get them to the fourth elevation level of the canyon, then they may proceed to the final encounter. If they are on the South Rim, this will be A4p. If they are on the North Rim, this will be A4h. If they have not yet reached the fourth level, they must continue in the matrix until they have enough points to reach that level.

A4p. Hurray for Hollywood

As you round another sharp bend in the trail, you see the rim of the canyon just ahead. A man in a white dinner jacket stands on the edge, his gun drawn. Cradled in his free arm is a woman dressed in a red-sequin evening gown. Both seem to wave at you. Yet as you watch, a titanic black helicopter, bristling with missiles and ground-attack guns, rises over the rim and begins firing at the two. The trail of bullets begins breaking in your direction.

The two figures on the rim are Zach Grappler, a new and rising star of the screen and Amanda Dadah, his relatively unknown co-star. The are

both working on Lord Freddy Lewis' next spy thriller, "Lovebomb."

Of course, the agents don't know that. Every impression should be left with them that this is part of their everyday work.

The actor will begin firing his gun (loaded with blanks) at the helicopter. The helicopter will let loose with everything it has . . . movie special effect, of course. Rockets will fire, the machine guns will blaze as the helicopter seems to fire both at the actors on the rim and the agents coming up the canyon. Tremendous explosions rock the ground all the way up and down the 200' slope to where the agents entered the scene.

As any PC approaches the actors, they will follow the script as though this occurrence were part of the shot being filmed. The script calls for one of these stars to fall down as though mortally wounded just as help arrives. Just who the script says will fall depends on which of the agents gets there first. If the agent who is first on the scene is a woman, then the figure who will fall as though dead will be Amanda. If the agent there first is a man, then it will be Zach who drops. Whoever it is, he or she will fall to the ground convincingly in a growing pool of blood (director Zebediah Samuels likes his movies realistic).

The movie carnage will not deter any of the ground pursuit still in progress, although the very sight of the huge black attack helicopter will make any Web helicopter present turn abruptly and break off its attack.

The "attack helicopter" is actually a remote-controlled, full-scale model. It has a very light airframe despite its heavy look. It is, however, carrying a mess of pyrotechnics which will blow up in a spectacular display should the PCs launch any kind of attack against it. The tremendous explosion of the fake chopper will frighten off any Web pursuit remaining.

Rules Section

The Maime Attack Helicopter is only a movie prop but it is going to look pretty impressive to the agents on the ground. Its movement statistics and

weapons are detailed as follows:

Air Vehicle: Maime Movie Chopper

Maximum Speed	60 mph
Stall Speed	N/A
Ceiling	10
Protection	+20
# Passengers	none
Range	10
Cost	\$10,000.00

Weapons Aboard: All weapons aboard are false, but there appear to be two separate sets of twin-mounted .50-caliber machine guns, two pods of assault missiles (10 in each) and a fuselage-mounted cannon. Any and all of these will be fired during the sequence, and the craft seems to have an inexhaustible supply of them.

End Rules Section

Once the agents reach the rim, in any event, pursuit by actual Web agents will stop.

If a female agent is the first to reach the rim and, therefore, the actors, she will find Amanda lying in a blood-red pool and Zach standing over her. Zach will then take the female PC into his arms saying, "My darling, at last you have come back to me," and attempt to kiss her into a swoon.

Supporting Cast

Zach Grappler is working on his third "Simon Maime: Super Spy" film, having starred as Simon in two previous Lewis efforts, "Spy, My Eye" and "Bet on a Dead Horse." He is very proud of both films and will talk to others (after the scene is over) unceasingly about his rather inflated view of his own success. He has a suave and sophisticated manner about him which, while fine on screen, gets real old, real quick. He never talks about anyone but himself (who, after all, could possibly be more interesting than he is) and gets bored quickly with any other subject, possibly because he doesn't understand any other subject.

STR	INT	REF	WIL	CON	MOV	DEX
35	42	63	21	24	49	52

Sex	Male
Race	White
Nationality	Canadian
Native Language	English (Canadian)
Age	45

Psychology: Cruelty (Little), Loyalty (Some), Passion (Some), Piety (Little), Sanity (High), Selfishness (Total)

Advantages: Good Balance (2), Presence (3)

Disadvantages: Addiction (2), Lechery (2), Ego (2)

Amanda Dadah (Actress): Amanda is relatively new to films, her previous work being limited to playing the tomato in a commercial for Alpha Bravo food stores. Still, she is willing to do most anything to further her career, as long as it doesn't conflict with her born-again Christian values. She comes from Kentucky, and while she may look soft, she has a right cross that can hammer in nails with a single blow. She has used it often to defend her born-again virtues.

STR	INT	REF	WIL	CON	MOV	DEX
68	57	43	48	37	55	50

Sex	Female
Race	Black
Nationality	United States
Native Language	English (Southern U.S.A.)
Age	31

Psychology: Cruelty (Little), Loyalty (High), Passion (Little), Piety (Total), Sanity (High), Selfishness (Some)

Advantages: Attractive Appearance (2), Artistic Ability (2)

Disadvantages: Toughness (4)

Lord Freddy Lewis (Producer): Just a few short years ago, Lord Freddy was plain old Freddy Lewis, a certified accountant at a tacky music hall in Newcastle, England. But then his big break came. Like many overgrown adolescents with poorly developed reading skills, Freddy enjoyed reading books in the "Simon Maime: The Mutilator" series (his favorites were "Carnage in Cardiff" and "Trouble in Tumbridge Wells"). So, when he had the chance to pick up the rights to the series

at a bankruptcy auction for about three pence on the pound, he did so. Freddy had hoped to use his show-business connections to maybe get the books made into an ITV series. Instead, the project was kicked around for four years before winding up in the laps of Hollywood studio executives who decided to give Simon Maime the "high-concept" treatment and a budget far beyond Freddy's comprehension. But the first one, "Spy, My Eye" grossed \$100 million domestically, and the second, "Bet on a Dead Horse" did better than \$150 million, and suddenly, Freddy was one of the richest men in Britain. He did use some of his unfathomable wealth to contribute generously enough to the Tories that Margaret Thatcher put him on the Queen's Birthday list for a life peerage, but Lord Freddy's still a cheap skate at heart, wondering why the caterer couldn't just feed everybody hot dogs.

STR	INT	REF	WIL	CON	MOV	DEX
19	43	16	31	36	17	29

Sex	Male
Race	White
Nationality	United Kingdom
Native Language	English (Yorkshire)
Age	57

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

Advantages: Obscure Knowledge (3), Wealth (3)

Disadvantages: Overweight (2), Vision Impairment (2), Phobias (1), Short-winded (1)

Zebediah Samuels (Director): A number of critics (most of them French), consider Zebediah Samuels to be the greatest film maker alive. However, most people have never heard of him. That's because he hasn't made a movie in nearly 12 years, ever since his lead actor died on the set (Zebediah swears the bum had a bad heart and would have keeled over pretty soon anyway and so his decision to use live ammunition in the movie without telling anybody about it really had nothing to do with it). The only reason Zebediah is working on this picture is because he was the only guy available on short notice after the original

director died in mysterious circumstances two weeks before production was supposed to get under way. Zebediah starts the action by firing a pistol, which everybody is fairly sure is loaded with blanks (and on a roll of 1-5 on a 1d6 it will be). Needless to say, Zebediah pretty much has everybody on the set on edge, especially Lord Freddy, since Zebediah's already gone \$20 million over budget with countless retakes.

STR	INT	REF	WIL	CON	MOV	DEX
60	62	39	69	10	49	50

Sex	Male
Race	White
Nationality	United States
Native Language	English (Southwestern U.S.A.)
Age	58

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

Advantages: Artistic Ability (2)

Disadvantages: Gambling (2) Skills:
Foreign Language (Spanish-4)

End Rules Section

If a male agent is the first to reach the actors, then he will find the man laying in blood-red pool and Amanda standing over him. She will then drop her soft and well-endowed body against the agent, saying in a deep, sultry voice, "My man has come to take me back." She will then kiss the PC in an apparent attempt to asphyxiate him.

At either of these junctures, the director, Zebediah Samuels, will scream, "CUT! CUT!" He will walk purposefully toward the PCs and actors, his stern glare seeming to melt through his mirrored sunglasses. The "dead" actor or actress will get up and start complaining that he or she may have gotten bruised in the fall, but Zebediah will cut him or her off in mid-gripe, whispering menacingly, "Give me more." At this point, the agents will notice all of the klieg lights, extras, grips, and production assistants, not to mention the camera and the cameramen. If the fake helicopter was destroyed, then the pilot will stumble out of his control booth, tear off his headset, and, holding his

ears, stumble around the set for a while.

Zebediah will then call for the 43rd retake of the shot and offers one of the lead roles to the PC who arrived at the top first. Lord Freddy will start clawing for his heart medicine, because this means the end of the day's shooting and another \$800,000 in production expenses.

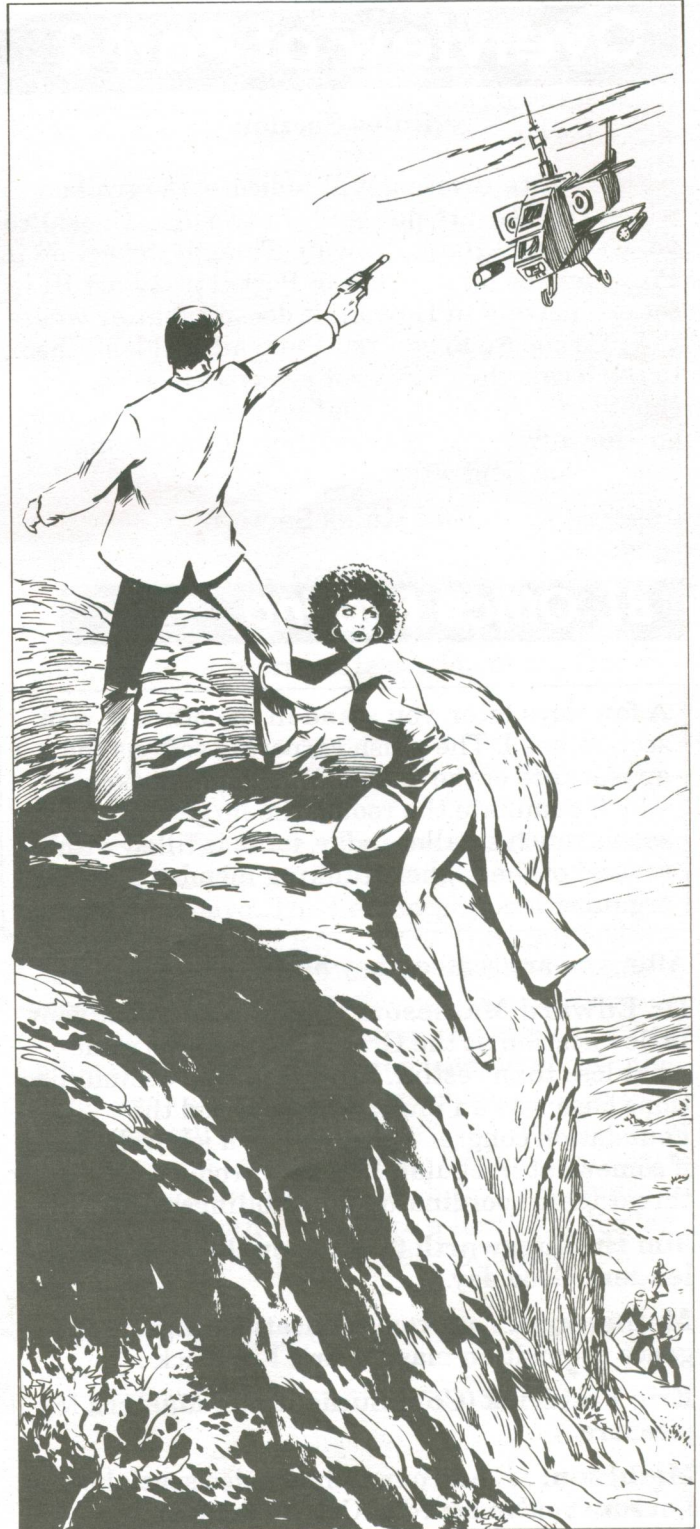
This is the South Rim end of this part of the adventure. If any of the players have made it over the South Rim of the canyon, play out this scene as explained and then go on to part 2, "Rocky Mountain Hijinks."

The Unpredictable Agent

Should some agents die: There is every possibility that one or several agents will die during the course of this part of the adventure. That is good, for the point of this section of the adventure is to get the players motivated and moving. The seeming death of a player character at this juncture of the game will help the players to come together and operate as a team.

That is not to say that we actually want these characters to die at this time. PCs who reach death should be removed from play for the remainder of this part of the adventure and be brought back into play in Part 2, after some tall tales are told about how the characters survived when they were, for all observable purposes, dead, dead, dead. The more exciting and/or plausible the players' answers are, the closer they should be restored to full strength at the beginning of part 2.

When the agents have completed part 1, (in one way or another), then move on to part 2.



2. Rocky Mountain Hijinks

Overview of Part 2

Rules Section

As the Office Briefing will indicate, the trail on which the PCs are put leads in two directions: Provo, Utah, and Hana, Hawaii. Though the action in Provo makes up the bulk of Part II and Part III is set exclusively in Hawaii, it doesn't matter where the PCs choose to go first; the trail will lead them to the locale they have not yet visited. Also, you should tell the players that no matter where they go, they always have the option of contacting the local Orion field office.

End Rules Section

B1. Office Briefing

A few days later, you stand in the office of your section head. The plush carpeting softens the appearance of the deep polished oak bookcases which dominate the room. The large office seems much smaller today, for it is filled with several of the highest-ranking members of your organization.

After you are seated, they begin to speak.

Dr. Edward Matheson: Well, it seems that your little vacation at the Grand Canyon was somewhat less than restful. Still, that Web communications base was an important find, and the Foundation congratulates you on a job well done, if somewhat irregular. Let me introduce you to our threat team coordinator, Jim Hollingsworth . . .

Jim Hollingsworth (Threat evaluation team leader): Good day.

Matheson: . . . our communications and intelligence acquisition master, Eric Freidrick . . .

Eric Freidrick (Communications master): My pleasure.

Matheson: . . . and our technologies specialist. I'm sure you've heard of Col. Sukayama.

Col. Yushio Sukayama (Technologies): Good morning! I am particularly interested in how well your motorcycles stood up. How did they handle under operational conditions?

Matheson (Interrupting): Please, please Colonel . . . there will be time enough for that later. Right now we have a bigger problem on our hands, if I need to remind you.

Sukayama: Yes, of course. Please forgive my enthusiasm. (Turning toward the agents) You are probably not familiar with the Westron HCT-137B . . . it is a compact, high-ratio turbine compressor. The Westron compressor operates not only at high volume and at tremendous compression rates, but also is almost absolutely silent during its operation. One of these units was recently installed in Tatyana Ivanova's Foundation Porsche, but unfortunately, it was defective, and Ms. Ivanova blew her engine at 105 mph. She came out of it all right, but I'm afraid the Porsche was a total wreck.

Hollingsworth (Suddenly interested): Tatyana Ivanova? The Orion Foundation's *enfant terrible*? Pal, I wouldn't have wanted to be standing within 100 meters of her when that happened!

Sukayama: Well, she did voice her . . . uh . . . understandable displeasure when the cause of the accident was determined.

Hollingsworth: I'll bet!

Freidrick: I understand that her damage to your lab is being paid out of the operations budget?

Sukayama: A generous gesture on the part of Dr. Matheson.

Matheson: Tatyana predictably went off on her own to straighten things out with Westron. Imagine . . . Orion operatives tracking down faulty automobile parts. (Pause) Now Tatyana is missing. She's missed her last three mandatory check-ins and has seemed to have disappeared from the face of the earth. None of our field agents has been able to determine her whereabouts. We think that this fact alone is cause for some concern. Does the threat team agree, Jim?

Hollingsworth: The trouble is there is so little information to go on.

Freidrick: We know that Ms. Ivanova went to Provo first to investigate the Westron plant there. We have a ticket receipt from the airline which indicated a passage was booked to Hana, Maui . . . a very small place on the east shore of that island. There is some confusion as to whether Ms. Ivanova actually took the flight to Maui . . . the ticket was used, but there was never any confirmation that she was the one who used it. There was no operations team set up to support Ms. Ivanova, and no reports returned from her in any event. What she found or was looking for in these locations is beyond the intelligence we gathered.

Hollingsworth: Hana is primarily a rather sleepy Hawaiian village, far removed from the main tourist trade by a dirt road that goes around a volcano. Other access is by a small airport and a rather large bay. There is an oceanographic institute in Hana as well.

Matheson: Who knows? Is that the threat team's official evaluation, Jim?

Hollingsworth: There just isn't enough information. If Tatyana has disappeared, we believe that it was no accident.

Matheson: Very well. There's your assignment. Find Tatyana. That will probably involve figuring out what she was chasing down. If she's alive, bring her back; I'd rather kill her myself than let the Web or somebody else do it. And let this be a lesson to you — don't go running off without a support team! You'll check in regularly and use the network to help you. Is that clear?

See Col Sukayama for your equipment for this mission. Good luck.

Col. Sukayama motions you out of the office and into a waiting elevator. Instead of pushing a button, the Oriental merely says "Bridge" loudly. With that, the elevator begins to move downward.

The doors open onto a magnificent basement shop. The heavy concrete and steel pillars support a high roof. An expanse of equipment extends as far as you can see.

For this mission, we have several special items which we are making available to you. We are limited in what we can do for you in terms of large equipment. Does your fancy tend toward fast cars or hot boats?

The question is far from rhetorical: get the players' responses as to which of the two, cars or boats, most interests them.

Rules Section

The statistics for the large equipment mentioned in this section are found in the sections in which that equipment is delivered. The statistics for the cars are found later in Part 2 and the statistics for the boats are found in Part 3.

End Rules Section

Once the players have decided between cars and boats, read the appropriate section of the following:

Cars: You soon are standing before three of the most beautiful automobiles in the world.

"Very well. We have a Lamborghini Countach and two Porsche 911SC Cabriolets which we can let you have. The Lamborghini is not, strictly speaking, street legal in the U.S., but bears a downgraded certificate which should dissuade most law enforcement officers. The certificate is, of course, an exaggeration on our part. It has a top speed of 165 due to the loading of the mine layer and twin .50-caliber machine guns in the front, as well as the bulletproofing. The 911SCs also have the twin .50s in the front, as well as four wire-guided missiles each that are omnidirectional. Both cars utilize a heads-up display for targeting the .50s. The 911 SCs can attain 140 mph."

These will be shipped to you in the field for your use.

Boats: In the far corner of the cavernous shop, you are confronted by a sleek and long shadow of grace.

"Here then, is the Neptune. It has a 31' hull with ample quarters for all of your team. She is fitted with ECM surface radar blanking and advanced surveillance devices. She is powered by two 450-horsepower engines and can do well as a blue-water boat. Her armaments include two deck-mounted .50-caliber machine guns aft (they swivel up in front of the deep-sea fishing seats) as well as four wire-guided torpedoes in the hull. It will be shipped to you for your use in the field."

Once Sukayama has finished with his description of the chosen equipment, have him finish with the following:

"In addition to this equipment, we have TASP guns here for each of you. You are also free to take one or two small ordnance or special items."

Sukayama looks at you gravely. "Please return all equipment in working condition. We can always get more agents."

"We have three sets of covers prepared for you from which you may choose. I hope you appreciate that we have not had time to give you a better selection. Your group should pose as one of the following: a delegation of mechanical engineers on a tour, a group of tourists or a Third World convention delegation. We can probably work up something else for you if you like. Which do you prefer?"

It is important that you note which large piece of equipment the PCs choose. Their choice of equipment will determine which of two possible sequences will take place. For example, should the PCs choose the car option, then those cars would be waiting for them in Salt Lake and will precipitate the car chase in the Provo area; if they don't take the cars, an optional sequence takes place. As for the "small ordnance or special items" Col. Sukayama mentions, allow each of the PCs to

choose any two items they might dream up from Col. Sukayama's warehouse. It is advisable you guide the PCs' choices somewhat so they don't wind up with equipment they cannot use in this adventure.

Rules Section

Weapon: TASP Gun

#	DAM	RANGE	AMMO	LOAD	MOD
1	Special*	3/10/30	3	2c	-10

*This weapon does electrical shock damage to the target's nervous system, rendering him or her unconscious. Anyone hit by this weapon will go unconscious immediately. On any Lucky Break, the target is not rendered unconscious but is incapacitated and may be questioned at once. On any Bad Break, the target dies.

Once fired, the TASP requires three turns to recharge its capacitor. Thus the weapon can only be fired once every three rounds and only three times before requiring a new battery clip.

End Rules Section

There are three covers suggested for the agent PCs: engineers, tourists, or convention delegates. These covers are -30 to any attempt by another organization to penetrate them through security channels.

Should the PCs request their own covers, then they will be provided with whatever they request. However, these covers will of necessity be less complete and therefore subject to normal penetration (no bonus modifiers).

Continue with the following:

"Very well." Sukayama says. "I think everything is in order. Where do you think you will start?"

There were two places mentioned in the dialogue. They were Provo, Utah, primarily a college town situated between a large fresh-water lake and the towering Rocky Mountains, and Hana, Maui, a small Hawaiian ranching village and tourist stop at the eastern base of Haleakala Mountain.

Rules Section

Going to investigate Westron? Continue with Part 2.

Going to investigate Hana, Maui? Go to Part 3.

Asking for further information: You should feel free to utilize the OIC section at the back of the book to give the PCs whatever information they require. Note, however, that you should *never* just hand over the OIC section to the players; this information should only become available to them if they ask for it. Also, you, as the Administrator, should be careful to only give information which the PCs would reasonably know about or suspect. See the guidelines for using the OIC information network in the Agents' Files section of this adventure.

End Rules Section

B2. This Is the Place?

Your plane touches down at Salt Lake International Airport. The towering Rocky Mountains to the east are capped with an early snowfall, while the mountainside is dusted with the fiery rust and yellows of late autumn.

If the players chose the car option at the beginning of this part of the adventure, then those cars will be waiting for them here. In this case, read the box below.

You have three sets of keys among you as well as three long-term lot stubs. Within a few minutes, you find the Lamborghini and twin Porsches in the parking lot.

If they did not choose the car option, then read the second box.

The rental agency has three rather drab and featureless cars reserved for you.

Have the players divide themselves up among the vehicles and then proceed with the next boxed section of text.

You make your way south along Interstate 15, passing around Point of the Mountain from the Salt Lake Valley into Utah Valley. A thick layer of smog floats between the entrapping mountains, indicative of a temperature inversion and almost masking the majestic beauty of the towering peaks. The mountains rise abruptly almost 2 miles high over the valley floor to the east. To the west, the shore of a large freshwater lake runs alongside the city. Within 20 minutes, you are in downtown Provo. There is a tall hotel here in a rather quaint central town area. The big Y painted on the mountainside designates the direction to the university from here, and the Mormon Temple can be seen resting in the distant foothills in that same direction. The Westron plant, according to your information, is northeast of town.

B3. Westron International (Provo, Utah, U.S.A.)

The mountains stand as towering sentinels, looking down on you as you approach the Westron plant. It sits near the mouth of Provo Canyon, a craggy gash between Mount Timpanogos and the Provo peaks which continue to the south.

The complex remains partially hidden by the short, gnarled trees which are common to the area. A large chain-link fence topped with barbed wire surrounds the entire complex, which contains three buildings and a parking lot on a carefully maintained lawn. A single road into the compound runs up to a guardhouse and movable barrier. A single sign indicates that this is, indeed, Westron, Inc.

The Westron complex is surrounded by thick scrub oak which will afford the PCs the opportunity for some observation of the compound. From time to time, a few cars will leave the plant, but the total

number of cars which are at the plant will remain fairly constant.

Any character who observes for one hour or more may attempt an INT Check. After one hour, the check will be at $\frac{1}{4}$, at $\frac{1}{2}$ after three hours and at full after four hours. This check may be attempted only once by each PC per hour. Any successful check will reveal that the cars are being driven in and out by the same five men. Anyone who observes for more than eight hours and makes this check will note that this group of five men changes to a new group of five men.

If any agents attempt entry, go to B4 below.

B4. Approaches

The complex consists of a parking lot on the south side in front of what appears to be a windowed office building. Behind that, to the north, stands a tall building without windows topped by what appears to be air-conditioning equipment. Attached to the east side of this building is a second large structure, also without windows. A wide driveway leads to tall, corrugated steel doors on the east side.

While the complex may seem to be guarded in a relaxed way, things are far more complicated than that. The perimeter is watched by a combination of motion sensors, pressure sensors and photoelectric cells.

The guard, Charley Stone, is friendly, however, and will help the PCs as much as possible. When they sign in, he will give them badges indicating visitor status and he'll direct them to the main entrance to the office building.

Should any of the PCs check any of the other entries in the logs as they are signing in, then make a secret INT check for them. If the roll indicates success, then the PC notices that Barry Alley has signed out and indicated his destination as Bridal Veil Falls.

B5. The Offices

You come to a modern, one-story office building surrounded by carefully manicured lawns and flower beds. The main entrance is in the front of the building through a pair of glass doors.

Use the Office Map from the *Top Secret/S.I.*™ game for the interior of this building. Some modifications will be necessary.

Upon entering the building, the PCs will first be greeted by Liz Dallin, the receptionist. She will ask them what business they have with Westron. If the PCs are posing as tourists, she will explain to them that Westron is a private firm with certain contracts with the Department of Defense and that its facilities must, therefore, remain confidential. She will motion to a security guard to help direct the PCs firmly back to the front gate.

Supporting Cast

Liz Dallin (Receptionist): Liz is as red, white and blue as they come. She feels that she and all of Westron Industries are doing that which is absolutely right for the freedom of all right-thinking people. If anyone waves the flag of the good ol' U.S. of A. in her direction, she will do practically anything (short of compromising her virtue) to serve her country.

STR	INT	REF	WIL	CON	MOV	DEX
24	36	52	73	29	38	44
Sex	Female					
Race	White					
Nationality	United States					
Native Language	English (Western U.S.A.)					
Age	23					

Psychology: Cruelty (Little), Loyalty (Total), Passion (Some), Piety (Total), Sanity (High), Selfishness (Some)

Advantages: Animal Friendship (1), Good Balance (2), Attractive Appearance (2)

Disadvantages: Allergies (2), Moral Qualms (2), Color Blind (1)

End Rules Section

If the PCs represent to her, however, that they may have some expertise in engineering, then Liz will have the PCs escorted to the offices of Barry Alley, president of Westron.

The PCs will be met by Alley's personal secretary, Heidi Bounous. "Mr. Alley is out on an appointment," she will say, "but I suspect he will return at any time now." She is suspicious of the PCs, but will appear to help them while all the time asking them details of their business with Alley.

In fact, Heidi is a KGB agent who has infiltrated this plant with some of her colleagues. On an emergency basis, they were ordered to prevent functional HCT-137Bs from reaching the U.S. Navy, and now their carefully laid covers are beginning to unravel, at least in their minds. If asked where Alley's appointment was, she will respond, truthfully, that it was at Bridal Veil Falls — just up the canyon — about 20 minutes from now. In actuality, she knows that the meeting is taking place as she's speaking. She claims not to know whom Alley was meeting.

Supporting Cast

Heidi Bounous (KGB Agent/Secretary)

STR	INT	REF	WIL	CON	MOV	DEX
34	67	77	60	45	55	72

Sex	Female
Race	White
Nationality	Soviet Union
Native Language	Russian
Age	26

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

Advantages: Acting Ability (2), Athletic Ability (2), Bilingual Background (2), Fearlessness (2)

Disadvantages: Deep Sleeper (2), Enemy (2), Phobias (3), Dependent (2)

Skills: Driving (Automobile-3), Basic Firearms (1), Pistol (2)

End Rules Section

Heidi is sure that Alley will be returning shortly and offers to let the PCs wait in Alley's private office. Alley's office is richly appointed and comfortable . . . until the PCs try the door. Heidi will lock them inside.

On Alley's desk calendar is noted: "URGENT: MEET ST. GEORGE/BV FALLS." The time indicated is concurrent with when the PCs find the note. The phone will no longer be functioning, and now the PCs are stuck inside an installation of a DOD contractor. Fighting their way out would be almost as crazy as trying to fight their way in.

Any gunplay will result in an alert of the installation's security personnel. The fence will be electrified, and all of the security personnel will break out arms.

Rules Section

The guards at the plant are all Generic Thug 40s, and 1d10 of them will be encountered within 2d10 turns of the advent of gunplay or any other obviously hostile act by the PCs. Every five turns thereafter, 1d4 more will arrive, up to a maximum of 15 at a time. Use the following chart to determine the type of weapon the guards are carrying when encountered:

d10	Weapon
1	12-gauge Shotgun
2-3	Uzi Submachine Gun
4-7	.45-caliber Automatic Pistol
8-9	M-16 Assault Rifle
10	Tear Gas

End Rules Section

The PCs would be better advised to simply take the door off its hinges (which are on their side of the door) and walk out quietly. They will find that Heidi has disappeared and, in fact, left the facility.

B6. Production Plant

Directly behind the office building stands a large, plain structure without windows. It is connected to the office building to the south and a similar large building to the east, but there appears to be no direct access to the structure.

Utilize the Plant Map from the *Top Secret/S.I.*™ game for the interior of this building.

There are no workmen in this facility, for it is totally automated. However, there are several surveillance cameras which scan this area. PCs entering this area will see these cameras if they looking specifically for security devices. Otherwise, have them make an INT Check to see them.

Should they enter the area, they will need to use their skills to avoid being discovered.

This is a lot of trouble to go to to get into a building which has little of value for them to find except a lot of robotic equipment. However, if one of the PCs has the Mechanical Engineering Education Skill, then that PC can, upon a successful check, find the tooling for the HCT-137B and determine that it has been altered so defective units will be produced.

B7. Warehouse

A two-story white building stands as the eastern annex. The large shipping doors on the east side are locked and only a single other outside entrance leads to the building.

Utilize the Plant Map from the *Top Secret/S.I.*™ game for the interior of this building. Some modifications will be needed. Simply mask off all of the machinery in the middle of the large floor and designate this as warehouse space filled with crates of equipment and parts.

As with the manufacturing building (B6), this complex is watched by security cameras as well as

motion sensors. PCs attempting to enter this building will find that the same restrictions apply, except that their checks will be at a +10 penalty due to the motion sensors.

The computer terminal in the office here has been thoughtlessly left logged on. PCs with computer skills will, upon making a successful check against their skill, be able to call up the shipping records of products from the warehouse. The HCT-137B is listed as a DOD-controlled item. An order for four of them was sent to Hahn Air Force Base, West Germany, only to be stolen in transit in Bremerhaven. A fifth unit was then listed as missing in the inventory control report.

B8. The Weeping Veil

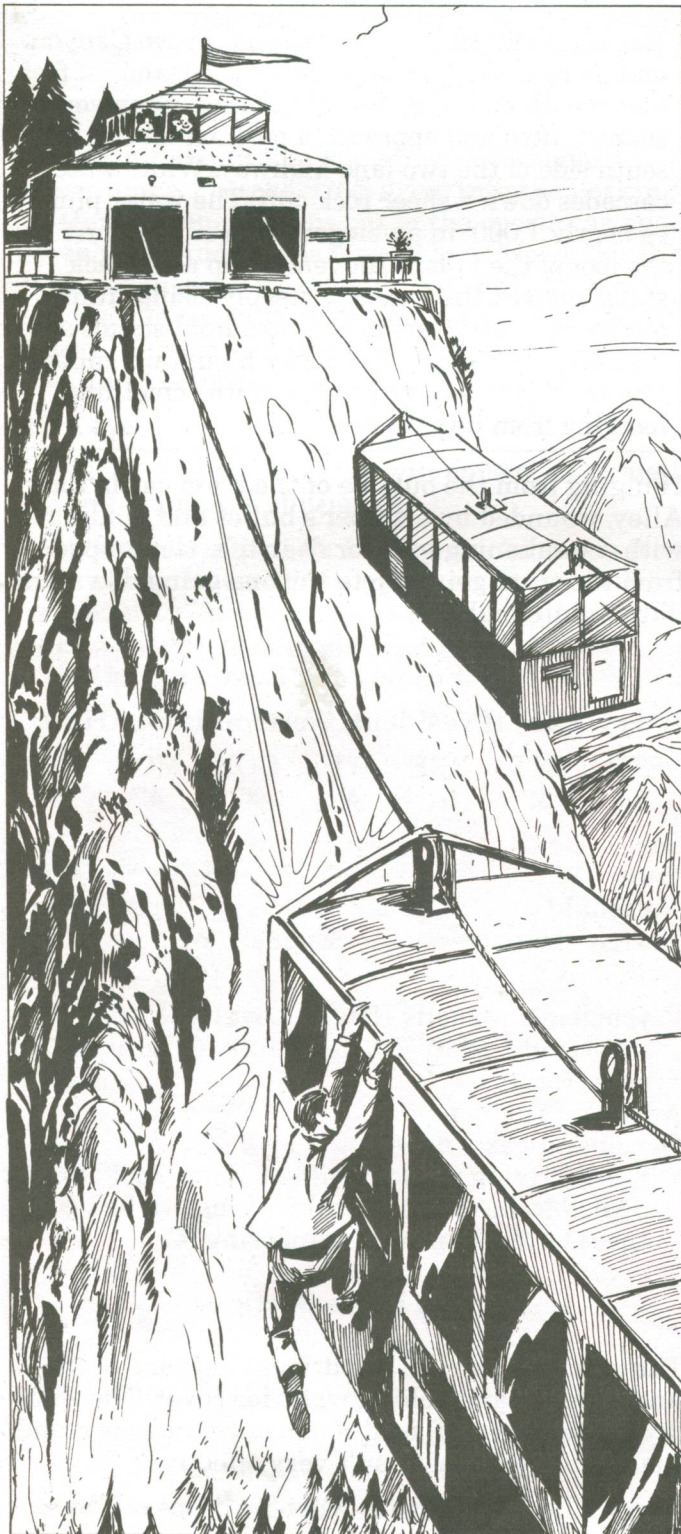
If the PCs did *not* choose the cars as their large-equipment option, then use this encounter. If they chose the cars, then use B9 below instead.

White water cascades down the face of a sheer rock cliff. The water plunges down nearly 1,000' in an elegant lace of white. At the foot of the falls, a souvenir shop and snack stand support the base of a steeply rising tram. High above, the tram's other terminal stands atop the cliff, overlooking the Rocky Mountain valley.

The mountain air is suddenly cut by a distant scream. You turn and see, high overhead by the tram terminal, the figure of a man clawing at empty air, tumbling in seeming slow motion down the face of the falls to the mist-shrouded rocks at the base.

Barry Alley has just been assassinated and, no doubt, the assassin is standing somewhere around the upper tram terminal right now.

The assassin is a thug named Bruno Holz who is working for Heidi Bounous. He got to the top of the tram by posing as a workman for the phone company. He is dressed in overalls and brought a rather large, heavy tool kit with him, in which he concealed a .30-06 Winchester Model 70 rifle with a telescopic sight. He has been warned of the PCs'



imminent arrival and is waiting for them up above. He certainly is not going to come down until he has either eliminated the opposition or things cool down. From his vantage point, he can see the PCs perfectly and trace their movements. As long as the PCs use the base station as cover, Bruno will not have a clear shot at them and they will be safe. But if any PC were to dash out in the open to examine Alley's body, Bruno would have at least two unobstructed shots at him or her, more if the PC takes time to search through Alley's pockets.

Supporting Cast

Bruno Holz:

STR	INT	REF	WIL	CON	MOV	DEX
59	23	77	81	78	68	50
Sex						Male
Race						White
Nationality				West German (Bavarian)		
Native Language						German
Age						39

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

Advantages: Fearlessness (2)

Disadvantages: Addiction (4)

Skills: Basic Firearms (1), Rifle (3), Machine Gun (2), Hand Grenade (1)

End Rules Section

Getting up to the upper terminal is easy — take the tram. Surviving the trip is something else. Bruno (never one who was able to improvise subtlety) will panic himself into a firefight and mass killing if he feels threatened. His plan is to let the PCs get aboard the tram car and then start firing on them as they come up. There are two cars which counterbalance each other for the trip. These pass halfway up.

Bruno will open fire within moments of seeing the tram coming up with any PCs aboard. PCs may attempt to jump from one tram to the other so as to come back down before coming too close to the gunman. Such a jump would require a DEX

Check. If that fails, then they would be entitled to a REF Check to see if they manage to stop their falls by grabbing onto the outside of the descending tram. A Bad Break would have the PC grab onto the outside of the ascending tram. A fall will do five wounds of 1d4 + 4 points each.

The PCs could simply decide to let the local authorities handle the sniper, but would give up any chance of questioning him by doing so and would not be able to search Alley's body.

Should the PCs decided to examine the body, they will find the mangled remains of Barry Alley. A search of the body will yield a wallet containing Alley's drivers license and several credit cards in his name. There will be a picture of Heidi Bounous with an inscription on the back, "Whenever you need me." Hidden in a pocket at the back of the wallet is a key with "ZFNB SLC 732" stamped on both sides.

If the PCs take the key to Zions First National Bank in Salt Lake City, they will find it opens safety deposit box No. 732. In the safety deposit box, the PCs will find a spiral notebook and a padlock key. The notebook contains Alley's handwritten account of how he was blackmailed through his liaison with Heidi Bounous into tampering with the tooling for the HCT-137B so that any more of them which are produced will be non-functional. He also was forced to tip off the KGB as to the details of the shipment of four functional HCT-137Bs to Hahn Air Force Base so the KGB could intercept them. Alley himself stole the final functional HCT-137B to protect his own bargaining position. He hid the compressor in the storage shed between the snack stand and souvenir shop at the base of the Bridal Veil Falls tram, and the key in the safety deposit box unlocks the door behind which the compressor is hidden.

B9. Alpine Loop

If the players chose the car option, then substitute this scene for B8 above.

You breeze in your automobiles up Provo Canyon, and its near vertical walls reach thousands of feet into the air on either side of the road. Soon you round a turn and approach a parking lot off the south side of the two-lane highway. White water cascades down a sheer rock cliff. The water plunges nearly 1,000' in an elegant lace of white. At the foot of the falls, a souvenir shop and snack stand support the base of a steeply rising tram. High above, the tram's other terminal stands atop the cliff, overlooking the Rocky Mountain valley. The tram is slowly descending with something hanging from its side.

Hanging from the outside of the tram car is Barry Alley, wounded by a sniper's bullet and holding on with a weakening grip for dear life. He jumped from the tram going up to the one going down and didn't quite make it.

Supporting Cast

Barry Alley (President, Westron Industries):

STR	INT	REF	WIL	CON	MOV	DEX
43	83	51	42	37	47	67

Sex	Male
Race	White
Nationality	United States
Native Language	English (Western U.S.A.)
Age	56

Psychology: Cruelty (High), Loyalty (Little), Passion (High), Piety (Little), Sanity (High), Selfishness (Total)

Advantages: none

Disadvantages: none

Skills: Driving (Automobile-1), Basic Tool Use (1), Basic Mechanic (1), Metalworking (4), Basic Science (1), Mechanical Engineering (4)

End Rules Section

The crack of the rifle fire drives everyone down under tables and behind walls for cover. The shot (from atop the cliff) is at long range, however, and the first one at least, isn't very effective.

Barry Alley is conscious when he drops off the

tram in the safety of the base station, but it looks as though he may be going into shock from loss of blood. His side wound continues to bleed. "Help me," he begs. "Please help me."

At the time the PCs reach Alley, several dark sedans and a Porsche 928S drive into the parking lot. Heidi Bounous steps out of the sports car and moves with quick steps toward the PCs. If the PCs allow her to get close enough, she will explain that she suspected trouble and got here as quickly as possible with "security." She will offer to take Alley to a hospital.

Alley, eyes wide, starts screaming, "NO!"

If the PCs give up Alley, he will appear as a small note in tomorrow's obituaries.

If not, Heidi will pull an Uzi submachine gun from under her business jacket and open fire, as will the "security" people. The "security" guards will not have approached and will still be at the far end of the parking lot. This should give the PCs a fair shot at dragging Alley safely to their cars and the chase is on.

Rules Section

THE ORION TEAM CARS:

Vehicle: Lamborghini Countach

Maximum Speed	160 mph
Acceleration	16
Handling	+20
Braking	50
Protection	-20
# Passengers	2
Range	200
Cost	\$116,000.00

Weapons Aboard:

.50-caliber Mounted Machine Guns

#	DAM	RANGE	AMMO	LOAD	MOD
2	1d8	300/800/2400	belt	N/A	—

Road Proximity Mine Layer

#	DAM	RANGE	AMMO	LOAD	MOD
1	1d20	dropped/ stationary	5	N/A	—

Vehicle: Porsche 911SC

Maximum Speed	130 mph
Acceleration	21
Handling	+20
Braking	50
Protection	-30
# Passengers	4
Range	298
Cost	\$35,000.00

Weapons Aboard:

.50-caliber Mounted Machine Guns

#	DAM	RANGE	AMMO	LOAD	MOD
2	1d8	300/800/2400	belt	N/A	—

TOW Anti-tank Missiles

#	DAM	RANGE	AMMO	LOAD	MOD
4	2d10	Special*	4	N/A	—

* To score a successful hit with this missile, the PC who is guiding the missile must make a roll of 80 or less on percentile dice. This check is modified as follows:

DESCRIPTION	MODIFIER
Target HND Rating	-1%/point of HND
Skill of Target	-5%/Driving Level
Weapon Skill	+5%/Attacker Level

THE KGB TEAM CARS:

Heidi Bounous drives a Porsche 928S with special equipment courtesy of her employers:

Vehicle: Porsche 928S

Maximum Speed	154 mph
Acceleration	19
Handling	+20
Braking	55
Protection	-20
# Passengers	4
Range	375
Cost	\$55,000.00

Weapons Aboard:

.50-caliber Heavy Machine Guns

#	DAM	RANGE	AMMO	LOAD	MOD
2	1d8	300/800/2400	belt	N/A	—

Rear-mounted Flame Thrower

#	DAM	RANGE	AMMO	LOAD	MOD
1	2d6	-/180/-	4	N/A	-3

TOW Anti-tank Missiles

#	DAM	RANGE	AMMO	LOAD	MOD
2	2d10	Special*	2	N/A	-

* Determining a successful hit with these missiles is done with the chart for similar missiles carried by the Orion Porsche 911SCs.

The so-called security people are driving Pontiac Grand Ams. There are five of them in the parking lot. Additional backup sets of both security agents and their Grand Ams may be found during the course of the chase . . . after all, Heidi was always one for hedging her bets.

Vehicle: Grand Am

Maximum Speed	115 mph
Acceleration	11
Handling	15
Braking	30
Protection	-30
# Passengers	5
Range	235
Cost	\$9,500.00

The "security" people are KGB thugs with a rating of 35 for all purposes, except WIL, which will be at 70. The driver of each car will have a Driving Skill of a randomly determined level between 1 and 3. Roll 1d6 and divide by 2, rounding up to determine this skill level. There are 10 thugs in five cars (two in each). Other KGB thugs with similar skills may be encountered during the chase.

All of these thugs are armed with 9mm Walther P-38s and have three extra clips each. Inside the vehicles (under the seat) are stashed two Ingram M-11 submachine guns.

Weapons Aboard:

9mm Walther P-38 Self-load

#	DAM	RANGE	AMMO	LOAD	MOD
2	1d6	10/40/120	8	3c	-

Ingram M-11 Submachine Gun

#	DAM	RANGE	AMMO	LOAD	MOD
2	1d6	60/100/300	36	2c	-

Running the Chase:

Use the Wasatch Chase Flow Chart found on the back inside cover. Bridal Veil Falls is at the location marked "Start" on the chart. As with the Grand Canyon chart, the numbers between the circled locations on the chart represent distances between those two points.

Each important turn on the chart is marked with a difficulty modifier. This is shown next to the circle where the turn is depicted, as well as between stretches of road. These numbers reflect a combination of modifiers including, among others, degree of incline, road conditions and so forth. The degree of the turn will always be 45 degrees, except at junctions where going straight will require no check, but turning will be at either 45 or 90 degrees. Forty-five-degree turns require a Driving Check when the vehicle is moving at 50 mph or more, while 90-degree turns require checks when the vehicle is moving at 25 mph or more. Turns greater than 90 degrees are prohibited unless a special maneuver is used.

Some locations on the map are indicated by a letter designator such as "A." This refers to a location such as "B9a," where there is a special encounter.

End Rules Section

The chase ends when either the PCs take their final bows or all of the KGB agents have had their vehicles disabled.

If the PCs safely complete the chase and still have Alley with them, he will confess to having been blackmailed into tampering with the HCT-137B tooling and helping the KGB steal the compressors bound for Hahn Air Force Base. He'll also give the PCs the key to the storage area at Bridal Veil Falls where the final functional HCT-137B is hidden.

B9a. Friendly Persuasion

You come around the mountain bend only to find yourself driving head on toward two dark blue Grand Ams which have suddenly maneuvered to take up both lanes of the road. The dark figure of an enemy hangs from one of the side windows, his submachine gun blazing at you.

The enemy drivers will maintain their courses so long as they are either committed to ram the PCs or do not fail a WIL Check. Roll 1d10 for each of the two approaching cars. On any roll greater than 7, the car's driver will decide to fanatically give his all for the KGB and will not change course no matter what. Any other result will require the driver to make a WIL Check on the following chart:

Turns Until Collision	WIL Check At
1	1/4
2	1/2
3	Full
4	Not required

There are two men in each of the cars. Once they have been encountered, mark off their circle. Should the PCs enter that circle again, they will not encounter more enemies. Thereafter, treat this area as a normal turn in the road.

B9b. Jack the Knife

As your car careens around the curve, you suddenly see before you a jackknifed tractor-trailer blocking the road.

The truck is 100' away and completely blocks the road, although a soft shoulder could be used to get around it. The soft shoulder of the road should be treated as mud, and a Driving Check at -30 is

required to navigate it at speeds over 25 mph. The only other alternative is to turn back.

B9c. Roadblock

Three Grand Am sedans from an arrow to block the road before you. Six gunmen blaze away from behind the vehicles, trying to stop you.

The sedans are 200' away. Once these cars are encountered, mark off the circle where they were met. From then on, treat that circle as though there were no special encounter (i.e. there will no longer be anyone at that encounter location).

B10. Orion Foundation (Snowbird, Utah, U.S.A.)

Upon dialing the number of Sagittarius Archery Supply, you hear the following message:

"This is the Orion Foundation. All our operators are busy. "Please hold and a representative will be with you shortly."

As you wait, music comes on the phone. After it plays its immemorable tune to its conclusion, you hear a voice say, "This is KLOD, the easy music station, broadcasting from the Snowbird Ski Resort, high in the everlasting hills. Wishing you a pleasant life." The music continues for a few moments and then, inexplicably, the line goes dead.

Each time the players call this number, the same thing happens.

The PCs should then visit the offices of KLOD. If they indicate that they wish to do so, read them the following:

Your car climbs steadily up the winding road. The peaks of the Wasatch Range tower on either side of the valley. Within an hour, you are in the parking lot of the Snowbird Ski Resort. It is with some effort that you find the offices of KLOD . . . a small set of four rooms on the ground floor next to the gondola lift house.

This is the local Orion field office. Once the PCs properly identify themselves to the security agents on duty, they will be ushered through the control room and into a closet. After a few moments of humming, they can open the door again, and find themselves deep in the granite rock of the mountains in an Orion safe house.

At this location, PCs can replenish their stocks and, importantly, get more complete information from the OIC as found in the Agents' Files.

If the PCs have not yet visited Hana, they will receive instructions to do so and you will proceed to Part 3. If the PCs have visited Hana already, then the adventure is nearly wrapped up and you should go to B11 below for the finale.

B11. Reprise

If the PCs ended Part 1 with the motorcycle race, read the first box and roleplay with the information that follows it. If the PCs ended Part 1 in the middle of the movie set, read the second box and roleplay with that information. If the PCs split up in Part 1 and some of them wound up in both the possible endings, pick the finale you like best.

The threat evaluation folks want you to stay put while they analyze what you've given them and determine your next assignment. And what the heck? There was a fresh snowfall last night and you can get free lift tickets through KLOD, so you decide to spend the rest of the day skiing.

After warming up with a couple of easy runs, you take the aerial tram all the way to the top of Hidden Peak. This trail is much more chal-

lenging, and you really have to concentrate to keep from falling over, so it's not until he's almost on top of you that you notice a mysterious figure on a sled hurtling straight for you, waving some sort of club and screaming the most vile of imprecations.

The figure is, once again, "Marvelous Marc" Moscatello, the club is a lug wrench and the imprecations are mostly a bluff. If he were to get close enough to take a swing at any of the PCs, he could do 1d4 bruise damage with the wrench, but more likely he'd be disarmed by the PC first. But most likely of all, because he isn't watching where he's going, he's going to pile into the trees on down the slope in 1d10 turns, shattering his sled and breaking both his legs. As the PCs ski on downhill away from him, they'll hear his shouts gradually fade away. "A little thing like this isn't gonna stop Marvelous Marc! No sir! If you weren't wimps, you'd come back and fight! Chickens! I'll get you yet! Nobody steals the trophy from Marvelous Marc! Nobody!"

And, when the PCs reach the bottom, they decide to use a different lift for the rest of the day.

The threat evaluation folks want you to stay put while they analyze what you've given them and determine your next assignment. And what the heck? There was a fresh snowfall last night and you can get free lift tickets through KLOD, so you decide to spend the rest of the day skiing.

After warming up with a couple of easy runs, you take the aerial tram all the way to the top of Hidden Peak. This trail is much more challenging, and you really have to concentrate to keep from falling over, so it's not until it's right on top of you that you notice, of all things, a Utah Transit Authority bus barreling out of control in your general direction.

The PCs manage to get out of the way, and the bus disappears on over the ridge. If the PCs ski toward the bus, they will find that it's crashed into a grove of trees and that a man in a white dinner jacket and a black woman in a slinky evening

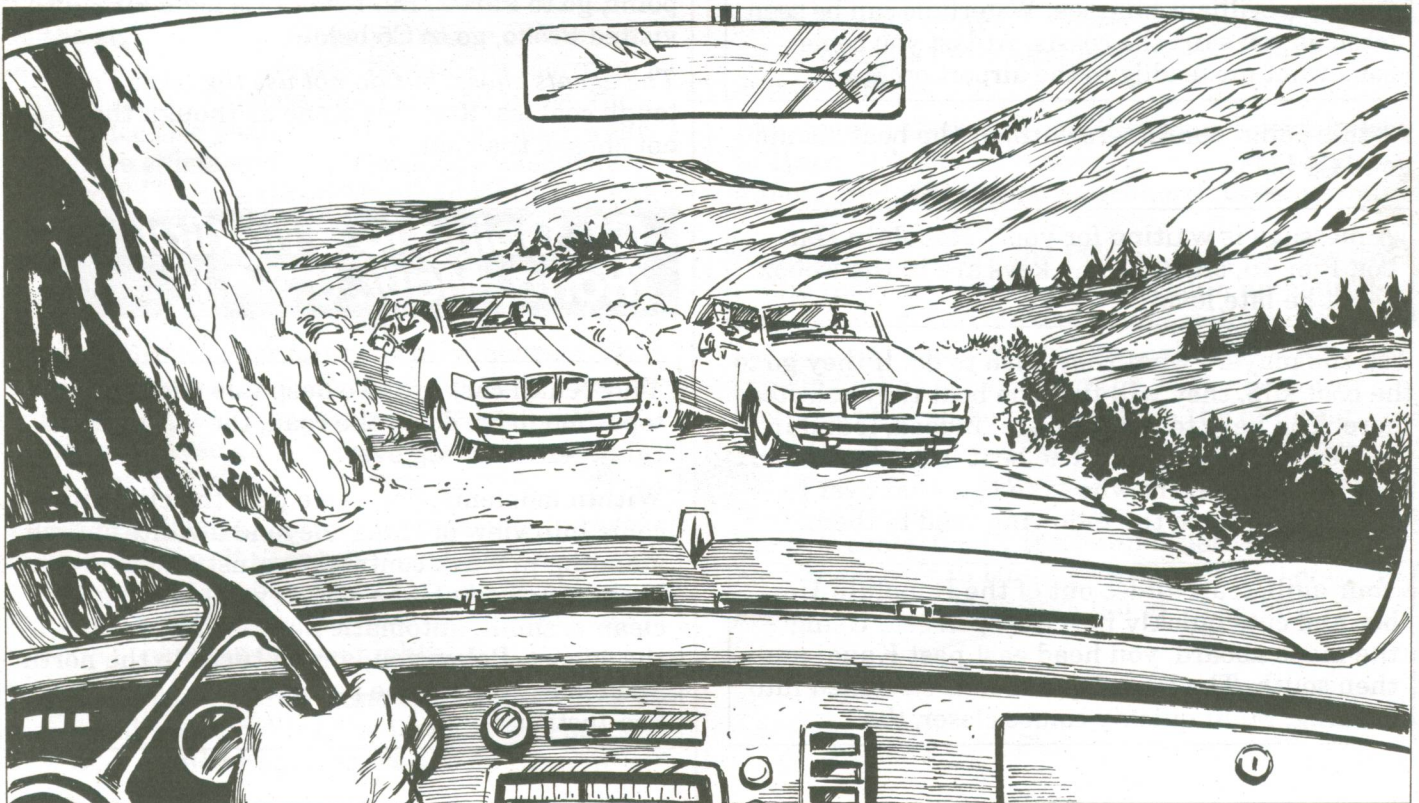
dress have taken refuge behind it and are rapidly forming what appear to be snowballs. If the PCs stay on uphill, then soon they will be overrun by about 40 guys in snowmobiles firing submachine guns in the general vicinity of the bus. Snowballs will then begin arching into the crowd of snowmobilers and, oddly, exploding, knocking over drivers left and right. (As long as the PCs stay among the snowmobiles, they stand a 5% chance each turn of taking 1d4 damage to a randomly-determined body area from an exploding snowball.)

The PCs, obviously, have yet again blundered onto the set of "Lovebomb." A snow cat bearing producer Lord Freddy Lewis and director Zebediah Samuels soon appears, and the PCs notice that a couple of weeks with Zebediah have taken their toll on Lord Freddy, who now is hooked up to an oxygen bottle and has a couple of medical technicians at his side. This particular scene seems certain to finish off Lord Freddy, it's progressing so badly. The guys in the snowmobiles hadn't anticipated any skiers on the slope (the trail was supposed to have been closed), and in trying to avoid

the PCs, they have panicked, and not only are running their machines into one another, they have lost track of where the special effects explosions are supposed to occur and now they're being blown to bits. The net result is total chaos, a number of frightful accidents and a slew of serious injuries, perhaps even a couple of fatalities.

The PCs got out of trouble by skiing downhill, and the mayhem is occurring so far above them that it isn't very practical for them to go up and lend a hand. Besides, the film company's production crew is already swarming the scene (and adding to the chaos). There is nothing for the PCs to do but go on down to the base of the slope and notify the Ski Patrol.

However, as they ski away, they take one last look at the snow cat. The medical technicians are feverishly performing CPR on Lord Freddy, while Zebediah, for reasons unknown, is giggling hysterically. As the cacophony of the movie set fades into the distance, the PCs hear Zebediah clearly call, "Print it!"



3. Hawaii Are You Here?

C. Aloha! (Hawaiian Islands, U.S.A.)

The blue waters of the Pacific Ocean slide quickly beneath the airliner. After sitting through a Simon Maime spy movie and an unusually good airline dinner (which is to say it almost tasted like something other than cardboard), you look out your window to see the island of Oahu. The view of Diamond Head is quickly followed by Waikiki as the plane descends to Honolulu International Airport.

If the players did *not* choose the boat at the beginning of this part of the adventure, then read the first box below. If they *did*, then read the second box.

Within an hour you are aboard a twin-engined aircraft with all your gear, flying low between the islands. The lush mountains thrust straight up from the brilliant blue sea. Waterfalls can be seen often as you skirt the coasts. At last you come somewhat unsteadily to the airport on Maui.

At this point, characters without the boat should go to C1 below.

A message is waiting for you. "Honolulu Harbor, Pier 15, slip CC. The keys are in the icebox. Don't be late love!"

Ask the players what they wish to do. If they go to the boat slip, they will find the boat they selected there. The keys to the boat are, indeed, found in the freezer of the cabin. The boat is equipped and fully fueled. Players who take this boat over to Maui should have the following read to them.

Your agile craft glides out of the Honolulu Harbor and cuts quickly into the open sea. Using the maps aboard, you head east past Kauai and then south. The long day has now stretched into evening. Maui quickly comes closer, the

Haleakala volcano silhouetted against the pastels of the Pacific sunset. You steer toward the volcano and the northeast coast.

Players who do have their boat should go directly to C3 below.

The Unpredictable Agent

The agents decide not to go to Hana: Well, it's hard to imagine, but the lure of a few days of Waikiki might divert the PCs from one of the two obvious leads that they have. They might wish to contact the Foundation (C4 below), but otherwise, just cruising around Oahu will not get them much. If they haven't gotten to Hana within two days, then the PCs' support team will contact them. They will explain that the Hana Sea Institute was apparently burned down the previous evening and that Dr. Henstrom is missing. If the PCs have not yet visited Utah, the support team will also tell them that Dr. Matheson has ordered them to follow up on the Westron Industries lead. At this point, go to Part 2, B2. If the PCs have already visited Provo, go to C5 below.

The agents chose, but do not use the boat: Their tough cookies. Run this scene as though they had not chosen the boat.

C1. Going to a Hukilau (Hana, Maui, U.S.A.)

Your rental cars are two Jeep CJs with open tops. You drive down the road, the warm tropical breeze washing over you.

Within moments, you drive past the clinic to come into view of Hana. Beyond a white church standing in stark contrast against a lush green background sits Hana Bay, crystal blue and clear. A small, automatic harbor light flashes in the sunset. Below you, a road turns to the north and leads through the palm trees to the Hana Sea Institute.

Players who drive toward the institute should go to C2 below.

The Unpredictable Agent

Other locations in Hana: Should the PCs decide to go to other locations in Hana, the following are possibilities:

The Lighthouse: A small trail leads around the east shore of the bay toward the rock island on which the lighthouse stands. A raging surf pounds the far side of the lighthouse; swimming here is practically impossible. The lee side of the rock, however, is peaceful and clear.

Hana Bay: The water in the bay is as clear as can be imagined. The lighthouse can be seen as can the pier. The docks of the Hana Sea Institute can also be seen on the west side.

The Community House: This large congregational room on the southeast shore of the bay is used for everything from dances to weddings. Nothing is happening there now.

The Mormon Church: The large white church is, as the sign in front of it proclaims, a Church of Jesus Christ of Latter-day Saints — a Mormon Church. As the agents move around Hana, they will notice two young men with short hair wearing white shirts and ties. Definitely suspicious; who would wear a tie on Maui? In addition, both will be carrying large cameras and taking many pictures around the area of the bay. If questioned, these two will identify themselves as Elder Douglas Thompson and Elder Tracy Hickman doing their two-year stints as missionaries. They were supposed to go to Poland, but their visas never cleared so now they are assigned to Hawaii. Neither of these guys is involved in espionage work, but will gladly discuss religion.

The Hotel: A large, sprawling hotel sits in the middle of town. It is ranch style (only one story) and overlooks the bay. The PCs may be able to get rooms here, but there is a 70% chance that the hotel is booked up for the night.

Fagan's Cross: A large stone cross stands atop the highest hill overlooking the town. It was put there by a man named Fagan years ago and is now

something of a local monument.

The Clinic: The local doctor runs his services from this building. The physician will tend to PCs who are brought in with wounds, but the doctor will report curious wounds (such as those resulting from gunshots) to the police.

The Condominiums: These stand right on the south shore. They are always full and cannot be rented locally anyway. They are typical of resort condominiums.

Dr. Henstrom owns one of these condominiums and lives there. Should a PC enter his apartments, they will find them cluttered with papers including a design for a deep-sea submersible research platform. Notations on the drawings will indicate ultra high-pressure tanks requiring an HCT-137B compressor to properly fill them.

There is also a safe located under his bed which contains several thousand dollars in cash and several thick notebooks labeled "ADVANCED HEURISTIC ARTIFICIAL INTELLIGENCE" which was apparently written for the NOARF several years ago. Its contents, however, mostly consist of equations and branching matrices that make no apparent sense.

Hasagawa's General Store: The most colorful place in Hana. It holds all types of merchandise and almost anything can be found here . . . somewhere.

Regardless of where the PCs go, however, the fire in the Institute will break out within an hour. A large siren will sound and people will pour out of their homes and begin to run and drive toward the growing pillar of smoke on the west side of the bay. PCs will not be able to reach the building until the fire has engulfed the structure. They will see the running lights of three boats moving swiftly out of the bay. At this point, you should have the PCs contacted by the Foundation and either have them sent to Utah (go to Part 2, B2) or brought back to New York (go to C5 below).

C2. Hana Sea Institute

The low, single-story structure stands on pylons right at the shore of Hana Bay. The Hawaiian sunset fills the sky with a dull red glow. Three boats, a large yacht and two smaller speedboats, are docked at the long pier behind the building. There are no cars in the small parking lot, and only a dim light can be seen beyond the glass front doors of the building.

The Hana Institute was a going-away present to Dr. Henstrom (from himself) for leaving the Naval Ordinance Advanced Research Facility several years ago. None of the regular staff is in the building.

That is not to say that the building is deserted. There are 10 KGB agents getting set to torch this facility.

Rules Section

These thugs and their leader are all listed in C3. Use the statistics found there for running this encounter.

End Rules Section

If discovered, the KGB agents will immediately set fire to the place and attempt to escape to their boats. However, since the KGB agents are all inside the building, the PCs should be able to reach the dock first and try to hold it, or hide in the rocks 50' from the dock and cover the KGB agents' attempted escape route with gunfire. Furthermore, four of the KGB agents will be slowed to $\frac{1}{2}$ their MOV Rates, as they are encumbered with a large, wooden crate. These four KGB agents will defend the crate with their lives and will not try to use it as cover.

The limp body is the unconscious Dr. Henstrom whom they have come to abduct. The box contains the fifth HCT-137B.

The KGB agents will have already spread gasoline throughout the building and the fire should really go up when it hits the oxygen tanks in the

basement. Once the torch is put to the building, use the following table to determine the effects:

TURN DESCRIPTION

- 1-3** Dim light flickers and begins to grow. Tongues of flame lap at the ceiling from vents.
- 4-10** Smoke obscures the hallway as the heat begins to boil the paint from the doors. One entire wall is a sheet of flame.
- 11-15** Rolling balls of flame boil from doorways. Ceiling beams occasionally crash to the floor as the burning tiles fall like flaming rain.
- 16-20** Sheets of flame engulf the ceiling. The smoke makes it impossible to see. Canisters of compressed gas explode from time to time and the heat is sucking the air from the room around you.

TURN	DAM	AREA	FREQUENCY
1-3	None	None	none
4-10	1 Point	Random	Every 2 Turns
11-15	1d4	Random	Every 2 Turns
16-20	1d4	Random	Each Turn

After 20 turns, the oxygen tanks in the basement will explode. This explosion, coupled with the fire, will be spectacular, causing 1d8 points of damage *per body location*.

The KGB agents will, of course, attempt to escape and keep the PCs inside the building. Should the PCs somehow manage to get out of the building, continue the fight until the KGB agents get away.

The Unpredictable Agent

The PCs take one of the KGB boats: In the unlikely event that this happens, simply go on to C4 below and run the chase using the equipment on hand.

The PCs sabotage the KGB boats: The KGB agents then have no choice but to shoot it out while trying to make repairs. They may even threaten to kill Dr. Henstrom unless the PCs back off.

C3. *Thar She Blows!*

This section of the adventure will only apply to the PCs who took the boat option in Part 2.

The Sea Institute has its own docks, which you can now only just make out as night falls. You see a flicker in the windows of the Institute which, within moments, breaks out into a blaze. Windows shatter from the change in pressure and flames boil out. Silhouetted against their hot light are several figures moving down the docks toward several boats tied there.

Characters may attempt an INT check at $\frac{1}{2}$ to make out any details about the figures on the dock. PCs using binoculars (See equipment on the boat) may make this check with a +10 modifier to their rolls. Those who fail cannot make out any further detail through the heat and smoke. Those who succeed will see two men dragging a third followed by four men carrying a heavy crate. All these people are moving toward the boats.

The boats are a large cabin cruiser and two smaller, black crafts. The man and crate are carried to the large boat and, within moments, the boats are moving away from the docks.

The PCs' boat sits seaward of the three emerging vessels. As the PCs watch, the Institute explodes; its fireball casting an orange light over all the bay. The black shapes of the three boats can be seen clearly. The PCs' boat begins 5,000' away from the approaching boats. The black boats are coming directly at the PCs and are picking up speed slowly.

Though the PCs may not yet know it, Dr. Lloyd Henstrom is aboard the cabin cruiser, having just been taken prisoner in a rush KGB operation. This operation is being run by Col. Vlashem who is aboard the large yacht with Henstrom.

The chase is on.

The main challenge to the PCs is to stop the KGB while rescuing Henstrom. The two pursuit boats will break off from the Enigma and engage the PCs when the PCs show the the first sign of trou-

ble. The KGB is not expecting the PCs and, therefore, will sail by them without firing a shot unless the PCs appear to be following them. The pursuit boats will try to cover the larger boat while attempting to destroy the Neptune.

The PCs have a wide variety of equipment available to them with which to accomplish their goals, not the least of which is the Ahab-4 grappling torpedo which, once successfully engaged, will lash the target boat to the Neptune. The torpedo tubes in the Neptune and underwater gear might also allow for a surreptitious underwater approach should the enemy boat be stopped.

Rules Section

Dr. Lloyd Henstrom (Former Computer Programmer): Dr. Lloyd Henstrom always loved two things, computers and the sea. Of course, the sea came first, but as technology provided him with a new toy, he was able to apply his natural talent for advanced mathematics.

Henstrom was eventually brought into Project Lamprey, the first attempt to design a navy robot machine that could think for itself. He developed the breakthrough mathematics that made this possible, but became increasingly concerned about the morality of what he was doing. He began to introduce philosophy and moral prerogatives into the mathematical matrix he was building. Eventually his contemplations drove him out of naval research and into seclusion on Maui.

STR	INT	REF	WIL	CON	MOV	DEX
22	86	69	52	44	45	77

Sex	Male
Race	White
Nationality	United States
Native Language	English (New England)
Age	41

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

Advantages: None

Disadvantages: None

Skills: Basic Tool Use (1), Carpentry (2), Basic

Science (1), Computer Technician (3), Astronomy/Math/Physics (5)

Col. Yuri Vlashem (KGB Section Head): Currently stationed at the Soviet Consulate in Honolulu, his official position is naval attache. Vlashem is, however, station head of KGB international intelligence for the Pacific Basin.

Yuri is carrying out this mission on orders of which he is not too certain. The source of the orders is questionable, and its urgency is quite unusual for the KGB. Furthermore, he has received a disturbing cable from his good friend Pavlovich which indicates that this Starfire operation may not be sanctioned by Moscow. He has promised himself to look into it as soon as this mission is completed. After all, there is no sense in leaving all the bases uncovered.

STR	INT	REF	WIL	CON	MOV	DEX
52	68	38	50	65	45	48

Sex	Male
Race	White
Nationality	Soviet Union (Ukraine)
Native Language	Russian
Age	32

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

Advantages: None

Disadvantages: None

Skills: Basic Firearms (1), Pistol (2), Basic Heavy Weapons (1), Mortar (2), Machine Gun (1), Knife (3), Driving (Boat-2)

ORION TEAM'S BOAT:

Vehicle: Neptune

Maximum Speed	50/100*
Acceleration	10
Handling	?/-20*
Braking	10
Protection	-20
# Passengers	12
Range	1,000
Cost	\$652,420.00

* Where two statistics are listed for this boat, the first relates to the boat when it is not in hydrofoil mode, and the second relates to it when it is in hydrofoil mode.

Weapons Aboard:

.50-caliber Mounted Machine Guns

#	DAM	RANGE	AMMO	LOAD	MOD
2	1d8	300/800/2400	belt	N/A	—

Wire-guided Mark 9 Torpedoes

#	DAM	RANGE	AMMO	LOAD	MOD
4	1d10	500/2000/4000	4	N/A	—

Ahab-4 Grappling Torpedoes *

#	DAM	RANGE	AMMO	LOAD	MOD
3	1d8	500/1000/2000	3	N/A	—

* This weapon may only be fired at the target and not at the occupants. When it hits successfully, it can be used with its internal winch system to pull the target and attacking ships together for a boarding action. See equipment section in the Agent's Files for more details.

KGB TEAM BOATS:

In addition to Col. Vlashem, there are five KGB Generic Thug 35s on the large yacht. Each of them has a Marakov 9mm pistol. Two of them also have AKM submachine guns.

Weapons Aboard:

Marakov 9mm Pistols

#	DAM	RANGE	AMMO	LOAD	MOD
5	1d6	20/70/200	8	1c	—

AKM Submachine Guns

#	DAM	RANGE	AMMO	LOAD	MOD
2	1d8	120/400/1200	30	2c	—

Vehicle: Enigma (Large Private Cabin Cruiser)

Maximum Speed	48
Acceleration	5
Handling	-30
Braking	10
Protection	-50
# Passengers	20

Range 3,000
Cost \$522,960.00

Weapons Aboard:

40mm Automatic Grenade Launcher

#	DAM	RANGE	AMMO	LOAD	MOD
1	1d8	—/300/900	20	N/A	—

Mine Layers

#	DAM	RANGE	AMMO	LOAD	MOD
2	1d10	dropped/ stationary	5	N/A	—

There are two KGB Generic Thug 35s on each of the small boats. Each of them has a Marakov 9mm pistol. Two of them also have AKM submachine guns.

Weapons:

Marakov 9mm Pistols

#	DAM	RANGE	AMMO	LOAD	MOD
4	1d6	20/70/200	8	1c	—

AKM Submachine Guns

#	DAM	RANGE	AMMO	LOAD	MOD
2	1d8	120/400/1200	30	2c	—

Vehicle: Chris-Craft 312SL Stinger

Maximum Speed	80
Acceleration	12
Handling	+10
Braking	20
Protection	-20
# Passengers	8
Range	200
Cost	\$45,000.00

Weapons Aboard:

40mm Automatic Grenade Launcher

#	DAM	RANGE	AMMO	LOAD	MOD
1	1d8	—/300/900	20	N/A	—

End Rules Section

Should the PCs gain control of the Enigma, they will find a crate in the forward cabin measuring roughly 7' × 4' × 4'. If the box is opened, Dr. Henstrom, hooked to a life-support apparatus, will be

found. This complex box was designed to keep the doctor both sedated and alive for several days.

If brought around (Medical Skill Check at 1/2), then he will explain to the PCs that he doesn't know why anyone would want to take him. His work on deep-sea mammals is mostly taken lightly by the scientific community. He had worked on a project for the Navy on heuristic artificial intelligence for some new little toy of theirs called the Lamprey, but quit the project when he became troubled about its moral implications.

C4. Orion Foundation (USS Arizona, Maui, U.S.A.)

The phone number for the Taurus Bulbapen Lounge which you find in the book rings once and then you hear three ascending tones, followed by: "We're sorry — the number you have reached has been changed; the new number is . . ." the mechanical voice repeats the number and says cheerfully, "Please make a note of it," before hanging up.

When you dial the new number, all you get is a recording reporting the operating hours of the Arizona War Memorial in Pearl Harbor.

If the PCs go to the war memorial, read the following:

You ride in a large boat surrounded by tourists in loud shirts. The boat moves noisily across the waters of Pearl Harbor and soon comes to a dock next to a large platform with modern architecture.

The voice of the tour guide drones on . . . "when the Japanese aircraft bombed and torpedoed the ships as they stood at their anchorages. The Arizona was one of the greatest battleships of her time. Thousands lost their lives in the early Sunday surprise attack."

The tourists move about the platform, gazing into the murky waters at the rusting super-structure below them.

In the two far corners of the platform, however, you notice the restrooms, the only enclosed spaces on the entire memorial.

Entering either of these will show a standard bathroom with an unusual slot just about the size of the agent's identification card. Putting the card in the slot results in the following:

The room suddenly descends, the air cooling noticeably. A moment later, the door opens and you stand in the dimly lit corridors of the Arizona . . . now sealed against the outside waters and an important new Orion operations base.

The PCs may get information updates here that they have not yet received. If the PCs have not yet visited Utah, they will receive instructions to do so and you will proceed to Part 2, B2. If the PCs have visited Provo already, then the adventure is nearly wrapped up and you should go to C5 below for the finale.

C5. Son of Reprise

If the PCs ended Part 1 with the motorcycle race, read the first box and roleplay with the information that follows it. If the PCs ended Part I in the middle of the movie set, read the second box and roleplay with that information. If the PCs split up in Part I and some of them wound up in both the possible endings, pick the finale you like best.

The threat evaluation folks want you to stay put while they analyze what you've given them and determine your next assignment. So what the heck? Surf's up! So you head out to the beach to see if you can ride the infamous Pipeline.

You are having some degree of success riding the waves, but it's hard work and you really have to concentrate to keep from being pitched into the drink, so it's not until he's within a couple of hundred feet do you notice a mysterious figure in an outrigger canoe threatening you with some sort of club and screaming the most vile of imprecations.

The figure is, once again, "Marvelous Marc" Moscatello, the club is a lug wrench and the imprecations are mostly a bluff. If he was to get close enough to one of the PCs to take a whack at one of them, he could do 1d8 damage with the wrench. But that's not too likely, since he's trying, without much effect, to paddle with the wrench, when he's not waving it about over his head. This, along with the odd angular tack that "Marvelous Marc" has assumed have put him and his canoe in the grips of an ocean current, and he's being carried off to sea. If the PCs merely surf on into shore, they'll be rid of the threat he poses, but they'll still have to endure his taunts until he disappears over the horizon.

The threat evaluation folks want you to stay put while they analyze what you've given them and determine your next assignment. So what the heck? Surf's up! So you head out to the beach to see if you can ride the infamous Pipeline.

You are having some degree of success riding the waves, but it's hard work and you really have to concentrate to keep from being pitched into the drink. So it's not until they're nearly on top of you that you notice a man in a white dinner jacket and a beautiful black woman in a slinky evening dress riding a jerry-rigged raft made of part of an airplane fuselage in imminent danger of being swallowed whole by the world's largest shark.

The PCs, obviously, have again blundered onto the set of "Loverbomb." A tugboat with producer Lord Freddy Lewis and director Zebediah Samuels aboard soon appears, and it doesn't look like two

weeks with Zebediah have done Lord Freddy's heart condition much good; he's now hooked up to an oxygen bottle and is flanked by a pair of medical technicians.

And this scene isn't likely to make his condition improve, for at a critical juncture, Zach Grappler is distracted by a spot on his jacket and misses his cue. He steps backward in shock, throwing the raft off balance, vaulting costar Amanda Dadah into the maw of the mechanical shark which is just now being blown apart by the special effects crew and pitches clumsily into the surf. Zebediah

immediately screams, "Cut," Zach immediately starts yowling about his hair, the medical technicians immediately begin pounding on Lord Freddy's chest and no sign of Amanda is seen for 1d20 turns.

If the PCs mind their own business and surf on into shore, they'll avoid this nonsense altogether. But once they're safely on the beach, Zebediah will call after the PC to whom he earlier offered a role, asking, "That was our last mechanical shark and I was thinking of trying this scene with real ones. Know where I can get some?"



Agents' Files

The OIC (Operations Information Center) of the Coriolis Bureau conducts business with agents around the globe 24 hours a day. It is the central clearinghouse for all intelligence information gathered by the Orion Foundation in its various locales around the world. It is supported by several threat analysis teams, each of which has its own specialty. These teams take the data which agents gather in the field and do comparative analysis work with all other known data. These are given to field operatives as "threat assessments" and "intelligence potential assessments." In addition, the OIC also operates an organization for gathering raw information to give specific data to agents in the field.

The OIC operates its own communications network which is world-wide in scope. Field agents can, if within range of an Orion Foundation branch office (safe house), contact that house and get information from it. In remote areas, the wrist communicator can be disassembled easily into a satellite transceiver and miniature dish. To work, it requires an unobstructed line of sight with the target communications satellite. The SW1 is limited in its battery capacity and has limited display capabilities (20 characters at a time). Despite these limitations, it works sufficiently well for agents to receive information or find out where to go to get it.

Whenever agents use their Orioncomms to request information from the OIC, use only the information listed in capital letters at the top of a section. Under NO CIRCUMSTANCES will the Orion Foundation ever give privileged information to agents over any open channels (such as television, telephone, radio or even the Orioncomms). If agents require more information than is given over the Orioncomm, they must seek out a branch office and get the information there.

The information available from the OIC is listed below. Only read sections to players as they specifically ask for them. Do not volunteer information except in the most dire circumstances.

The information in CAPITAL LETTERS is available over the Orioncomm transceivers. It generally follows this format:

NAME OR WORD REQUESTED FOR SEARCH
TITLE OR MAJOR DESCRIPTION
INTELLIGENCE ALLIANCE/THREAT/
INTELLIGENCE RATING
OTHER

INTELLIGENCE ALLIANCE: This lists in short form the agency with which a person or subject is most allied. NON means that the subject has no official alliance.

THREAT/INTELLIGENCE RATINGS: Each of these lists a value from 0 (no threat or intelligence value) to 20 (extreme threat or urgent intelligence value).

ALLEY, BARRY
PRESIDENT WESTRON
NON/THRT-2/INT-16
US DOD CONTRACTS

President, Westron Industries. Born 1932, son of E.G. Alley (founder of Westron Industries) and Margaret Krasnowski Alley (homemaker). Graduated 1954, Brigham Young University, with major in mechanical engineering. Unmarried with notorious playboy reputation, though seems to have reformed image somewhat in last six months.

ARIZONA, USS
US BATTLESHIP
ORION/THRT-1/INT-20
ORION FIELD OFFICE

Battleship most famous for where it sank, this ancient artifact is now a war memorial in Pearl Harbor. The ship was sunk during the Japanese attack which precipitated the United States entry into World War II. Currently in service as a secret Orion field support base.

BET ON A DEAD HORSE
FILM TITLE
NON/THRT-1/INT-3
SIMON MAIME SPY FILM

Title in the "Simon Maime Superspy" film series. Plot concerns selling of robotic horses to ruin the economy of Kentucky.

BOUNOUS, HEIDI
SECRETARY WESTRON INDUSTRIES
?/THRT-2/INT-2
UNKNOWN BACKGROUND

Secretary to Barry Alley of Westron Industries.
History of her origins and employment prior to
Westron cannot be verified by this department.

BRIDAL VEIL FALLS
SCENIC ATTRACTION UTAH
USA/THRT-2/INT-2
1,000' VERTICAL DROP

Scenic attraction in Provo Canyon northeast of
Provo, Utah. Includes an open, four-passenger
tram with base station/tourist shop and a cliff-top
upper station with picnic facilities. Sheerest verti-
cal ascent for a tram in the world, climbing over
1,000' from its base to the upper station.

BRIGHAM YOUNG UNIVERSITY
PAROCHIAL UNIVERSITY PROVO UTAH
MORMON/THRT-2/INT-2
OWNED BY MORMON CHURCH

One of the largest privately owned universities in
the world. Established 1849. Attendance approxi-
mately 28,000 per semester. Includes colleges of
law, engineering, fine arts, business, communica-
tion, mathematics and physics. Won national
championship in college football, 1984, under
dubious circumstances. Owned by the Church of
Jesus Christ of Latter-day Saints.

BYU
SEE BRIGHAM YOUNG UNIVERSITY

CAPUCINA, BAMBI
STUDENT NORTHERN ARIZONA UNIVER-
SITY
NON/THRT-1/INT-1
QUEEN OF THE CANYON CLIMB

Born 1968 in Yuma, Arizona, to Melvin Capucina
(greens keeper) and Beula Smithers Capucina
(short-order cook). Graduated Yuma High in 1986.
Dubious reputation during high school years.
Five-time runner-up in Cactus Blossum Queen
Pageant in Chandler, Arizona. Currently physical

fitness and escort major at Northern Arizona Uni-
versity. Stated career goal is game show hostess or
TV weathercaster.

CHURCH OF JESUS CHRIST OF LATTER-DAY
SAINTS
CHRISTIAN CHURCH
?/THRT-2/INT-2
BASED IN SALT LAKE CITY UTAH

Also known as Mormon Church. Christian reli-
gion founded in Palmyra, New York, in 1820 by
Joseph Smith. After Smith's assassination by a
mob in Carthage, Illinois, in the 1830s, the church
moved to Utah under the direction of Brigham
Young. World membership over 7 million. Active
missionary program carried out primarily by
youth ages 19 to 23. Language and mission train-
ing carried out in Provo, Utah.

DADAH, AMANDA
ACTRESS
NON/THRT-4/INT-6
APPEARS IN NEW SPY MOVIE

Actress. Born 1956, Bardstown, Kentucky. Daugh-
ter of Curtis Dillworth (grocer) and Zelda Wash-
ington Dillworth (grocer). Graduated Bardstown
High, 1974. Moved to California, 1980. Changed
name, 1981. Previous work in Alpha Bravo food
store commercials. Born-again Christian. Three
arrests for assault; charges dropped in each case.
Currently working on film "Loverbomb."

DALLIN, LIZ
RECEPTIONIST WESTRON INDUSTRIES
NON/THRT-6/INT-10
AMERICAN PATRIOT

Receptionist. Born 1964, Sandy, Utah. Daughter of
Dr. Charles Dallin (physics professor, Utah State)
and Emma Larsen Dallin (homemaker). Gradu-
ated Logan High School, 1982. Graduate student,
Brigham Young University, Provo, Utah. Current-
ly working as receptionist at Westron Industries,
Provo.

FREIDRICK, ERIC
COMMUNICATIONS MASTER

ORION/THRT-1/INT-20
ORION CENTRAL (OIC)

Communications master, Orion Foundation. DATA
FILE CLASSIFIED.

GRAPPLER, ZACH
ACTOR
NON/THRT-2/INT-2
STAR OF SIMON MAIME SPY FILMS

Actor. Born 1942, Saint John, New Brunswick, Canada. Son of Ed Dejardin (fisherman) and Wanda Abernathy Dejardin (homemaker). Graduated St. Mark's Academy, Moncton, New Brunswick, 1960. Graduated Bowdoin College, Brunswick, Maine, 1964, with degree in drama. Left graduate studies at University of Nebraska-Omaha, 1966, to move to California. Star of "Spy, My Eye" and "Bet on a Dead Horse." Currently working on film "Loverbomb." Speeding violations which keep a lawyer occupied full time. No other criminal record.

HANA SEA INSTITUTE
PRIVATE RESEARCH FACILITY
?/THRT-8/INT-14
OPERATED BY HENSTROM

Institute established by Dr. Lloyd Henstrom in 1982 for the study of deep-sea life in the Hawaiian archipelago. Currently employs a staff of between 10 and 15 people. All employees are approved by Henstrom personally. Has not published work since 1984, and details about research based in that facility are unknown. Three members of the Henstrom staff have been reported missing at random intervals over the last 18 months. Efforts to locate these people have yet to bear fruit.

HANA MAUI HAWAII
RESORT-RANCH COMMUNITY MAUI
USA/THRT-2/INT-4
REMOTE LOCATION PRIVATELY OWNED

Small community on the east shore of Maui. Primarily owned by Hana Ranch, a cattle company. Also location of the Hana Sea Institute.

HCT-137B
HIGH-COMPRESSION TURBINE DEVICE
NON/THRT-6/INT-17
US SECRET DEVICE — RESTRICTED TRADE

High-compression turbine manufactured by Westron Industries in Provo, Utah. This small, precision device is capable of compressing gasses to pressures previously unattainable even by large machines. The compressor has the added virtue of operating silently. This item is on the DOD security trading list and may not be sold except to approved U.S. defense contractors. Four units designated for shipment to Hahn Air Force Base, West Germany, were recently stolen in transit from freighter in Bremerhaven, West Germany.

HENSTROM, DR. LLOYD
OCEANOGRAPHY AND COMPUTER PROGRAMMING GENIUS
?/THRT-6/INT-18
FORMER US NOARF CONSULTANT

Born 8/5/37, in Old Town, Maine, son of Murray Henstrom (potato farmer) and Helga Marsten Henstrom (homemaker). Graduated 1958, University of Vermont. Ph.D., University of California-San Diego, 1963. Professor of Oceanography at U.S. Naval Academy, Annapolis, Maryland, 1967 to 1982. Founder of the Hana Sea Institute in Hana, Maui, Hawaii, 1982. Last published work "The Theory and Evidence of Deep Ocean Mammals" (OCEANA, 1984). Details of current work unavailable, but presumed associated with the institute which he founded.

HEURISTIC ARTIFICIAL INTELLIGENCE
SELF-TEACHING COMPUTER PROGRAM
?/THRT-8/INT-14
RECENT BREAKTHROUGH OF HENSTROM

A computer programming technique which allows the program to modify itself based on what it has previously experienced. A self-learning computer program. Advanced programs of this nature are theorized capable of producing artificial intelligence in machines and have already done so to a great extent.

HICKMAN, TRACY
MORMON MISSIONARY
?/THRT-?/INT-?
SIMULATION AND ROLEPLAYING GAMER

Missionary. Born 1955, Salt Lake City, Utah. Son of Dr. Harold Hickman (university professor) and Joan Collins Hickman (dental receptionist). Graduated, Provo High School, 1975. Attended Brigham Young University. Currently missionary for Mormon Church, although known to have dabbled in writing and roleplaying games.

HOLLINGSWORTH, JAMES
THREAT EVALUATION LEADER
ORION/THRT-6/INT-20
ORION CENTRAL (OIC)

Threat evaluation team leader, Orion Foundation.
DATA FILE CLASSIFIED.

HOLZ, BRUNO
FREELANCE ASSASSIN
?/THRT-18/INT-9
FORMER ACCOUNTANT

Hired assassin. Born 1948, Munich, West Germany. Son of Ernst Hoffman (accountant) and Helga Steiner Hoffman (homemaker). Attended Heidelberg University, 1966 to 1968. Left before graduation. Arrested, 1972, on suspicion of murder; released, charges dropped. FBI surveillance in 1983 found evidence of KGB involvement, but insufficient proof for deportation. Current whereabouts unknown.

IVANOVA, TATYANA
COMPANY FIELD AGENT
ORION/THRT-16/INT-18
REPORTED MISSING

Orion Agent. Born 1959, Moscow, Soviet Union. Daughter of Ivan Ivanovich (jeweler) and Anna Petrovna (jeweler). Grandparents said to have worked for Karl Fabrege before the revolution. Escaped Soviet Union, 1962. Graduated California Institute of Technology, 1980. Recruited after assassination of her parents, Christmas, 1983. Temperamental and occasionally violent.

KHRH
TV STATION FLAGSTAFF ARIZONA
WEB/THRT-17/INT-18
WEB COVER OPERATION

Call letters of television station (channel 13) broadcasting from Flagstaff, Arizona. Owned and operated by Featherbonnet Productions, a cover company for the Web. Broadcasting as an evangelical sports station (motto: "salvation through sportsmanship").

KLOD
RADIO STATION SNOWBIRD UTAH
ORION/THRT-6/INT-20
ORION FIELD OFFICE

Call letters of radio station (99.6 FM) operating out of the Snowbird Ski Resort, Snowbird, Utah. The station is a front for an Orion field office.

LEWIS, LORD FREDDY
FILM PRODUCER
NON/THRT-2/INT-2
PRODUCER OF SIMON MAIME FILM SERIES

Born 1930, Hartlepool, England. Son of Percy Lewis (accountant) and Sheila Cummings Lewis (homemaker). Attended Yorkshire School of Public Accountancy, 1947 to 1951. Joined father's firm, 1951. Inherited firm on father's death, 1955. Filed for bankruptcy, 1956. Employed as accountant by Tees-Side Music Hall, Newcastle, England, 1956 to 1982. Acquired rights to Bolling Stoddard's "Simon Maime Superspy" series of novels in bankruptcy auction, 1978. Produced "Spy My Eye," 1982. Produced "Bet on a Dead Horse," 1984. Amassed substantial fortune on aforementioned films. Heavy contributor to Conservative Party. Awarded life peerage on Queen's Birthday, 1985. Currently producing latest Simon Maime film, "Loverbomb."

LOVERBOMB
FILM TITLE
NON/THRT-1/INT-1
SIMON MAIME SPY FILM

Title in the "Simon Maime Superspy" film series. Plot concerns theft of high-technology equipment

by a powerful fictitious agency.

MAIME, SIMON
FICTITIOUS NOVEL/FILM CHARACTER
NON/THRT-0/INT-0
SUPER SPY FANTASY

Fictitious "Superspy" character of novels and film created by Bolling Stoddard. No known relation to any current operation.

MATHESON, DR. EDWARD
HEAD OF SECTION
ORION/THRT-6/INT-20
ORION CENTRAL (OPS)

Head of section, Orion Foundation. DATA FILE
CLASSIFIED.

MIKROS, ARTIMUS
OPERATION PLANNER
WEB/THRT-19/INT-20
TERMINATE WITH EXTREME PREJUDICE

Mediterranean ancestry (possibly Greek). Early years unknown. Parents unknown. First encountered as underground agent (age 12) during World War II in Yugoslavia. Maintained contacts with Allied intelligence until late 1944 when his entire underground unit disappeared and was not heard from again. Resurfaced in 1951 in Web operation engaged in fomenting Korean War. Subsequent known operations include: Sealion, successful theft of U.S. presidential yacht, 1958; Killjoy, introduction of violent sickness in southern Africa; Bunuh Kembali, successful destabilization of Indonesia, 1965; Takeout: assassination of Mao Tse-tung, 1975; Jihad: destabilization of Iran, 1983. Current whereabouts unknown. Current assignment unknown. Genius with sense of irony. Specialist in large-scale and complex operations. Suspected in the loss of the USS Thresher submarine, 1963. DANGEROUS. PROCEED AGAINST THIS INDIVIDUAL WITH EXTREME CAUTION.

MORMON CHURCH
FAMILIAR NAME FOR CHURCH OF JESUS
CHRIST OF LATTER-DAY SAINTS

MOSCATELLO, MARCO
MOTORCYCLE RACER
NON/THRT-10/INT-4
AKA MARVELOUS MARC

Born 1942, Perugia, Italy. Son of Guido Moscatello (auto parts dealer) and Sofia Bocaccio Moscatello (seamstress). Dropped out of St. Sebastian's School, 1958; studies concentrated on courses related to auto shop mechanics. Began racing motorcycles 1958. Divorced from Deedee Macaboom 1976. First runner-up Ely Motocross, 1975; third place, Tahoe Hill Climb, 1977; runner-up, Canyon Climb, 1979, 1981 and 1984.

NAVAL ORDNANCE ADVANCED RESEARCH
FACILITY (NOARF)
US GOVERNMENT RESEARCH INSTALLA-
TION
US/THRT-10/INT-18
OFF EAST NEWFOUNDLAND COAST

Branch of United States Navy designated for leading-edge weapons research. Primary research site classified, but known to OIC as being off coast of Newfoundland disguised as a Petroc oil-drilling platform. Currently preparing for sea trials and testing of Lamprey advanced attack submarine scheduled for later this month.

NOARF
SEE NAVAL ORDNANCE ADVANCED
RESEARCH FACILITY

POLARIS

Euphemistic name for Orion OIC.

PROVO UTAH
CITY IN NORTH CENTRAL UTAH
USA/THRT-2/INT-?
BYU, MTC, WESTRON INDUSTRIES

A city in north-central Utah and seat of Utah County. Provo is 38 miles southeast of Salt Lake City on Provo River. Population 74,000. Home of Brigham Young University. The area was settled by Mormon pioneers in 1849.

SAGINAW, BUFORD
PROSPECTOR
NON/THRT-9/INT-4
NO APPRECIABLE ASSETS

Prospector/Speculator. Born 1923 in Winslow, Arizona. Son of Grant Saginaw (gas station operator) and Betsy Little Dear Saginaw (handicraft dealer). No known education. No tax returns ever filed in his name.

SAMSON, GUY
STUDENT NORTHERN ARIZONA UNIVERSITY
NON/THRT-6/INT-1
KING OF THE CANYON CLIMB

Born in Beaver, Utah, 1965. Son of Millard Samson (race horse trainer) and Ethel Sievers Samson (homemaker). Graduated Beaver High, 1984, and received gymnastics scholarship. Currently enrolled in Northern Arizona University, majoring in air-conditioning repair. Score on verbal portion of American College Test ranked in fifth percentile. Called the "Lone Hulk" by acquaintances.

SAMUELS, ZEBEDIAH
FILM DIRECTOR
NON/THRT-14/INT-2
BLACKLISTED IN HOLLYWOOD

Born 1929, Pawhuska, Oklahoma. Son of Ezekiel Samuels (oil executive) and Lucille Kempf Samuels (music teacher). Graduated Cascia Hall, Tulsa, Oklahoma, 1947. Expelled, Harvard University, 1948. Expelled, Yale University, 1949. Expelled, Stanford University, 1951. Began career as police reporter with San Francisco Examiner, 1951; subsequently fired, 1953. Also worked police beat for San Diego Union and Seattle Times; fired, 1955 and 1957, respectively. Began career as Hollywood screen writer in 1958, with script for "Waterfront Beat." Began directing films in 1959 with "Scarlet Street Shakedown." Has directed 18 films, including "Armor Attack," "I Killed Quantrell" and "The Big Deadline." Films enjoy wild critical acclaim in some circles, primarily French ones; in the United States, Samuels' work has mostly been viewed in drive-ins. Blacklisted by

Hollywood in 1975 when lead actor Booth Wilmington died of a heart attack during filming of scene for "Steel Fist" in which Samuels employed live ammunition without anybody else's knowledge. Involuntary manslaughter charges dropped, 1976. Outstanding arrest warrants from three states for non-payment of alimony. Hired to direct "Loverbomb" after sudden death of original director. Recent whereabouts unknown, but thought to live in Mexico.

SNOWBIRD SKI RESORT
SKI RESORT IN SNOWBIRD UTAH
NON/THRT-2/INT-?

SNOWBIRD UTAH
SKI RESORT TOWN
NON/THRT-2/INT-?
EAST OF SALT LAKE CITY

Ski resort town located 5 miles east of Salt Lake City, up a steep granite canyon.

SPY, MY EYE
FILM TITLE
NON/THRT-0/INT-0
SIMON MAIME SPY FILM

Title in the "Simon Maime Superspy" film series. Plot concerns using orbital space platforms to destroy the world with microwaves.

STONE, CHARLEY
SECURITY GUARD
NON/THRT-8/INT-8
EMPLOYED WESTRON INDUSTRIES

Security guard. Born 1938 in Bountiful, Utah. Son of Ephraim Stone (book seller) and Ruth Sander-son Stone (geneologist). Graduated Bountiful High, 1956. Ogden Police Officer, 1962 to 1979. Currently security guard at Westron Industries, Provo, Utah.

SUKAYAMA, COLONEL YUSHIO
ORION TECHNOLOGIES
ORION/THRT-6/INT-20
ORION CENTRAL R & D

Head of Ganymede Bureau, Orion Foundation.

DATA FILE CLASSIFIED.

**THOMPSON, DOUGLAS
MORMON MISSIONARY
?/THRT-/INT-?
FORMER LADIES MAN**

Missionary. Born 1967, Farmington, Utah. Son of Jedediah Thompson (farm equipment salesman) and Erma Bombeck Thompson (homemaker). Graduated Farmington High School, 1985. Member 4-H club and the Navy JROTC. Eagle Scout. Currently on mission for Mormon Church. Four separate women his age are corresponding with him regularly, and none of them is aware the others are writing.

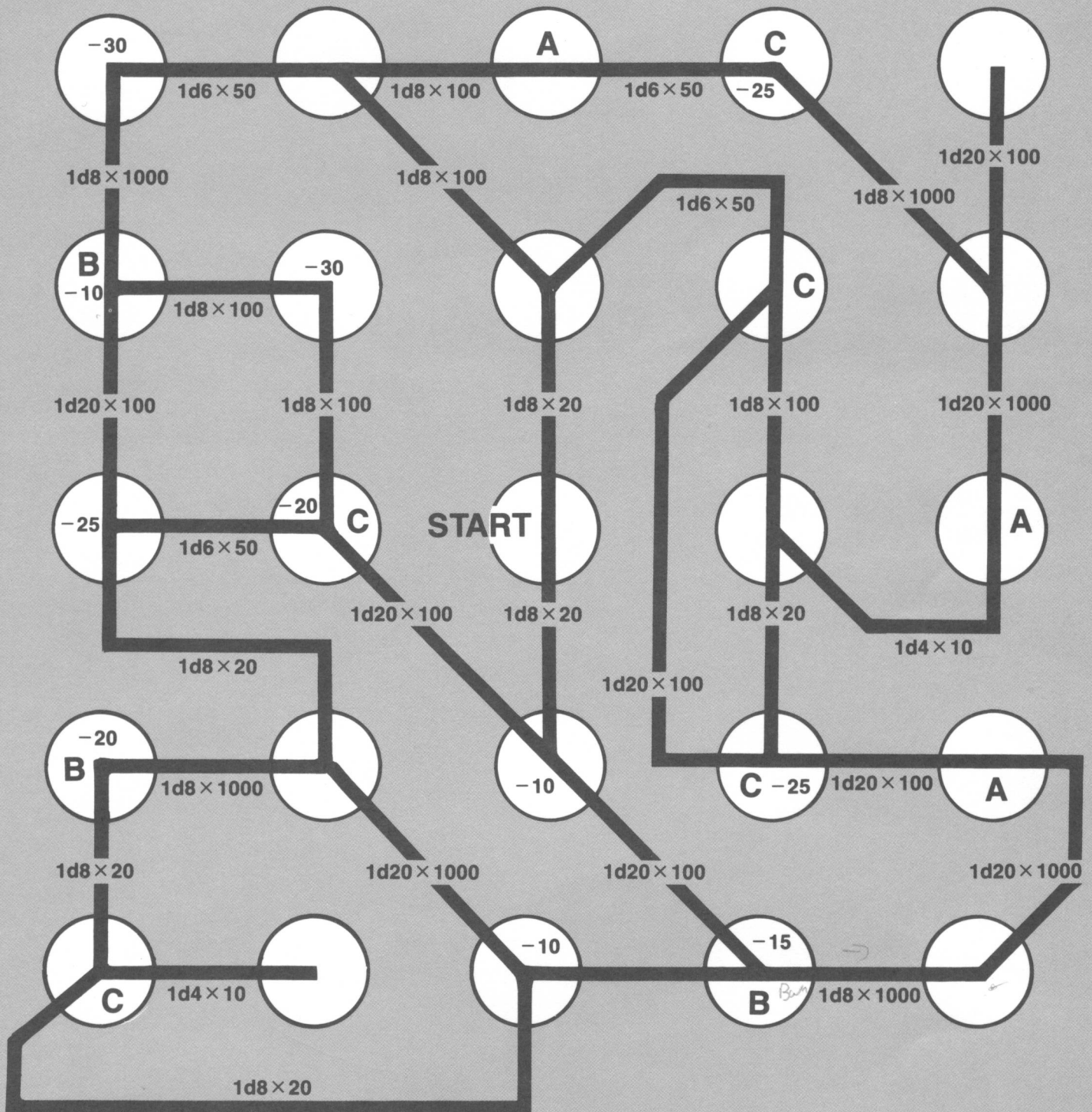
**VLASHEM, COLONEL YURI
SECTION HEAD — PACIFIC BASIN
KGB/THRT-18/INT-16
NAVAL ATTACHE USSR CONSULATE HAWAII**

KGB section head for Pacific Basin. Born 1955 in the Ukraine, Soviet Union. Parents unknown. Education unknown. Assigned to Soviet Consulate, Hawaii, as naval attache. Increased communications over Soviet intelligence network to Vlashem noted during the last week. Contents unknown. Considered by those who have contacted him to be thoughtful and considerate. Has demonstrated solid moral basis in thinking and has a tendency to question orders given without apparent reason. Current location, Hawaii area.

**WESTRON
PRECISION MANUFACTURING PROVO UTAH
USA/THRT-10/INT-17
US GOVERNMENT SECURITY IMPOSED**

Manufacturing company located in Provo, Utah, specializing in high-speed turbine compressors and pumping systems. Founded in 1935 by late E.G. Alley. Current president: Barry Alley. Monitored by DOD as a national security manufacturer; 78% of devices manufactured by this company are listed for restricted sale to U.S. allies only with limited end-user certificates. Of those so restricted, 14% are defense contracts and are prohibited totally from subsequent sales except to U.S. government agencies. Despite state of the art security devices, Westron has been plagued lately by a series of burglaries and material losses.

Wasatch Chase



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OPERATION: STARFIRE

By Tracy Raye Hickman

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TSR, Inc.
POB 756
Lake Geneva
WI 53147

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB 1 4AD
United Kingdom

ISBN 0-88038-476-X



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0 46363 07624 5

\$5.95 U.S.