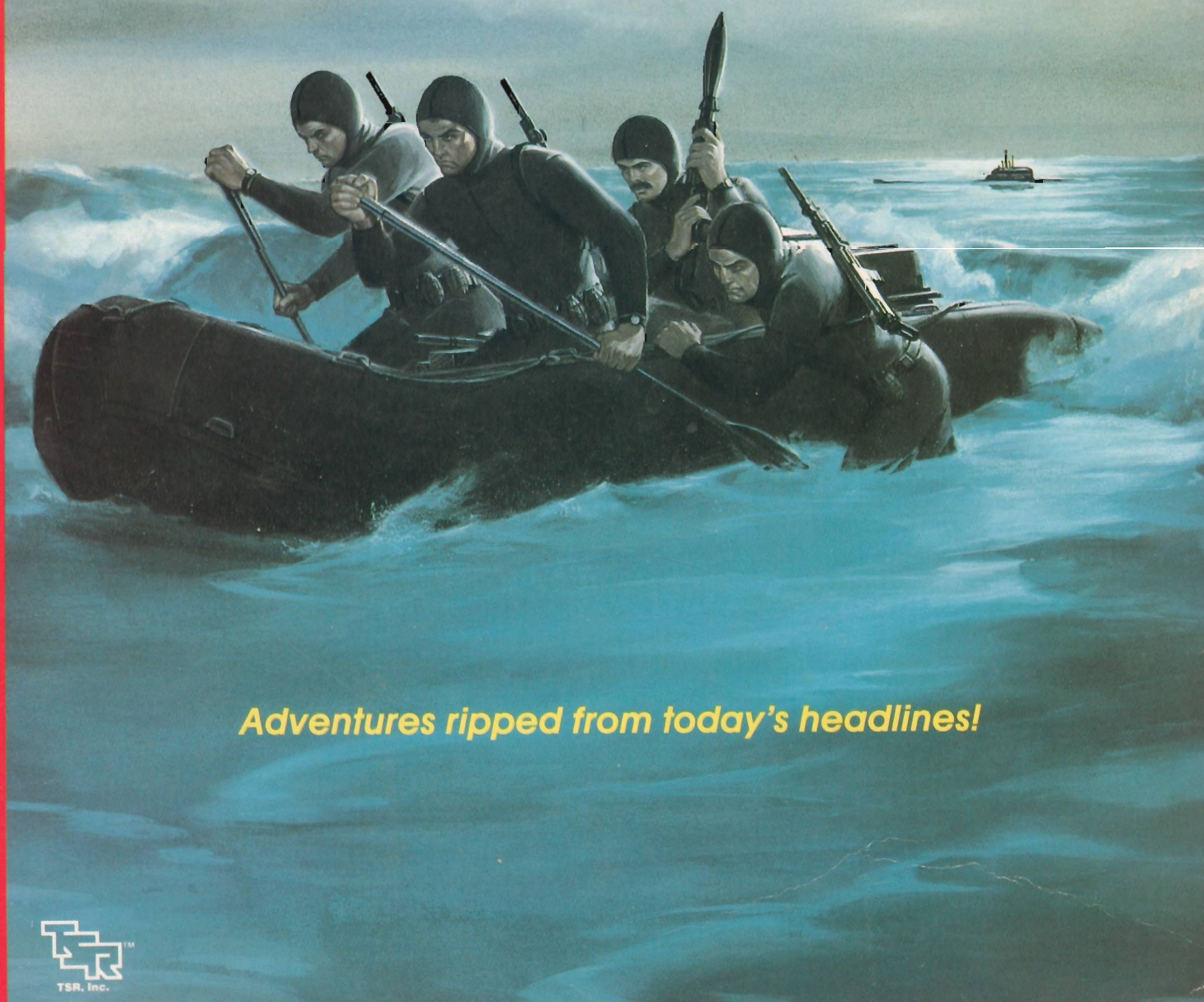


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TOP SECRET/S.I. COMMANDO BRUSHFIRE WARS



Adventures ripped from today's headlines!





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Operation: Houdini

Mission Briefing

The strike team is assembled at 0100 hours. The briefing officer is Captain Colin Hartnell, a British officer from the Royal Navy. He is the spit and polish, stiff upper lip type, on loan to the US Navy as a consultant on Mediterranean operations.

"Yesterday, a British 747 jumbo jet was hijacked during its flight from Athens to Madrid. An ultra-extremist splinter group of the Islamic Jihad known as the True Army of Islamic Liberation has taken credit for the incident. The jet was forced by the hijackers to detour to Benghazi, Libya.

"The hijackers have sought refuge under the current Libyan regime, which has granted them 'sanctuary from Zionist-loving, imperialist, war-mongers', as quoted at a press conference yesterday. In keeping with basic Libyan posturing tactics, they have warned about 'grave consequences' should a rescue attempt be made. No surprises there, wot?

"T.A.I.L. demands include unconditional amnesty to all so-called 'heroes of the people' currently awaiting trial in European courts for terrorism, a safe air route to a military airbase on Tunb-Kubra Island, an Iranian possession located near the Straits of Hormuz, and a \$1.5 million delivery of various arms to that same base. If the demands are not met in 72 hours from the time of this briefing, all of the hostages will be shot.

"Out of the original crew and passengers there are only 80 hostages, the remainder having been flown to Rome as a 'goodwill gesture' by the Libyans. Not surprisingly, the nationalities of the remaining hostages are British, American and Israeli. To make things worse, one of the hostages is a man named Alfred Pettiworth, a British Government employee liaison with the United States Defense Department. The pilot, co-pilot, navigator and three stewardesses are among the 80 hostages.

"One of the more sensitive bits of information that Mr. Pettiworth has is the disposition of all American strategic nuclear forces in Great Britain. So

far, the hijackers have not given any indication that they know who Mr. Pettiworth is and what he represents. It could be a rather sticky wicket for NATO if the Libyans found out who he is."

Mission Objective

"Your objective is to enter Libya and extract the hostages. You need not worry about being too neat. Any Libyan military equipment encountered should be considered a legitimate target.

"EXCEPTION: DO NOT, repeat, DO NOT attack planes, vessels, ground vehicles or troops of any other nationality, regardless of its current political difficulty with the Western powers!! Avoid killing civilians, select only military targets. The airport facility itself is to be considered a military target. Any questions?"

Start-Up

The strike team is receiving this briefing in one of the ready rooms aboard the US Navy aircraft carrier *USS John F. Kennedy*, CV-67, one of the units of the Sixth Fleet in the Mediterranean. The time is 0100 hours. The team may ask for any special equipment they desire, though they should travel as light as possible. As far as weapons go, the carrier has only US made weapons in stock. Admins should keep close track of encumbrance!

At 0300 hours, the team will land on the Libyan coast courtesy of Zodiac rafts. Their landing point is six miles west of the air/naval facility. At the western gate, four trucks have been made ready by anti-Khaddafi factions. The trucks contain Libyan armed forces clothing to allow the commandos to at least pass a cursory inspection, and also to transport the hostages back to the landing zone, where a CH-47 Chinook from the helicopter carrier *USS Guadalcanal* will rendezvous at 0530 hours. This is meant to be a quick and dirty extraction.

Special Equipment

No special equipment outside of the rafts is needed. It is preferable that the strike team have some members who can handle small boats and speak Arabic, but this is not mandatory.

Intelligence and Meteorological Reports

According to dissident groups in the Libyan Armed Forces, the hostages are on board the plane, which is parked near the terminal at Benghazi's airport. The T.A.I.L. members are also in the plane. Analysts speculate that the Libyans' placing of the jet in a civilian airfield that happens to be also used for military purposes was a deliberate act to make a rescue harder, since there would be civilians in the area.

There are approximately three dozen Libyan regular Army troops armed with Soviet AK-47 assault rifles stationed at the airport. A flight of 12 Soviet made MiG-23 Floggers are stationed here in a state of perpetual readiness. There are two Soviet made Mi-24 Hind helicopter gunships parked close to the jets. Four twin batteries of Soviet made SA-3 surface to air missile launchers are located one at each corner of the airfield. Finally, there are four trucks, two carrying mobile radar units and two with Soviet SA-2 SAMs. The trucks' locations vary. Note that though all of the above equipment is Soviet made, it belongs to Libya and is consequently fair game for destruction.

The airport control tower is a small building, but it houses excellent radar and communication devices. It is usually manned by four civilian personnel and five troops. It is rumored that they have a direct line, like a 'hot line', to Tripoli, where Colonel Muammar Khaddafi runs the country.

In the Benghazi harbor facility there are four Soviet made Nanuchka Class corvettes and the British made frigate, the *Dat Asawari*, at dock.

These vessels comprise a major portion of the Libyan Navy.

SATELLITE PHOTOS: A US spy satellite passed over Benghazi yesterday and snapped a few photos that came out very clearly. The photos have not been analyzed yet. This will be left for the PCs to do. Any PC attempting to use their Photo Analysis skill gains a +10 bonus due to the excellent resolution of the pictures. If the roll is made, allow the PCs to see the map of the airport (see p. 4), making sure they cannot see the legend. Identifying specific buildings requires another Photo Analysis roll at 1/2 the skill. If the PCs never ask about maps or photos, do not offer. Let them think of it on their own.

The three day forecast calls for clear weather with southerly winds at 10 MPH, temperatures in the eighties. The lunar phase is currently a new moon, which means no light hits the area. The team will land on the beach during high tide. In other words, conditions should be perfect for a commando strike.

The strike force should not expect air support, indirect fire artillery, or naval gunfire support. While the battleship *USS New Jersey*, BB 62, is with this task force, it is prohibited from using either its 16" guns or its Tomahawk cruise missiles. This would comprise an unnecessary escalation.

WARNING: The team should be reminded that though they are entering a hostile nation, not everyone loves the current regime. There is always the possibility of running into allies where one least expects it.

Furthermore, stress to the PCs that they should avoid being too contemptuous of this third world nation and second-rate military power. There are units in the Libyan Army that received combat experience thanks to the incursions into Chad. Just because the head of state swaggers and rants in an almost comical way does not mean the commandos should not take his armed forces seriously.

Admin's Eyes Only

There are four Soviet Navy vessels, the nuclear cruiser *Kirov*, the Krivak Class frigates *Ladny* and *Rezky*, and the Udaloy Class destroyer *Kulakov* in Benghazi harbor. They are here on a courtesy call and are flying the Soviet Naval flag, so there is no mistaking their identity. If these vessels are hit, a full-blown international incident could occur.

Though American ships and aircraft are being used, this can still be played as an Orion mission if the campaign is set up that way. The justification for Orion's intervention is the multi-national nature of the hostages.

The Admin should select a team leader and a second-in-command. Note that rank does not have much meaning in commando operations.

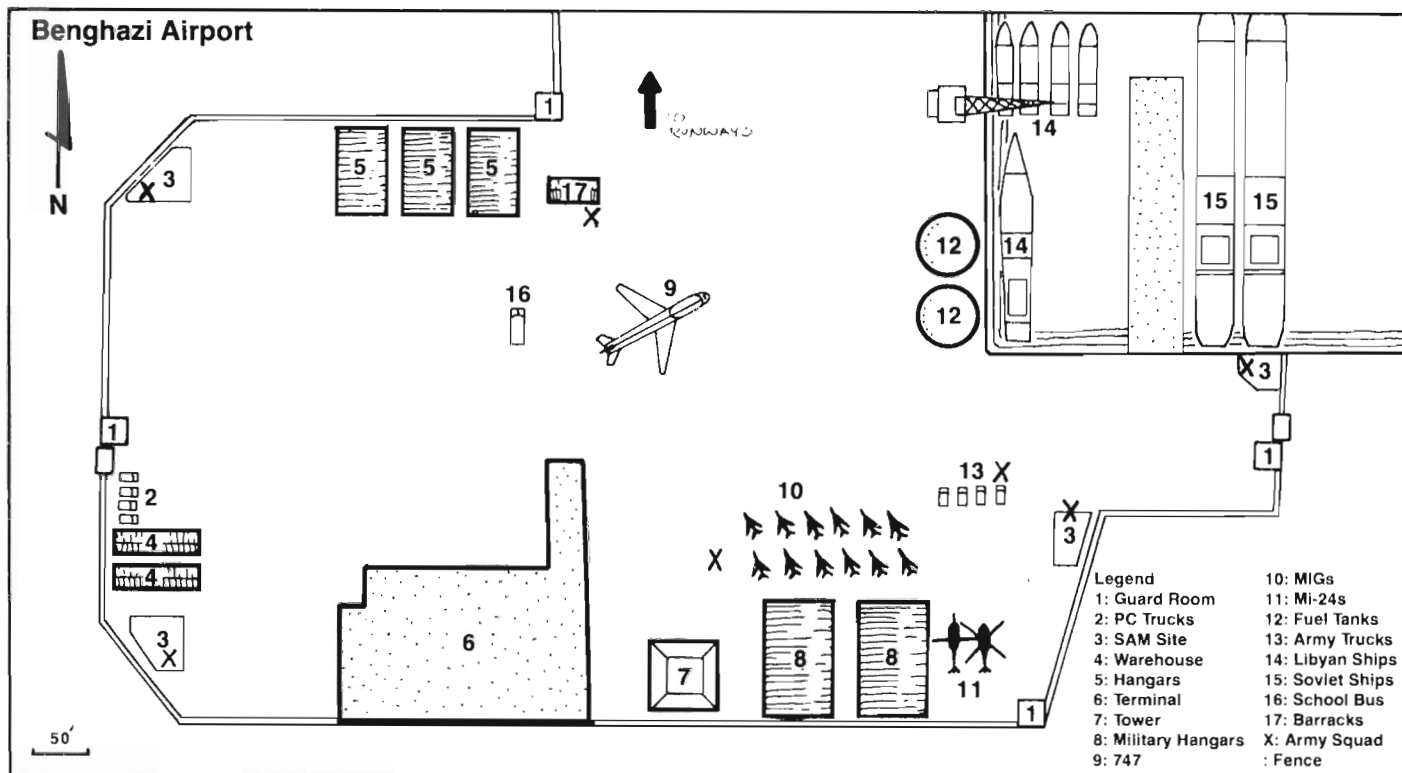
Do not be surprised if the players themselves take a half hour or more "real time" to plan the mis-

sion. Let them, since the better the mission is planned, the more organized it will be, and the more monkey wrenches you can throw in! In all fairness, the Admin may want to leave the room while the planning is going on.

The Landing

The trip from the *Kennedy* to the Libyan coast takes one hour. Assume four men per raft. Due to a strong current, have the PC with the highest Small Craft Handling roll his skill as the rafts land on the beach. If no one has the skill, allow a default roll at half the highest DEX score among the PCs in that particular raft.

If the roll succeeds, the raft lands without incident. If the roll fails, roll a d10 and consult the Landing Mishap Table.



Landing Mishap Table

1-2: The PC with the lowest DEX pitches head first into the surf, getting completely soaked. The PC must roll his DEX or sustain 1d4 hit points injury to a randomly determined part of the body.

3-5: A piece of equipment (Admin's choice) that should not get wet does, but no one notices it. It is now ruined, but this will not be obvious until someone tries to use it.

6-7: The boat is swamped, producing several irritated commandos, but no other detrimental effects.

8-9: A piece of equipment falls out of the boat and is lost in the undertow. Admin's choice.

10: Boat capsizes. Everyone in the drink. Lots of equipment ruined, especially if proper precautions were not taken. Of course, if someone spent a Luck point, the whole incident *could* be forgotten....

Hitting the Road

The beach slopes gently upward for a quarter of a mile, where it meets a line of scraggly desert underbrush. Beyond this is a road running east-west parallel along the coast. Obviously, using the road will make the walk easier, but also increase the chance of running into unfriendlies. There is sufficient scrub and trees to allow the team to move parallel to the road and remain in cover, though their movement rate will be slowed down.

First Contact

Ten minutes after the march begins, the team hears the roar of a vehicle. An INT check against the highest INT in the group will reveal that a truck is coming their way from the east. The team first hears the truck when it is 250 yards away. They first see the headlights when it is 210 yards away. It is going 40 MPH, so the headlights will

be visible to the PCs (and vice-versa if they're still on the road!) in one round. Time them at this point, since they better think fast. There is no room for hesitation.

The truck is a basic 2½ ton truck with a canvas covered flatbed. Inside is a mobile radar set and two way radio.

There are six Generic soldiers, each armed with an AK-47, a 9mm Stechkin, two extra clips for each weapon, two frag grenades and a bayonet. Their heads are protected with standard army helmets. None of them speak English. Two soldiers are in the cab, the remainder are in the canvas-covered rear, checking out the equipment. They have been ordered to set up their radar station 20 miles away from Benghazi, in anticipation of a rescue.

If they sight the PCs, they will immediately go into reverse, radioing Benghazi and getting their weapons ready. The truck will then be positioned perpendicularly across the road as the soldiers debark and sneak into the underbrush, in order to avoid getting caught in some explosion involving the vehicle.

If the truckers managed to get a message out, all troops at the Benghazi complex will be on full alert. Furthermore, a flight of five Soviet made SU-24 Fencers will fly out from a military airbase south of Benghazi. These fighters will be at the disposal of the Benghazi garrison, which will use them as an airstrike attack against the rescue team. Though the Fencer is a jet fighter, it is being used in the capacity of a bomber and consequently it will not be too effective a measure against the strike team.

The Airport

The airport lies on the outskirts of Benghazi and is used for commercial flights. (See map, p. 4). No commercial flights are scheduled to arrive or depart between the hours of 0100 to 0600, giving the PCs a good margin of time to work with.

As the PCs near the western entrance, they see a

guard booth with two army personnel inside. The guards are Generic Soldiers armed similar to the ones from the truck encounter. The booths are made of aluminum and have windows on all four sides plus a telephone for quick communication with the tower. The other guard booths throughout the airport are similarly manned and equipped.

Beyond the fenced area, four unmarked trucks are parked side by side. These are the vehicles to be used for transport of the hostages. Each one can hold 20 people in the back, and three people in the cab. The keys for the vehicles are under the driver's seat. There are four Libyan Army uniforms in each truck.

Playing Dirty

Approximately 100' to the right of the 747 is a school bus with 45 children and a very nervous civilian bus driver on board. This is a rather dirty way of keeping the plane safe from outside interference. If a rescue attempt is tried, the bus would most likely get hit, and the Libyan government could point to it as a propaganda ploy, showing how bloodthirsty and savage the Western allies really are. The bus is also boobytrapped to explode if started up, but this is known only to the Libyan garrison.

Opposition

The temporary barracks north of the plane houses 40 Libyan Army troops. There are five troops presently in there, keeping any eye on the plane from a window. They will move across the tarmac if they see any non-Libyan armed force personnel attempting to approach the plane. Each X on the map shows the location of a squad of five Generic Soldiers armed the same as the troops in the booths. The entire airport is well lit by floodlights, their locations noted on the map. Each light has a range of 150 feet.

On Board the 747

The 80 hostages are here, seated in the middle section of the 747. There are a total of eight T.A.I.L. members, three in the front compartment, two in the middle with the hostages, and three in the rear compartment. At least one member in each section is staring out the plane's windows.

Rules Section

T.A.I.L. Stats: Treat each terrorist as a Generic Soldier, with SMG-4, Pistol-4, Stealth-2, Interrogation-2 and Demolitions-2. They are armed with Uzis and Glock 17a plastic pistols. The pistols cause 1d6 damage, have a six-shot clip, and a range of 10/40/120. It was these pistols that the hijackers managed to smuggle unassembled through metal detectors in order to carry out their plans. They have acquired the Uzis from the Libyans.

End Rules Section

The chief T.A.I.L. terrorist has a detonator that will blow up a pound of plastic explosive installed on the right wing fuel tank. He is located in the front section.

The hostages are in good shape, and only have a few bruises. They will be in a state of panic if shots go off, and a bad break during gun combat means a 50% probability of hitting a passenger, rather than a jam result.

Airport Details

Some portions of the airport are fenced in by a ten foot high chain-link fence. The five runways are located north of the facility shown on the map. The Benghazi harbor facility shown is just the beginning, with the remainder stretching off the map eastward.

The runways lie to the north and are lit. There are no planes parked on them.

1) *Guard booths.* Height: Eight feet. As explained



earlier, they each have two Generic Soldiers and telephone hook-ups to the control tower.

2) *Four trucks.* Problem: trucks two and four will break down two miles outside of camp. Each one will require 3d10 minutes to repair, using Mechanic skill.

3) *SAM sites.* Height: Twelve feet plus an additional eight feet for the bunker. One story concrete buildings manned by five Generic Soldiers. The launchers are located on the roofs. Each bunker has a small store of SAMs. If two or more grenades are tossed in here, it should create quite a spectacular explosion.

4) *Warehouses.* Height: Twenty feet. The one closest to the SAM sites has military hardware such as AK-47s, RPG-1s, and plenty of ammo and frag grenades. The double doors are locked at all times.

5) *Hangars.* Height: Twenty-five feet. Basic airplane hangars for civilian craft, complete with a good selection of aircraft and mechanical tools.

6) *Terminal.* Height: Twenty-five feet. Closed due

to the late hour. A two story building made of glass, steel and concrete.

7) *Control Tower.* Height: Eighty feet. As described earlier, it contains radar and communications equipment and is used by civilian and military personnel. The only entrance is kept locked. There are windows running around the top of the tower for air traffic controllers. The building is made of concrete and cinder block.

Upon entering the tower, the PCs see the stairway that winds up 60' to the control center. On the wall opposite the door is the power regulators and power line junctions. If this goes, so does all power all over the field.

8) *Military Hangars.* Like #5, but also includes missile racks and belts of aircraft ammunition. This could make quite an explosion.

9) 747.

10) *MiG-23 Floggers.* Soviet made interceptors on standby. If not disabled, they will scramble after the rescuers.

11) Mi-24 Hinds. These powerful helos are fueled and armed and ready to go. For simplicity's sake, consider them armed with two 12.7mm NSV machine guns and eight rockets.

12) Fuel depot. Height: Forty feet. Two large, round tanks just waiting to get blown up. One has avgas (airplane gas), one has ship fuel.

13) Army trucks. Two have mobile radar sets and two have SAMs.

14) Libyan ships. If the PCs want to try to blow them up, let them try. Bear in mind that the ship crews will be alerted by explosions at the airfield. The guns on these ships can be used as indirect fire provided the targets are no less than 300 feet away and there is someone to act as a forward observer.

15) Soviet ships. If the PCs attack these and make it home, they'll be court-martialed if there is still a USA and USSR left.

16) School bus. One civilian adult and 45 children, all convinced that Westerners are bloodthirsty murderers.

17) Temporary barracks. Height: Ten feet. This corrugated steel building houses the garrison. It is easily destroyed by two or more grenades.

Implementation of the Plan

Of course, the actual course of the scenario will depend on the PC's actions, but there are a few concrete rules of thumb.

First, there is a 1 in 6 chance each minute of being challenged if they are in the Libyan uniforms. If the NPC guards pass an INT check, they see through the ruse and give the alarm.

The major in charge of the facility is in the tower. There are also maps and documents that reveal that the Iranian island where the ransom weapons should have been sent is a new Silkworm base. If the planes and helos are not somehow disabled, there is a 30% chance that they will intercept the

rescue helos. Of course, the PCs may try to somehow radio the fleet to send a few F-14s for fighter escort, but this may take some fast talking by the strike team leader. He or she must show just cause for making such a request. If the PCs have thus far done very well but for some reason were unable to disable the MiGs, then let the F-14s come. If they were sloppy, disorganized and bloodthirsty, then assign a 30% chance of air support.

Repercussions

As the PCs relax back on board the Kennedy, they will eventually hear of the Libyan reaction to the raid. If no civilians were killed, the press releases will be the typical stuff. If even one civilian is killed, the Libyan government will launch into some especially heavy tirades, promising retaliatory attacks against American installations worldwide. This may become the basis for an entire campaign of preemptive strikes and defensive missions!

Operation: Earlybird

Mission Briefing

If the PCs went through *Operation: Houdini* first, they will recognize some of the details of this mission. This operation can be treated as a continuation of *Houdini*. The mission briefing is occurring as the task force is steaming eastward towards Israel. It is 1700 hours, eleven hours after the strike team rescued the hostages from Libya. The good Captain from *Operation: Houdini* is giving the briefing again.

"Tunb-Kubra Island is an Iranian possession located in the Persian Gulf. It is located 56 kilometers off the Iranian coast and is nine kilometers wide. Oman lies 70 kilometers southeast of it.

"Recent satellite photos show batteries of Chinese made Silkworm missiles deployed on the island. Tunb-Kubra's location in the Gulf is such that it makes an excellent cork for the Straits of Hormuz. This drastic deployment calls for a drastic reaction.

"Furthermore, the fact that the T.A.I.L. hijackers wanted their ransom to be delivered there seems to indicate that the island is being used as a terrorist base. What a giveaway! I guess those blighters jumped the gun a bit, eh what?

"This attack is coming so close on the heels of the first in order to keep up the momentum of a series of continuous assaults against the forces of organized terrorism. The Iranians will be expecting the US Navy vessels in the Gulf or in the Indian Ocean to react, so they are paying close attention to those forces. Imagine the blighters' surprise when a detachment of commandos from the Mediterranean make their appearance! Jolly smashing fun, eh?"

"Your goal is simple: Land on the island by air-drop and knock out the Silkworms. The US Navy Gulf force will stage some maneuvers to attract the Iranians' attention away from Tunb-Kubra. The strike team is to blow everything up, while trying to figure out to what extent terrorist training has been organized on the island. Unless there are no questions, then off you go!"

Start-Up

The team briefing, aboard the *USS Kennedy*, is over at 1730 hours. They are to immediately board a Sikorsky CH-53C helicopter and fly to an old American air base in Cyprus. ETA is 1930 hours.

From there, they will board a C-47. The PCs will make a HALO jump on Tunb-Kubra Island as the plane flies over it, at exactly 2330 hours.

Though the plane will be flying over the air space of several nations, a flight plan has been filed under the name of a CIA (or Orion) small-time front organization. A C-47 is not such an unusual plane for some small, struggling freight transport company.

One hour after the jump, a Sikorsky HH-60A Night Hawk will land on the beach and linger at the DZ for five minutes. If the PCs would like to be off the island, they better be on the beach at the western side of Tunb-Kubra at exactly 0030 hours tomorrow.

Intelligence and Meteorological Reports

There are no airfields on Tunb-Kubra island, though they may have a helo or two stationed there. The island seems to have a good sized ammunition dump, and there is evidence of a radar station being built there.

There should be about three dozen Iranian Revolutionary Guard on the island plus a half dozen technicians. There are no civilians on the island.

The weather for tonight is clear and warm, with still no moonlight. Winds blowing east at five knots. There is a chance of clouds rolling in after midnight, wind shifting to the northeast and increasing speed to twenty knots.

There will be no offshore fire support nor tactical air support. All US and allied vessels must remain away from the island so as to not draw suspicion.

Admin's Eyes Only

The intelligence report is a bit skewed. First of all, there are indeed three dozen troops, but they are front line quality.

Secondly, the island is being set up as a terrorist training area. There are several terrorists from Libya, East Germany and Syria training here. Some are already quite good, and can pose a formidable threat. An infamous terrorist, Farouk El-Fiyah and his dozen bodyguards have been the main instructors.

Third, there is quite a large shipment of American spare parts and weapons stored here, fresh from an illegal arms deal. More on this later.

Fourth, there are two British hostages that the Iranians have kept for the past three months. Negotiations have dragged on without a resolution in sight.

Finally, the weather will deteriorate around 2300

hours, making the jump more difficult. Unfortunately, this is discovered when the plane has committed itself to this course.

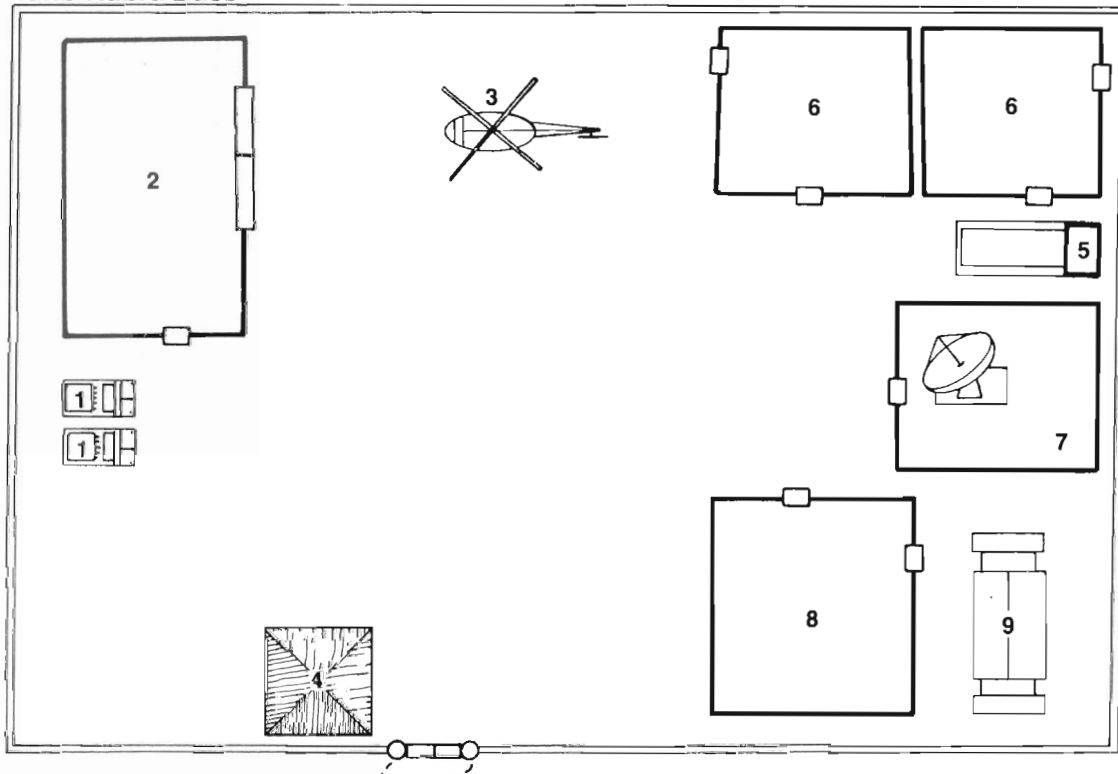
Things Get Bad

This should be played strictly for pressure. The PCs are in the plane, 15 minutes away from the DZ. They hear the cockpit radio over the intercom.

"This is the Royal Navy frigate *HMS Leander* with a weather advisory for all craft in the Straits area. Expect deteriorating weather conditions to arrive in the area an hour earlier than originally forecast.

"Clouds will be moving into the area around 2315 hours with winds increasing to 20 knots. Clearing is not expected until noon tomorrow." Everyone on the old C-47 knows that the mission must continue. There is no telling when the PCs will get another chance at those missiles.

Tunb-Kubra Base



- Legend
- 1: Silkworm Trucks
 - 2: Ammo Storage
 - 3: Old Huey
 - 4: Guard Tower
 - 5: Kennel
 - 6: Barracks
 - 7: Radar/Communications
 - 8: Guest Barracks
 - 9: Generator

Things Get Worse

The jump must be executed with a -10 penalty to each PC's HALO score, thanks to the rapidly moving clouds. PCs without HALO must roll half their MOV with the same penalty. If the PC fails his roll by 15 or less, he merely lands a bit off course, either in the surf, with a chance of getting delicate equipment wet and damaged, or in the trees, with the usual chances for injury.

If the PC fails his roll by more than 15, he has suffered an injury and the loss of 1d4 pieces of equipment due to impact.

The team has ten seconds to get themselves organized because they are about to be visited by....

The Tunb-Kubra Island Welcoming Committee

A squad of five Iranian troops armed with .45 automatics, M-16s, and two frag grenades each, open fire from a covered position in the underbrush 50 yards up the beach. This team was sent here for the specific purpose of securing the beach. There is no cover on the beach. Treat all Iranian soldiers as Generic Soldiers with all attributes of 50 and level four skill in various firearms, level one in Driving/Auto and Knife Fighting. This particular squad has no radio or transportation.

If any PC makes his roll in Tracking, the squad's trail can be traced. It leads through the brush to the beginning of a dirt road, which proceeds in a northeast direction for a total of two miles. Furthermore, the PC who makes his roll against Tracking can tell that this squad was in this area at least six hours ago. Anyone making a 1/2 INT roll can see that the squad's site was the best place for soldiers to guard the entire west beach.

The Base

A map of the base is on p. 10. The compound is enclosed by a twelve foot high electrified fence topped with barbed wire. A 1/2 INT check reveals that the fence is brand new, made in the USA! There is only one gate, located on the south end of the compound.

Anyone touching the fence makes a WIL check to avoid 2d6 minutes of unconsciousness thanks to the electric current.

There is no scrub or trees within 100 yards of the complex. Considering the arid environment, this should come as no surprise.

There are two Iranian soldiers and a German Shepherd guard dog that patrol the inside of the perimeter, making one circuit in 20 minutes.

1) *Silkworm launchers.* There are two old US Army 2 1/2-ton trucks parked side by side. Each one has two Silkworm launchers in the back, plus 12 missiles. Each truck is always manned by two soldiers.

2) *Ammunition storage.* Height: 15 feet. Door is locked, the building is made of steel. Crates of 5.56mm and .45 ammo, frag grenades, Claymore mines, Stinger AA missiles and Silkworm missiles are stored here along with spare parts for F-14s and UH-1s. The shipping manifests indicate that they came from the USA three days ago. More on this later. This building would make a pretty impressive explosion. It is always guarded by two troops.

3) *UH-1 Huey.* This old relic is left over from the days of the US supplying arms to the Shah. It still works, but thanks to a lack of spare parts, it is held together by spit, bailing wire and prayers. It is armed with a .50 cal. machine gun fired by a gunner in the passenger compartment. Consider its ammo supply unlimited.

If the helo is used, it has a 10% chance of developing a mechanical failure. Make the check once per ten minutes of flight.

4) *Guard Tower*. This is a 30' high wooden construction with searchlights and .50 caliber machine guns on the east, south and west sides. Each light and gun emplacement is located in the middle of each platform side and has a field of fire and illumination of 90 degrees. The light beam reaches a length of 80 yards and swings from one end of the arc to the other in 15 seconds. The tower is manned by four troops. There is a field phone here that connects to the headquarters. The phone wire is visible to any PC that makes a 1/2 INT check.

5) *Kennel*. Height: Five feet. There is room for four dogs. One dog is always on patrol around the complex. There are two other German Shepherds in the kennel area. The fence is eight feet tall.

6) *Barracks*. Height: Ten feet. The barracks are Quonset huts, made of corrugated steel. Each one can accommodate 20 men. At night, 13 troops can be found sleeping here.

7) *Radar/Communications/Administration*. Height: Fifteen feet. This prefabricated steel building is always manned by four soldiers. All radar and radio antennae are located on the roof. This building contains tracking and communications facilities, a detention cell and the CO's office and quarters. The most disturbing part of this building is the map of the Straits of Hormuz, where they are plotting the movements of tankers and NATO warships. The CO starts the scenario in his room, sleeping. The two hostages are in the cell.

8) *Extra Barracks*. Height: Ten feet. In case visitors come, especially terrorists in training, they are put up here. It is currently occupied by six terrorists and Farouk El-Fiyah and his 12 bodyguards.

9) *Generator*. Height: Ten feet. Supplies power for the base courtesy of a diesel-fuelled generator. The fuel tank is located in an armored container underneath the generator, though the fuel vents can be seen if a PC is within ten feet and makes his Observation roll. This machine is always guarded by four troops.

Dramatis Personae

Note: If Farouk can escape, the PCs will have picked up a deadly enemy that can harass them throughout the campaign! One possible escape route for Farouk is the old Huey.

Farouk El-Fiyah. A former Syrian army officer now turned terrorist, Farouk has a reputation for ruthlessness. Treat him as a Generic Soldier with a 65 in all attributes. His skills include: Pistol, SMG, Rifle and Grenade at level four; English, Interrogation, Demolitions, Stealth and Boxing at level three; Pilot/Helicopter, Knife Combat, Driving/Auto and Tracking at level two.

His twelve bodyguards are Elite troops with a 55 in all attributes, plus SMG, Rifle, Pistol, Knife, Boxing and Driving/Auto at level three. Farouk and his men are all armed with .303 SB-30 Rumanian made assault rifles, .45 M-1914 Norwegian made pistols, bayonets and two frag grenades each.

The six "guest terrorists" are three men and three women, one couple each from Syria, Libya and East Germany. They are wanted by Interpol for various acts of terrorism. They have the same stats and skills as Farouk's bodyguards, except in addition they have Demolitions, Interrogation, Pilot/Helicopter, Arabic and English at level one. They are all armed with Uzis and knives.

Captain Mohammed Rashidi. The commanding officer of the complex. A good natured fellow who resents being stuck on the island. He is actually a member of the anti-Khomeini faction that sees the Iran-Iraq war as a destructive waste and a no-win situation. He may actually try to surrender and be taken to the West. If no alarm is raised, he can be found in his room during the raid. Otherwise, he is in the control room coordinating the defense of the post. He is a Generic Soldier with the added skills of English, Pilot/Helicopter and Interrogation all at level two. He is armed with a AK-47, 45, and two frag grenades.

Hostages. Eric Chapman and his daughter Carol. They have generic bystander attributes, except that both have Rifle level three. Eric has Mechanic at level four.

Eric is a mechanic who, while on holiday in Greece with his daughter, was kidnapped by Islamic Jihad terrorists. Negotiations for their release have been reduced to a slow crawl. Eric handles his captivity by babbling aloud in his Cockney accent.

His daughter Carol is a stunning brunette who, like her father, has a touch of cabin fever. She has developed the annoying habit of reciting excerpts from British humor or science fiction programs. It is a sort of hysterical reaction.

Mission Execution

At the time the PCs arrive at the base, the commander, Farouk, his 12 bodyguards, and the Libyan and Syrian terrorists are asleep. The East German couple are awake and wandering about the perimeter, excited at the idea of terrorist training. Imagine the shocked reactions of the PCs when they find themselves up against two blond haired, blue eyed Teutonic types on an Iranian base!

The complex is tight, and rightly so. It is not impossible to break in, however. Timing it just right so that the guard has gone by and the lights are shining elsewhere is not as difficult as it seems.

The troops have standing orders to shoot any intruders on sight. Any new orders transferring extra personnel to the base would be relayed first by radio to the commander, with no exceptions.

The communications center must be knocked out as quickly as possible. Failure to do so will enable the post to radio the mainland for help, which will arrive 20 minutes later in the form of four F-4 Phantoms armed with machine guns and anti-personnel bombs. These planes could go a long way towards fouling up the helo's arrival at the

LZ at the appointed time.

The hostages are yet another complication. Hopefully, no one will be so foolish as to give these delirious people firearms! Still, they must be rescued and this will slow down the team. They are not injured but are physically weak.

Farouk and the terrorists will not surrender, ever. If somehow they are taken prisoner they will go kicking and screaming, making themselves as much of a pain as possible. Note that if they get into a firefight with the PCs, they will attempt to shoot for arms and legs, so as to slow down the team and force the healthy PCs away from combat duties and make them carry their wounded comrades. Farouk knows all sorts of tricks for breaking someones' morale and will employ every tactic he can.

If Farouk and company can escape, they will fly the old helo off the island and head for the Iranian mainland.

"We're Not Dead Yet..."

As the PCs arrive back at the beach, they notice to their horror that an Iranian LSI troop landing craft has hit the beach and spilled forth 20 Iranian troops, armed similar to the ones at the base. The LSI has a crew of four and a 5" gun that can provide some nasty fire support. The soldiers' orders are to reinforce the base.

The soldiers have only now landed. If the bodies of the Tunb-Kubra Island Welcoming Committee have not been hidden from view, the soldiers are ready for action and expecting an attack.

ADMIN'S NOTE: This is a classic example of bad timing. The Iranians, wanting to reinforce the garrison as well as train their troops at amphibious operations, decided to kill two birds with one stone by conducting this exercise. Good for them—bad for the PCs. For the sake of keeping an accurate track of time, the craft lands at 0010 hours.

Operation: Dan-O

WARNING!: Since this scenario pits the PCs against a group of equals, this adventure should only be attempted by experienced players with high-level commandos.

Mission Briefing

Ever since the Aquino Administration replaced the Marcos regime in the Philippines, it has faced many attempts to bring it down. It now seems that the now-exiled ex-President Marcos (or Web or both, Admin's discretion) is making yet another try at removing Aquino from power.

Reliable sources indicate that a group of professional mercenaries called the Euroraiders have been hired to commence a campaign of destabilization on the main island of Luzon. Since these mercs come from backgrounds similar to the PCs, who better to send after them?

Furthermore, by sending in the Commando team, the USA (or NATO, or Orion, depending on the tone of the campaign) can send a strong, tangible show of support for the Aquino Administration.

Mission Objective

The PC team will leave Clark Air Force Base and drive 50 miles due east of the town of Bangued, located 250 miles north of Manila in deep jungle. The team must track down the mercs in the area they are reported to be setting up camp.

The exact location of the Euroraiders is unknown. The dense jungle foliage has foiled air and satellite recon. Thanks to intelligence sources, however, the area has been narrowed to a section of jungle 100 square miles in area.

Upon finding the Euroraiders, the team is to apprehend them and bring them back to Clark AFB for extradition to France, where Interpol wishes to have a few words with them. Deadly force can be used on any individual Euroraiders who insist on putting up a fight.

Start-Up

The team is receiving their briefing at Clark AFB at 0800 hours. They are expected to take off at 0900, driving their trucks and arriving at the area in question at 1700 hours.

Intelligence and Meteorological Reports

The Euroraiders are a group of eight ex-commandos from Great Britain, France, Italy, West Germany, Austria, Switzerland, Norway and the Soviet Union. They have banded together in order to use their skills to make lots of money. They have a reputation for being cold, ruthless professionals.

They are wanted by Interpol, Orion, the Mossad, the DIA, the African National Congress and the ASPCA. Unfortunately, they have enough friends to keep them safe, and enough sympathetic governments without extradition laws.

Reliable sources indicate that they entered the country illegally yesterday at 1900 hours. They will need 96 hours to set up. This leaves the PCs approximately 48 hours to shut down their operation before they embark on their campaign of terror-for-profit.

They usually travel with four or five Generic Soldier types that are considered apprentices and "go-fers".

The weather forecast calls for increasing cloudiness today, temperatures in the 90s, wind west at five knots. Tonight, a 90% chance of showers lasting for 2d10 hours, beginning at sundown. Tomorrow, gradual clearing beginning at dawn, temperatures in the high 90s with high humidity. Tomorrow night, increasing cloudiness with a 75% chance of thunderstorms and torrential rains by daybreak, wind picking up to 40 knots from the southeast.

This is the week of the full moon. On clear nights,

this means that the terrain will be lit by strong moonlight.

Admin's Eyes Only

"Reliable sources" is not the most accurate of phrases for this adventure. Yes, there are a group of mercs skulking about in the area in question, but it is not the Euroraiders. The mercenary company in question is known as the Lords of Obmar. There are six of them, of American, British and Australian origin. They are twice as bad as the Euroraiders. Oh, well. At least the weather report is accurate.

The Lords of Obmar

Rules Section

The Lords was formed four years ago by a group of Special Forces people. The origin of their name is unknown. They tread a fine line between humorous flamboyancy and cold, lethal precision. Consider their attributes to be 65 across the board unless otherwise noted. Assume that NPCs with any skills listed that require a prerequisite skill have the needed skill, and at a comparable level, if called for. All of the Lords have one piece of equipment in common: voice activated headset mikes.

Winston Kedar: American white male, age 44, former Green Beret. Leader of the Lords and a real charming fellow. Has a high sense of duty and honor, but is very arrogant. His command skills keep the unit together.

Advantages: Acute Hearing, Observation, Command.

Disadvantages: Greed, Unmistakable Feature (eye patch on the left eye).

Skills: Level four: Pistol, SMG, Rifle, Boxing, Knife, Stealth; Level three: Wrestling, Concealment, Booby Trap, Pilot/Gunship, Driving/Truck and Auto; Level two: Hand Grenade, Interroga-



tion, Driving/Boat, Lip Reading; Level one: Off-hand Firing, Silent Kill, Machinegun, OMA, Tracking, Rappeling, Parachuting, Russian, Spanish.

Equipment: 9mm Mauser, 5.56mm Bushmaster, 2 frag grenades, Kevlar vest, hunting knife, LI goggles.

Donzo: Australian white male, age 32, former SAS. Demolitions expert and sharpshooter, REF 76. The most unstable member of the group, Donzo (real name Jeff Donaldson) has an annoyingly loud Australian accent. He sports a green mohawk that he keeps concealed under a black cap during missions. He is relentless when given a task to do, letting nothing stop him, even injuries.

Advantages: Acute touch, Ambidexterity, Fearlessness.

Disadvantages: Uncouth, Unmistakable feature: green mohawk.

Skills: Level four: Sniper Rifle, Rocket Launcher, Ballistics, Demolitions, Advanced Demolitions, Booby Traps; Level three: Pistol, Grenade, Knife, Boxing, Stealth, Driving/Auto and ORV, Photography; Level two: Interrogation, Survival/Jungle, STANO, Parachuting, Pilot/Helicopter, Swimming; Level one: Machinegun, Counter Tracking, Climbing, Radio Operator, Spanish, German.

Equipment: 9mm Walther PPK, 7.62mm SVD sniper rifle, with 10X infrared scope and noise suppressor, hunting knife, 2 frag grenades, IR goggles, Kevlar vest, fusing cord, 24 sticks of dynamite, explosive detector, 14 lbs. plastique, 3 plungers, 3 timers and 3 radio detonators.

Sparky Wetzer: English white male, age 35, former SAS. Sparky is a big fan of the Orient, and loves the idea of ninjas and such. He is the most conscientious Lord and the least violent.

Advantages: Acute Vision, Empathy, Night Vision.

Disadvantages: Moral Qualms (will not attack an enemy who does not have a weapon displayed).

Skills: Level four: Blowgun, Knife Throwing,

OMA, Concealment, Disguise, Lockpicking, Shadowing, Stealth, Throwing; Level three: Crossbow, Knife, Sword, Tracking, Counter-tracking, Climbing, First Aid, Driving/Motorcycle; Level two: Pistol, Surveillance, Lip Reading, Sign Language, Japanese; Level one: Wrestling, German.

Equipment: .45 Ballister, silenced, 6 shuriken, katana, hunting knife, blowgun, crossbow, LI goggles, lockpick set, 5 doses of truth drug plus syringe. The blowgun comes with 12 darts that inject a chemical that works exactly like sleep gas.

Joe "Killer" Villa: American Hispanic male, age 33, former Ranger. Main idea and clean-up man, INT 75. Joe is the quiet sort, which gives him little tolerance for Winston Kedar's more flamboyant style. Still, he respects Winston as a fellow professional. His cool, emotionless way of dispatching an enemy has earned him his nickname.

Advantages: Mechanical Aptitude, Observation, Photographic Memory.

Disadvantages: Deep Sleeper, Traumatic Flashbacks (2) (getting pinned by enemy covering fire triggers them), Vision Impairment (glasses).

Skills: Level four: Pistol, SMG, Knife, Fencing, Cryptography, Stealth, Tracking, Rappeling, Parachuting, Piloting/Helicopter; Level three: Physics, Chemistry, Aircraft Mechanic, Driving/Auto/Motorcycle/Boat, HALO; Level two: Interrogation, Survival/Jungle, Swimming; Level one: Ballistics, Surveillance, Counter-Tracking, Navigation, Orientation, Pilot/Gunship, NOE Flying, Sign Language, Spanish.

Equipment: .45 Obregon, silenced, 9mm Uzi, silenced, hunting knife, saber, 2 frag grenades, mini tape recorder, Kevlar vest, handcuffs, LI goggles, lockpick set, minicamera.

John "Enforcer" Lambert: American white male, age 30, former SEAL. The muscle guy, STR 79, CON 70. John is a big guy who is the team's strong man. Another strong, silent type.

Advantages: Athletic Ability (2), Toughness (4).

Disadvantages: Clumsiness, Gambling.

Skills: Level four: Pistol, Off-hand Firing, SMG, Rocket Launcher, Machinegun, Knife, Wrestling, Demolitions, Cartography, Driving/Boat, Swimming; Level three: Shotgun, Grenade, Rocket Launcher, Booby Traps, Stealth, SCUBA, EMERSON; Level two: Grenade Launcher, Machine Gun, OMA, Concealment, Interrogation, Survival/Jungle, Driving/Truck, Small Craft Handling; Level one: Shadowing, Tracking, First Aid, HALO, Throwing.

Equipment: .45 Colt M-1911, silenced, 5.56mm Bushmaster, 12 gauge shotgun, knife, 2 frags, Kevlar vest, LI goggles.

Nicholas "Wings" Rowford: British black male, age 33, former SAS. Pilot and airborne specialist. Nick has a strong British accent which gets stronger during pressure situations. He loves catching people off-guard by not appearing to be as skilled as he really is.

Advantages: Acute Vision, Eye-Hand Coordination, Peripheral Vision.

Disadvantages: Deep Sleeper, Phobia/Spiders (2).

Skills: Level four: Pistol, Boxing, Machinegun, Missile, Navigation, Orientation, Parachuting, Pilot/1 engine, Instrument and NOE Flying, Sleight of Hand; Level three: SMG, Stealth, HALO and RT Jumping, Pilot/Multi Engine and Helicopter; Level two: Aircraft Mechanic, Electronics, Driving/Truck, Pilot/Gunship, NOE Flying, Flying/Jet; Level one: Photo Analysis, Pilot/Large Helicopter, Swimming, French.

Equipment: .38 Enfield Mk I, 9mm Sterling L2, silenced, Kevlar vest, 2 frag grenades.

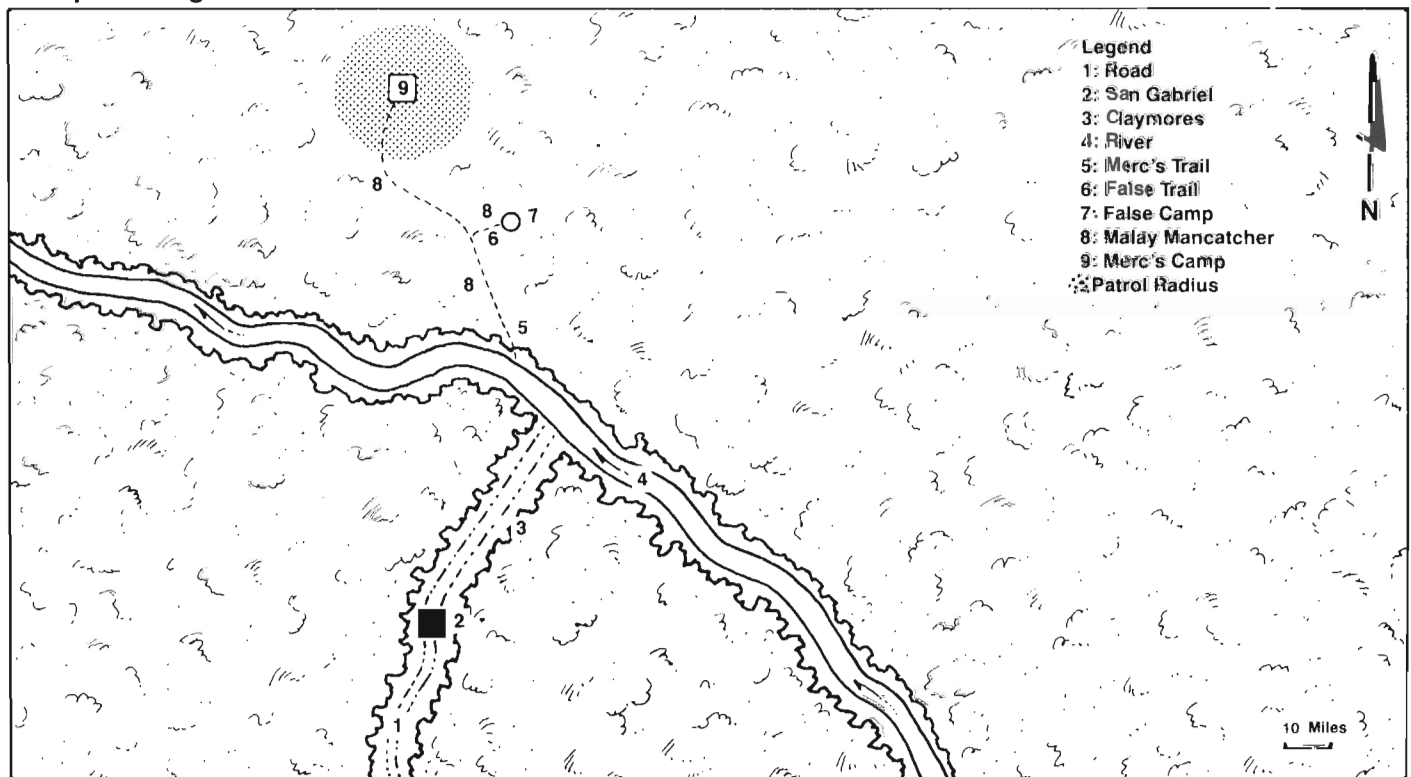
End Rules Section

Hit the Road, Jack

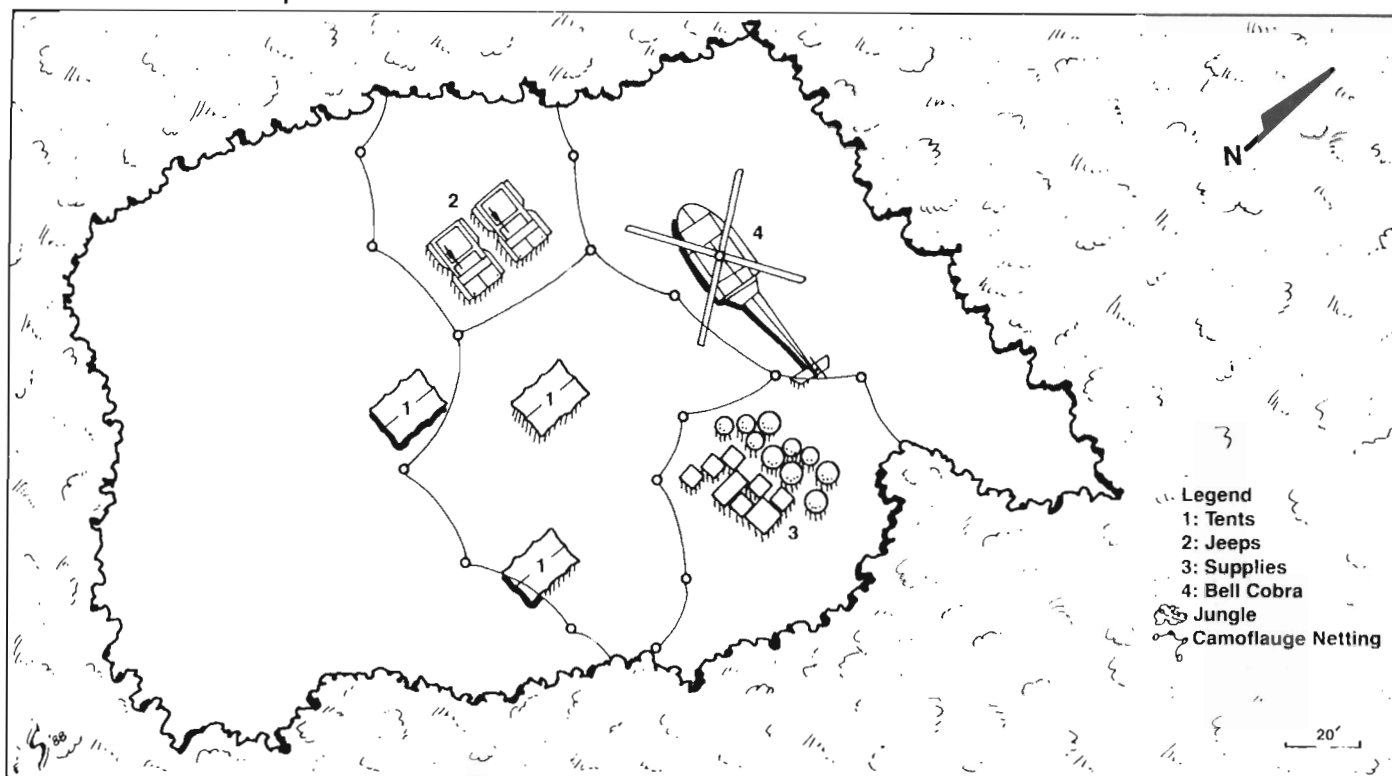
The strike team is given one truck per four PCs and their equipment. The journey to the area is uneventful.

A small dirt road (maximum speed: 20 MPH) leads

Phillipine Jungle



Lords of Obmar Camp



to San Gabriel, the only village in that 100 square mile area. It is a tiny village, comprised of 50 adults, no children.

Burning Down the Houses

The PCs reach a bend in the road, with the village lying 100 yards beyond. They can smell smoke at this point.

The Lords of Obmar burned the village down and killed everyone so as not to be discovered. So neat was the operation that there are not even any shell cases lying around. If any PC makes his roll against his Tracking skill, he can tell the attack came at dawn. A second roll against half the PC's Tracking score will reveal the mercs' trail (they used Counter-Tracking).

There is a large trench behind some huts to the right of where the PCs enter the village. This is the mass grave. Note that there are no phones or

radios in the village.

Watch Out for That Tree!

Donzo is in the trees 50 yards away watching the PCs investigate the burnt village. As soon as he has a clear shot, he will use his SVD and his Sniper Rifle skill to shoot a PC in the head. If he can nail a second one, he will do so. After this, he melts into the jungle and double times his way back to camp, radioing ahead that he has made visual contact with hostiles. If he is certain that he is not being followed, he will use his Counter Tracking skill.

If he somehow is captured, he refuses to talk or betray his team. If escape is impossible, he will try to kill himself, taking as many PCs with him as possible.

The Long and Winding Road

—has been mined with Claymores at a point 15 miles north of the village. The Claymores have trip wire detonators. Each PC has a 25% chance of triggering a mine. The road winds to the north-east for a total of 30 miles and ends at a river.

Rolling on the River

The river is 100 feet wide at this point. It reaches a depth of 20 feet. The current flows very slowly, and the water's color is tan thanks to the mud and sediment brought up from the bottom.

Anyone who wades in the river stands a 20% chance of attracting 1-5 leeches, each doing one point of damage. Roll a d10 to determine body location, ignoring areas not touching the water.

The mercenaries took rafts downstream and crossed at a point 10 miles from where the road ended. It will take another skill roll against $\frac{1}{2}$ Tracking in order to find the trail again. Never let the PCs be absolutely certain that they are on the right track. Always leave an element of doubt. If the PCs are sharp, they will be able to figure out when they are doing well, by examining evidence such as the following—

Gotcha!

The mercs set up side by side Malay Mancatchers. Malay Mancatchers are lethal traps that cause a bent sapling to snap at the victim's chest. Unfortunately, there is a knife tied to the sapling!

Allow the lead PC(s) to make a $\frac{1}{4}$ INT roll. If they fail, continue this encounter. If the PCs are walking single file, both Mancatchers hit the lead man, injuring areas 1 and 2 regardless of armor protection. If the group is walking side by side, the left PC gets hit in area 1 and the right PC gets hit in area 2. Damage caused by each custom-made knife

is 1d8, thanks to a special alloy which will cut through (and consequently ruin) bulletproof armor.

There are several of these set up, as indicated on the map. (See p. 17). Each trap has a base 85% chance of successful operation.

Fake Out

About halfway up the path, a second path heads out to the east. This is one is far easier to follow and with good reason. It is false. The path goes for five miles, with a Malay Mancatcher set at the halfway point.

It ends in a clearing with a two man tent on the opposite side, cleverly camouflaged (roll $\frac{1}{2}$ INT to see it). A second $\frac{1}{2}$ INT roll reveals the toe of an army boot and the barrel of a rifle sticking out from the end of the tent facing away from the PCs.

All the tent has is an army boot, a sawed-off section of a .303 Enfield, and an explosive booby trap comprised of two grenades and some wire. Anyone disturbing the surface of the tent sets off the explosion. As with the Mancatchers, this trap has an 85% chance of working properly.

Knock Knock...

As soon as the team crosses into the mercs' camp patrol radius (see map), they stand a base 20% chance of being spotted by the particular merc on guard duty. This chance increases by 5% per hour in the radius. Roll a d6 to determine which one of the six mercs are on patrol. The PCs' chance of getting spotted is halved if they all are using Stealth and have all made a successful Skill Roll against their score.

There is a series of grenade booby traps set up in a 50 yard radius around the campsite. Like the earlier traps, they have an 85% chance of successfully going off. Not only are these traps good for hurting intruders, they also make a heck of an alarm system. If even one trap is triggered, all six Lords

will melt into the greenery and make their way towards the blast site, each by a different route.

The camp consists of three two-man tents, a stack of crates, two jeeps with .50 caliber machine guns and a Bell AH-1S Cobra. See the map on p. 18 for relative locations. Portions of the camp located in the clearing have camouflage netting that has been strung from tree to tree to give the impression of a solid mass of foliage to any air observations.

Payback Time

If the PCs attack during the day, three of the mercs are at the campsite getting equipment ready, two are sleeping in different tents and one is on perimeter patrol. Sharp eyed PCs will notice that the copter has two .50 cal. machineguns, a rack of six rockets and a canister of napalm.

If the PCs attack at night, one merc is guarding the camp and one merc is on perimeter patrol. If Donzo managed to get a warning to them, they will desert the campsite and hide in the trees and brush, waiting for the PCs to arrive. In any case, if Donzo is still alive, he will have made it back to the camp before the PCs can arrive there.

The Lords will try to capture two commandos, interrogate them separately to see if their stories match, then kill them quickly and neatly an hour later. They have no need for more than two prisoners, and will simply kill anyone else they can after two captives have been taken.

The boxes contains 1000 rounds of ammo for each merc's guns and the jeep and helo weapons, two crates of 36 frag grenades each, enough rations for the six mercs for six weeks, six drums of gas, four drums of aviation fuel, medical supplies, and several changes of clothing.

The mercs will fight to the death, as a matter of pride. They refuse to make a deal or to betray their employers. Interrogation attempts against them will be at a -20 penalty. The Lords will be on the lookout for any opportunity to get free, maim or kill their captors and melt back into the

jungle. Once, there, they will regroup and launch a sneak attack against the poor PCs in a matter of hours. They will only try this once. If the PCs prove to be too powerful, then the mercs will make their way overland back to Manila and leave the country, plotting a painful vengeance on the PCs.

Of course, if the Lords' helo is still functioning, they will take that, firing at the PCs with the machineguns. Base chance to hit: 70%. Admins are encouraged to give at least two of the Lords a great chance to live or escape. Assign three Fame and Fortune points to each Lord and use them as you see fit.

They are very suspicious and paranoid, so if a PC comes into their camp saying that he would like to join their group, well, that PC will be filled with lead before he can finish his sentence. They do not accept applicants while in the field.

Conclusion

This mission is quite straightforward, with no repercussions. Certainly, no other merc group is going to avenge the deaths of one of their worst rivals! Of course, if any mercs survived, the PCs are marked for death at a later date.

However, there are a few unanswered questions that can be easily transformed into later adventures. How could the intelligence source be so wrong? Where did they get all that hardware? How could the Lords get all that stuff into the Philippines in the first place? Who really hired them? This could be the start of an undercover mission in Manila for a group of standard Orion agents. How is Web involved, if at all? Could someone in the US government actually want to see the Aquino government toppled?

Operation: Birddog

TOP SECRET/S.I.

Mission Briefing

One night in Bangkok ... The time is 2300 hours. The place is Bangkok Don-Muang Airport, Thailand. The strike team is assembled for their briefing in an old hangar building owned by the US government. The briefing officer is one Colonel Jackson "Kick Butt" Caldwell, USMC.

ADMIN'S NOTE: This scenario can be played as either a "part three" continuation of the Libya and Iran missions (pp. 2-13), or a sequel to *Operation: Dan-O*.

"Gentlemen, this morning a C-130H Hercules took off from the US base on the island of Diego Garcia, bound for Clark Air Force Base in the Philippines

"Midway through the flight, the plane ran into some bad weather. It developed navigational and engine malfunctions and went down, of all places, in little ol' Vietnam.

"To make matters worse, the fool thing landed just 10 miles west of Cam Ranh, a port city where the Soviets just so happen to have a major naval base.

"Now, you and I know that even though we have the Russian bigwigs singing 'bout Glasnost, you don't see both countries' armed forces runnin' into each others' warm embraces and kissin', now do ya? Fact of the matter is, we and the Soviet Armed Forces are still in a state of healthy competition, and we'll remain so until the politicians say, 'Down, boy.' Heck, even then, you'll find people on both sides that aren't too crazy about pullin' back. They kinda got used to things the way they were.

"In any case, the C-130 went down intact, and Mister Murphy laid down his law again, because that plane just so happens to have an experimental piece of equipment about the size of a basketball. This lil' doodad can render every known type of land-based radar about as useful as a flame-thrower in Hades, if you get my meaning.

"So now we want you fine folk to parachute on in there, blow up the Herc and get the equipment

and the crew out of there, and that means the whole crew. Everyone who was on that plane must either come back with you all, or be pushin' up the daisies. No prisoners left behind, everyone accounted for!

"We'll drop you into Nam courtesy of a friendly ol' C-140, where you'll do a HALO. The plane had a second transponder stashed in a secret place and it is still workin', broadcastin' on a very rare radio frequency, so we got ourselves an exact fix on her whereabouts. We'll have a task force from the Seventh Fleet steamin' 100 miles off the coast. When you smash the transponder, that's the signal that you're ready to be picked up at that exact spot. We'll get a helo to the area from one of our flattops in a half hour. The transponder can be removed from the plane and carried around. It weighs five pounds and is as big as an army helmet. It's located in the tail.

"Gents, besides runnin' into a whole lot of real upset NVAs, you better count on Soviet Marines from the base, or even maybe Spetznaz. You don't want that. Don't have any qualms 'bout shootin' Ivan's boys, now! Both sides don't belong in Nam, so neither will kick up much of a fuss if they, or you, die. 'Course, if you can do the mission without blasting 'em, that WOULD be preferable. Now get your gear and haul butt, cuz you leave in ten minutes. If you got any questions, save 'em 'till after the mission. Hasta Luego, dismissed, over and out!"

Mission Objective

Parachute into Vietnam, blow up the C-130, get all six crew and the instrument, and get out.

Start-Up

The C-140 is fuelling and undergoing pre-flight checks during the briefing. It will be ready to leave in ten minutes, and the PCs had better be on it.

Intelligence and Meteorological Reports

The area where the plane went down has a heavy concentration of North Vietnamese troops, but no heavy equipment. The site is within easy striking range of the Soviet's Cam Ranh Bay Naval Facility. Given the delicate state of things between the Soviets and China, Vietnam's implacable enemy, there is much doubt that the Soviets would directly intervene in a Vietnamese matter.

The crash site is jungle-covered rough terrain. There is a north-south road five miles east of the site.

The meteorological report calls for clear skies for the rest of the night, with heavy cloud cover moving in from the southeast at dawn. Temperatures in the high 90s, winds at five knots from the southeast, increasing to 25 knots towards sunrise.

Admin's Notes

There are some things that are not being told to the team. First of all, the US has deliberately engineered this whole incident in order to draw out a Soviet response from the Naval facility. In essence, the PCs are acting like bird dogs, flushing out the NVA and Soviet units in the area. While their attention is focused on the commando team, two high level naval officers, a Soviet and a Vietnamese, are going to defect to the West, stealing a light helo and flying out to meet that very same Seventh Fleet task force.

To add insult to injury, the device is fake, though it does contain a homing beacon in order to give it a legitimate appearance. It cannot be used as an accurate indicator of the PCs' whereabouts, so headquarters will ignore it whether it is working or not.

Intelligence is also a bit flawed, since the NVAs have two Soviet-made T-72 battle tanks and two BMP armored personnel carriers going through

training exercises in the area.

Furthermore, the NVA has already taken the equipment and the crew to a small facility close to the naval base. The C-130 has been boobytrapped to explode upon entry.

Finally, Web has hired four of the Lords of Obmar to secure the equipment for their own needs. Which four mercs were hired is up to Admin's discretion. Their stats can be found in *Operation: Dan-O* (see p. 14).

Good Morning, Vietnam!

At 0115 hours, local time, the C-140 flies over the drop area. The team can either do an RT or a HALO jump. If they intend to land right at the crash site, they need to do the former. If they want to land in or around the road, they can do the latter. In either case, the jump will be performed at 25,000 feet.

Tanks For The Memories

If the PCs choose to land on the road, they will be glad to know that it is made of dirt—so there's no chance of injury from hitting a concrete surface! As the team is still getting out of their chutes and trying to get organized, the first T-72 tank rounds a bend in the road. The tank crew will hesitate for two rounds only, as they try to figure out just what is going on here. After this, they open fire, and more rumbling from behind this tank indicates that its friends are catching up. The first tank is 65 yards away from the team. The road is flanked on both sides by heavy vegetation and trees. Distance from the road to either side of cover is 80 feet.

Sure enough, the other T-72 is 10 yards behind the lead tank, with the two BMPs bringing up the rear. Each BMP has 10 Generic Soldiers armed with AK-47s and bayonets.

If at all possible, the soldiers will take prisoners,

since a squad of commandos dropping in is not your basic, everyday event. On the other hand, if the PCs wish to take prisoners, they will discover that the plane was looted, with everyone and everything being taken to a small compound one half mile west of the outskirts of Cam Ranh. The PCs will also find out where all of the boobytraps in this scenario are located. Naturally, the only way the PCs will get this info is by a successful use of Interrogation skill and the ability to speak Vietnamese.

NOTE: A Soviet advisor is in the lead tank, training the NVA crew on the proper use of this modern battle tank. If the PCs are in bad shape or just a small group, the Admin can reflect the NVA unfamiliarity with the tanks by penalizing their initiative rolls by -2.

Bungle in the Jungle

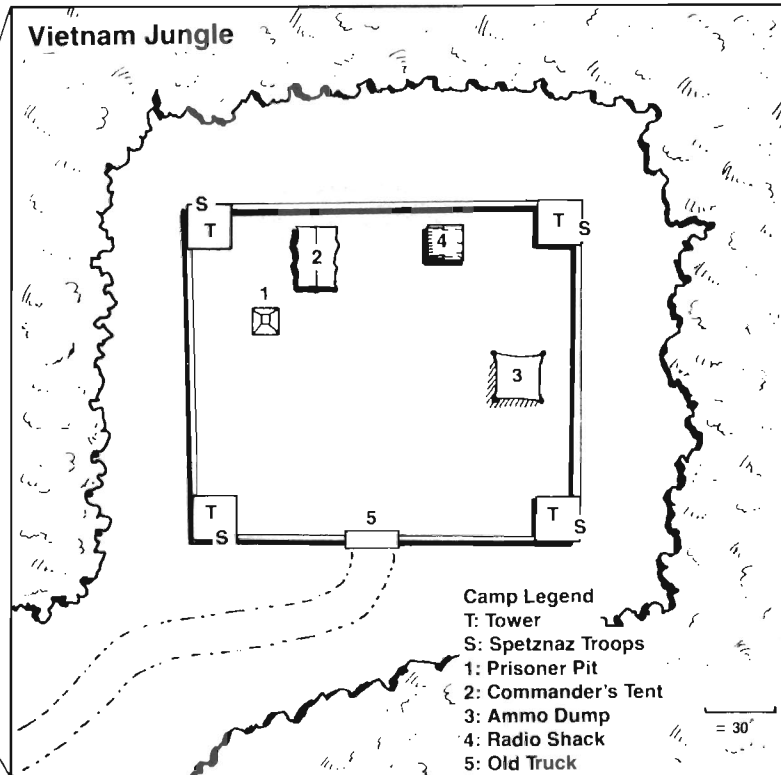
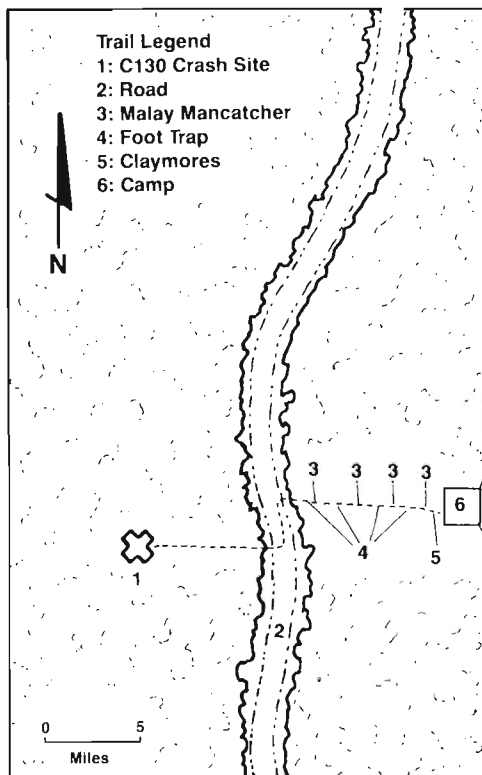
If the commando team lands in the jungle terrain around the plane, they get ambushed by 10 Gener-

ic Soldiers within 30 seconds of landing. These soldiers were assigned to keep an eye on the plane from a covered position. Like the road encounter, they will try to take prisoners, but bear in mind they will not try so hard that they wind up getting killed in the process.

The C-130 has been boobytrapped at all possible entrances by tripmines which, when triggered, detonate two pounds of dynamite. The resulting explosion disintegrates the plane and catches anybody in an 80' radius. Of course, what the PCs may have forgotten, is that they now have 30 minutes to finish the mission since the transponder just blew up and the task force is sending out the retrieval copter!

Of course, if the trap is found and deactivated (deactivating a trap at one door enables the PCs to get in and out without any trouble), the PCs can go into the tail and remove the secret transponder. No skill rolls of any sort are needed.

If any PC thinks to track, he will find 16 sets of tracks if he makes his skill roll against 1/2 Track-



ing. A second roll against $\frac{1}{4}$ Tracking reveals that the tracks were made six hours ago. They proceed eastward to the road, turn north up the road for two miles then turn due east.

On the Road Again

If the PCs did not run into the tanks and APCs, they do so now, using the same set up as outlined earlier.

The Highway to Hell

The trail is four and a half miles long. It cuts through heavy jungle bush. The air is humid and oppressive, with mosquitos and other nasties buzzing or crawling around.

At each one mile interval there is a Malay Man-catcher (see *Operation Dan-O*, p. 14, for details). At each half-mile interval is a rather nasty trap for some PC's foot. The primary function of this particular trap is to slow the party down.

The trap is made up of a small pit 12" wide and 18" deep, with bamboo spikes at the bottom. The sides of the pit are lined with sharpened sticks pointing at a downward angle. The cover of the pit is flimsy balsawood covered with greenery. Each PC has a 25% chance of stepping on one. When the victim steps on the cover, his foot takes 1d6 damage. It gets worse. If the PC tries to remove his foot, the diagonal blades cut into the leg, causing 1d8 damage. It takes two PCs 15 minutes to dig around the trap and remove the victim without causing further damage.

For good measure, there is a set of Claymores set with tripwire detonators at the four-mile mark. Each PC has a 20% chance of triggering one. One final obstacle is the possibility of a PC pushing through some of the greenery and picking up a poisonous little creature like a spider or snake. Each PC has a 10% chance of unwittingly acquiring one such creature per mile.

If a PC gets one, make the PC roll his INT $\frac{1}{4}$ in

order to notice it. If he passes, roll Initiative. If he fails, he is automatically bitten. Consider the venom to be a poison rated at 2/10. See the Admin's Guide (see p. 8) for further details.

Let the Good Times Roll

The Vietnamese camp is a simple affair surrounded by a 15' high bamboo stockade fence. Rather than a gate, there is merely an opening in the stockade with an old, captured US Army two and a half ton truck acting as a barricade. There are always four NVA Generic Soldiers around the entrance.

Four bamboo observation towers, one at each corner of the grounds, house four soldiers each and have an excellent view of the area. All jungle vegetation has been cleared 10 yards away from the stockade fence. (See map, p. 23.)

The worst part is the team of eight Spetznaz "on loan" to the NVA, deployed at the camp itself, and the Mi-24 Hind gunship that is only three minutes away from the complex, ready for action. There is one Spetznaz in each tower, and four of them lurking in the brush in Overwatch, covering the road to the camp.

Rules Section

Spetznaz stats: Generic Soldiers with STR and CON of 60; SMG, Pistol, Rifle, Grenade, Knife, Boxing, Stealth, Surveillance and Driving/Auto all at level three. They are armed with AK-74s, 9mm Makarovs, two frags and a bayonet each. Other equipment includes flak jackets and walkie-talkies. **EXCEPTION:** The four Spetznaz in the towers have 7.62 SVD sniper rifles with 10X Starlight scopes, in addition to the regular equipment.

End Rules Section

The Camp Layout

T) Tower. Each tower is 40' high, accessible by a ladder. Stats for the occupants are listed above.

1) This is a 10' X 10' X 10' pit sealed with a locked iron grating on top. There are two NVA Soldiers guarding this at all times. Five of the six crewmen from the C-130 are here. The sixth is in the commander's tent. The crewmen are in good shape. One of the imprisoned crewmen is a Lt. Mike Waldo, supposed inventor of the anti-radar device.

2) *Commander's Tent.* This canvas tent contains the Captain of the camp. His stats and armament should equal those of a Spetznaz, except that he also knows English, Russian and French at level three. The sixth crewman is in here undergoing some routine questioning (no torture). The anti-radar apparatus is in here. There is always one Soldier inside and two outside, as guards.

3) *Ammo dump.* Ten crates with 7.62mm ammunition and three crates of RG-42 grenades. All this is under a tarpaulin and guarded by four NVAs.

4) *Radio Shack.* A small, corrugated steel building which contains radio equipment for contacting the Cam Ranh Bay Naval Facility as well as Ho Chi Minh City. Manned by one Soldier, guarded outside by two more Soldiers.

There is no barracks here. The soldiers set up tents and such for sleeping, since this is a temporary facility. It is manned by a total of 40 NVAs, 32 of which have been accounted for above.

Heeeeeere's Ivan!

The Mi-24 Hind will come racing from Cam Ranh Bay if a radio message was sent out. It will arrive in three minutes. The PCs will be attacked by the Mi-24's four 14.5mm KPV machine guns. There are an additional six Spetznaz troops in the passenger compartment, who will disembark at the earliest possible moment, probably after the Mi-24 has laid down covering fire for at least three

rounds. Assume base chance to hit: 65%.

Another possibility of Soviet intervention can occur if the PCs linger too long at the camp. Thirty minutes after the raid starts, three Soviet BMPs, each with 12 Soviet Marines and backed up with CAS courtesy of four YAK-36 VTOL aircraft, arrive at the camp site.

The Soviets will attempt to take the PCs prisoners. They will be paraded in front of the world media, then released to their homelands. The prestige value alone is worth their declining to interrogate the prisoners.

We Gotta Get Out of This Place!

There could be some huge complications in getting home again. If the transponder was deactivated (or destroyed) prematurely, the helo will be at the DZ and the PCs probably will not be. Remember, the helo will fly to the area where the transponder was last transmitting from.

If the mission has been too easy for the PCs, perhaps another training group of T-72s and BMPs might be appropriate.

Endgame: Repercussions

Well, the two defectors will get out with no problem if the camp was splattered all over the landscape. Once again, the PCs fate may be in question. If they managed not to get caught and get out alive, all is well. If they are captured, they are returned one month later, where they learn how Colonel Jackson Caldwell got his nickname.

Caldwell and Waldo could become sources for the Contact or Favors advantages, provided the PCs executed the mission successfully.

The Rankin Affair

Set-Up

The main villain for the four following adventures is a man named Jeremy Rankin. Rankin is a Web operative. These adventures are concerned with three of Rankin's operations: Theft from a diamond mine, illegal poaching, and a fraudulent charity fund. These operations are supplying cash to the Web, and another villain named Khoisi.

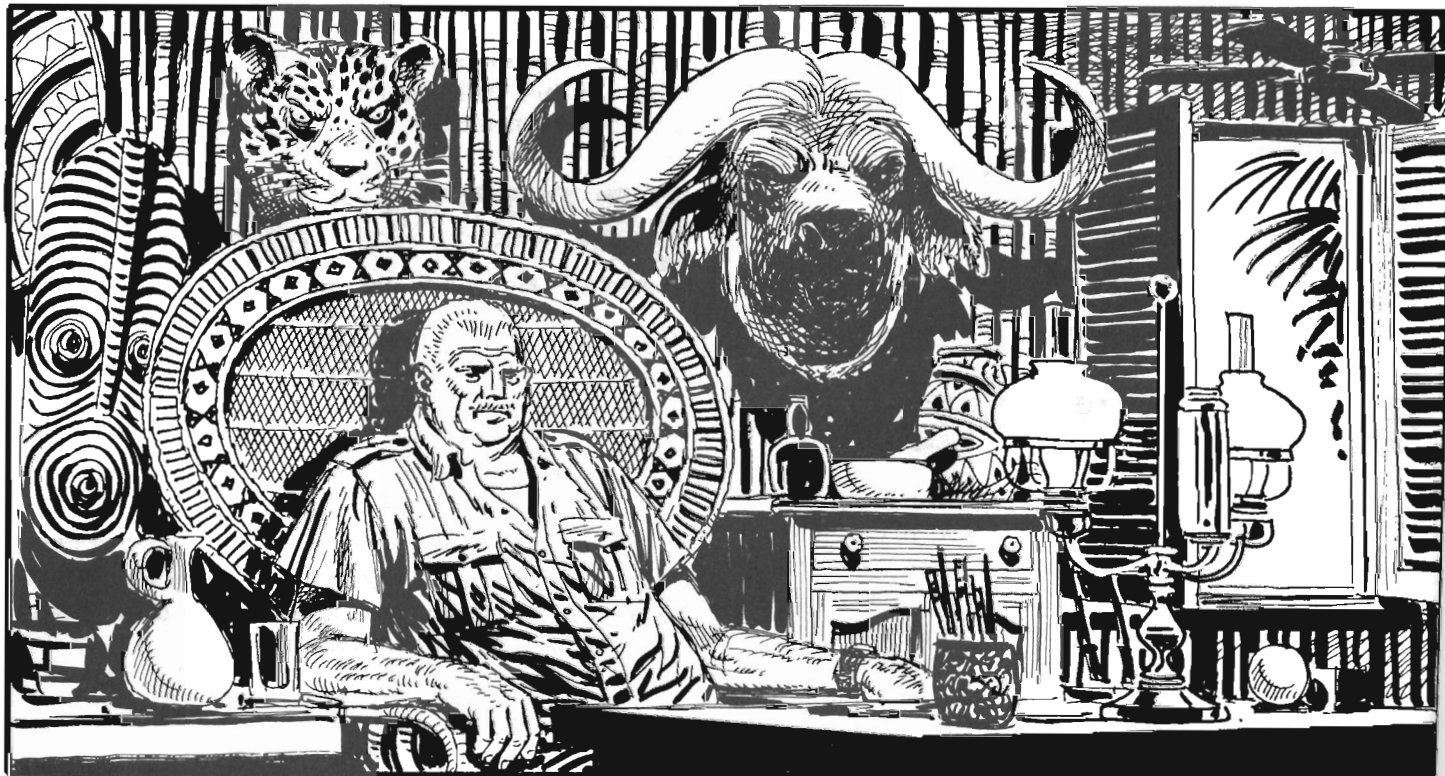
If the Administrator is picking out only one of the adventures to run, then he may wish to have Rankin at the site of the action, so he can be caught and brought to justice. For example, if running *Operation: Simba* and not *Operation: Blue Safari*, then instead of Rankin being at his hide-out in the second mission, he would be at the poacher's camp in *Operation: Simba*. Otherwise, Rankin should always be able to flee to his hide-out (see *Operation: Blue Safari*) if he thinks himself in danger, or his minions are defeated.

Non-Player Characters

The Administrator will have to determine the exact attributes and equipment for the villains. In some cases, it may be wise to increase or decrease the number of villains the player characters are fighting, or the weapons they are carrying, to balance firepower. The generic NPCs given in the *Top Secret/S.I.*™ Administrator's Guide (p. 22) may be appropriate.

The *Generic Thug* has attributes of 45, a level 0 firearms skill and a level 3 Driving skill.

The *Generic Soldier* has attributes of 45, level 3 firearms skill, Basic Melee, and specialized skills (such as Tracking, Driving, etc.).



Operation: Voodoo

TOP SECRET/S.I.

This adventure takes place in Congo, a country in Africa just west of Zaire.

About Congo

Congo is hot and humid (it lies on the equator). More than half the country is covered over with thick forests of tangled trees, bushes and vines. It has few resources, and its major businesses are involved in transportation. Congo touches the Atlantic Ocean, and has a major seaport. Elected councils handle local affairs; but a few years ago the federal government was taken over by an 11 person military council. Most of the older Congolese are illiterate, but 75 out of 100 of the children receive some elementary education.

The Plot

Unknown to the leaders of Congo, a man named Khoisi has been gathering troops and military equipment. He has a small Web-backed military camp hidden in the depths of the forest, about 30 miles from the Congo River.

Khoisi was once a corrupt government official of Zaire, and an influential chief in his tribe. He was caught embezzling money from the treasury and thrown out of the country by higher authorities (natives of a rival tribe). Khoisi vowed revenge. He is an influential speaker, but lacks military might. He is respected among his tribe in Zaire, and many of his fellow natives would rally around him if it looked like he had some serious backing. With Web's help, he has been gathering some military strength, planning a return in force into his native tribeland. This would provoke a tribal uprising in his favor, causing his tribe to secede from Zaire. Khoisi would then become the dictator of a puppet nation fully under Web's control.

Web hopes Khoisi's uprising will eventually spread to all of Zaire. They plan on forcing him to have his uprising spill over into Zaire, allowing them to take control of the whole country. They

have been funding Khoisi through Rankin's illegal operations (see later adventures). Web will stop funding Khoisi if he is made to look incompetent (for example, by having all his equipment destroyed) or if Rankin's operations fall through. Essentially, if the military equipment is destroyed, Khoisi will have no money to replace them, ruining his plans to take over Zaire. Khoisi has not assembled his army yet. He has a few soldiers, but his biggest resource is the military equipment he has assembled.

Khoisi

Exact attributes and skills are not given for Khoisi, and these will have to be determined by the Administrator. Khoisi is 38 years old. He is cruel (high), selfish (total), and loyal to no one. He has some sanity, and no piety. Khoisi is trim, athletic and has cunning. He is familiar with military strategy, but is short sighted on other things. Because he views people as tools to reach his goal, Khoisi tends to have more of a business relationship with people than a true friendship. He is single, and fancies himself as highly attractive to women.

The Double Agent

To make things more interesting, the Administrator may add a double agent. A Zairian government official with links to the Leo Bureau—and Khoisi's pay—revealed the PCs' mission. The official was able to get a spy of his placed on the team, as guide and Zairian contact for the PCs. The spy will pretend to go along with the PCs, and sabotage their equipment, tip off the PCs' enemies, or attack an isolated PC when alone.

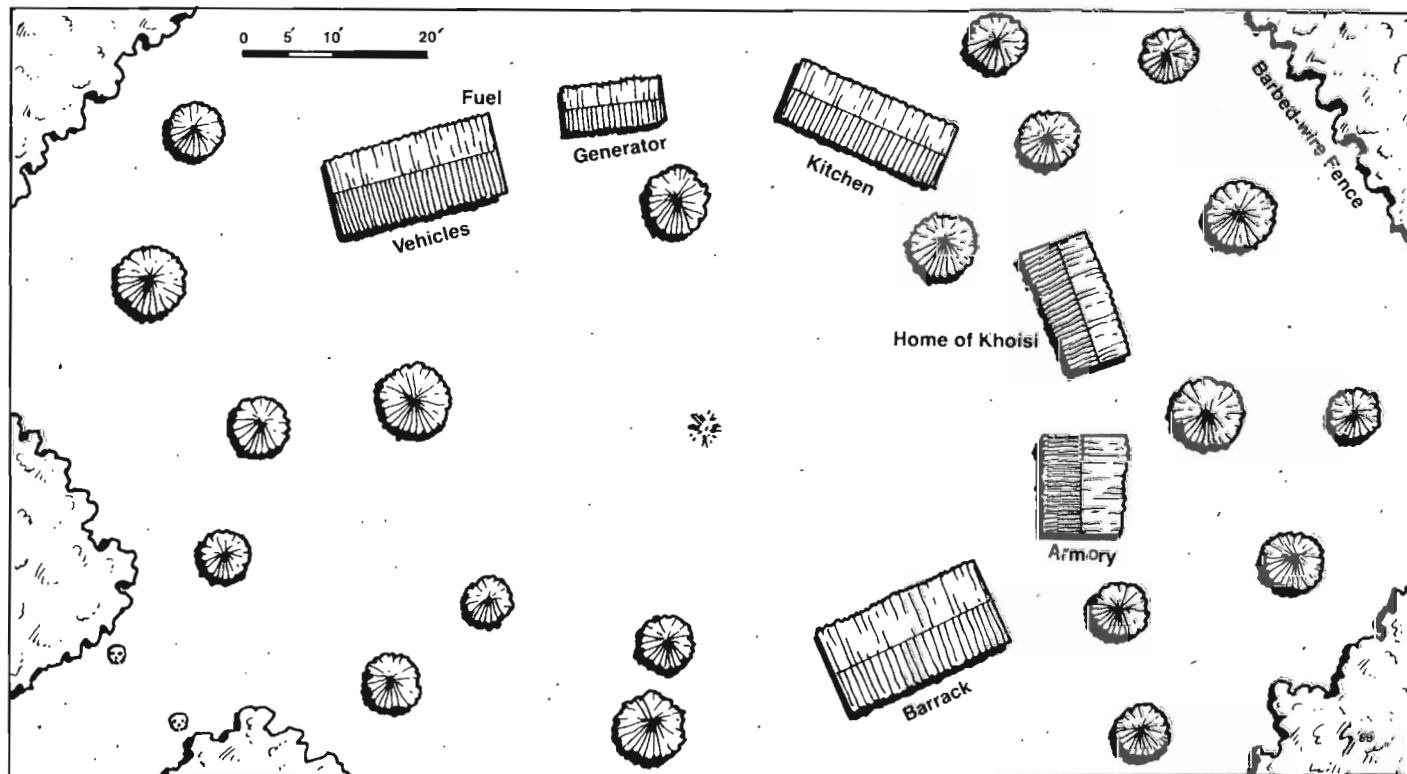
Set-Up

The party is contacted by the Leo Bureau and flown to Kinshasa, Zaire. There, an Orion opera-

tive gets them involved with the situation. Orion suspects Web conspiracy to topple the Zairian government. Orion obtained the tacit backing of that government to investigate the situation further. One of the clues is the presence of military equipment in Congo, spotted by an Orion observation satellite, obviously unknown to Congolese authorities. The PCs are instructed to find it, and destroy it if any links with Web are discovered. The operative also provides a Zairian guide (the double agent mentioned above).

Orion officials are reluctant to approach the Congolese authorities, because they are unsure of their response. In fact, they fear the Congo military may support Khoisi if they find out about him. Orion prefers sending a secret team to destroy Khoisi's military equipment. Zaire, of course, will not get involved in any way or manner beyond their national borders, and will deny any knowledge of, or connection with Orion and their strike team if anything goes wrong.

Khoisi's Base



The Border

The PCs will have to sneak across the Zairian border into Congo. They can cross the Congo River in a boat, and plunge into the depths of the rain forest, getting to the base by jeep or by foot. If it's by jeep, then there is a small trail leading to the Khoisi's camp. Stealth is of the essence.

If the Administrator wishes to add an extra encounter, the player characters, on the way to the base, may encounter some of Khoisi's soldiers. Perhaps this is a small group on practice maneuvers. The agents must take them out, and proceed to the main base. To give the PCs real trouble, the Administrator may have them encounter Congo army scouts on patrol. The PCs must avoid them at all costs to avoid causing an international incident. They will have to sneak away or talk their way out of the situation. Depending on how the PCs manage the situation, Congolese officers may get suspicious, and track the PCs down to Khoisi's camp, or arrive to investigate complaints about

voodoo resurgence in the area (see below). Local Congolese troops intervene at a critical moment... the plot thickens...

The Camp

Miles around the camp, Khoisi's men planted skulls on posts, and other bogus gri-gris to keep local people away. The thought is to make them believe the place is taboo and used as sacred grounds for sorcerers and forest spirits. The camp itself is disguised to look like a native village. When the PCs arrive, Khoisi's mercenaries are simulating a voodoo ritual. Their weapons are hidden under their clothes. The only visible weapons are machetes.

Some of the huts are much larger than the others. Inside are five jeeps, two armored vehicles, and Khoisi's personal armored car. There are five buildings. One is an armory filled with grenades, rifles, hand guns, rocket launchers, machine guns and ammunition. Another building serves as a barracks. The third building serves as a kitchen and dining area. There is a generator building, and a fuel tank for the vehicles. The last building is Khoisi's office and home. Their objectives should be the armory and the vehicles. Once these are destroyed, Khoisi's forces are too weakened and disorganized to raid Zaire.

As to the number of soldiers, the exact number is up the Administrator. It will probably be between 7 and 15 (remember, Khoisi is just starting to assemble his army). There will always be guards on watch. The guards will be walking the perimeter of the base, watching the entrance to the armory. Off-duty soldiers will be eating, drinking, sleeping, playing cards, or participating in the phony voodoo rituals.

The PCs can try capturing Khoisi. Khoisi would rather stay and fight than flee. He will not easily give up his base, as he sees it as his key to glory. During the fight, Khoisi will try to reach his armored car. There is a mounted weapon on it (what type will be determined by the Administrator), which he will try to use against the player characters.

Wrap-Up

If the PCs were discreet enough in destroying the base (without involving Congo troops, for example), they should be able to return safely home, without any problem from the government of Congo. The PCs should find evidence that Rankin is funding Khoisi's operations (accounting ledgers, diaries, coded messages that Orion could later decipher, and the like). Khoisi also has letters from Rankin. These letters mention money, and make tactful references to Khoisi's all important work. No address will be on the letters. Orion will be unable to immediately find out who Rankin is, so that he will still be a mystery when the PCs get involved in the next adventures. If PCs are captured, Khoisi turns them over to Rankin at a later date. A few reasonable opportunities to escape should be left to the prisoners. Any remaining PCs are free to attempt a rescue of their companions (otherwise, see next adventure, *Operation: Star Of Africa*).

If Congolese authorities capture either PCs or Khoisi and his men, they are brought up as proof of military aggression against Congo, with trumped up charges they are paid mercenaries sent by Zaire to stir up an insurgency in the Republic of Congo. Although this cannot be proved, embarrassed Zairian officials will discreetly sever all contacts with Orion, and ban their activities in the country. After a few weeks in a filthy prison in Brazzaville, PCs are turned over to the Red Cross, followed by a serious reprimand from their supervisor at the Leo Bureau. Khoisi and his men would be executed.

Operation: Star Of Africa

Web is about to attack a diamond mine in western Zaire. The plan is essentially to generate cash to finance various subversive activities. The mission can be played separately, or with the previous adventure. In this case, it could either take place before or after *Operation: Voodoo*.

If it takes place before, Orion is tipped off when a notorious diamond smuggler is brutally murdered shortly after being seen with a local Web operative. The only clue left on his body before the arrival of the Zairian Police is a pack of cigarettes with a date and the name of the mine. Fearing the worst, Orion hastily sends the PCs to deal with the threat. The PC discover information about Khoisi's camp at the end of this mission (see *Operation: Voodoo*).

If it takes place after, the PCs are then following up on the clues they found during their incursion into Congo. The murder described above could also occur to reinforce the PCs clues about Web.

The Web operative, called Rankin (see *Operation: Blue Safari*, p. 35, for attributes), is in charge of the raid on the mine. This is to take place at the time of the month when diamonds are gathered and transported to the capital. The PCs mission is to defend the mine, or the convoy, interrogate prisoners about who their leaders are, and investigate any further Web implications. The PCs' mission is highly unofficial, and should remain unknown to the mining authorities. The general mining area is restricted and requires a government pass, which the PCs do not have. It is also possible that the PCs presence in Zaire is illegal (see *Operation: Voodoo*).

About Zaire

A third of Zaire consists of one of the world's largest and thickest tropical rain forests. The Congo River, which is 2900 miles long, flows through this country. Zaire has a huge variety of animals and plants. Just some of the animals include baboons, chimpanzees, gorillas, antelope, giraffes, leopards, lions, zebras, crocodiles, hippopotamuses, ele-

phants, and rhinoceroses.

Zaire is always hot and always wet. It is a poor country, but it has many valuable resources which give it a potential for becoming one of the wealthiest nations in Africa. Zaire's resources include diamonds, oil, gold, silver and copper. More than 99% of Zaire's people are black Africans. There are also small populations of Pygmies and Europeans (mostly Belgian and French).

The president has almost complete control over the government, but Zaire is a republic. Mobutu Sese Seko has been president since 1965. He belongs to the Popular Movement of the Revolution party, which is Zaire's only political party.

The Diamond Mine

Outside the mine there is a power shovel (similar to a steam shovel), a shed with mining explosives, and a small equipment shed (see map, p. 31). There is also a conveyor belt which leads to a bin where dug up dirt is washed, and diamonds are sorted out. Inside the mine itself is an elevator, skips (bucket-like elevator cars for hauling dirt) which lead to the conveyor belt, and several small mining machines that resemble eight-foot long tractors with drills on the front.

The Attack

Rankin's thugs attack in the daytime, before the uncut diamonds are taken to the city. They attack at lunch break, when the workers sit off to the side. The workers will not join in the fighting, but will hide in the woods, or behind rocks. There will be a dozen Web Generic Thugs armed with AK-47s. They will park a truck nearby, and sneak up on foot. Mine guards aren't expecting the attack and are playing cards in the barracks. There are about six of them, armed with 5.56mm FA MAS. Three of them are drunk.

The attackers first try a diversion. One of them has infiltrated the mine a few day earlier, pretend-

ing to be a worker. He deliberately makes himself seen stealing uncut diamonds. He runs away into the forest in hopes guards will follow him into an ambush. Meanwhile, the other mercenaries attack the mine.

The mining equipment could come into play during combat. Antagonists could hide behind the power shovel, or drive the machine around as a weapon. For fun, the conveyor belt could be started by accident, when one of the PCs, perhaps struggling with an enemy, is on it. If the fighting continues into the mine shaft, the combatants could ride the elevators or the skips, while exchanging shots. Eventually, only mercenaries and PCs remain, the mine guards running away to safety. The few handfuls of makutas they are paid each day just isn't worth getting shot at. Mine managers are hiding under beds, desks, or in closets, hoping not to be seen.

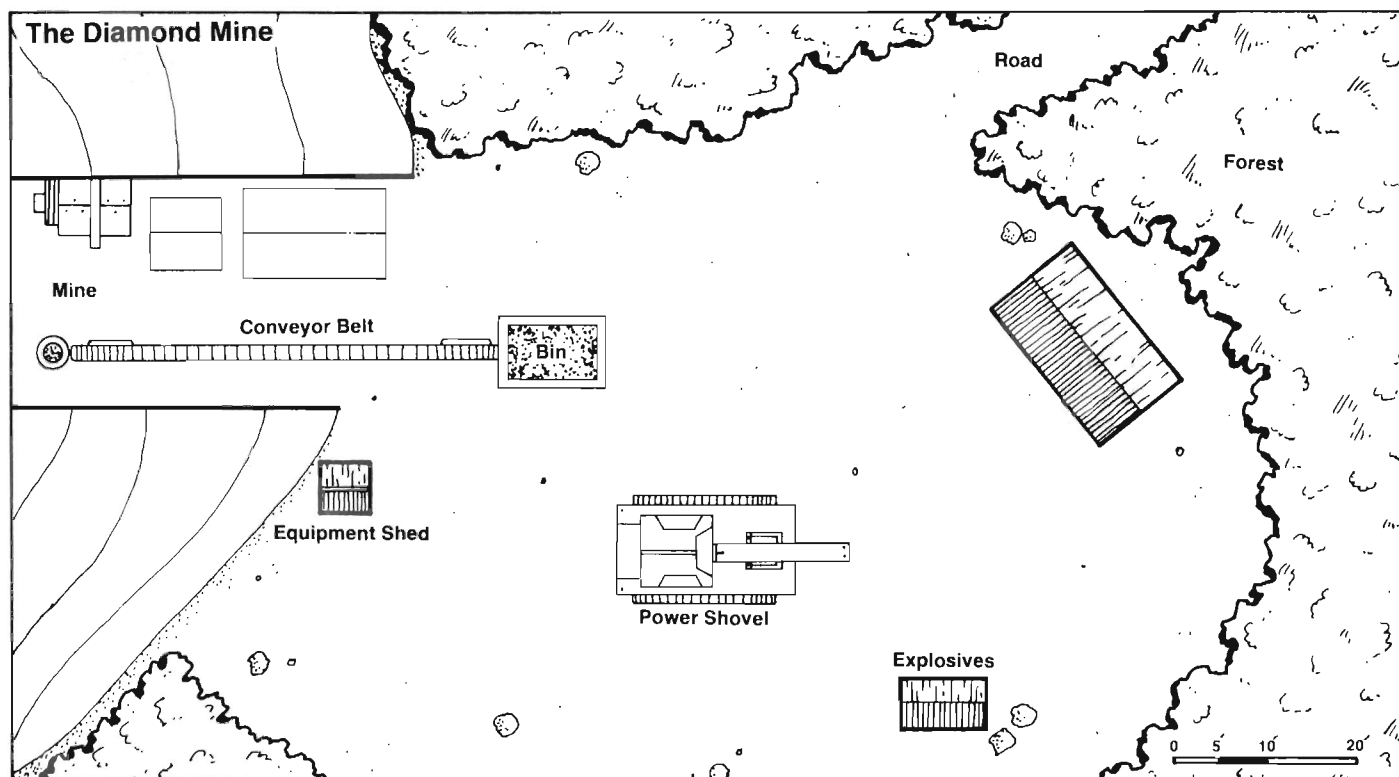
hired by Rankin to steal the diamonds. If the PCs search him, they find a piece of paper with an map on it. This map gives the rough location of a camp in the Kahuzi-Biega National Park. Unknown to the PCs, this is a poaching operation run by Rankin. If the Administrator skips *Operation: Simba*, and goes on to the following mission, the map then shows Rankin's hideout location. If this adventure is played before *Operation: Voodoo*, the map shows Khoisi's camp, and a catalog of weapons.

If the PCs Lose

The thugs take the PCs to Rankin's hideout (see *Operation: Blue Safari*), or ransom them back to Orion. The thugs may otherwise leave the PCs tied up in the opening of the mine, with a note pinned to them, especially if Orion has been outlawed in Zaire (see *Operation: Voodoo*). This will embarrass Orion, and gain infamy for Web. If they are picked up by the "Police Zairoise", Orion is in for a whole lot of trouble with Zaire...

If the PCs Win

One of the mercenaries confesses to having been



Operation: Simba

There has been recent indications that poaching is on the rise again. Zaire has many animals, some of which have been hunted to near extinction. Hence, the government set aside a national park and wildlife refuge system to protect them. Poachers, minions of Rankin, are secretly hunting in the Kahuzi-Biega National Park, near the Ugandan border. This park, situated near the middle of Zaire, is huge, nearly 200 miles across. It has dense forests where humans could easily hide out. The poachers have set up a camp hidden in the depths of the rain forest.

The animals are infected with a strange, new disease developed by Web scientists. Web regularly hunts these animals to study the progression of the disease, get new samples, or spread new germs. They hope to use the disease in biological warfare devices. The infection causes the animals to die slowly. So far, the disease has been spreading among gorillas, and chimps, which seem to resist the disease the least, and show symptoms most similar to that of humans...

The PCs must stop Web before they exterminate the entire population of large primates, and the germ is fully developed. The hunting of felines and elephants is a red herring to keep Zairian officials (or Orion) away from Web activities, as well as a way of generating some cash for other activities such as Khoisi's uprising (see *Operation: Voodoo*).

The Institut Zairois pour la Conservation de la Nature (Zairian Institute for the Preservation of Nature) has reported the spreading of the new infection. The origins of the disease are not native of Africa, which sparked Orion's curiosity. The resurgence of poaching, and the fact entire packs of gorillas and chimpanzees have disappeared without traces makes Orion very suspicious. The PCs are contacted and asked to handle the case. Their mission is to observe the poachers, and solve the riddle of the missing primates. As usual, any Web involvement should be dealt with with extreme prejudice. This mission could also take place as a sequel to *Operation: Star of Africa*.

The Investigation

Poachers keep pelts and ivory from the animals which are not infected, and give the others to Web. The fruit of their hunt is then secretly sold on the streets of Kinshasa. PCs can start their investigation from the capital city, posing as ivory smugglers, or in Kahuzi-Biega National Park. Some of the poachers are "honest-to-god crooks" unrelated to Web—these should be left for local authorities to deal with. Other poachers are in Web's pay.

The PCs will have to find out where the difference lies (bazooka-toting poachers with a few AK-47s should help make the difference plain!) It also happens that the "bad poachers" are remnants of the Simbas, from the 1965-67 insurgency. These poachers are trying to refinance a new rebellion with the tacit participation of the Web—another plot the Administrator is free to develop. Eventually, the PCs should be able to follow the Simbas to their rendezvous point with Web thugs, and track the latter down to their hidden camp.

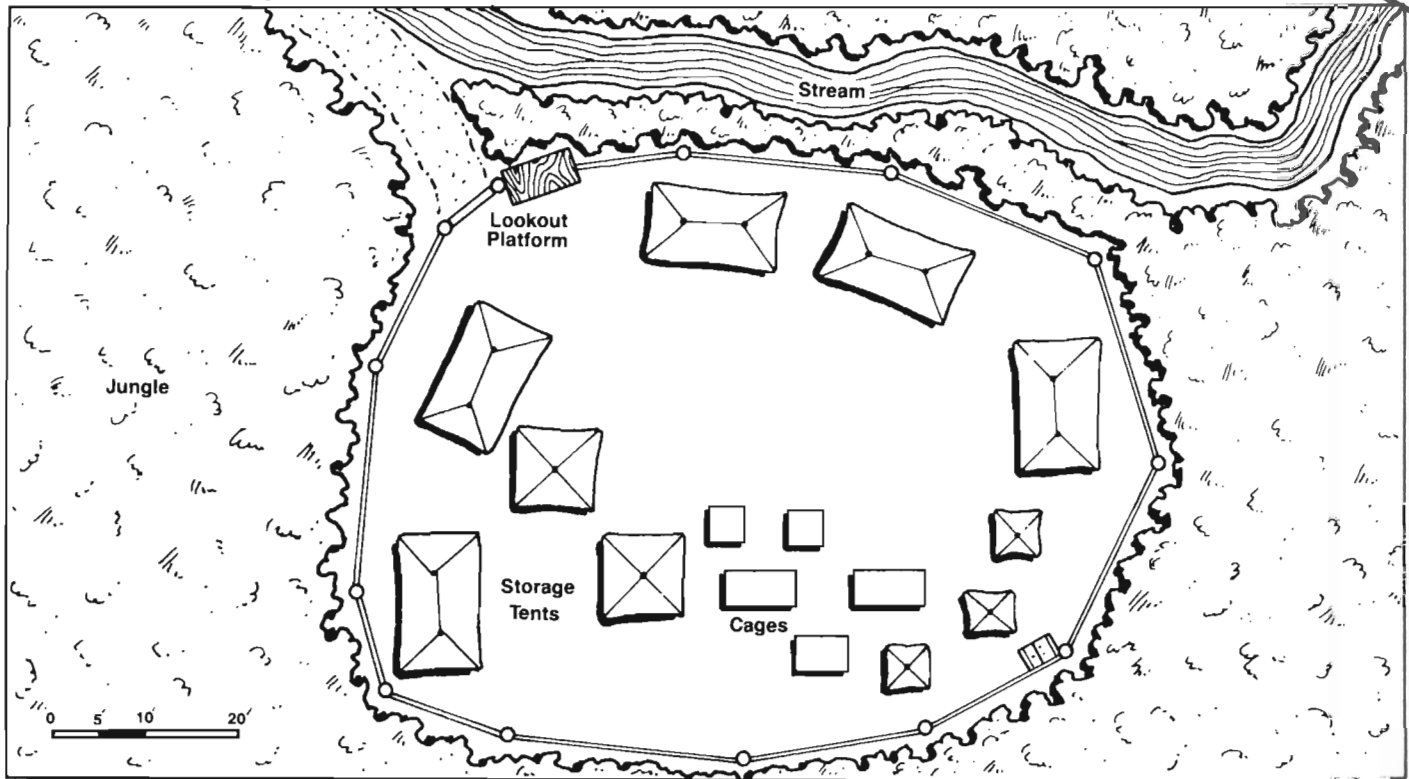
Trip To The Camp

The PCs will have to enter the rain forest to find the camp. The GM has several options. He may decide that the PCs search the woods and find the camp immediately, or are caught in traps on the way, or the Web thugs sneak up and jump the PCs while they are sleeping at night. This last option assumes that the PCs do not find the camp immediately, and must sleep overnight in the forest.

Pygmies

The Twa people, pygmies living in the area, commonly set up traps to capture animals. The PCs may fail to notice the traps, and become caught themselves. Some of the traps may be made to take the animal alive. The Twa are enemies of the Web, who have been hunting Twa tribesmen who

The Poacher's Camp



get too close to the poacher's camp. The Twa could help the PCs, offering such help has native healing, food, or hideouts. Of course, PCs will be hassled to death by the pygmies who demand payment for everything they do, and those who want every strange piece of equipment PCs carry, as gifts and souvenirs from those strange "tourists." Although they know how to get to the Web's camp, the Twa will not attack, no matter what the PCs offer.


The traps may be cages that drop down from above, nets, snap jaw traps, or pits. The Administrator may wish to have the PCs make a roll for every hour they search, giving them a 20% probability of coming across a trap. Player characters must make INT checks with possible modifiers to spot the trap. The trap may cause no damage, like a cage or a net. It may cause minor damage, like falling into a pit (pits will be between 6 to 15 feet deep). Or even greater damage, like a snap jaw trap. The snap jaw trap is the type with two sets of 'teeth', which snap together when someone steps in the middle of the trap. This trap will cause half a die damage only to locations 8 or 9 (legs) on the hit location diagram.

The Web Camp

There is a dozen thugs there, with a small team of Web scientists. The thugs are a hodge-podge of wanted criminals from Kinshasa, frustrated big game hunters, a few blood-thirsty Simba warriors, and old-time mercenaries longing for a good insurgency. Assume the Simbas and the hunters all have the Tracking skill.

Each is armed with at least a rifle and a machete. The actual weaponry will vary according to the party's skill and firepower. The thugs sleep in shifts, and take turns patrolling the camp. They have built a platform in the trees as a lookout point. There will always be at least one person on lookout at all times. The guards may spot the PCs before the PCs spot the camp. The Administrator may wish to make an INT check for the lookout, with modifiers for the Stealth roll of the PCs.

The camp is surrounded with electrified barbed



wire. An open area lies at the center of the camp. Five tents are spread throughout for sleeping quarters. Two other tents serve as a storage area, and another three are field laboratories and radio equipment for the Web scientists (see map, p. 33). Web sends helicopters once a week to pick up affected specimens, and bring supplies. Radio contact is established every day at dusk. If the scientists do not call, the Web flies in at dawn with another dozen thugs armed with AK-47s, and a couple of armed choppers.

Gorillas and chimps can be found in various areas of the camp, in cages. These animals are in a bad mood! PCs may wish to set the animals free, which may serve as a distraction, in which case the animals will attack anyone in their way. One of the gorillas is infected with the disease. It is transmitted through bites. To clue the player characters to the danger, the thugs may scream in terror when the animals are released, and shout something about "the infection." Also, the sick gorilla will look ill, foam, and be maddened with pain. This gorilla will die within a few days.

If the PCs Lose

They can either retreat into the jungle, or to the Twa village. The Web immediately destroys the camp, and all evidence of the labs and the gorillas. Unidentified choppers come to pick up the scientists, and bring them to Rankin's hideout (see *Operation: Blue Safari*). The rest of the thugs are sent after the PCs whom they will stalk until either party is dead.

If PCs are captured at the Web camp, scientists inoculate them with the dreaded disease, and leave them stranded in the jungle. It is up to the PCs to find a quick way of returning to a place where Orion can heal them, or die miserably in the jungle. The disease takes a few days (1d6 days) to incubate, at which time the victim starts losing both sanity, and stamina. Victim loses 3d10 points of INT and CON each day after the incubation. At 0, the character dies screaming, and with violent convulsions.

If the PCs Win

The PCs may overcome the camp. There, they could find clues about Rankin's hideout. When the PCs attacked, one of the scientists was hastily trying to contact Rankin's camp for help. He was either wounded by a wild shot or interrupted by the PCs. The dial on the radio shows the exact wave length Web has been using, and the PCs can hear: "...Roger, Simba... sendin' the cavalry... Blue Safari over an' out..." Scientists know when to contact Web, and what the beacons are used for (see below). They will talk only under the threat of being infected with the disease. (A bite from an infected animal has a 90 percent chance of transmitting the disease. In addition, the scientists have cultures, syringes, and other equipment in their tent. Any PC making either a Medicine or Basic Science skill roll, or a 1/2 INT roll, will realize that they can give a captive the disease with their own equipment. Not that upstanding Orion agents would do something so evil, but the threat of it might be useful...)

Otherwise, also located in the tent is a radio beacon that helps Web pilots finding the scientists camp in the jungle. The choppers are fitted with radio detection devices for that purpose. PCs could set an ambush for the choppers, and capture them. The choppers are then used to return to Rankin's hideout, following their own radio beacon, or to reach a rendezvous point with Orion where either a sick PC or gorilla can be treated. See *Operation: Blue Safari*, next.

Bringing back a sick PC (or a gorilla) to Orion headquarters in time for an examination would be a major break against the Web's plans. Orion would be able to concoct a serum to cure the disease. The victim or the gorilla must be alive, however, for this to happen.

Operation: Blue Safari

In addition to other crimes, Rankin (see *Operation: Simba*) set up a charity fund, called the "Hope Fund," supposedly for building schools for underprivileged African children. Rankin took the money for the Web, and has converted a lot of it to gold and diamonds, which are stored at his hide-out.

Kalindi, a native Zairian woman working for her government, is trying to establish new schools throughout several small villages, despite the lack of funds in her department. She went to Rankin's Hope Fund, and was turned down. Her suspicions aroused, she investigated his group, and found no evidence of any schools set up by him. With the help of the Police Zairoise, she turned up a diamond that was stolen from a Zairian mining operation, East German weapons, and a metal case containing sealed tubes, which were enough to attract Orion's attention. No one was apprehended, and none of the clues helped her in her endeavor.

IF THIS ADVENTURE IS PLAYED SEPARATELY: Following up on the clues Kalindi

unveiled, Orion requests the services of the PCs. The weapons have been traced to a trader who operates in Kinshasa. The PCs are to observe the depot and follow any suspicious party. The mission is to find a Web operative by the name of Rankin and destroy his base of operation. He is suspected of having a number of armed troops hiding in the jungle. The depot is behind a place called the Blue Safari Club in Kinshasa.

IF THIS MISSION IS NOT PLAYED SEPARATELY: The PCs should (if all went well before) be using the choppers in the previous mission (*Operation: Simba*). Otherwise, they are directed to the Blue Safari Club.

The Blue Safari Club

This is a sleazy casino used by Web to make some cash, or to hire mercenaries when needed, and,



finally, to act as a cover for the arms acquisitions. The back of the casino is a depot with some weaponry (such as that sent to Khoisi in *Operation: Voodoo*). There, the PCs may roleplay their way into getting hired as mercenaries for Rankin, and sent to the camp, or simply observe activities. Once a week, an old truck comes to pick up some equipment. The driver has a map of the local jungle trails to reach Rankin.

Getting There

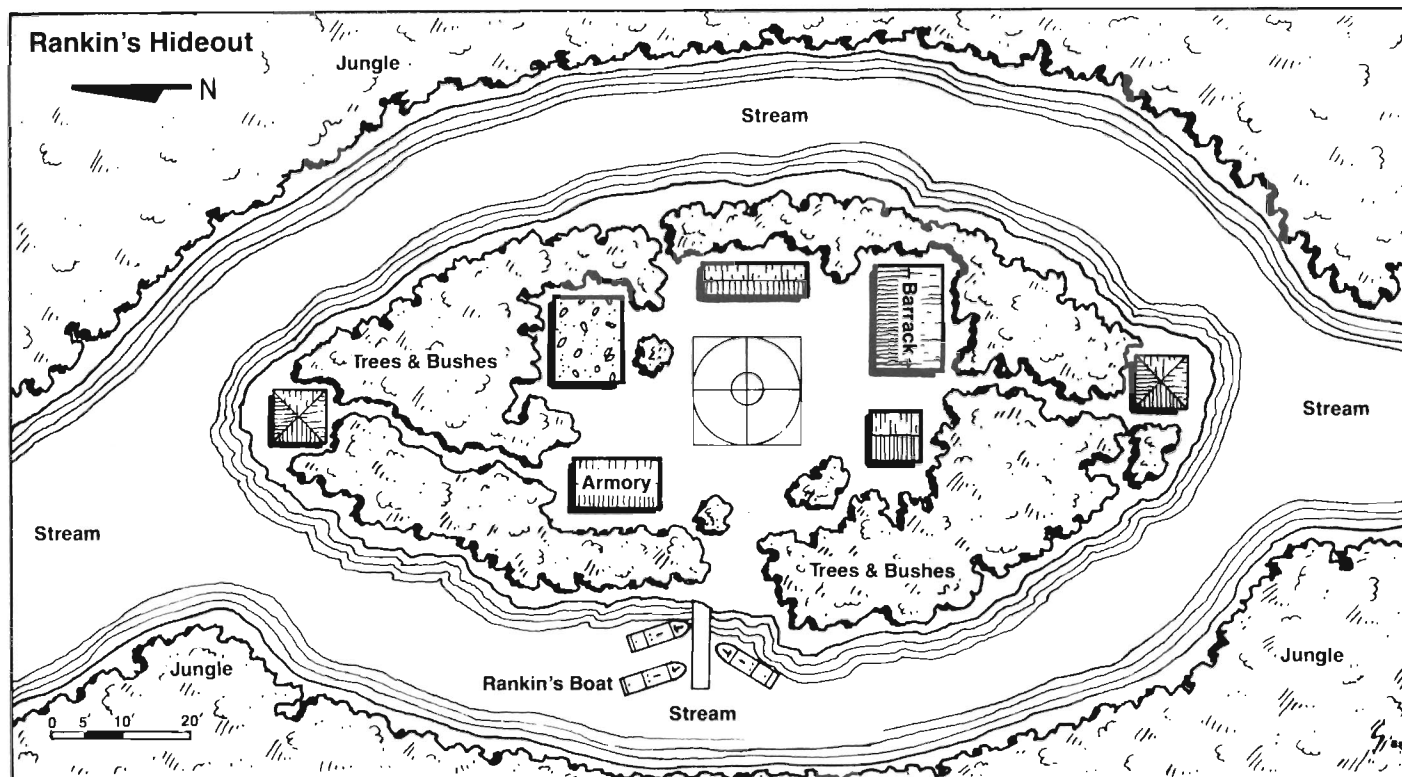
Rankin's hideout is on a small, rarely used tributary of the Congo River, in the middle of the dense rainforest. The camp can be reached via helicopter, or via canoe. The Blue Safari truck has to be unloaded on boats twenty miles away from the camp. No trails lead to the camp.

The PCs can ride the wide Congo River until they turn onto the small tributary. As they travel upstream, the forest becomes denser, and signs of

human habitation gradually disappear. Bushes close in on the tributary as it becomes smaller. The river is infested with mosquitoes.

Rankin's Hideout

At a point, the tributary widens. In the middle is a small island where Rankin established his base of operations (see map). Altogether there are 10 to 20 guards, depending on the PCs' firepower. In the middle is the helicopter pad with one or two choppers (or none, depending on the results of *Operation: Simba*). Nearby is a concrete bunker occupied by Rankin. It is camouflaged with brush. The building is visible from only 25' or less away. Other wood buildings offer shelter to the guards, the radio, food and equipment. Two guard towers are at the north and south edges of the isle. On the west shore is a small wooden dock with three boats. The rest of the shore is mined (as a few charred carcasses of seriously maimed crocodiles would show). Careful observation will reveal a



number of crocodiles swimming in the river, or lounging on the muddy shores.

Assault Boats

Rankin has three boats, about 15' long, each with a heavy machine gun mounted in front. Two of these are for Rankin's guards, and third is for Rankin's escape. If the PCs are spotted, assault boats will go after them, each carrying half a dozen guards.

Inside the Building

Rankin has a posh living room and bedroom. There is also a small gym. The rest of the building consists of a large bunkroom, kitchen and armory. Rankin does not trust his own guards, so he has hidden a large safe behind a bookcase in the living room. To get into the safe would take Safecracking skill, or explosives. Also, there are hunting trophies on the walls, and a chess set. Clues can be found about the other three missions if they haven't been played yet.

Rankin's Actions

If the battle turns against him, Rankin will try to escape on one of the boats or a chopper—depending on what's available. In the worst case, he will dive into the river, hoping to outswim the crocodiles (he has a native balm used to repulse the crocodiles—its efficiency remains to be proven). Rankin will try to disappear into the jungle where he has several small weapon caches. If he succeeds, Rankin can be used as a recurring foe of the Leo Bureau. If he is captured, the Leo Bureau will turn him over to the Zairian government and obtain their good will (especially if Orion was outlawed in Zaire—see *Operation: Voodoo*).

IF THE PLAYER CHARACTERS ARE CAPTURED: Rankin may invite a PC to play chess with him. He is impressed with people who play

chess well and are good hunters. If Rankin likes a PC, he invites him to join his crime organization. Other than that, Rankin ransoms them back to Orion, has them fight a few pet crocodiles, or releases them to be hunted in the woods.

Rules Section

Jeremy Rankin: Jeremy Rankin was a career officer in the British army. He fought in World War II and assorted small skirmishes, and earned several medals which he proudly wears. His troops were called into Zaire to stop rebellions in Katanga. Rankin liked the country and settled there. Recently, he was forcibly retired from the army, making him feel like a useless old man. He felt his pension an insult to his great worth, and turned to crime.

STR	REF	INT	WIL	CON	MOV	DEX
40	70	60	50	50	55	65

Sex	Male
Race	White
Nationality	British
Native Language	English
Age	65

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

Tags: Army uniform, army medals, army protocol, salutes, struts around pointing a stick.

Advantages: Toughness (4), Presence (3)

Disadvantages: Moral Qualms (sense of fair play), Short Winded

Skills: Basic Firearms 33%, Pistol 65%, Rifle 75%, Machine Gun 65%, Hand Grenade 65%, Boxing 65%, Stealth 55%, Survival (jungle) 50%, Tracking 60%, Chess 60%, French 65%, Military History 60%, Basic Liberal Arts 30%, Swimming 55%, Basic Melee 33%, Radio Operator 60%, Horseback Riding 55%, Driving/Boat 65%, Driving/Auto 65%

End Rules Section

Operation: Red Cross

Characters' Briefing

There is a lot of paper-shuffling and “hmms” and “uh-huhs” from Anderson while the commando team sits waiting for him to begin the briefing. Anderson always likes to check and double check his facts before saying anything. Sometimes it frays peoples’ nerves, but it also means he is up-to-date on all mission details.

Anderson is one of those college-bred administrators whose greatest exertion is making it to the health club to work out. His teeth are perfect, never a hair out of place, and you want to punch out his lights ten seconds after you meet him. And, if he wasn’t so darn thorough that he made all his agents totally mission-ready, he probably would have had his lights doused years ago.

Today, Anderson does not look happy. He is never happy when there is a scarcity of facts.

“The situation in Central America is worsening. There are outright wars and political and military coups being attempted all the time. They are annoying, but Orion tries to let a country settle its internal difficulties itself.

“I’m not sure I agree with this policy—it usually results in bigger problems down the road, and I firmly believe that an ounce of prevention is worth a pint of blood.” Anderson gives a short mirthless laugh at the joke only he thinks is funny.

“However, I’ve convinced Orion Central that we’ve got a chance, to stop what could be a major problem before it starts.”

He spreads a map on the table. “In the Central American country of .” (See the note in the Administrator’s Briefing, below, for details.) There are a team of 15 American doctors and nurses who travel down to treat the natives at a hospital they helped finance.

“Through our agents in the area, we know of a planned military coup for the day after tomorrow.

We also know that part of the plan is to take these doctors and nurses hostages. The coup planners feel that by holding them hostage they can force the United States to force the present government to abdicate. But we all know how effective the US has been in that area lately.” Another mirthless smile, another joke only he can appreciate.

“As I suggested to Central, and they agreed, if there were no hostages or a chance to take hostages, there would be no coup. The military would not have the lever it thinks it would need to unseat the regime.

“It was decided not to let the US intelligence agencies in on this since there is some thought at Central that they would just send in a lot of troops and exacerbate the situation.

“So we’re sending you in. You are to get to the hospital, convince the doctors and nurses to leave with you and get them out.

“Here are your maps and information. We’ve got a helicopter that will fly you right to the hospital zone. Just get the medical personnel out of the hospital onto the chopper and fly home. Nothing could be simpler. Make sure the natives see what you’re doing. The jungle drum network down there will take care of the rest. No hostages, no attempted coup.

“There is a jet waiting to take you to the chopper in Central America. You should be back by tomorrow. Getting them out and stopping the coup is vital, but I foresee no problems. It’s all nice and neat. Don’t even have to worry about you people lousing it up.” Another mirthless smile.

Administrator's Briefing

Of course, the players will know from the start it’s not that easy. These things never are.

However, the plan by Orion is exactly as described by Anderson and Orion knows no more than the characters were told.

Fate does intervene sometimes to make routine missions interesting.

The characters will have time to requisition material and weapons. If they start arming themselves as if they are planning on storming the Kremlin, you can have Anderson come by and make some comment about how little boys (and girls, if appropriate) need their toys. Be subtle. If you push too hard for them not to take the weapons, they will. (Absolutely no ADMs!)

The characters will make it to the rendezvous with the large helicopter (see the Equipment Inventory in the *Top Secret/S.I.*™ rules for characteristics). Though not quite the size of a Skycrane, the helicopter is large enough to carry the medical team and their personal possessions. Plus, it can fly low enough to avoid radar. If one of the characters wishes to fly the helicopter, fine. Otherwise, Orion will have a pilot waiting.

The helicopter flight will be almost uneventful—getting shot down just barely qualifies as an event.

This will certainly complicate the mission since the hospital is at least a day and a half's walk from the crash site.

NOTE: No exact country is named for this mission. The volatile nature of Central America could make the choice of a country obsolete by the time you play this. You may leave it just as vague during play. But, if you feel the need to name a country, you need only scan the newspaper headlines for a logical candidate or stick a pin in a map of Central America. Just about every country except Mexico, Costa Rica, and Belize are fair game.

Locations

Finders Keepers

Some overanxious guerilla playing with his new

high-tech toy given him by some large country will hear the helicopter approaching, get it in his laser sights and release the smart missile. If an NPC is piloting the helicopter, it will go down. If a character is piloting, he or she will have to make some really impressive moves to avoid being hit (-70 to any such attempt).

Since the helicopter was flying so low, there is no chance of any of the occupants being seriously hurt. With all the foliage, regard it as a 20' fall and follow the rules for REF checks on page 8 of the *Administrators Guide*. If the pilot is an NPC, he will automatically die in the crash.

The guerillas who downed the chopper will arrive in two minutes, eager to finish the job. These guerillas are not very good, but they are enthusiastic. They are Generic 35 Thugs armed with Uzis and hunting knives.

Have the players specify what their characters are taking into the firefight and off the helicopter. The real trick of this combat is to get as much out of the helicopter before the fire, that started as a result of the crash, explodes the ammunition and/or the fuel tanks. Three minutes after the crash (one minute after the guerillas attack), the chopper explodes, doing 4d10 damage to all within 50', and destroying all equipment still on board.

The PCs may try to put out the fire out and save the equipment. It will take two people to make the attempt, with a 30% chance of success. If they fail, the Admin should give the firefighters a 10 second or so warning before the helicopter explodes. In any case, they will have to destroy the copter later to eliminate even the remotest link with Orion.

Then they have to face The Jungle.

The Jungle

Before getting into specific locations the characters will find, some general notes on the jungle are in order. It is hot, it is sticky and it is unforgiving. Plants, animals and disease thrive in the jungle.

The *Administrators Guide* says that the effects of heat are an Admin call. They are up to you, but

your call should lean to the brutal side. Look at the Endurance and Encumbrance rules on p. 66 of the *Players Guide*.

Just walking through the jungle unencumbered is considered Light Exercise.

Also, the weight a character can comfortably carry in the heat and humidity is only $\frac{1}{4}$ his STR rating, not $\frac{1}{2}$.

The trees are not thick enough to prevent sunlight from reaching the jungle floor. So reeds, vines, bushes and ferns will be plentiful and have to be hacked through with a machete. (If the characters did not think to bring one, one of the guerillas from "Finders Keepers," above, will have one on his belt.)

The person hacking through the underbrush is engaged in Heavy Exercise, so the position should be rotated regularly.

The group will have to stop once an hour to rest, replenish fluids and remove any chiggers or parasites they have picked up.

Animals

Roll a D6 for every hour traveled to see what wonders of nature the characters encounter.

- | | |
|-----|---------------------|
| 1 | Snake |
| 2 | Scorpion |
| 3 | "Wait a while" Bush |
| 4-6 | No encounter |

Snakes: Roll the D6 again. If the number is 1-4, the snake is not poisonous. If it is 5-6, the snake is definitely deadly.

It could be a Fer de Lance, a bushmaster or a coral snake. Usually the lead character hacking through the brush will disturb the snake, but it could confront any character.

Characters who succeed at a WIL check (-30) have remained still long enough for the snake to rethink its attack and slither off.

See the Animal rules in the *Administrators Guide* for more information. The poison rating for the

snakes is 1/30.

Scorpion: These creatures will scurry out from under overturned rocks, bushes or come out from treebark and land on a character.

Scorpion stings are rarely fatal, but in the jungle they can get infected quickly or the effect can so debilitate a character that he will be at the nonexistent mercy of the jungle.

Consider their poison to be 1/14,400, that is, the character loses one point of CON for every eight hours until the bite is treated with a successful $\frac{1}{2}$ First Aid or regular Medicine roll. Without successful treatment (which will be automatic at the hospital or back home), the victim will continue to take 1 point of CON damage every eight hours until, eventually, he dies. Even if a scorpion sting is treated immediately, the victim will still lose a single point of CON until it can be restored by rest.

"Wait a while" Bushes: Just what every backyard garden needs. There is some variation of this bush (climbing palms, atap, or rattan) in jungles around the world. The thorns are turned and have barbs, like fishhooks and they get in under the skin. The first impulse is to rush through them, but that will result in shredded clothing and skin. And a loss of one CON point for every ten feet passed through. The caught character should back up slowly to minimize damage. Any help by other characters would probably be appreciated.

Food

It is logical that the characters will not have packed food with them since the mission did not originally call for an overland trek.

One source of food is the guerilla camp (from above). But it should only be enough for a light snack.

To keep from exhausting themselves carrying extra food, the characters must rely on the jungle to provide it. Anyone with the Survival skill can find food for himself and two other characters. However, apply a -10 for each character beyond

that number he is trying to feed. If more than one character has the Survival skill, they can share the work and decrease or avoid the negative modifier.

Smuggler's Blues

At some point during the hot day, the characters will hear a river flowing nearby. The thought of plentiful drinking water, perhaps a bath and a chance to rest should be enough to send them scurrying.

What happens next depends on whether they are careful or not.

If they are careful and approach the river quietly and with stealth (by the way, a -30 to all Stealth rolls to sneak through the crackling underbrush), they will soon hear voices speaking in some weird dialect that sounds like a combination of Spanish and growls.

If they are not careful, they will not hear the voices since the people will hear them coming and lay in ambush.

These are neither guerillas nor government soldiers. They are drug runners. Treat them as Generic 30 Thugs armed with Ingram M-11s. They have a High Cruelty and little to no regard for human life. They're not very bright, either. Except for the leader.

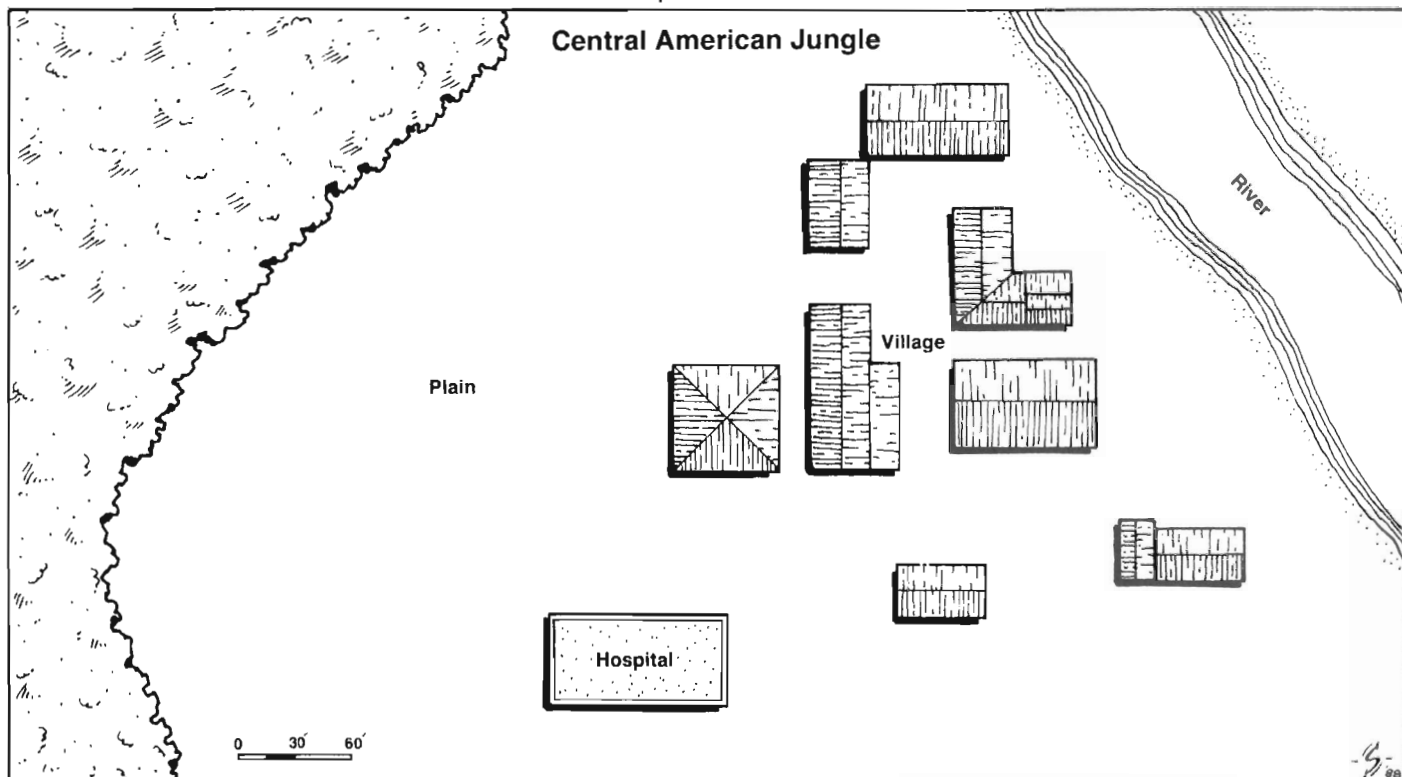
Rules Section

PACO DIAGAMO

STR	INT	REF	WIL	CON	MOV	DEX
40	50	51	38	32	33	40

Sex	Male
Race	Hispanic
Nationality	Columbian
Native Language	Spanish
Age	34

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



Advantages: Bilingual Background

Disadvantages: Greed

Skills: Knife throwing (4), Spear throwing (2), Basic firearms (3)

Note: These are just the basic skills for Diagamo. If you wish to give him more, feel free.

End Rules Section

Diagamo came right out of the Columbian jungles. He once worked collecting the coca leaves for some drug exporters. But, being smarter than the average native worker, he worked his way up until he was exporting a large amount of product himself.

Now he controls several growing fields of coca in Columbia and Central America. Most of his product goes to the United States where he is very well connected. His loyalty is to himself. He will work with anyone. After his initial contacts in the states, two criminals named Montana and Calderon, were killed, he simply switched distributors.

Diagamo has spent a lot of money bribing officials so that he and his men can work undisturbed. Control of the current regime is costing him a lot, but he knows it would be more expensive to start over again, so he will help the characters if they explain they are trying to stop a takeover.

The Deal

Politics and espionage make for strange bedfellows and the characters may find themselves having to compromise their ethics and enlisting help from Diagamo.

Diagamo will not aid the characters in fighting, but he does have a shipment of cocaine paste, distilled down back in the mountains, which he is currently taking downriver.

And the river goes within a quarter of a mile of the hospital. He can have them there in a few hours in relative comfort aboard his boat. (Use Speedboat attributes from the Equipment Inventory.) He is also well known in the area and given

free access all along the river.

Diagamo will want something in exchange for this help. Exactly what is up to you, but it should be something more than just money. If you wish to extend the mission beyond this scenario, it can be anything from an assassination of a rival dealer or a government official to asking the characters to help him in his smuggling—something that would pose a moral dilemma for the characters.

If the characters manage to rescue the hostages and cripple Diagamo's drug smuggling operation, they should get extra Fame & Fortune points. If they manage, somehow to turn the military's wrath against Diagamo and therefore incite the military to put a major dent in drug smuggling from Central America, they should also get extra points.

If the characters refuse to make a deal with Diagamo they may decide to simply kill him and take the boat. If this fits in with the tenor of your campaign fine, but it should be discouraged. The characters, after all, are supposed to be the good guys.

If no deal can be made, the characters will continue their way on foot. You should decide whether Diagamo will try to ingratiate himself with the military by telling them about the characters' approach.

The Hospital

Over the last few years, a team of doctors and nurses have seen a dream become reality. With the help of some wealthy American backers, they have built a compact, but functional, medical facility in the heart of the jungle.

Every year, a volunteer team of doctors and nurses come down and devote two to three weeks to caring for the natives. For many of the locals, it is the only medical care they ever receive.

Like most idealists and giving people, the doctors and nurses never seriously believed they would be in any danger on their mission of mercy. And if the suggestion of danger is made, their eyebrows

will go up in disbelief. ("C'mon, nobody ever shoots a doctor on a mission of mercy.")

The natives in the village immediately surrounding the hospital were always glad to see them and afforded them the greatest respect—almost reverence. Even the natives still living in the jungles responded to their kindness with trust rather than shunning them for being outsiders.

Their little patch of jungle is strictly neutral, they do not take sides and will treat anyone. In short, they have no idea they are about to be attacked and would only scoff at the idea.

Rules Section

DR. DAMON MICHAELS

STR	INT	REF	WIL	CON	MOV	DEX
25	55	40	35	30	28	33

Sex	Male
Race	White
Nationality	United States
Native Language	English
Age	47

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

Advantages: Empathy

End Rules Section

Dr. Michaels makes Marcus Welby look like Ebenezer Scrooge. The man doesn't have a mean or sadistic tendency in his entire psychological makeup. He was the moving force behind establishing the hospital in the village and convinced people to donate money and the construction company to do the work for next to nothing. Everyone who knows Dr. Michaels holds him in the highest regard and he thinks highly of almost everyone.

Which is why he is going to be something of a problem. He will not believe that anyone would interfere with this humane endeavor and that his hospital is invulnerable from attack. Double the doctor's WIL against any attempt to convince him to leave the hospital.

Dr. Michaels also has a strong influence over the actions of his people. If he cannot be persuaded, you should double their WIL, also.

The Doctors And Nurses

The remaining members of the hospital staff are a mixed group. All races and both sexes are represented. They all have average characteristics and skills and none are any good in a fight or with a weapon.

There will be someone on the staff from each of the following disciplines (sometimes one person will function in two):

Surgery; Anesthesiology; Nursing (Operating and Recovery); Pharmacology; Dentistry/Oral surgery; Ophthalmology; Plastic surgery; Pediatrics; General medicine.

The Hospital

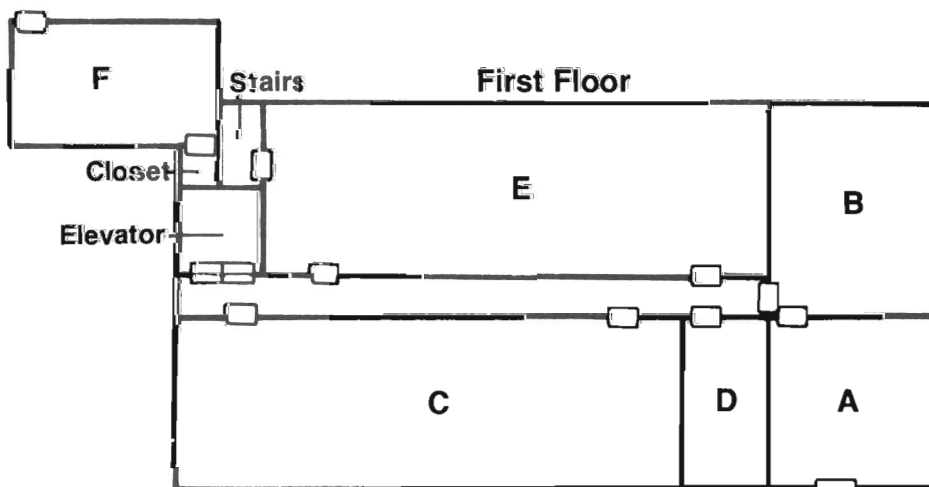
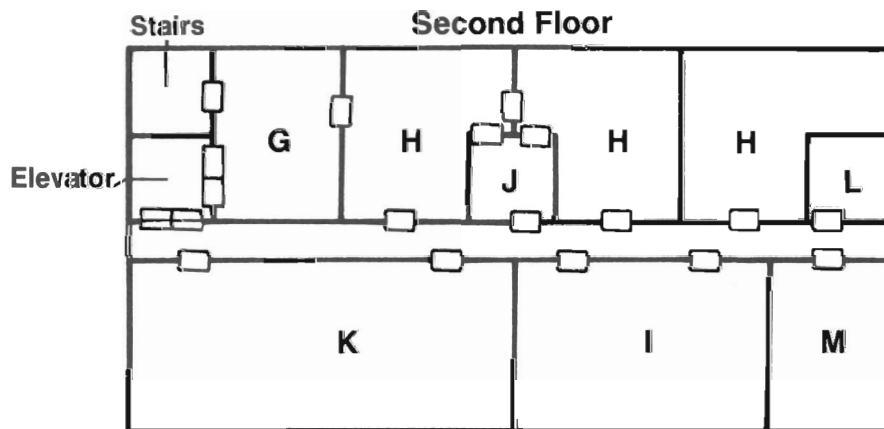
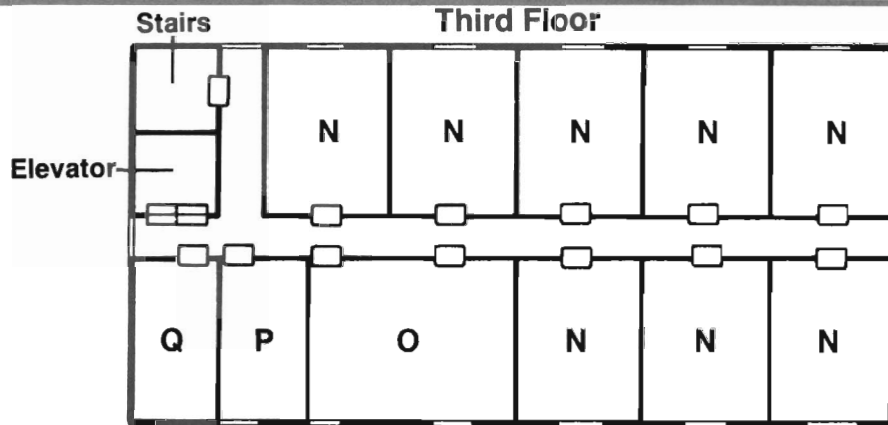
The hospital is an oasis of technology in the middle of the jungle.

The three-story high building is a marvel of ingenuity and persistence. (See map, p. 44). It is kept immaculate by the staff and the few natives who volunteer their time and energy to the hospital. When the doctors are not in residence, the hospital is used by the local priest and two nuns who have basic medical training. They do what they can, but they mostly use the hospital to treat the children of the village and to see that they are well-fed and cared for.

The windows latch from the inside and swing out from the bottom, but they are rarely opened. There is one elevator.

It is also fully electric and air-conditioned with power supplied by two generators in a shack just off the first floor.

Hospital Floor Plans



- A General Reception
- B Waiting Room
- C Emergency Care
- D Dispensary
- E Recovery Room
- F Generator Room
- G Pre-Op
- H Operating Room
- I Post-Op
- J Scrub Room
- K Intensive Care
- L Supplies
- M Doctor's Lounge
- N Patients' Rooms
- O Nursery
- P Dentist
- Q Opthamology Lab

Door

Window

Sliding Elevator Doors

First Floor

A) General Reception: people brought to the hospital come in here. It functions as both emergency entrance and general receiving. Every morning, the local natives start lining up outside the door well before dawn. Some have been there since the night before. The nurses take a history from each person and perform triage. That is, they assess the condition of each patient and determine in what order they will see the doctor.

B) Waiting Room: Though this is supposed to be where the patients wait for the doctors, they usually overflow this one room, line the hallways, and even spill out onto the street.

C) Emergency Care: this room can be used as an emergency operating room, but is primarily for examinations. It is usually where the doctors first see the patients.

D) Dispensary: The drugs and supplies are kept under lock and key here. Two nurses, who are assigned to the Emergency Care room have the keys and only they can get supplies. They are kept very busy.

E) Recovery Room: If the patient only requires simple treatment (a few stitches, some antibiotics), they are wheeled into the Recovery Room where they can rest and the doctors can check their progress.

F) Generators: Two large gas-powered generators supply all the energy for the hospital. The village has no electricity of its own. (There are nights when the natives will gather together outside the hospital just to watch the lights.) The generators also power the medical equipment, iron lung, respirators, sterilizers, etc. Should the power go out, small emergency gas-powered generators on each floor can be started to maintain the critical life-support equipment, but without air-conditioning, the heat inside the hospital will become unbearable during the day. Without electricity, the elevator stops.

If the characters are delayed and the soldiers take the staff prisoners in the hospital, they may want

to blow up the generators without considering the consequences. You should decide whether you wish to remind them what vital role electricity could play in keeping patients alive. Of course, one of the first things the soldiers will go for is the generators.

Second Floor

G) Pre-op: Patients are prepared here for surgery. Their vital signs are checked and they are cleaned up.

H) Operating Rooms: Anyone walking outside who is suddenly blindfolded and whisked into one of the Operating Rooms would think they passed into another dimension. It is comparable to any operating theater in a typical American hospital.

I) Post-op: Once surgery is over, the patients must be carefully monitored. They are wheeled into this room where there is always at least one nurse on duty at all times.

J) Scrub Room: Where the doctors and nurses scrub up before an operation.

K) Intensive Care: Often a patient is so sick or the operation so tricky that they must be kept under close operation for a long period of time. These patients are kept in the Intensive Care ward where there are at least two staff members on duty at all times.

L) Supplies: Equipment and non-pharmaceutical supplies are kept here, including bandages, tape, scalpels and other operating equipment, along with tanks of anesthesia.

Note: There are air tanks throughout this floor and on the third floor. The gas in them is under a great deal of pressure. If they are overheated, they will explode with the force of a missile as described on p. 80 of the *Players Guide*.

M) Doctors' Lounge: Not very luxurious, but it is a place where the doctors can catch a few moments of rest or consult with colleagues on a difficult case.

Third Floor

N) Patient Room: Each room holds four beds. When there is an overflow of patients, cots can be set up in the rooms so they can accommodate eight patients. There are some monitors for EKG and the like, but they are reserved for the seriously ill. Nurses keep an eye on the patients the old-fashioned way, by making frequent rounds.

O) Nursery: The children are cared for here. There are beds and cribs along with some simple toys to keep them amused. The doctors check each child from the village and the surrounding areas for malnutrition and disease. They also administer inoculations against childhood and tropical illnesses.

P) Dentist's Office: The natives teeth need as much care as the rest of them.

Q) Ophthalmology Lab: The natives have to be able to see and here is where they come to be diagnosed for glaucoma and to have their eyes examined and be fitted for glasses.

The Soldiers

The men sent to take the staff are not a group of lowly grunts. They are well-trained. They could be considered to be the Green Berets of the country's army, but not quite the elite.

They are loyal to their commanders and, while it may bother them a little that they are involving civilians, they will not shirk their responsibilities. They will do everything they can not to hurt the staff (a dead hostage is no hostage), but anyone who gets in their way is fair game.

The characters may try negotiating with the commander of the soldiers, but unless they have a very powerful bargaining chip, the attempt is doomed from the start.

As stated above, the soldiers will first try to take over the generators and force the staff into surrendering. They do not want to destroy the genera-

tors. They will promise to restart them if the staff surrenders.

Failing that, they will try to infiltrate the hospital and eliminate the characters. Without the characters to protect them, the staff will surrender at once.

Variations On A Theme

Everything described above is just the foundation for the mission. The exact actions of the NPCs and sequence of events will depend on the characters' actions.

If the characters anger Diagamo, he may try to raid the hospital himself. After all, getting rid of the hospital would make sure the local people are more afraid of him and will do his bidding. Also, the hospital is an excellent source of drugs and equipment he can use. This attack may come instead of or in addition to the one by the army.

Or the characters may befriend Diagamo and he and his men may help defend the hospital. In this case, make sure the NPCs do not initiate any actions on their own. The characters should issue all orders and make all plans. You can also increase the number of soldiers.

If the characters manage to convince the doctors and nurses to leave, there will be a trek of three days through the jungle to the border, where they can get some help. The soldiers will still be after them and the mission becomes a hunter/hunted situation.

Since the characters can only move as fast as the slowest NPC, the soldiers should not have any trouble catching up to them. The first firefight will be an all-out assault. If the characters are winning, the soldiers will pull back and try sneak attacks (snipers, traps, etc.) to kill the characters and take the NPCs hostage.

Remember, the doctors and nurses are not used to the rigors of jungle travel and will need a constant supply of fresh water and food. Some may even collapse and have to be carried.

Operation: White Velvet

Character's Briefing

Bauers is gently tapping his pipe on the desk. For him, this is the equivalent of ranting and banging against the walls.

Bauers is known in Orion as "The Gamesmaster." He delights in chess, Go and other games requiring intimate strategy and assessment of the opponent. His specialty is divining missions. That is, he takes random bits of information and imposes patterns on them, trying to determine some purpose.

He does not believe in coincidence. Many a Web scheme has been thwarted because of Bauers' almost psychic ability.

Today he has a map of the top of the world on his desk and several files. He pores over them for a few minutes, rechecking his suspicions and findings. There must be something important afoot. Bauers does not initiate a mission until he is very, very sure.

Finally he looks up. "This is a bit of a long shot and may turn out to be nothing more than a few days walk for you people. But there are some eyebrow-raising events that Central feels should be investigated.

"Along the north of Greenland, at the edge of the Karagak glacier, to be exact, a civilian expedition has found the resting place for Flight 912." He will look up briefly to see if the characters recognize the name, and is not surprised when they don't. "Towards the end of World War Two, in the winter of '44, Flight 912, consisting of three P-38s and a B-17 bomber, were flying a routine mission. Communications became jammed and they never made their refueling stop. We always assumed they had crashed. An extensive search was launched but turned up nothing. Exceedingly difficult to find anything when it's eternal night and a major storm is brewing.

"A civilian expedition in conjunction with the

Greenland Expedition Society has now found Flight 912 at a place they've named Lazarus Point. From their findings, it is assumed that the planes did not crash but made forced landings. We don't know what happened to the crews. The planes were buried in the snow and over the years have been covered over with 75 feet of ice and snow and become part of the glacier.

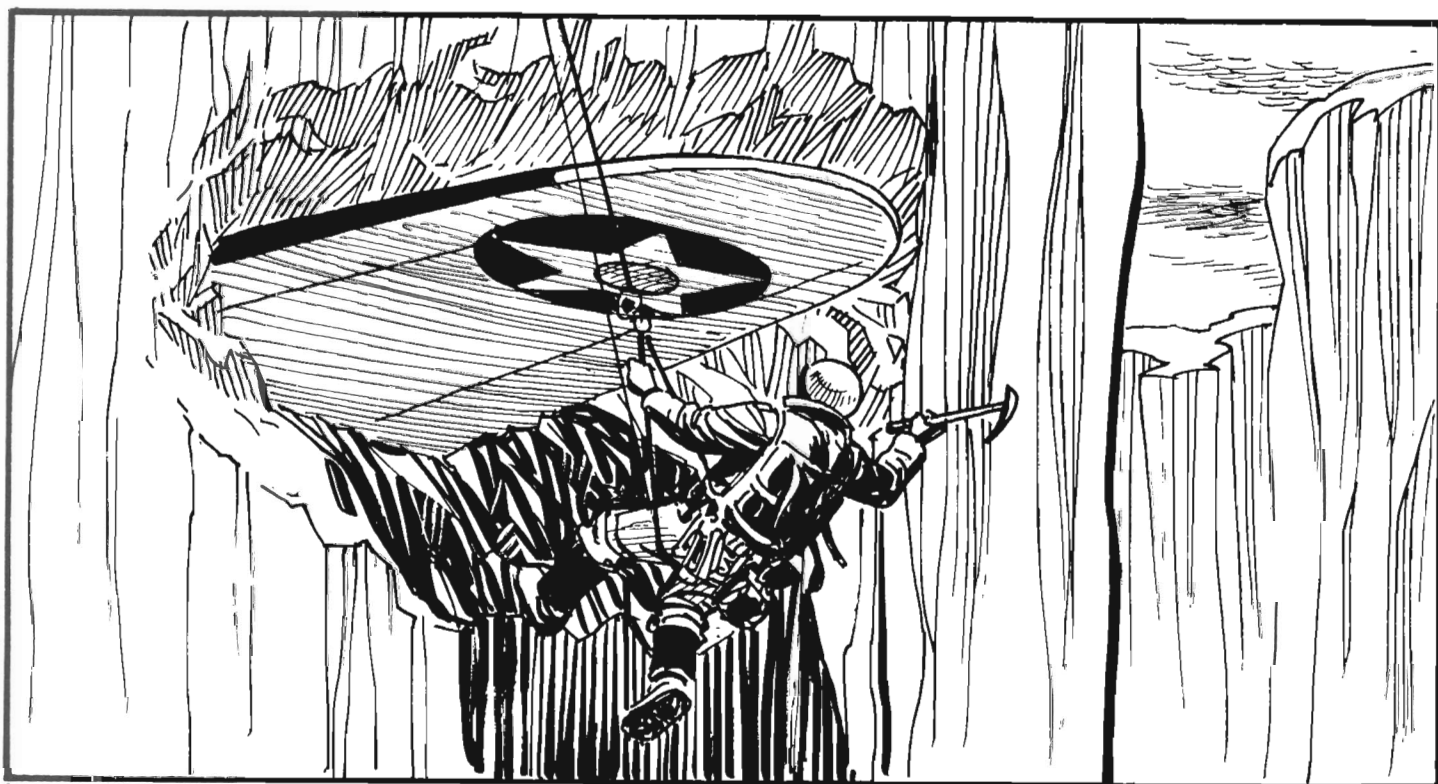
"The expedition plans on recovering the planes—hence the picturesque name 'Lazarus Point', I suppose. I thought it might be forced to smash through the ice to reach them, but the glacier's movement has formed a rift which will allow them, with a few days of digging and good luck that the glacier doesn't move again, to get into the B-17.

"Everyone wishes them good luck and no one seems particularly worried about this." He picks up a single sheet of paper. "Except that the Soviets are running some survival tests for their Spetznaz troops about 200 miles away and one of their units has failed to report. Nothing very strange about that. Those Spetznaz are about as fanatical and masochistic as their American counterparts, the Green Berets. They assume they are out simulating worst-possible scenarios and remain incommunicado.

"That they disappeared when the news of the finding of Flight 912 broke may be a coincidence." Bauers' tone leaves little doubt of his opinion of coincidences. "The problem is the man in charge of the unit, a Captain Vane Alexandrovitch has been on our files for some time as suspected of being on Web's payroll. Too much coincidence for me.

"You are to reconnoiter the civilian expedition and, without alarming them, protect them. The civilians are Americans and an attack by Soviet troops on them could have devastating repercussions on Glasnost."

The characters will be taken, with any equipment they request, on an Orion jet and parachuted 15 miles from the site of Lazarus Point. They are then to make their way to the expedition and take whatever steps they deem necessary.



Administrator's Briefing

Captain Alexandrovitch is more than just on Web's payroll, he is their key man in the Spetznaz troops. And he and Web know something about Flight 912 no one else does.

One of the upper-management men in Web was involved in gold smuggling during the war. Getting Nazi gold out of Europe was no small accomplishment. The Web man and his cohorts would melt down the gold and re-cast it as the ballast and reinforcements for the frame of their B-17 and fly it out.

Their biggest shipment went out on Flight 912. When word of the discovery of the wreckage got out, Web saw a quick way to replenish their dwindling coffers. Several large operations involving the purchase of racing cars had depleted their resources and they are having a temporary cash-

flow problem.

Web ran their agents through the computers and came up with Alexandrovitch because of his proximity to Lazarus Point. Through the miniature radio the captain always carries with him, they gave him his orders, leaving the details up to him.

He suggested using the Spetznaz unit he was commanding and Web agreed, since it would certainly serve to heat up the Cold War and divert suspicion from Web while the two super powers were busy hurling accusations and defenses.

Alexandrovitch told his men that the maneuvers were just a cover for a secret mission to recover a valuable piece of equipment that CIA agents were trying to recover. The men, well-trained and loyal to their country and their captain, swallowed the story and asked no questions.

Alexandrovitch moved his men away from the training territory where they were met by a Web plane disguised as a Soviet military transport plane. They were supplied with snowmobiles and fuel. They are currently making their way across

the frozen waste to Lazarus Point.

The Arctic

Imagine a cold so great that an unprotected human is dead in 60 seconds and the body is frozen inside of five minutes. Where breathing the frozen air without protection can freeze the lungs. Imagine an unchanging vista of solid white, blinding in the light from a sun low in the southern horizon. Then you start to appreciate the Arctic Circle.

The characters will be dropped off near as possible to the edge of the ice cap. From there they can follow the ice cliffs and fields that pass for the coastline for ten miles and then head east across the snow to Lazarus Point.

It is assumed that the characters will be in standard arctic dress with layers of clothing and furs, covered ultimately by the white camouflage suit. The chances of the characters removing their clothing for extended periods of time are remote. However, no one can predict what the players may decide to do or what you may have the Soviet soldiers do. If the characters' arctic clothing is removed they must find or make shelter.

Refer to the cold damage rules on p. 7 of the *Administrators Guide*. In this environment, triple all damage done by the cold to a character.

Snowshoes will facilitate travel. It should take about four hours to traverse the 15 miles to Lazarus Point with them. It will take five hours without snowshoes. Skis can be used cross-country style (that is, with a walking motion) along the coast, but will become a burden once the group turns inland.

For every hour the party is hiking, roll a d6 to check for encounters and/or obstacles.

- | | |
|---|--------------|
| 1 | Crevasse |
| 2 | Ice cliff |
| 3 | Polar bear |
| 4 | Mosquitoes |
| 5 | Ice floes |
| 6 | No encounter |

Crevasse: a rift has opened up in the ice which must be crossed or walked around. Such rifts may be only a few yards across but extend for miles into the ice cap and take hours to go around. They can also be very deep.

To cross, the characters must lower one of their own down on a rope to a point where the rift is narrow enough to jump across, at that point the descending character can climb up the other side and anchor a piton in the ice and the other characters can come across hand-over-hand.

You must make two Climbing checks for the character at a -30 penalty, one for descending and one for ascending. If the character falls and is not tied to a rope, check for damage. Even if he is belayed by ropes he must still make a REF check or be wounded by the hard, often sharp, ice and snow as if he had fallen 20 feet.

Another way across is with a grappling hook and rope. The character throws it across the rift and hopes it anchors in the ice on the opposite side. The throw is rolled against the character's Climbing skill since it is more complex than just throwing a rock or hand grenade.

Take the difference between what the player rolled throwing the grappling hook and his Climbing skill. This difference is his chance of getting across without the grappling hook coming loose. If this roll is a failure, the hook has come loose and the character falls to the bottom of the crevasse. (It's a good idea for the character to have a rope around his waist in case the hook comes loose.)

Note: If you decide the rift has unfrozen water along the bottom, decide how far it is to the water. A character who falls into the freezing water must make an immediate CON check. If it fails, he has been knocked unconscious by the rapid drop in temperature.

The character must be rescued quickly. Exposed

body parts freeze in about four minutes in the water. The character goes unconscious in about seven minutes and is dead within 20.

If the character's CON check is successful, he can thrash around, and try to make it back up on the ice. He effectively doubles his survival time in the water. But everything he tries to do is at 1/2 skill level because of the effects of the cold. He must make a Climbing skill roll to get out of the water.

Even then, he is not safe. He must get into a shelter (even a flimsy lean-to) and get out of the wet clothes, dry them out and get into dry ones. The other characters can help in this by sacrificing one layer of clothing each to give to their comrade.

Make a final CON check for the immersed character. If successful, he has shaken off the effects of the ordeal. If not, he performs all actions at 1/2 due to exposure.

Ice cliff: The characters must either go up or down an ice cliff (your choice). You should also decide the height of the cliff. Use the characters'

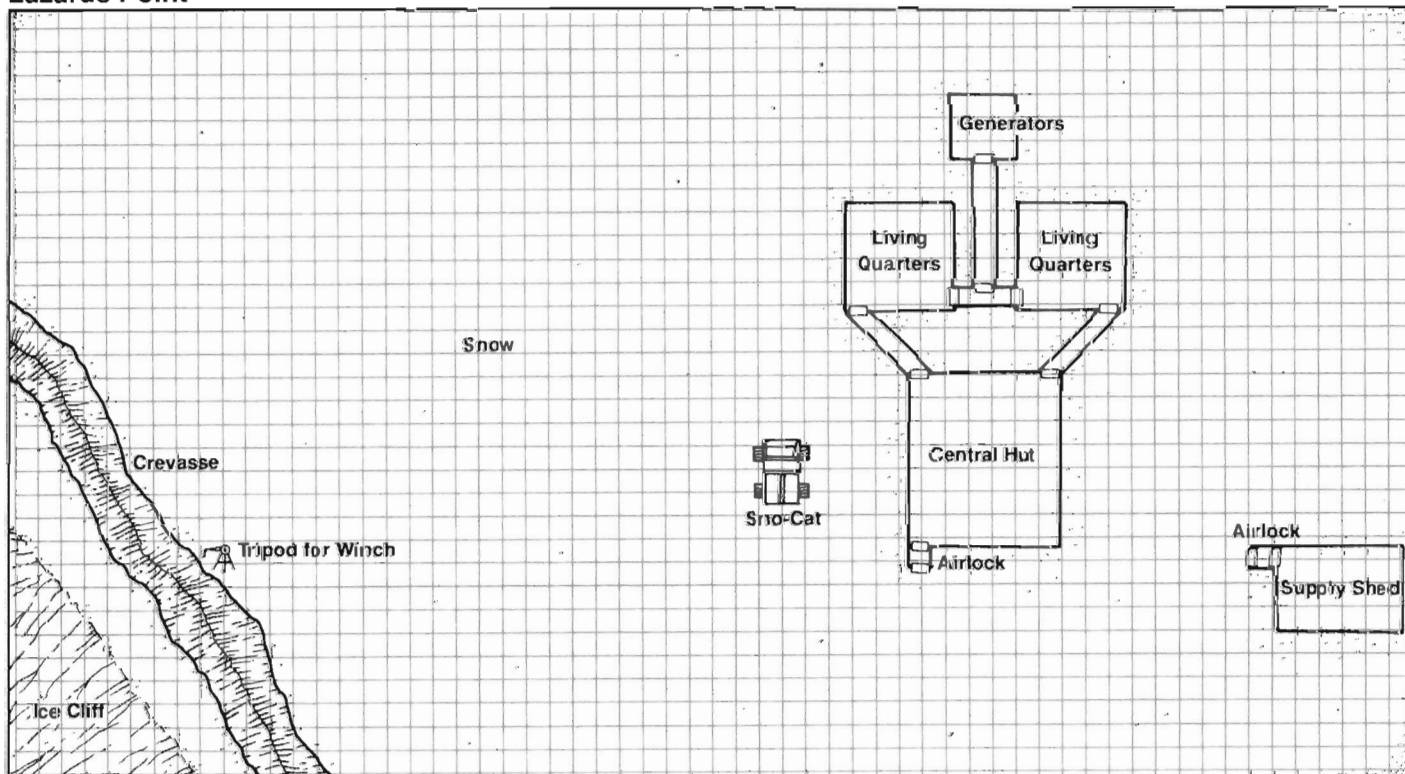
Climbing skills but due to the bulky clothing and need for heavy gloves they get a -20 to their chance.

Polar bear: Unable to find enough of his normal diet of seals, the bear is ravenous and will attack anything moving on the ice fields. Refer to the rules for Animal Combat on p. 9 of the *Administrators Guide* and use the ratings for a tiger except that the polar bear does 2d6 damage.

If it has been too easy for the characters, you can have the bear come out of the water for a surprise attack.

If you wish to go to extremes, it is possible that a killer whale would mistake the shadows of the characters for seals and attempt to come up through the ice to grab one. This would involve surprise, the possibility of a character or two falling into the water where they would not only be in danger of freezing, but of being chomped in two, plus having to cling to ice floes. (See Ice Floes, below, for that particular danger.) A killer whale has a CON of 150, MOV of 80 (in the water, of

Lazarus Point



course), COM of 75 (against targets in the water—30 when jumping for a morsel on an ice floe), and does 4d6 damage.

Mosquitoes: Yes, there are mosquitoes in the arctic. Along with black-flies, deerflies and midges. They can get under cuffs and collars and become quite annoying. Characters failing a REF check will have to build a shelter and remove several layers of clothing before they are driven nuts by the itching of the insects. A successful WIL roll once every 15 minutes will delay having to stop and deal with the insects, but after one hour, it takes a $\frac{1}{2}$ WIL roll to keep going, and after two hours, a $\frac{1}{4}$ WIL roll.

This encounter can only happen while the characters are near open water where the insect larvae can live.

Ice floes: The ice field is cracking into separate floes that will drift out to sea. Not a very attractive prospect for the characters. The field will start to break apart when the characters are in the middle of it, of course. Decide how big the field is and how far the characters must go to be clear of it.

The bulk of their clothing makes maximum movement for a character $\frac{3}{4}$ their MOV rating.

For every turn the characters are on the ice field they must each make a REF roll so as to not lose their footing and slip on the moving ice. If they fail, they must make a second REF check or fall into the water. To get up, they must make a further REF check to not topple the ice floe. And so on until they clear the field. (This is assuming the characters continue forward rather than running back. If they run back, they will have to walk around the ice floe field.)

Lazarus Point

A collection of insulated quonset huts covered over with blowing snow which completes the insulating process. That's what the characters will see as

they come to the edge of an ice ridge overlooking Lazarus Point (see map, p. 50).

Central Hut

The largest of huts houses the kitchen, dining area and leisure room. This is the social center for the 16 men on the expedition. Here they can sit, talk, play pool or darts and generally pretend there is not over 300 miles between them and any civilization. In the corner near the front door is the radio-telephone to maintain contact with the rest of the world.

Living Quarters

The two huts connected to the Central Hut and each other by enclosed corridors are the sleeping quarters. There is a five-foot high partition between each bed to afford each man the illusion of privacy, and each hut has its own toilet and shower facilities.

The Generator

The gas-powered generator supplies the lights and heat for the camp. If it goes off, the expedition would not last more than a few days. All personnel would be brought into the Central Hut and the small wood burning stove there would be kept going at the sacrifice of all the furniture in every other hut.

There is back-up battery power supply for the radio and a hand-cranked generator, and someone would be manning the radio every second calling for help until it arrived.

Note: As long as the wood stove was mentioned, it should be pointed out that fire is a two-edged sword in the arctic. While it is necessary to sustain life, an uncontrolled fire is also the greatest fear of any explorer. The expedition does have some extinguishers, but if a major fire were to

break out, there would be no way to combat it. The fire would destroy the huts and leave the explorers at the little to no mercies of the elements. This makes threatening to set fire to the huts a very powerful persuasive tool.

Supply Shed

The spare equipment is kept here, including ice axes, shovels, flares, dynamite, drill bits, etc. It is always kept locked and only the expedition leader has the key.

The Sno-Cat

This large vehicle is used primarily for transportation. The expedition, though, has a winch on the front for moving large chunks of ice and a plow blade for clearing debris after dynamiting.

The vehicles ratings are:

Max							
Spd	Accel	Handl	Brake	Prot	#	Pass	Range
30	2	+10	15	40	8		700

The Crevasse

The movement of the Karagak glacier opened this rift about a month ago. It is along the base of the ice cliff the characters will reach when they get to Lazarus Point.

When the expedition member investigated, they saw the wing tip of the B-17 poking out of the side of the crevasse about 70 feet down.

Men lowered into the crevasse on ropes starting gouging out a tunnel to the plane. Since then, they have been working very carefully with picks, torches and shovels to build a tunnel to the hatch to the plane. It is almost completed.

The Ice Cliff

From this vantage spot, the characters will have a clear view of Lazarus Point. It is a perfect place from which to assault the camp. It does have one flaw. The explosive power of three hand grenades or four sticks of dynamite will crack the ice and cause an avalanche. (Yes, the Spetznaz are carrying a grenade launcher. And there is dynamite in the supply shed.)

The Lazarus Team

The civilians manning this remote place would be exactly what anyone would expect. Bearded, fit men with a desire for adventure and danger. Many are mechanical engineers who specialize in "impossible" tasks. They've worked on the Alaska Pipeline and desert wells, walked along the snow peaks and through the jungles. They get to combine their desire for adventure with convenient jobs.

They laugh a great deal. It takes men of optimistic attitude and never-flagging good humor to work in such a foreboding place without giving in to the isolation and going stir crazy.

But as much as they are hardy men and men of courage, they are not fighters. Faced with a loaded weapon, they would be as lost as a stockbroker at the North Pole. They have some weapons to frighten off the occasional polar bear or go out hunting when supplies are low, but they would be hard-pressed to pull the trigger on another human being.

Their leader is a perfect example.

Rules Section

Morton Charles

STR	INT	REF	WIL	CON	MOV	DEX	
40	55	30	36	35	29	29	
Sex							Male
Race							White
Nationality							U.S.
Native Language							English
Age							30

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

Advantages: Stamina, Toughness

End Rules Section

His Norwegian heritage is plain on his face. Bright blue eyes, blonde hair and beard and a jovial personality. Charles has worked in cold climes since he graduated with honors in Engineering. He has set up camps in Antarctica, radar stations in the Yukon, ski resorts in the mountains of Europe and America, pumping stations for the Alaska Pipeline, and now he is trying to recover Flight 912.

For him, the challenge of beating the ice, snow and elements is important. When he heard about the discovery of Flight 912, he contacted the Greenland Expedition Society and they were happy to hire him.

He flew up and has been working out the details of getting the planes out of the ice intact. He plans

on flying one of the P-38s back himself.

The Excavation

At the edge of the crevasse is a winch and pulley set up on a large tripod anchored into the ice. When they began digging the ice tunnel, the teams worked in 30 minute shifts. Each team member was lowered in, and worked with a torch and pick to start the tunnel. As the tunnel grew, two members could be sent down to chip away at the ice and toss it into the crevasse.

Work had to go slowly. Breaking into a sweat is one of the fatal by-products of working in cold weather. When the sweating worker stops, the sweat freezes on his body and he has to work harder to melt it. By working harder, he sweats more and when he stops that sweat freezes on him. It is an unending, deadly cycle.

However, it is not half as frightening as the Karaglak glacier.



The glacier, several thousand tons of ice, debris and snow making its excruciatingly slow way to the Atlantic opened up the crevasse a month ago. And can just as easily close it.

Two team members stay by the winch and just watch and listen. If the ice starts to moan and creak, their job is to shout a warning and get the workers up as fast as possible. Just in case the glacier is starting to move which could close the crevasse with all the might that a moving block of several thousand tons of ice, debris and snow can muster.

In case of an emergency, the winch on the Sno-Cat can be used to haul the men up.

The B-17

The B-17 is a large mausoleum. Inside are the bodies of six of the men of Flight 912. Their bodies are frozen—mummified. The rest of the men must have gone for help and perished on the ice fields. Four of the dead men obviously froze to death. Of the last two, one was shot in the back of the head and the last one died of a shot to the temple. The gun is still in his hand. Obviously, they chose to end their lives quickly rather than wait for the slow death of freezing or starvation.

Each of the bodies is still wearing their flight jackets and uniforms with a regulation .45 US Government self-load automatics in a holster. Just in case some of the battle may occur inside the B-17, you should know that three of the six automatics are still functioning. If the characters get inside the plane, you should decide on the disposition of the bodies and describe their locations in the cabin. A character or NPC looking for a weapon may reach for one of the .45s and you should know if it will still work.

There is another event that may occur while characters and NPCs are fighting in the plane or in the vicinity of the crevasse. The Karagak glacier may move and close the crevasse. When, or if, this happens is your decision. If it looks as if the battle is a foregone conclusion in favor of the characters,

you can add some tension by telling the players that there is a low rumbling and cracking sound around them accompanied by a steady vibration.

The characters will have 2d6 rounds to get out of the crevasse (or throw an opponent into it) before it closes up, automatically killing everyone in the crevasse and sealing up the plane again. Unless someone is very lucky or very good with explosives, anyone trapped inside the B-17 will die of suffocation before help can reach them.

On the other hand, if the battle is going badly for the characters, and they are perilously close to running out of ammunition or the like, you may ask one or all of the players if they would like to sacrifice some Luck Points. How many is up to you, but if the characters are in imminent danger of dying, any bargain will look good.

If they agree, You go ahead with the closing of the crevasse. The NPCs will be trying to save themselves and the characters should be able to use the confusion to pull off some daring maneuver.

The Spetznaz

Rules Section

Captain Alexandrovitch

STR	INT	REF	WIL	CON	MOV	DEX
43	49	46	45	40	37	40
Sex	Male					
Race	White					
Nationality	Soviet					
Native Language	Russian					
Age	38					
Psychology: Cruelty (Low), Loyalty (High), Passion (Low), Piety (None), Sanity (High), Selfishness (Some)						
Advantages: None						
Disadvantages: None						
Skills: Pistol (4), Rifle (4), Submachine Gun (3), Boxing (3)						

End Rules Section

The captain is a intelligent man and excellent leader. He inspires fierce loyalty from his men and demands immediate obedience.

He is also a traitor, having been enlisted into the ranks of Web some years ago.

As a commander of Spetznaz soldiers, he is among the first sent into battle for the Soviet Union. And he lets Web know exactly where he is going. His reports from Afghanistan allowed Web to get a large share of the opium smuggling going on in that area. Web also made a fortune selling arms to the Mujahedin.

When Alexandrovitch has the gold up, he plans on loading it onto the Sno-Cat, killing the expedition members and then killing his own men. He figures he will be able to catch them off guard and an AK-47 can take out a small group very quickly.

Then he will send out a general distress alarm over the radio saying that Lazarus Point is under attack. With that done, he will get in the Sno-Cat and go to rendezvous with a Web aircraft.

Rescuers who will no doubt rush to the scene will find the expedition members and Soviet soldiers dead and evidence that someone escaped in the team's Sno-Cat. All evidence that the Soviet Union attacked Lazarus Point. Motives and logic won't matter to the respective governments, but irreparable harm will be done to Glasnost.

If it looks as if Alexandrovitch will fail in his mission, he will use his miniature radio to call in Web reinforcements. Within one hour a helicopter will arrive with Web soldiers who will try to take Lazarus Point. The gold is ultimately more important to Web than subtlety.

There is one man among the Soviet soldiers who might be of some use to the characters. Lieutenant Gregor Petrovich.

Rules Section

Lieutenant Gregor Petrovich

STR	INT	REF	WIL	CON	MOV	DEX
45	52	50	48	44	43	59

Sex

Male

Race

White

Nationality

Soviet

Native Language

Russian

Age

30

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

Advantages: None

Disadvantages: None

Skills: Pistol (3), Rifle (4), Submachine Gun (4), Boxing (4)

End Rules Section

Petrovich is an excellent soldier and a loyal Soviet. He may not always like the Kremlin's directives, but he follows them to the letter.

That is why he is a little leery of the captain's claim that they are on a secret mission from the Kremlin. He knows the unit's heading will take them into a neutral area where they have no business.

If the characters are captured by the Soviets, their one chance may lie in being able to convince Petrovich that Alexandrovitch is working for himself or for Web and not the Soviet government. If they do convince him, Petrovich will aid them if the characters agree to fix things so that the Soviet government is not blamed.


Rules Section

Spetznaz Soldier

STR	INT	REF	WIL	CON	MOV	DEX
40	33	37	36	35	31	45

Skills: Pistol (3), Rifle (4)

End Rules Section



The Spetznaz soldier is trained to kill quickly and efficiently. He can operate solo or as part of a team.

The soldiers will be coming in from the east, approaching Lazarus Point from the opposite direction than the characters.

Weapons: Each soviet soldier and Alexandrovitch carry a 9mm Stechkin and 5.56 mm Kalashnikov AK-47. They also have at least two grenade launchers.

Variations On A Theme

As in any mission, what happens depends on the actions of the characters and what you decide will be the actions of the Soviet soldiers.

If the characters dawdle getting to Lazarus Point, you may have the expedition members already taken captive by the soldiers. The mission then becomes a hostage rescue situation which the characters must execute before Alexandrovitch brings up the gold from the B-17.

If they get to Lazarus Point quickly, they may decide to go into the camp and try to win over the expedition members. Or the characters may decide to wait on the ice cliff until they see the Soviets coming and attempt to intercept them without involving the expedition members at all.

When they intercept the soldiers, characters may just attack or try to engage them in conversation. Or they may investigate Lazarus Point posing as another expedition, find the gold and deduce what Alexandrovitch may be after. Then call for help, set up fortifications and try to hold out until help arrives.

The list is almost endless, and you should be ready for almost any eventuality.

You may play it that when the characters come over the ice cliff, they see business as usual at Lazarus Point. Expedition members going about their daily affairs. But the expedition members

are actually the Spetznaz soldiers who arrived well before the characters and are in disguise until they bring up the gold from the B-17.

Or you may decide that the members of the Lazarus Point team discovered the gold and are trying to keep it for themselves. They will therefore be very suspicious of anyone coming by. (Especially if they say they are from some super-secret spy organization. Right.) The characters will then have to keep the team members alive despite their attitude and fight off the Soviets.

Since the characters do not know what, if anything, is aboard the B-17, they could come over the ice cliff and find all the members of the expedition dead; their faces contorted as if they died in terrible pain.

The cause of their deaths would be that they reached and opened the hatch to the B-17, letting out the virus the B-17 was secretly transporting. The contents of the leaking container have already died in the cold air, but there are still some containers left in the plane. Alexandrovitch knows nothing about the virus, and the characters must keep it that way and keep him away from the B-17.

Another possibility is that there are Web agents among the men at Lazarus Point. They are waiting for Alexandrovitch to arrive and are preparing to help him. Remember, there are crates of dynamite in the supply shed and a lot of mischief can be done with just a few sticks.

Operation: Black Gold

Background

Last week, Norwegian immigration officials in Kristiansand detained an Arab man arriving on the ferry from Arhus, Denmark, because of an improper visa. Upon closer examination of his Tunisian passport, the officials determined it was a forgery, and a subsequent inspection of his luggage turned up a hidden compartment containing two additional sets of false identification, a one-way rail ticket from Kristiansand to Oslo and a one-way plane ticket from Oslo to Krakow, Poland.

Norwegian authorities determined the man is, in fact, Rashid Hassad, a Lebanese member of Hezbollah who is wanted for questioning in the bombing of a discotheque near Hahn Air Force Base, West Germany, 10 days ago. As far as acts of international terrorism go, the disco bombing was a minor incident; the bomb went off prematurely in the early evening before the club was crowded, and the only casualties were a pair of slightly wounded German barmaids. However, intelligence reports state that Rashid Hassad is the brother of Mustafa Hassad, the mastermind of most the major acts of terrorism linked to Hezbollah in the last few years, and Rashid is believed to have participated with his brother in both the Rome airport massacre and the hijacking of a TWA flight from Athens to Beirut.


What to do with Rashid Hassad has sparked a heated political debate in Norway. Both the United States and West Germany have warrants out on him and would like to have him extradited to stand trial. But while the charges against him in Germany are relatively minor and, if proven, would likely result in about a two-year prison term, Hassad faces the death penalty in the United States. Norway has generally been a strong ally of the United States and a firm NATO team player—and never much of a friend of the Germans. But the Norwegians realize that extraditing Hassad to the US could make them the target of terrorist attacks, something Norway, with its homogenous population and high standard of liv-

ing, has never had to suffer. Thus, members of the Storting to the left of the governing coalition advocate sending Hassad to Germany to face the lesser charges.

Until yesterday, it appeared likely that Norway was leaning toward handing Hassad over to the Americans. So it shouldn't come as a surprise that Mustafa Hassad has shown up to tip the balance of the debate. Today, Mustafa Hassad and a group of about 20 of his followers seized the Kveite Field Oil Tank 75 miles west of Bergen in the North Sea.

The Kveite Field Oil Tank is the hub of the Kveite Field complex. The geology of the ocean floor makes it impractical to run a pipeline from the field to Bergen, so the field's production is loaded directly onto tankers on location. However, because of the notorious bad weather in the North Sea, seas are often too rough for tankers to load. Thus, the Kveite Field Oil Tank was built. The tank, a million barrel container which rests on the ocean floor 250 feet below, can hold up to three days' production from the field. This means that the 11 drilling platforms which dot the Kveite Field and are connected by pipeline to the tank can continue production, even in bad weather. The tank operates on the simple principle that oil and water don't mix. The tank is always filled with a mixture of petroleum and water, the weight of which holds the tank firmly in place on the ocean floor. As oil is pumped into the tank, water is forced out through the bottom, and while oil is pumped out, water is let in through the bottom. Currently, because of recent bad weather, the tank is filled to 85 percent capacity with oil.

But while the Kveite Field Oil Tank is a marvel of modern engineering, it is also the most inviting target for terrorist attack in the ocean. If terrorists were to breach the Kveite Field Oil Tank, the result would be the greatest ecological disaster in history. Not only would up to a billion gallons of oil spill into the North Sea, but ocean currents would carry the slick into the fertile fishing banks off the coasts of Iceland and Greenland. The political ramifications would be significant as well; Norway, one of the most ecologically strident coun-



tries in the world, would almost certainly stop production, removing one of the major non-OPEC sources of oil from the scene.

The Kveite Field complex is a 1 1/4-mile long series of platforms with flare stacks on either end connected by covered gangways (see map, p. 60). The northernmost of these platforms is the quarters platform. This platform primarily functions as housing for the approximately 220 men who work the night shift (6 p.m. to 6 a.m.) on the tank, and is used as a secondary storage facility as well.

About a half mile to the east of the quarters platform is a drilling platform, a production rig with a crew of 36 aboard. A quarter mile south of the quarters platform is the Kveite Field Oil Tank.

The tank houses about 150 of the approximately 400 men required to operate the tank during the day shift (6 a.m. to 6 p.m.); the other 250 are housed in temporary units placed upon the Edvard Grieg, a semi-submersible drilling rig sunk on location, and are ferried to and from the tank every day. Most of the supplies needed for the tank are warehoused on this platform, and the administrative offices and quarters for the tank's supervisory personnel are located here as well. Another quarter mile south of the tank is the pumping platform, which contains the pumps and controls that regulate the flow of petroleum products from the 11 outlying drilling platforms to the tank and from the tank to the loading terminal. About 60 crewmen are housed on this platform. About 3/8 of a mile to the west of the pumping platform is the loading terminal, from which tankers take on petroleum products. A crew of eight, which is housed on the pumping platform, works each of the shifts at the terminal.

Briefing

Time: Sunday, 1310 Hours Place: Bergen, Norway. About 12 hours ago, around 0100 local time, three speedboats overtook and commandeered the supply ship *Lisa Fontenot*, which was en route to the Kveite Field Oil Tank. The pirates tried to shoot everybody aboard the ship, but in the confusion of

the melee, two passengers—an American engineer being ferried to location and an Egyptian deck hand—slipped overboard and survived. After securing the vessel, the pirates moved a number of crates from the speedboats to the *Lisa Fontenot*, disabled the speedboats, and continued sailing the supply ship in the direction of the Kveite Oil Field. The two survivors subsequently slipped aboard one of the speedboats and were picked up about three hours later by a passing supply ship returning from a Kveite Field drilling platform.

Beyond the basic details, a few facts can be surmised from the preliminary debriefing of the survivors. There were five to seven pirates on each of the speedboats, all but two of whom spoke Arabic with Lebanese accents. Since both survivors have positively identified the leader of the group as Hezbollah terrorist kingpin Mustafa Hassad, it can be safely concluded that this is primarily a Hezbollah operation. The identities of the other two are uncertain. One, a black who spoke both Arabic and English, apparently is American. The engineer was unable to hear clearly, but thinks the other terrorist spoke with either a British or Irish accent. Both survivors said this man was piloting the *Lisa Fontenot* as it pulled away from the ambush site.

About the time the survivors of the *Lisa Fontenot* were being picked up, a Norwegian coastal radio station picked up a transmission from the Kveite Oil Field complex, in which a man with a Middle Eastern accent claimed that the tank had been seized "by the Party of God in the name of oppressed people worldwide" and that unless Rashid Hassad, \$20 million in currency, and safe transportation to Libya were provided by noon Monday, the tank would be destroyed. A Norwegian naval helicopter was dispatched to the scene to reconnoiter the situation, only to be shot down by a surface-to-air missile, apparently fired from the deck of the *Lisa Fontenot*. A subsequent transmission from the complex acknowledged the downing of the chopper and warned that any other displays of aggression—including the appearance of any new vessels within a 20-mile radius of the complex—would result in the immediate destruction of the Kveite Field Oil Tank.

In seizing the complex, the terrorists apparently decided not to bother with the few Norwegians out on the drilling platform, and merely blew up the gangway between the drilling and quarters platforms to isolate the drilling platform crew. A radio link has been established with the drilling platform, and the drilling crew reports that the first of the gangways was destroyed shortly after 0330 hours. This is only shortly after the Lisa Fontenot could have been expected to arrive on location, raising the possibility of Hezbollah sympathizers having been previously planted at the complex. The drilling crew reports that all the gangways—even those leading to the flare stacks—have been blown up, and that the Lisa Fontenot appears anchored midway between the tank and the pumping platform. They also report that a large number of men—upwards of 200—has been crowded upon the pumping platform's helipad.

Your mission then is simple: Regain control of the Kveite Field complex from the terrorists and disarm whatever demolition devices have been set on the Kveite Field Oil Tank before the terrorists can breach the tank.

Administrator's Notes

This mission has been deliberately set in the Norwegian sector of the North Sea to give you more flexibility in running your campaign. If it were in the British sector, the operation would be assigned to the Royal Marine Special Boat Squadron, and, unless your players were members of that outfit, you couldn't run this mission. However, since Norway doesn't have much in the way of a counter-terrorist unit, you're left with a variety of options. If your players are members of the Royal Marine Special Boat Squadron, then the Norwegians can ask the British for assistance. If you're running an Orion campaign, then Norway can seek the aid of a Titan Team. And if you're not running either of those, then you can have the head of IPCO organize and send in a group of mercenaries to pre-

empt any capitulation by the Norwegian government.

Regardless of what premise you use to get your players involved in this scenario, they are going to have to have training in a few particular skills to have any chance of success on this mission. The EMERSON, Climbing, and Silent Kill skills are all but fundamental in this scenario; the Swimming, Small Craft Handling, and Off-hand Firing skills are extremely useful, and at least one player should have Advanced Demolitions, or the explosives rigged to the tank will never be disarmed.

The terrorists are located in three areas, none of which have easy access to one another—the tank, the pumping platform, and the Lisa Fontenot. So the most successful approach would be a coordinated two- or three-pronged nighttime attack, depending on whether you have enough players. (If you have sufficient players, give the terrorist leader aboard the Lisa Fontenot a radio detonator for the explosives rigged to the tank and the pumping platform helipad, so that the ship will have to be secured simultaneously with the tank and the pumping platform; if you don't have enough players, eliminate the radio detonators and deal with the terrorists aboard the ship after the tank and pumping platform are secured.)

Also, as mentioned earlier, the weather of late in the Kveite Field has been bad, meaning waves in excess of 10 feet. As Administrator, you can make the weather as initially nasty as you like, with waves anywhere from 10 to 60 feet high. For each 10 feet of waves, or fraction thereof, the Small Craft Handling skill check for operating the swimmer delivery vehicles will be reduced by 10. Furthermore, a 1/2 Climbing skill check will have to be made every 10 feet until the player climbs above the crests of the waves. Since North Sea weather is volatile, roll 1d20 every half hour to see if the weather has changed. On a roll of 1-5, the waves decrease 5 feet, on a roll of 6-15, the seas are unchanged, and on a roll of 16-20, the waves increase 5 feet (up to a maximum of 60 feet). Also, for every 10 feet of waves, or fraction thereof, all characters' INT checks for hearing are reduced by 10 (meaning that, if the waves are suf-

ficiently high, the noise would be so great that characters on the pumping platform wouldn't be able to hear small arms fire atop the tank).

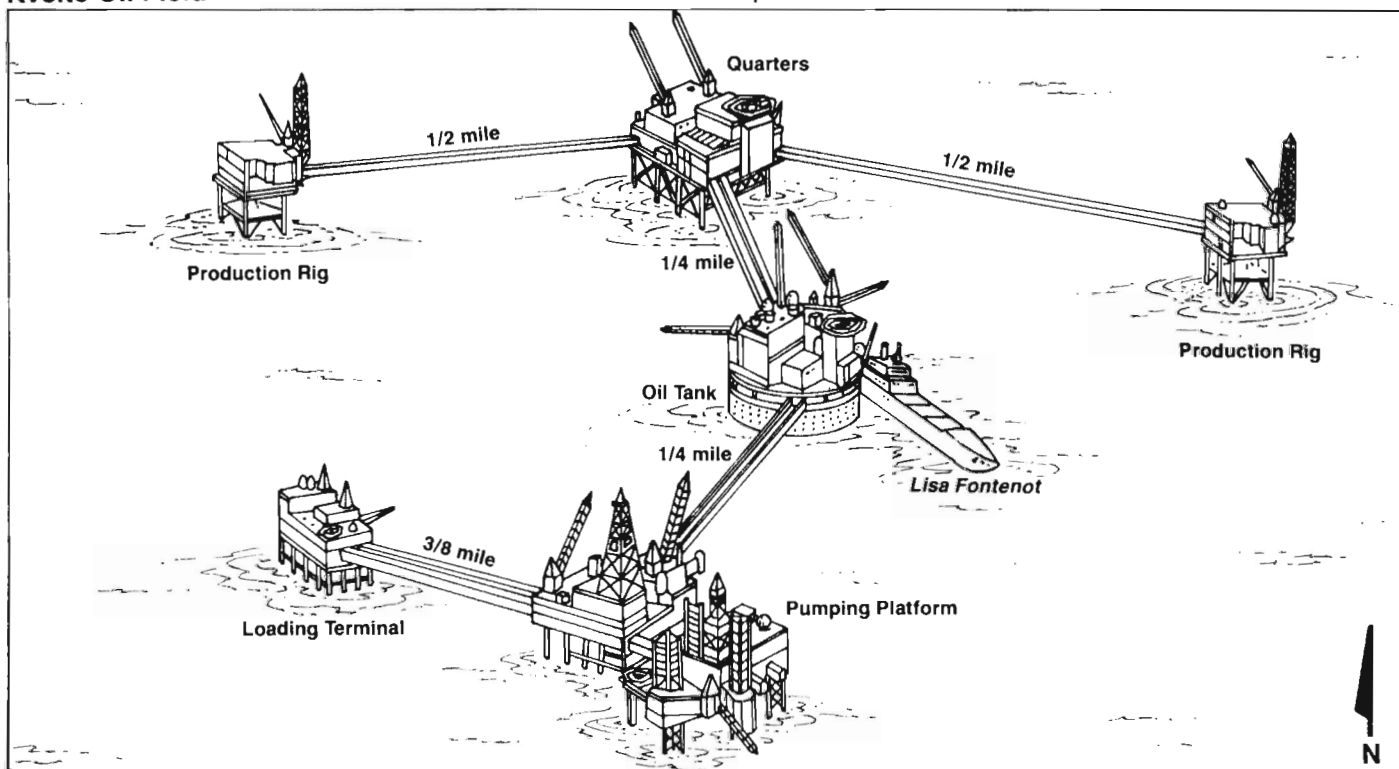
Right after the briefing in Bergen, the team is transported to the command post the Norwegian Navy has established on Drilling Platform #8, 23 miles southeast of the Kveite Field Oil Tank. The Norwegians have established their command post here because they fear the terrorists will make good on their threat to blow up the tank if any vessels move within 20 miles, and they know the *Lisa Fontenot* is equipped with radar sensitive enough to make that determination. Furthermore, they don't want to approach the tank any closer by submarine, because the pumping platform is outfitted with a number of sensing devices, including sonar, which, though designed for other purposes, could still probably detect an object as large as a sub. Thus the plan is for the team to use swimmer delivery vehicles to move within a mile of the complex (following a path that avoids sensor-laden pipelines as much as possible) and EMERSON gear to cover the last mile. The entire

trip will take about 5 1/2 hours, 4 of those aboard the SDV's. The team is due to set out at nightfall—2015 hours—and therefore should reach the tank around 0145 hours Monday morning.

The Set-Up

Here's what's happened so far: As conjectured, there were terrorists among the crew on the tank—eight Libyan-trained IRA sympathizers planted among the Irish workers on the night shift and held in waiting until such time as they could be useful. During the mid-shift meal aboard the quarters platform, four of them seized control of the mess hall and those inside, while the other four rounded up stragglers from aboard the tank and seized the radio room and the time office. (One of the Irishmen, in his capacity as assistant chief warehouseman, was able to smuggle aboard a couple of cases of munitions.) As soon as crew members were herded from the quarters platform to the open area on the first deck of the tank, all the

Kveite Oil Field



gangways leading to the quarters platform were blown up. Crew members aboard the tank were then roused out of their sleeping quarters and put into the open area of the first deck with the others. By this time, the Lisa Fontenot had arrived on location and the Norwegians aboard the pumping platform had figured out something was amiss. But it was too late. One of the Irishmen, who worked as a crane operator, offloaded men and equipment from the Lisa Fontenot, while the rest of the terrorists moved all their captives to the pumping platform helipad, capturing the Norwegians stationed there as well before the Norwegian Navy helicopter responded to the pumping platform's distress call. But the time the helicopter arrived on location (only to be downed by one of four Stinger missiles aboard the Lisa Fontenot), the remaining gangways had been blown and the tank was being rigged with explosives.

With the gangways all destroyed, there is no way to move from platform to platform, so the terrorists are divided into three distinct groups, each with its own commander. The terrorist leader aboard the tank is Bobby Jackson, and ex-SEALS non-commissioned officer and demolitions expert turned political radical. Aboard the Lisa Fontenot are IRA lieutenant Seamus O'Donough (who piloted the ship to location) and four other IRA gunmen. And the leader over on the pumping platform is the mission commander, Mustafa Hassad. The attributes of each of the terrorist leaders will be given in his appropriate section. The rest of the terrorists should be considered Generic Soldiers, with level 3 Submachine Gun skill and armed with 7.65mm Vz-61 Skorpion submachine guns (see *G4 File* for statistics), five extra 20-round clips, and three fragmentation grenades.

The plan calls for the martyrdom of Jackson and four zealous Hezbollah compatriots. If Norway meets the ransom demands, then all the terrorists, save Jackson and the other four barricaded in the radio room on the tank, will be evacuated by helicopter and flown to Libya. Once there, they will send an all clear message to the tank. If the terrorists receive the all clear message, they will commit suicide without detonating the explosives. If they don't receive the all clear message by 1700

hours, or if they detect any attempt to storm the radio room or disarm the explosives, then they will blow up the tank and go down shooting.

Kveite Field Oil Tank

The Kveite Field Oil Tank is the key to this mission; if the tank is secured and the explosives upon it disarmed, the environmental damage that the terrorists can inflict is limited. But accomplishing that is a lot easier said than done.

Once the team members reach the tank using their EMERSON equipment, they will have two choices as to how to proceed—ascending the tank itself or climbing the breakwater wall which surrounds it. Climbing the tank is difficult even under ideal conditions ($\frac{1}{2}$ Climbing skill check): the wall is wet and slimy, there are few hand- and footholds, and the players would not be allowed to use equipment to make the climb. In comparison, the 8-foot thick concrete breakwater is a fairly easy climb, as it's a series of five rows of 8-foot diameter holes with 4 feet of concrete between each hole. But in another respect, climbing the tank is safer. The deck atop the tank extends beyond the tank to rest upon a series of 16 supports attached to the breakwater wall. Because of this, there is no chance of being detected while climbing the tank (as long as the ascent is made on the north side of the tank, away from the Lisa Fontenot and the pumping platform); players ascending the breakwater will be detected on a roll of 1 on a 1d12. Furthermore, anybody who climbs the breakwater will then have to ascend one of the supports, where the chance of detection is fairly great (a roll of 1 on a 1d4); players who climb the tank then can climb the under-rigging and come up anywhere on the open deck, where the chance of detection is only 1 in 20.

The terrorists have half their men on the tank. In addition to Jackson and the other four in the radio room, there are nine men assigned to patrol the area. At any given time, there will be six men on lookout, with the other three resting. Four of the terrorists on lookout will be on the first deck, the

other two will be on second deck.

There are three decks on the tank. The first deck is fairly barren. Other than a toolshed and the complex's main warehouse, there is little of interest on this deck, just a lot of heavy equipment that's attached to the tank and open area. Players checking out the warehouse will, on a successful INT check, discover one of the off-shift terrorists. Players checking out the toolshed will, on a successful $\frac{1}{2}$ INT check, discover Carlos Montevideo. Montevideo has been on the tank longer than anybody and will only leave when physically forced to do so. As usual, he was sleeping down in his toolshed rather than up in his bunk when the terrorists began rounding up everybody and thus was able to hide from them. If Montevideo, whose English is passable, can be convinced that the players are not allied with the terrorists, he will show them an alternate route up to the back of the radio room on the third deck. There are two staircases, on the east and west sides, leading up to the second deck. The chance of being detected by patrolling terrorists on this deck is 1 in 20 for each remaining terrorist on patrol on the deck.

The second deck is primarily the quarters deck. The deck is split in two by a staircase leading up to the third deck. On the east side of the staircase are the crew quarters, eight rows, each with five identical prefabricated housing units, each designed to sleep four men. There are also bathroom facilities at the end of each row. On the west side of the deck are the administrative offices and quarters and the mess hall. The mess hall, which doubles as a recreation room, has a large kitchen attached to the back of it and takes up most the north side of this deck. The south side of this deck is where most the big shots spend their time. There's a huge cabin (with attached sitting room) for the superintendent, a large cabin for the assistant superintendent, and 12 roomy, single-occupancy cabins for engineers and visiting V.I.P.'s. All these cabins have attached bathrooms. The administrative office, from which the tank's business is conducted is also located in this area. Players checking the kitchen will, on a successful INT check, find a terrorist who's supposed to be on patrol (on either the first or second deck) getting

something to eat. Players checking the superintendent's office will, on a successful INT check, discover another of the off-shift terrorists. Players checking the individual cabins, will, on a successful INT check, find the other off-shift terrorist in a cabin randomly selected by the Administrator. Players have a 1 in 40 chance of being detected per turn for each terrorist on patrol on the deck.

The south side of the third deck is mostly taken up by the helipad. The north side of the deck contains the time office on the east side and the radio room on the west, with the staircase down to the second deck in between them. The only windows in either office are in the doors on the front, but these still provide a full view of anyone coming up the staircase. It would be possible to climb over the railing on the second deck at the top of the west staircase and then climb the rigging to wind up at the back of the radio room. Any player who uses the west staircase, is looking for an alternative route to the top, and makes a $\frac{1}{2}$ INT check will figure this out. (This is also the route Carlos Montevideo will point out, if the players run across him.)

The only thing of interest on the third deck is the radio room, where the players will find Bobby Jackson and four other fanatics. Jackson was a sergeant with the US Navy SEALs for 16 years before retiring and returning to his native Chicago. Once in Chicago, Jackson became involved with a radical black Muslim group, and more significantly, began an affair with extremist Kaleefa Kalumbi. Kalumbi exerted considerable ideological influence on Jackson, and her views were so radical that both she and Jackson were eventually expelled from the religious group. A few months after that, Kalumbi was killed while robbing an armored car in an effort to fund her leftist goals. After Kalumbi's death, Jackson fled to Libya, where he began training terrorists and began being groomed for this mission.

Rules Section

Bobby Jackson (Ex-SEALS terrorist)

STR	INT	REF	WIL	CON	MOV	DEX
61	45	78	88	65	69	61

Sex	Male
Race	Black
Nationality	United States
Native Language	English
Age	38

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

Advantages: Fearlessness (2)

Disadvantages: Allergies (2)

Skills: Swimming (2), Driving/Boat (2), SCUBA Diving (3), EMERSON (2), Basic Melee (1), Silent Kill (1), Basic Firearms (1), Submachine Gun (3), Demolitions (3), Advanced Demolitions (1), Foreign Language (Arabic-3)

End Rules Section

Jackson carries a 9mm Uzi submachine gun with three extra 32-round clips, a 9mm FN Browning High-Powered with two extra clips, and two fragmentation grenades. He also carries the detonator for the explosives on the tank, and will set off the explosives immediately if he thinks the tank, or any of his terrorists comrades, is being attacked.

Lisa Fontenot

The *Lisa Fontenot* is one of several similar supply boats operated in the North Sea by Fontenot Enterprises of Houma, LA. The ship is 70 feet long, with the aft 50 feet of the boat being flat and open so odd-sized cargo can be loaded aboard. A door at the fore side of the deck leads to the galley, and the bridge is up a ladder from the deck. A staircase connects the bridge to the galley. Aft of the galley, and down another staircase, are the quarters. The captain and first mate have separate cabins, each with an attached head. Three of the other four cabins are occupied by crew mem-

bers (four to a cabin); the final cabin is maintained for personnel being transported to location. A head, aft, is used by the crew and guests. A door aft, leads to the engine room.

The bridge will be occupied at all times by Seamus O'Donough who will be monitoring the radar (and who may or may not have a radio detonator for explosives rigged to the tank and pumping platform helipad, depending on how many players are participating). There will be a total of three other IRA gunmen awake with him at any one time, with at least one on the bridge and one on the deck (the third can be either on the bridge or the deck). Also on deck are three Stinger missiles. If an unidentified aircraft is spotted on the radar, O'Donough will leave the bridge in the hands of the other IRA sympathizer(s) and will attempt to bring down the aircraft himself with one of the remaining Stingers. If O'Donough has the detonators, and if he spots combat activity on either platform, receives a radio message concerning a counter-terrorist attack, or is attacked himself, he will blow up the tank and the helipad. Players who examine the first mate's quarters will, on a successful INT check, find the off-shift IRA gunman.

Seamus O'Donough has, since the age of 16, split his time between the merchant marine and IRA terrorist activities. Lately though, he's concentrated on the latter, having spent the last two years training in Libya for a mission such as this.

Rules Section

Seamus O'Donough (IRA terrorist)

STR	INT	REF	WIL	CON	MOV	DEX
48	66	74	61	49	61	70

Sex	Male
Race	White
Nationality	United Kingdom
Native Language	English (Northern Ireland)
Age	28

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

Advantages: None

Disadvantages: None

Skills: Driving (Boat-3), Sonar (2), Radar (2), Navigation (2), Basic Firearms (1), Submachine Gun (2), Pistol (1), Basic Heavy Weapons (1), Missiles (2)

O'Donough carries a 7.65mm Vz-61 Skorpion submachine gun, five extra 20-round clips, two fragmentation grenades, and, as a sidearm, a sawed-off, 12-gauge, pump-action shotgun.

End Rules Section

Pumping Platform

Gaining access to the pumping platform presents a different problem than getting onto the tank. The lower of the pumping platform's two decks extends past the ten legs on which it rests, and, unlike the tank, the pumping platform's lower deck is enclosed. Because of these features, players who climb the legs of the platform and then try to get onto the lower deck will have to enter through one of the two entrances (from which the gangways were blown away). Since there are only two entrances, it can be assumed that they are well guarded. (They're not—the chance of detection is only 1 in 20—but it would seem to be a safe assumption.) Players, if they choose, can bypass the lower deck and climb directly to the upper deck without any more difficulty. Since the upper deck is largely a jumble of prefabricated housing units, this route would appear to be safer. (It's not; the chance of detection for any player climbing to the upper deck is 1 in 12.)

The upper deck essentially has two features—20 prefabricated housing units on the south side and two huge cranes on the north side. The area around the cranes holds nothing of interest for the players and, since it is completely exposed, is pretty dangerous as well. (Any player who enters the crane area has a 1 in 4 chance of being detected.) Opposite the cranes are 20 prefabricated housing units, each with an attached bathroom. Fourteen of these units house crewmen (four to a room), one holds the ship's store, another the administrative/time office, and the others are single-occupancy cabins for supervisory personnel and visiting V.I.P.s. Players searching the ship's store will, on a successful INT check, find

one of the off-shift terrorists; a second off-shift terrorist is sleeping in one of the other cabins (randomly selected by the Administrator), and players checking that cabin will also discover him on a successful INT check.

The pumping platform's helipad rests atop the housing units. This is where most of the terrorists on this platform and all the complex's personnel will be located. Six terrorists (the remaining four IRA gunmen and a couple of Lebanese who speak passable English) have been assigned to guard the helipad and all the men crowded onto it; there will be four of them on watch at any given time. The helipad has also been rigged with explosives, so, in case of attack, the terrorists can swiftly eliminate over 400 Western hostages. Mustafa Hassad has the detonator for the helipad below in the platform control room. He is in radio contact with the guards on the helipad, and, if advised of an attack on the helipad (or if he merely suspects a counter-terrorist operation is under way), he will blow up the helipad. Because of its prominent position, the helipad offers the terrorists an excellent view of the crane area and a good view of the cabins.

There is one wild-card factor upon which the terrorists have not counted, however. All the Portuguese working at the Kveite Field complex (there are about 18 of them) are not only an insular group roundly disliked and considered troublemakers by all their co-workers, they are veterans of their country's African colonial wars of the '70s, and all are extremely well-trained in counter-insurgency tactics. (The Administrator can assign them attributes, but as a guideline, they are probably more proficient than the terrorists guarding them and as proficient as the commandos coming to their rescue.) There is 1 chance in 8 that the Portuguese would have eliminated the terrorists guarding the helipad and will be debating their next move when the commandos arrive. If the Portuguese have not seized control of the helipad by the time the commandos arrive, then the instant the first terrorist guard is attacked by a commando, three Portuguese will descend on each of the remaining terrorist guards with knives. Once the helipad is secure, the Portuguese, only a couple of whom speak even broken English, will ask to

accompany the commandos in securing the rest of the platform.

A staircase on the south side of the platform leads down to the lower deck. Like the lower deck of the tank, there is not much of interest to the players, as it is mostly filled with heavy equipment. Up a short staircase and running about halfway along the west wall is a long, narrow, windowed control room, and a radio room is attached to it. This is where the players will find Mustafa Hassad and the remaining two terrorists. Hassad is the most dangerous and vicious of any of the terrorists involved; if attacked, his first reaction will be to detonate the helipad rather than defend himself. And even if the helipad has been disarmed or evacuated, Hassad can still cause considerable environmental damage by opening the valves on the field's pipelines, the controls for which are in the control room. Though he carries a 7.65mm Vz-61 Skorpion submachine gun and extra clips for it like virtually everybody else, he carries 10 fragmentation grenades which he will use more readily than the gun, and he will not hesitate to endanger one of his own men in order to kill one of the enemy. The players, however, will have one advantage in dealing with Hassad. Since Hassad is having to monitor what's happening on all three platforms as well as BBC news broadcasts, he'll be preoccupied, and players sneaking up on him will have the initial initiative.

Growing up in war-torn East Beirut, Mustafa Hassad became radicalized at an early age, but even war-weary Lebanese are often shocked by Hassad's seemingly limitless capacity for cruelty. With the exception of his spiritual leaders, there is no living thing—including his brother—that Hassad would not kill without hesitation if it were to advance the cause of Islamic fundamentalism. Hassad doesn't take any particular pleasure from these killings; instead, he's not known to ever demonstrate any recognizable human emotion. But cold-blooded as he is, Hassad remains, nonetheless, pragmatic; he has a strong sense of self-preservation, and though he may take calculated risks, he will never undertake a terrorist action from which he doesn't have at least a reasonable chance of escaping.

Rules Section

Mustafa Hassad (Hezbollah terrorist leader)

STR	INT	REF	WIL	CON	MOV	DEX
51	9191	45	88	47	48	68

Sex	Male
Race	White
Nationality	Lebanese
Native Language	Arabic
Age	28

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

Advantages: Coolness Under Fire (2)

Disadvantages: Unattractive Appearance (2)

Skills: Basic Firearms (1), Submachine Gun (3), Grenade Launcher (1), Hand Grenade (3), Basic Melee (1), Oriental Martial Arts (2), Silent Kill (1), Demolitions (2), Booby Traps (1), Foreign Language (English-2)

End Rules Section

Once all the platforms are secure and the hostages freed, the team still faces one more task—disarming the explosives rigged to the tank. The charges are set alongside the tank at each compass point, both above and below the water line; if any one of them were to be detonated, the tank would be breached. Disarming the explosives requires both SCUBA Diving (2) and Advanced Demolitions (1) skill. Disarming the first charge requires a successful $\frac{1}{2}$ Advanced Demolitions skill check; failure means that a timing sequence has been started and an additional failure detonates the charge. A failed skill check followed by a successful one means the timing sequence has been stopped, and an additional successful skill check is still needed to disarm the charge. A Bad Break at any point will also detonate the explosives. The second and third charges can be disarmed on a successful $\frac{3}{4}$ skill check, and the final charge can be disarmed with a full skill check.

City File: Seoul

Seoul, the capital of the Republic of Korea, is known as "The Phoenix City." Founded in 1394 (the name means "capital" in Korean) the Korean conflict hammered the city badly. Eyewitnesses reported, in 1953, that the city was worse off at the end of the war than Berlin had been at the end of World War Two. Since 1953, the city has been rebuilt and is a thriving, modern metropolis.

Geography

Seoul is located in the northwest corner of the Republic of Korea, only a hour from the Demilitarized Zone (DMZ). Because of its proximity to North Korea, it was overrun twice during the Korean conflict. Inchon, south and west of the city, is Seoul's port. The other large city in Korea is Pusan which is on the southeast corner of the peninsula.

The Han River, which runs in a U-shaped pattern south of Namsan (South Mountain), separates the older part of the city in the north from the newer

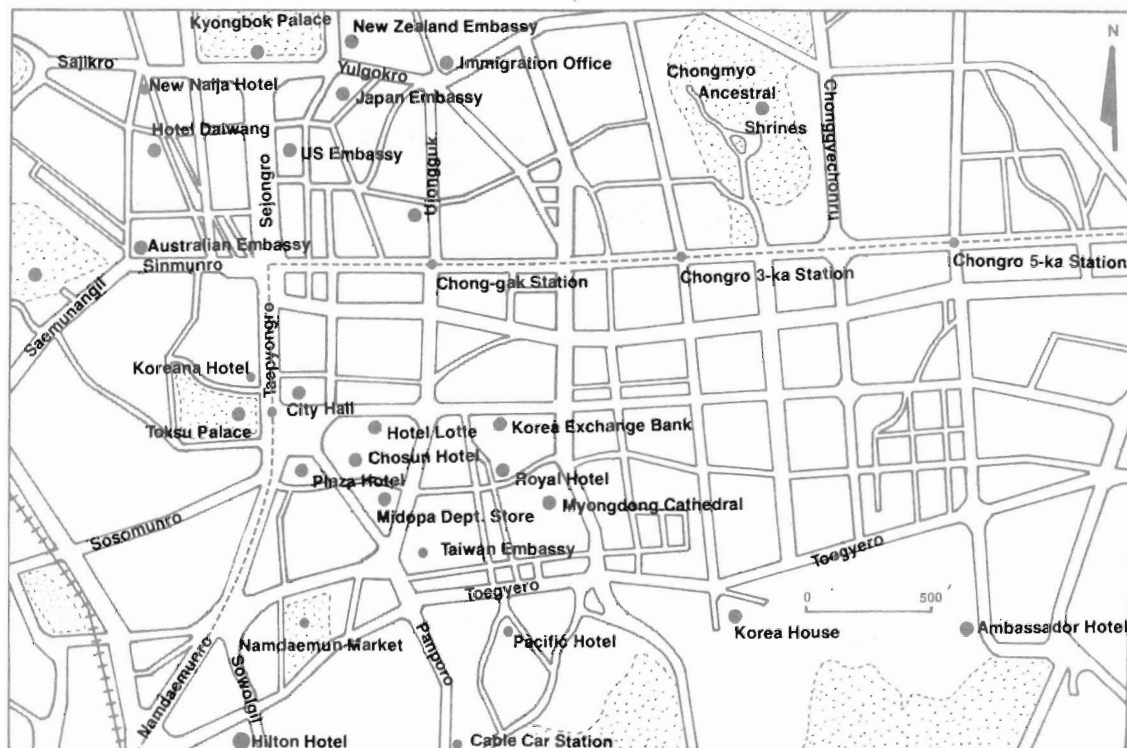
part of the city (including the Olympic sites) to the south. Because the river really touches the city on three sides, sites in the new city are often just referred to as being "across the river" as opposed to "south." (Having South Mountain in the middle of the city is somewhat confusing.) South Mountain is a central landmark and directions are often given in reference to it.

How To Get Here

Transportation to Seoul is easy. Flights leave from Europe or New York, Los Angeles and Seattle several times a day. Air transport through Japan is also common. Ferry trips from Japan are incredibly economical and run on a daily basis.

Visitors with tickets for departure within 15 days do not require a visa to enter the country. Uniformed military with proper ID do not require a visa to visit Korea. Anyone planning a stay for up to two months must get a Residency Certificate from any of the Korean consulates scattered

Seoul



around the world. (Special Olympic visas will be issued to cut down on the paperwork associated with the visitors for that event.) A valid cholera vaccination is recommended but only required if the traveller is coming in from a place where cholera is a problem.

People

The people in Seoul are largely Korean, but the military situation on the Peninsula makes for a mix of people and cultures. The Yongson US military base located in south central Seoul brings many Americans into the city, and the UN troops stationed in the capital bring companies of Gurkha, French, British and other soldiers from nations supporting the UN troops there. During the Olympics, of course, the foreign population in the city will swell incredibly, allowing people from all the different world blocs to be present.

It should be noted that the people of Korea have an amazing 98 percent literacy rate. Many of them speak English, as well as French, German and Japanese. The best way to make sure a taxi driver or waiter understands where you want to go or what you want to eat is to have your destination or meal written in *Hangul*, the local script.

Currency

The Korean Won is valued somewhere between 850 and 880 to the US dollar. The exchange rate is fixed by the government and while it is possible to get better rates on the black market, this practice is illegal. As will be seen below, avoiding any and all contact with—or even attracting the attention of—the Korean Central Intelligence Agency is to be desired. The Won comes in coins of 1, 5, 10 (good for a phone call), 50, 100, and 500 denominations. Bills run from 500 through 1,000 and 5,000 to 10,000 (roughly \$12 US.) Personal checks are rarely used, though credit cards and travelers' cheques are commonly accepted. When money is exchanged a receipt will be issued, and this is

needed when changing money back into the original currency. Specialized shops will take dollars or Yen.

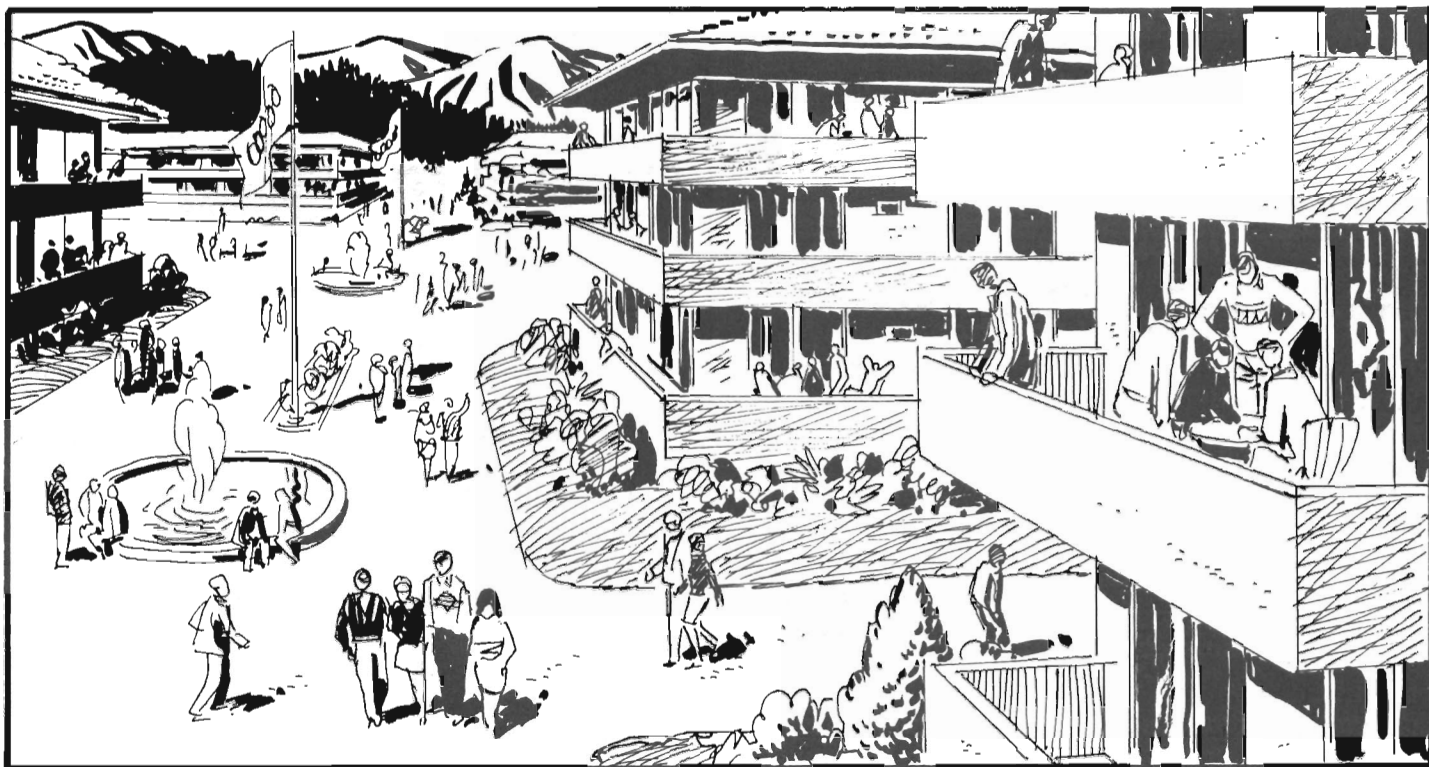
Law And Order

While ostensibly a democracy, since the military coup in 1961, the government has been rather dictatorial and repressive. The police are run on a national basis (The Korean National Police) from the Ministry of Home Affairs. The KNP has departments that deal with normal crime and is organized down to the precinct level. Air, Railroad, Customs, Aviation/Airport Control and Fire Fighting also fall under the purview of this department, and the KNP is held in some respect throughout the country. Standard weaponry includes pistol and riot stick.

One special department, the Combat Police, are set up to oppose North Korean incursions. These guys are organized along military lines and are based in Seoul, Pusan and the other major cities. The cream of the Combat Police have been organized into an elite Olympic Police Squad, armed with modern automatic weapons and special gear, to deal with any terrorist threat to the games. (Intelligence officials do anticipate civilian casualties if any incidents occur.)

The Korean Central Intelligence Agency was formed in 1961 and answers only to the President. The KCIA is a repressive force that can detain without charges being filed and is known for torturing, unto death at times, its suspects. They are very much a secret police and pervade all levels of society through a network of informants and agents. They have also been known to harass or kidnap people outside Korea. When the operation is above board it is usually in the guise of a "Judicial Police" operative. While part of the KNP, the Judicial Police is really a detective body that works to investigate drug traffic and North Korean activities along with the KCIA.

The government maintains the best trained cadre of riot police in the world. The Koreans will probably attempt to keep them out of sight during the



Olympics. These troops, armed with truncheons, shields, body armor and tear gas/rubber bullet guns, are incredibly adept at dispersing rioting students in short order.

In addition to a large army with thoroughly modern weapons and the US/UN troops stationed in the country, the Homeland Reserve Force helps to maintain order. The Mobilization Reserve Force portion of the group is a back-up army which can be put into action to shore up line units if and when the North Koreans attack. The General Reserve Force portion of the HRF serves in more of a civil defense capacity.

Transportation

Seoul has completed a new subway system to move people throughout the city. At its peak, portions of it can handle up to 180,000 passengers per hour. Buses tend to be packed, but run throughout the city. Cabs are generally available, but having your destination written out in Hangul is the only

way to be certain of getting anywhere correctly. (It is advised you have your hotel similarly written out so you can get back.)

Interesting Places

Namsan is in the center of town and from Namsan Tower the whole of the city can be seen. Namsan is also the home of the KCIA. The old city, with its various beautiful palaces, is north of the mountain. Namdaemun and Tongdaemun (south and east gates, respectively) house massive outdoor markets where bargaining is encouraged and pick-pockets rampant. The lower level of Namdaemun Sijang is a fish market. Down here preferential prices for western currency can be had, but the KCIA is probably thicker than flies there. The markets have all manner of goods, but antiques (ceramics, jade, woodwork) should be not purchased unless the buyer knows exactly what he's getting.

Southwest of Namsan is Yoido, an islet in the Han

River. The "Gold Tower" (owned by the Taehan Life Insurance Company and located here) is the largest building in Asia and towers over the domed National Assembly building. Seventeen bridges span the river from old town to Chamshil. The Olympic stadium (built to seat 100,000 people) is located toward the east on the Chamshil side of the Han River.

The Itaewon district is near the US base, to the south of Namsan. It is full of shops that specialize in clothes, textiles, and luggage (though almost anything else can be purchased here as well). US service personnel will be thick as thieves here, as will other tourists because these markets are a bit more hospitable to westerners.

The Lotte Department Store and hotel complex, located northwest from Namsan, is a multilevel extravaganza of shops and restaurants. The 8th floor features a duty-free shop in which purchases are delivered to the client at the airport. This is a place where agents can drop off material to be picked up later as they leave the country.

The Demilitarized Zone

An hour's drive from Seoul is the DMZ. The hilly meadowland stretches from coast to coast and is hardly the peaceful place described in the name. Underbrush and pine tree stands provide ample hiding places within the DMZ. American and North Korean forces regularly engage in patrols and ambushes within the 4,000-meter wide zone. It is full of mine fields and traps—in short, it is a very deadly place. As some have said, "There is no D in the DMZ." Only the town of Panmunjon, which straddles the border, is not laden with explosives, though armed altercations have resulted in death here, too. (Most recently, the defection of a Soviet tourist resulted in a firefight that killed four North Korean guards and two South Koreans before UN troops broke it up.) Penetration raids from north to south and vice versa are very dangerous.



Urban Fighting—Seoul

North Korea

The Democratic People's Republic of Korea is one of the most austere, spartan, and dictatorial nations on the earth. Kim Il-Sung, who has lead the country since the Soviets occupied it at the end of World War Two, has been all but deified and is grooming Kim Chong-Il, his son, to replace him. Multiple purges and collectivization have broken down opposition and the family structure so that all direction comes from the Communist Party. The population is broken down into four groups: Workers, Peasants, Soldiers and "Working Intellectuals." While advancement is possible, it comes only through the party and after the candidate has proven his undying loyalty to Kim.

The Korean People's Army and the Worker and Peasant Red Guard (militia) "prevent the aggressions of the Imperialists" from heading up north of the 38th parallel, though it was North Korea that started the Korean war (called the Fatherland War in the north) by attacking south across the border. A secret police structure pervades the entire society, keeping order through coercion, informants and terror. Political prisoners are locked away in one of at least two concentration camps.

While the North boasts 90% of the peninsula's mineral wealth, they have to trade for oil. For this reason, only the government and military use gas guzzling vehicles. It is not unheard of for a traveler in North Korea to drive for over an hour on a highway without seeing another vehicle. The Imjin river, which runs through the DMZ, is often used as the route for NK terrorists to swim down to the south. South Korea maintains guard posts in the middle of the river and guards regularly shoot any and all debris flowing down from the north. The North Koreans also regularly attempt seaborne landings on the coast, but the maritime police and the South's Navy do an excellent job keeping the agents out. If they do slip in, the Combat Police hunt them down and eliminate them.

The Tunnels

There are rumors of up to a dozen tunnels dug from the north beneath the DMZ to the south. These are not the simple little sort of moleholes dug with spoons to escape prison camps. As two of the exposed and destroyed tunnels have revealed, the North's excavations are vast. The tunnels, built on an incline heading back to the north (so water will flow back and not impede digging) are up to 70 miles long. Buried hundreds of feet below the earth, they are large enough to accommodate two lanes of truck traffic!

Locating the tunnels is tricky work. TNTs (Tunnel Neutralization Teams) fire off explosive charges and use seismic devices to disclose hollow pockets in the earth. The North Koreans, in an effort to hamper the TNTs set off their own explosives to throw the monitoring devices off. Once a tunnel has been found, the TNTs dig down to the tunnels. The North Koreans often hear the counter-tunneling and collapse their tunnel to avoid exposure.

On the surface of it, after the 1972 Olympic disaster, it would seem insane to launch an attack on the Olympics. The amount of bad press and the resulting ostracism (especially in light of the recent Soviet and Chinese assurances that nothing will happen) could easily bring Kim Il-Sung's regime crashing down around his ears. This is exactly what General Yi Song-gye wants, so he can move in and fill the power vacuum when Kim is destroyed. The ostensible reason for a North Korean strike—at least one backed by Kim—is to discredit the South. As the North does not truly acknowledge the South as its own nation (because Kim hungers for reunification), discrediting it would weaken South Korea's apparent independence. Not unexpectedly, heightening its standing in the world is the reason South Korea offered Seoul as a venue for the Games.

The following scenarios will be laid out in a roughly chronological fashion. They could be bound together into one long campaign, or they can be used as a series of adventures on the peninsula. In

either case it cannot be stressed enough that North Korea is a very tough nut to crack. Likewise, their agents will not surrender and, if captured, will use poison to commit suicide (as was seen in the case of the spies who blew up a KAL plane).

SPECIAL NOTE: Despite the fact that the Republic of Korea is a staunch ally of the US, Web has successfully infiltrated the government and the KCIA. For obvious reasons they will not treat Orion operatives at all kindly, so avoiding notice and capture by either side is going to be important. Web, which has been backing General Yi Song-gye's efforts, merely wants to see a destabilization of the whole area which will allow them to expand their power and profit-potential.

Tip-Off (Phase 1)

Location

A warehouse/tenement in the fish market area of Namdaemun Sijang. It is a large building with a dark interior. Wooden crates fill the building in a haphazard pattern, making the interior into a maze with walls that rise up as much as twenty feet into the air. In the central area, beneath a crate labeled in English and Hangul as containing a "Roto-Rooter," is hidden an access tunnel to the sewers running beneath Seoul. The stink of rotten fish is strong enough to cover up the scent of almost anything, including burning rubber.

Set-Up

A week before the Olympic basketball finals, a Korean clerk assigned to the temporary Orion Olympic bureau takes one or more of the commando reaction team to a Suljip (the Korean equivalent of a beer hall). He overhears a conversation between two individuals who he comes to believe are North Korean agents. They are a bit tipsy and

soon leave. A series of six Shadowing rolls, made at $\frac{1}{2}$, will allow any agent sent to follow the two men to track them to the warehouse, provided at least four of the six rolls are made successfully. If any of the rolls are missed by 30 or greater, the North Koreans will be aware they have been followed and will be alert for action being taken against them.

The Plot Thickens

If no tail is dispatched to follow the North Koreans, a $\frac{1}{4}$ INT roll made in an examination of their table will reveal silvery fish scales in the dirt and mud that has fallen from their boots. A diligent search of the Namdaemun Sijang region should turn up the warehouse the North Koreans are using as a hideout. The Koreans must be taken out as quickly and as quietly as possible.

The dozen North Koreans come in two classes. Eight are commando-style characters who are loaded with weapons and demolition type skills. The other four, while schooled in demolitions and pistol/automatic rifle skills, are political agents. The commandos—who are loyal to Kim—believe their mission is to plant explosives throughout the Seoul Sports Complex in Chamshil and to escape without setting the bombs off. They have been told that Kim Il-Sung has ordered this mission so he can then communicate with the South and warn them of some strange operation—thereby making himself appear like a peacemaker in the true Olympic spirit.

The political officers—who work for General Yi—are to detonate the bombs in the facility during the big basketball final. The commandos will be killed in the blasts and will be identified as North Korean agents. The politicians, if they get caught, have forged Orion identification papers on them, which will throw pursuit off. In addition, the politicians are set to kill themselves if captured.

Phase 1 can end the whole Tip-Off plot if the player characters can penetrate the warehouse and neutralize the enemy agents in five combat rounds. That is all the time needed to get the



politicos into the sewers and have them detonate a bomb that will collapse their tunnel, preventing pursuit. If they did not alert the North Koreans with clumsy shadowing, only four commandos will be standing watch. If they have been alerted, one commando and three politicians will bolt for the hole while the remaining seven commandos and one political officer hold the fort.

Result

If the terrorists are eliminated, the threat to Olympic peace is averted.

Next

Research done on hastily captured documents (ones meant to be destroyed) will indicate the agents came from an elite training facility just outside Kaesong (a village north and east of Panmunjon). A 1/2 INT roll will allow someone to remember a security briefing that had a General Yi Song-gye sighted in that area. The implication in all this is that there are more terrorist agents in that camp, which leads to "From The Frying Pan..."

If the terrorists are not eliminated, Tip-Off Phase 2 takes place.

Tip-Off (Phase 2)

Location

The Seoul Sports Complex in Chamshil. It is the night of the Olympic basketball finals, with the United States team going up against the Soviet team. The house is packed. The arena area itself is divided into sixteen sections: four on each side of the playing floor and two on each end, with the pattern repeated for the upper deck. The other

four possible locations for terrorists are: the sub-basement, US locker room, Soviet locker room, and the NBC broadcast booth. The terrorists will enter through the sewer conduit in the sub-basement.

Set-Up

Evidence captured in a raid on a terrorist hideout indicates there will be an attempt to use explosives to destroy the complex during the basketball finals. Because of official security arrangements, smuggling weapons into the facility will be dangerous, so the agents will be given their arms inside the arena. They will consist of a 9mm Beretta with a silencer and three clips of ammo. The characters will have to be attired like tourists, which means body armor and military gear are out. This is a difficult operation in which the characters must stalk the arena, looking for bombs and those setting them.

The Plot Thickens

The Administrator should number a sheet of paper from 1-20 and assign one of the locations described above to each number. Using a 20 sided die he should roll once for each terrorist (4-12 of them depending upon how many survived Phase 1 of this scenario) to determine where he is. The roll is made once per 10 minutes of game time. If an agent is left unmolested in an area he will plant a bomb there. If, at any point, all the audience locations have been rigged to explode, the political officers (if any are left) will destroy the arena from the safety of the sub-basement area.

The hunting and bombing will take place beneath the stands amid discarded trash from above and what will be the deafening roar of the crowd. The terrorists probably should not be aware they are being stalked at first and the silencers on the commandos guns should mean their shots are not heard. The commandos will have to avoid shots that would carry up into the stands and will have

to search each area for explosives despite having killed any agent in a given area. Moreover, if terrorists move into a section where an agent has just killed someone, or if there are multiple terrorists in an area, a firefight is likely to ensue.

Result

If the players manage to eliminate the terrorists before all the sections of the stands are bombed, the explosives will not be detonated. The possibility of a terrorist taking a basketball team hostage, or pulling some stunt in the broadcast booth are likely in the event of the terrorists being cut off from the sub-basement avenue of escape. That incident can be left for official police to deal with, or the team can do it if public exposure of Orion is not going to be a problem in your campaign.

If the players fail to stop the bombing of the stadium, it will be exploded with heavy loss of life. The survival possibilities for the agents themselves will be minimal if they are anywhere but in the sub-basement. That they have failed will matter little, because world recriminations for this act of terrorism will topple Kim Il-Sung and elevate General Yi in his place.

Next

Documents and intelligence sources (with either result of the mission) will point to a terrorist base in Kaesong as being Yi's operational headquarters and will implicate him in the terrorist operation. This information, which comes from a deeply planted mole in North Korea, cannot be made public for fear of costing the mole his life. Still, General Yi will be marked for elimination.

From The Frying Pan...

Location

Terrorist Training Facility, Kaesong, North Korea. This is a forbidding facility hidden away in the jungle. The base has no fences to keep people out: The local inhabitants know that anyone or anything wandering into the area will not return. Utterly decentralized, the camp looks like a regular village on the surface. Dug deep beneath it is a whole complex of tunnels and classrooms, labs and workshops for the equipping and training of special forces/terrorist agents. It is a challenging maze where hidden doors and blind alleyways serve to confuse (and, in the initial training period, teach recruits to become observant).

Set-Up

The operation to disrupt the Olympics originated from this facility. The plans were created in these chambers and the agents were trained here. This is a veritable viper-pit, and Web's influence, though invisible here, can be felt everywhere.

The mission is to begin with an underwater insertion off the coast. A nighttime trek of just over twelve miles through jungle and agricultural land will bring the party to Kaesong. Just north and west of the city is where they will find the terrorist school.

The Plot Thickens

During the day (when the team, if they're smart, hides out), a scout sees lots of activity surrounding the area. It looks as though the base is being dismantled in preparation for a move. This is good because that means lots of classified items will be

vulnerable for destruction or capture. This is also bad because, with the pace of operations, any hit will have to come during the day. (Any suggestion that they hitch a ride with the convoy to find the base's new location should be vetoed as suicidal. While possible, the trek would carry them far deeper into the country than they could logically be expected to escape from.)

The personnel at the base consist of the following: 36 green terrorists, 12 experienced agents back for special training, 12 green political officers, 12 instructors (the equal of the party in all ways) and 48 non-combatant staff members. Because General Yi wants to keep his base secret, his people will not call for armed support, but this should not be readily apparent to the characters.

Result

This can devolve into a hunter/killer mission in which the players attempt to inflict as much damage as possible on the terrorists. The coup de grace would be the physical destruction of the base (using captured explosives). Retreat to the coast, or using any of the three escape routes described below would finish this mission successfully and would expose General Yi's betrayal to Kim Il-Sung (assuming Kim is still in power).

More horrid (for General Yi, anyway) is the hijacking of a truck full of secret documents. One vehicle—an armored car really—will be present for the storage of secret documents. As gas is in short supply in the north, the vehicle will not be running and the driver, bereft of his air conditioning, will be outside the cab watching others load the back. The truck will have to be hotwired (Russian make, no problem), then driven south to Panmunjom and the scenario "Sunday Drive."

Next

If General Yi is eliminated by Kim for his perfidy, the other scenarios will still function but will be minus the Yi subplots. If Yi somehow covers up



what has happened, they may proceed as written. If any of the characters is captured and needs to be rescued, "Ollie, Ollie, In Free" should serve to provide them a way out.

Ollie, Ollie, In Free

Location

North Korea is known to have two concentration camps. Camp #8 is the strictest of the two, with no visitors allowed and barbaric conditions. It is located fifty miles due north of Panmunjon.

The place is a massive rectangular compound surrounded by three electrified fences. The fences are spaced about 10 feet apart and the innermost pair have a minefield between them. All the fences are topped with Concertina wire (razor-strip coils). The huts housing the prisoners are half-buried in

the ground. To call them squalid is really understating the conditions. (Here winter is welcome because the mud floor freezes solid.)

All the compound walkways are Concertina tunnels and all prisoners are hobbled at all times. Dead center in the compound there are four "tiger pits" in which prisoners can be dumped for punishment. The pits, which are 10 feet deep, measure 3 1/2 feet by 3 1/2 feet—not enough room to lie down. Sanitary facilities are not provided—nor is adequate drainage. The cage covering is locked down tight with a heavy padlock.

Guards patrol between the outer two fences, and the dozen guard towers scattered around the perimeter are staffed with two guards at all times. The guards total just over 100 individuals, with another 25 persons as non-combatant staff. Guards carry AK/M rifles on patrol. In the tower they have a mounted machine gun (7.62 RPK) and a spotlight. None of the guards have nightvision equipment.

Set-Up

Fellow Orion commandos, or an Orion mole from within the North's government, has been captured and is placed in Camp #8. Web operatives have not yet discovered the Orion tie, but Orion officials feel this is only a matter of time. The mission is to get the captives out, or to make sure they are not forced to give up information.

NOTE: While it would be difficult, it is possible to play this scenario from the point of view of the captives. To do this the Administrator would have to draw up a daily prisoner routine and lay it out for the players. Let them work at the details of the escape: finding a way to shed their chains, obtaining a map of the mine field, etc. Once they think they have a good plan, let them put it into action and fairly adjudicate the results. The Administrator might want to have a set of NPC commandos on hand to help out if things turn nasty.

Do try to remember this is not Stalag 13! Heisting the Crown Jewels from the Tower of London would be easier than getting prisoners out of North Korea. The only thing in the players' favor is that no one would be mad enough to try such a rescue, hence their effort will be a surprise.

The Plot Thickens

The only way this could get nastier is if one prisoner has been taken to Pyongyang for questioning. The players will be left with the moral decision of getting while the getting is good, or somehow waiting to ambush the returning vehicle with the prisoner. Unless they manage to staff the base radio so the incoming troops don't think anything is wrong, they could find themselves in the middle of an ambush as reinforcements in Hind helicopters arrive on the scene.

Result

If they get the prisoners out, or if they have to kill them, the raiders will still have to exit the country. General Yi will not be pleased to learn of the loss of Orion agents before his people get their hands on them. "Propaganda Village This, Buster" is a scenario that will help tie up the Yi loose ends.

Next

"Tunnel Of Love," "Demilitarized Zone," or "Sunday Drive" should provide possible escape routes for our heroes.

Tunnel Of Love

Location

As noted above in the discussion concerning North Korea, there are tunnels dug from North Korea into the south. Their existence is carefully guarded, but the curious shortage of gasoline makes them somewhat easy to locate from the north side of the border. These tunnels are large enough for two lanes of traffic and dimly lit in the most forward end. The tunnels run deep and have not yet been opened in the south for obvious reasons.

Set-Up

Trapped behind enemy lines, the commandos are looking for a way out. Motor vehicle traffic is scarce, but a 1/2 INT roll suggests that the "gravel pit" they have discovered in their passage to the south must be of military import as it has trucks driving out of a tunnel and they're just chock full of dirt. Obviously, heisting a truck and driving through the tunnel to the south is a possible escape route.

The Plot Thickens

This becomes a quick and dirty hit on the meager staff of guards (why call attention to the place by having a huge army contingent there?) The players can then hijack a truck and, if they decide to take surface roads, go directly to "Sunday Driver." If they take the tunnel, you should have a harrowing chase of military vehicles through pitch black darkness as they race through the tunnel to the unfinished end.

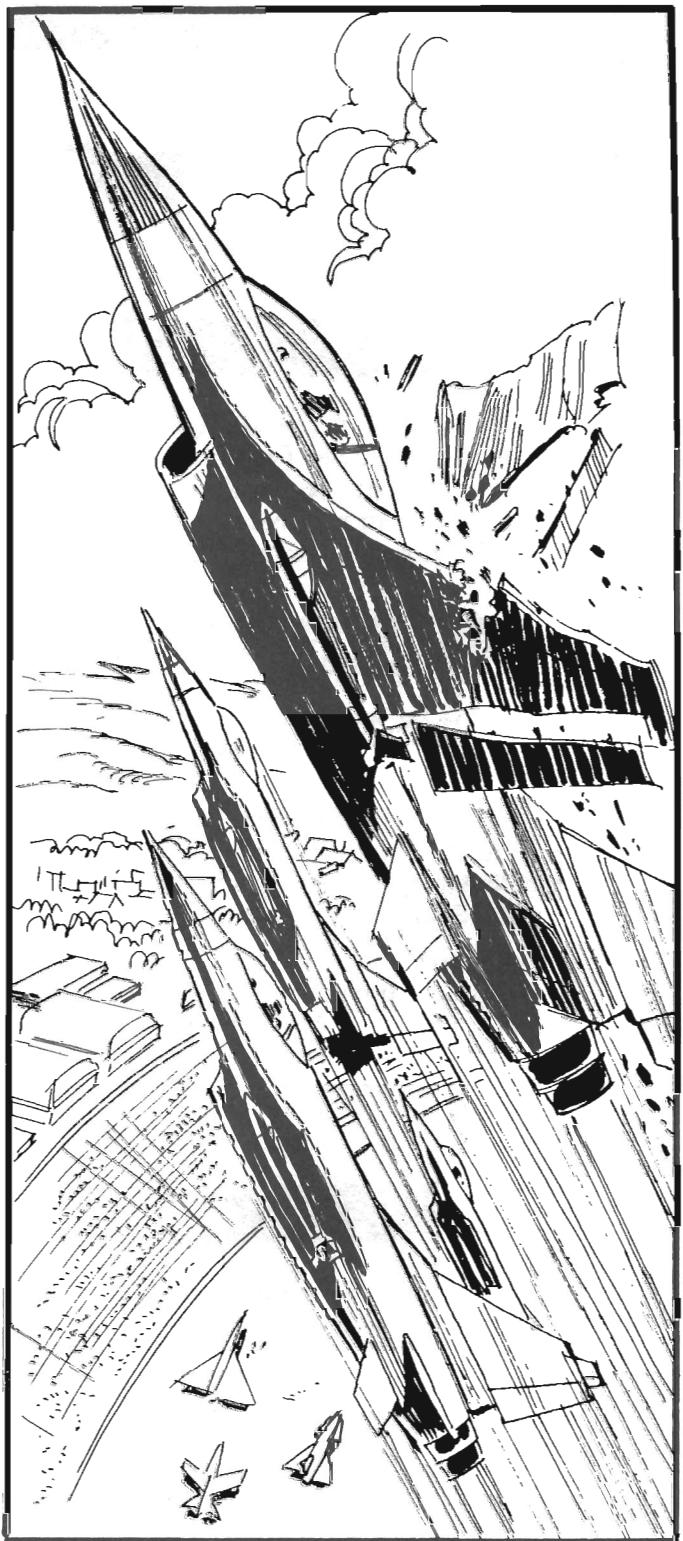
If the players are thinking, they will use the explosives they find to seal the tunnel behind themselves, then blast their way up to the surface. Things will be a bit hairy at the top, as US and Korean forces will be waiting to surprise the North Koreans tunneling up. A smart player can sink a metal bar into the earth and tap out a message in morse code that could buy some restraint on the part of the troops waiting for them above. Likewise it would be smart for the commandos to think up some non-Orion based cover story for when they get out.

Result

The result of a successful escape will be a major propaganda coup for the West. The commandos will be hailed a heroes (being immediately invited on the talk show circuit, given book and movie deals, etc.) which will cut into their time to be commandos, but that's life.

Next

Of course, their escape will infuriate General Yi, and it will embarrass Kim Il-Sung. Both men are of the temperament that our heroes will have to worry about the occasional assassination attempt (which can add spice to other adventures).



Sunday Drive

Location

In North Korea.

Set-Up

The characters have managed to hijack a military truck. The highway is clear for a straight shot through Panmunjon into South Korea. The truck itself, while military in nature, is not armored nor is it equipped with radio communications devices.

The Plot Thickens

A straight shot through Panmunjon into South Korea is not as difficult as it might seem. The guards on the north side of the border will try to spray the truck with gunfire, but a quick firefight will hold them off. The real trick is entering the south because, wary of truck bombs, the guards down there are going to be trigger-happy.

If someone makes a $\frac{1}{2}$ INT roll, he will think of hanging a white cloth from the bumper or doing something to obscure the North Korean Army markings on the truck. If this is not done, the characters will find themselves caught between both camps.

Result

If the characters survive, General Yi and Kim Il-Sung will be less than pleased and will try to have them hit at some point.

Demilitarized Zone

Location

Four thousand meters of the most heavily militarized turf on the face of the planet. Heavily overgrown except for places where fires have burned away the brush, this section of broken, hilly meadowland is what separates the austere regime of the north from the dictatorial nation to the south.

Set-Up

Unable to find a vehicle, the commandos trapped in North Korea decide to make a trip through the DMZ. Under normal circumstances this sort of penetration would require the players to be at their optimum, but after their harrowing experiences in North Korea they are bound to be frayed around the edges. All their skills, and no mean amount of luck, are going to be needed to make this trip. (Curiously, the battle of martial music, waged each and every night by North and South Korean troops on either side of the DMZ will help cover noise made in the operation. The north tends to play classical marching music while the south counter-attacks with Jethro Tull and other rock favorites.)

NOTE: A DMZ crossing is going to be one of the adventures where the Administrator is going to have to do some shadowplaying to make it tense. Tell the players their actions will take place within 40 meter sections of the DMZ—giving them approximately 100 sections to cross before they are safe. The Administrator should ask what they want to do in each sector and demand dice rolls from the players. The Administrator should make his own dice rolls, grunting and nodding or looking up material as if things are happening unseen around the players. The Administrator should

never let on that the die rolls mean little or nothing—using them will heighten the tension and really get the players sweating.

The DMZ is strewn with hazards and booby-traps set up by both sides. Mine fields abound and will have to be worked through slowly. Claymore mine boobytraps are probably the most deadly and will become more common in the southern reaches of the DMZ. Mortar fire from the north, if things heat up, will also cause problems.

The Plot Thickens

The only thing that could make this routine worse is a firefight. Slipping North Korean commandos into the zone to trail our characters will become very dangerous if a firefight erupts. Fire will be returned from the south and could quickly catch the players in a crossfire. Torching a portion of the DMZ could hold the bad guys back (and will set off mines) but it could trap our players.

Another thing that could be interesting is to have one of the players or former prisoners get wounded (snake-bit, whatever) so the players have an injured individual to worry about. This will slow them down and heighten the tension.

Result

If the players make it to the south they will be considered heroes. If they are captured they will be chucked back into Camp #8 and become bait for another raid.

Next

It would be possible to cycle back through the “Ollie” scenario time and again, with variations and heightened security, but that would wear thin quickly. (The prisoners would get shipped home in body bags.) Kim and Yi will try to hit the players for both reasons of national pride and Web orders.

It becomes time, then, to take care of General Yi once and for all.

Propaganda Village This, Buster

Locatio

There are, within sight of the DMZ, two “propaganda villages.” North Korea has created the model towns to show how much their society has accomplished. No one actually lives in these towns, through children are trucked in on a daily basis to play in the streets for appearance’s sake. All the lights operate on one switch. Centered in the town square is a huge flagpole flying the North Korean flag. Rumor has it that the Republic of Korea has offered \$1,000,000 US for that flag, but no one who has gone over to get it has ever returned. (Their heads have been seen mounted on posts outside the villages.)

Set-Up

General Yi Sing-gye has been betrayed to Kim Il-Sung and has fled. He has holed up in the propaganda village nearest Panmunjon and is surrounded by a cadre of loyal guards. Insertion of the commando team assigned to hit him before Web can pull him out will be through the DMZ and then they will have to fight their way into his stronghold.

This will be an urban battle scenario that has one distinct advantage: There are no innocent bystanders. Everyone here is an enemy. The only thing to fear is running out of ammo.

The Plot Thickens

This plot thickens up in two very nice ways. The first is that after our characters, who have learned to hate Yi, get to him, he offers to defect. He says Web betrayed him, so he wants to come over and he has just been waiting for the commandos to arrive. (Whether or not he is lying is up to the Administrator, but his offer to defect is likely to cause at least a momentary pause on the part of the players.)

The other way this piece thickens up is to have a North Korean hit team—loyal to Kim—hitting the village to kill Yi. This plot combines nicely with the first if the two groups manage to work together going in, then the commandos find they have to break their alliance with the NK troops to get Yi back out to the south through the DMZ.

Result

If Yi is dead, Kim will be pleased and will probably overlook the intrusion into his nation. Stealing the flag, if anyone thinks of it, will net the million dollars and will earn Kim's ire. (Yep, assassins when least expected. These characters better never hit a Korean restaurant.)

If Yi defects, the commandos may have a job coming up of guarding/transporting him to a debriefing area. This will be a major blow to Web as Yi was fairly high up in the organization.

Next

Web will put a price on the characters' heads. Importantly, and to add fun to the game, these characters will have a reputation that precedes them and can be the cause of many comments. ("Ah, Dexter Malone," said the Moroccan information broker, "you were on the Yi extraction team. That made many people angry. You are a dangerous man...") Great stuff for role playing.

For This I Went To Commando School?

This particular little running gun battle can be slipped into the Tip-Off scenario as Phase 1.5 if you wish. It can also be used as a general terrorist scenario in which atmospheric descriptions can be used to heighten tension and provide interludes between gunfights.

Location

The sewers beneath Seoul. This haphazard maze of tunnels consists of sections as old as the city itself married to portions built as recently as last year. The sewers are dark and very unhealthy but they connect all different portions of the city with each other and to the Han river, which flows to the sea.

Set-Up

To sow havoc throughout Seoul, North Korean terrorists are planting explosives beneath areas like Namdaemun Sijang and Tongdaemun Sijang to be detonated during days when the markets are packed with people. The resulting carnage will be unbelievably horrible.

The Plot Thickens

Unbeknownst to the terrorists traipsing through the sewers, a new and nasty form of dysentery is lurking down there. Six hours exposure will give just about anyone the disease, though it has a two week incubation period. In other words, these terrorists are about to be very sick, and, if they escape the sewers alive, they will spread the disease to lots more people.

The commandos have 6 hours to locate and destroy the terrorists before they, themselves, become infected with the disease. ("Don't worry," say the doctors, "we'll keep you alive until we find a cure. It shouldn't be that long.") It is a murder mission with a short time limit against foes who have been living in the sewers for the last two weeks. People rising up from fetid pools to attack enemies from behind, or ambushes in darkened tunnels should be commonplace.

Result

If the terrorists are not destroyed, they will mingle with Olympic crowds and the disease will spread around the world in record time when the games break up. Failure means a plague on the Earth worse than any ever seen before.

Backfire

Location

US Military Base, Itaewon, Seoul.

Set-Up

The Olympic opening ceremonies are to include a flyby performed by the USAF Blue Devil stunt flying team. Web agents have succeeded in having bolts on the lead plane replaced with defective bolts. When the team goes through their starburst pattern and the lead plane rockets straight up above the Olympic stadium, his wings will sheer off and the plane will fall back into the crowd. Casualties will be in the thousands and the propaganda slug to the United State's prestige will be devastating.

The players find out about the plot at the very last second and must destroy the plane on the ground before it takes off.

The Plot Thickens

Breaking into a US base and destroying an Air Force plane will not be easy. If the players fail, they will get one more shot by using an Orion supplied Stinger missile to bring the plane down. This should be a hard decision, especially if the players ($\frac{1}{2}$ INT roll) do not think of radioing the lead pilot, asking him to ditch over the ocean or telling him to punch out. Killing the pilot, while it should be avoided, will put a big burden on the players' shoulders and should make them think.

Result

The results are fairly dire no matter which way things turn out. If the players think of it they will be able to expose the plane's problem as a North Korean plot, which will mitigate the damage somewhat. Probably the best case is one in which the pilot ejects and the missile destroys the plane (with spectators thinking it is a special fireworks display...). If the pilot dies the team will probably be in the doghouse for a while, but the fact that they did what had to be done will still keep them active.

Final Note

Administrators should be aware that while all commando scenarios appear to be brainless excuses for long firefights, players can be encouraged to think and work carefully. North Korea and its agents can be best described as unforgiving. If the players screw up they will be killed or, worse yet, captured. Administrators should give thinking players every break they can, fully rewarding planning and non-Rambo thinking. In this way simple kill or be killed adventures attain some depth—the depth that makes role playing possible.

City File—Beirut

Once a thriving center of trade and culture, Beirut is now a city under siege. The tension that brewed for decades among the various Christian and Moslem sects exploded in the 1970s, and Beirut has existed in a state of civil war ever since.

Today, street violence and rampant terrorism are routine facts of life in Beirut, as fanatic religious and ideological factions continue their battle for control. At least 50,000 citizens have been killed and more than 100,000 have been displaced in the last ten years alone.

Geography

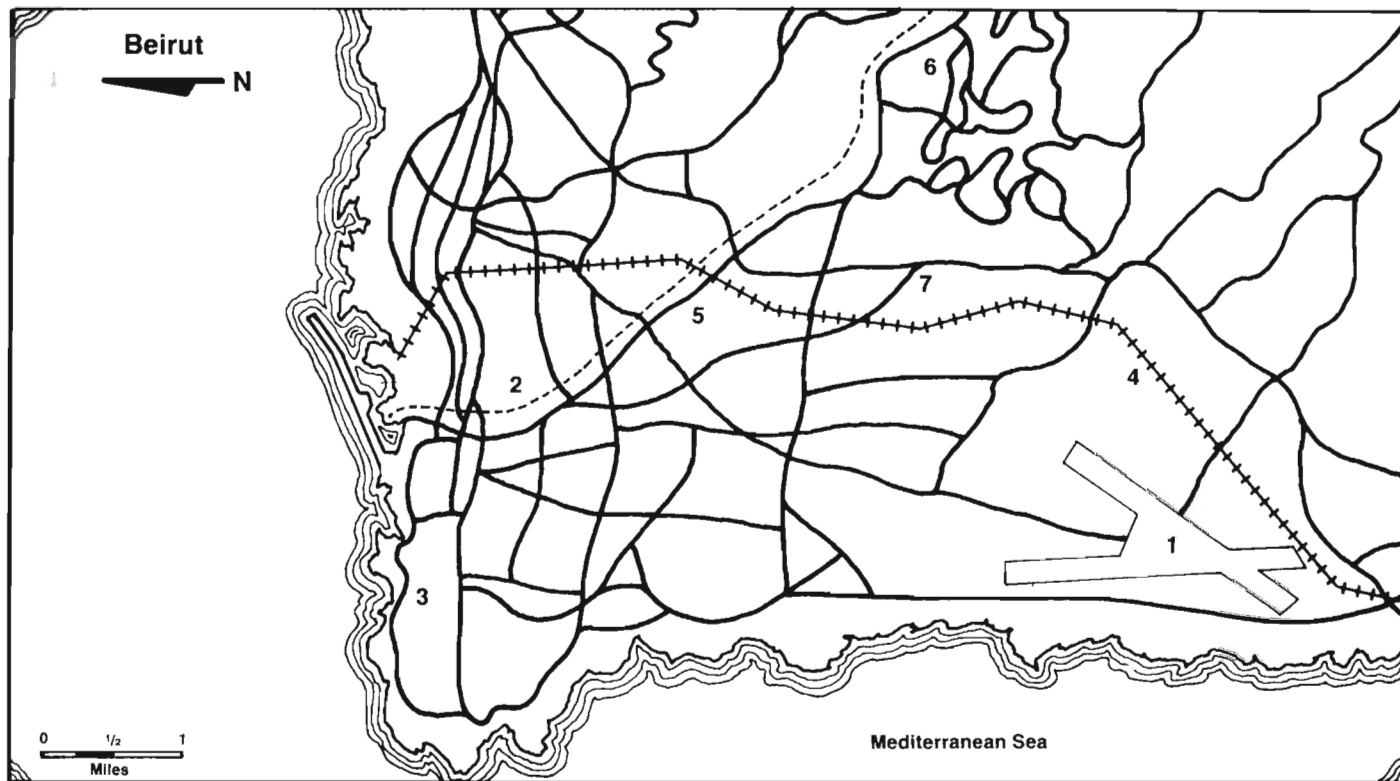
The capital of Lebanon, Beirut lies on the eastern shore of the Mediterranean sea. Its sandy beaches and natural harbor make it the premier seaport of the near east. The Lebanon mountains, whose peaks reach 7,000 feet, surround the city and protected it for centuries from outside aggression. Damascus, Syria, lies 75 miles east. Haifa, Israel is 60 miles south.

Economy

Trade is the backbone of the Beirut economy. Major exports include textile fibers, grains, nuts, and vegetables, along with oil from the fields of Iraq and Saudi Arabia. Major imports include flour, wheat, manufactured products, machinery, and vehicles.

Though the Beirut economy shows signs of stress, it remains surprisingly healthy considering its long civil war. Except during periods of heavy shelling and extended fighting, imported goods and everyday necessities are readily available. Luxury items, such as European clothing and imported wines, can be purchased in western sector shops. Since the government has had problems collecting the custom duties, many of these items are available at bargain prices.

The pound is the basic unit of currency. About 360 pounds equals one United States dollar.



People

About 1,500,000 people live in Beirut. The official language is Arabic, but French and Armenian are also spoken.

In a city where artillery explosions and car bombings are common occurrences, Beirut's citizens have grown accustomed to violence and have adapted as necessary. Since shelling usually begins in the afternoon, homemakers try to complete their routine shopping in the morning. School is dismissed early on days when the shelling is especially heavy. Drivers stay alert for the sounds of incoming artillery and machine gun bursts, though considerate soldiers sometimes fire into the air as a warning to clear the way. Most shopkeepers have replaced breakable windows with sheets of clear plastic.

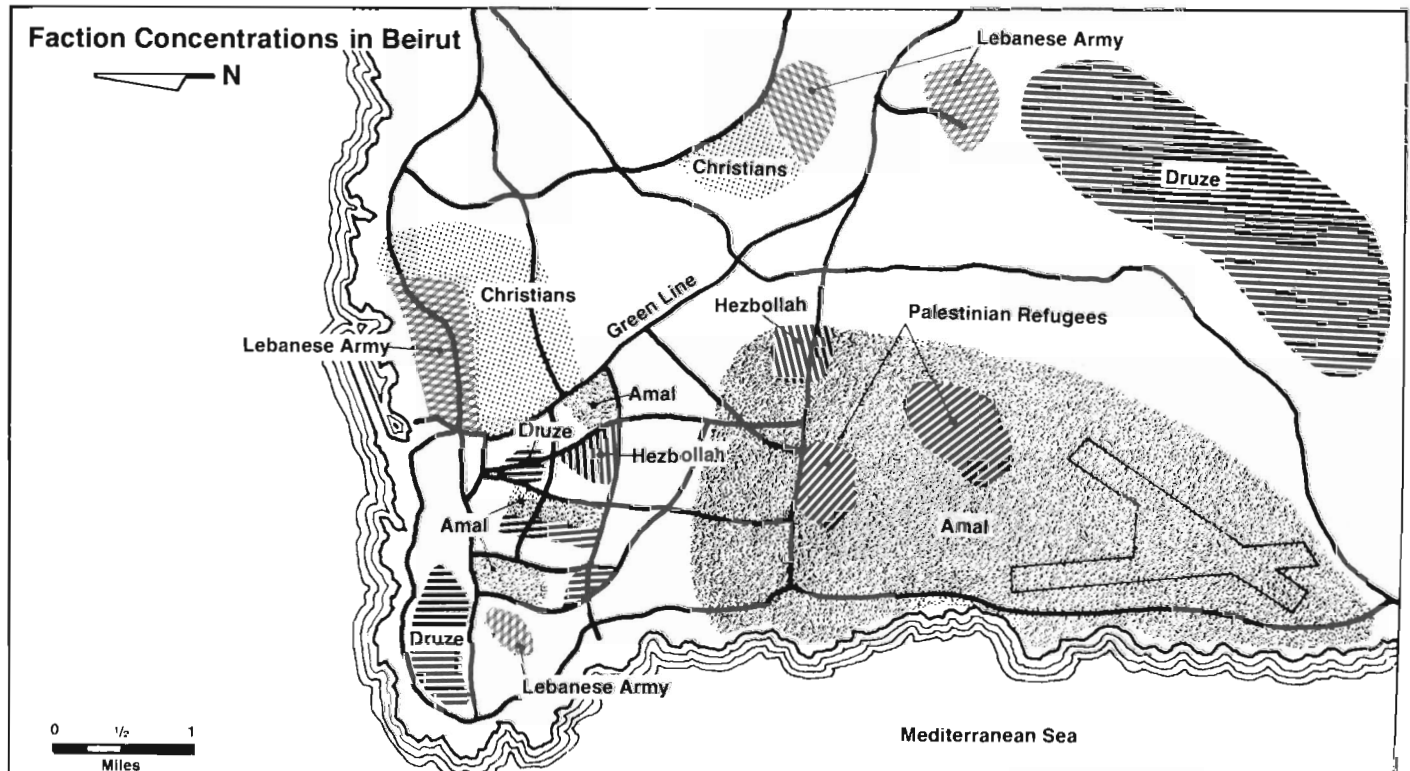
Though Beirut has its share of merchants, craftsmen, and artisans, the war has eliminated most new jobs. Pressed to find work, many of Beirut's young people are increasingly drawn to the mili-

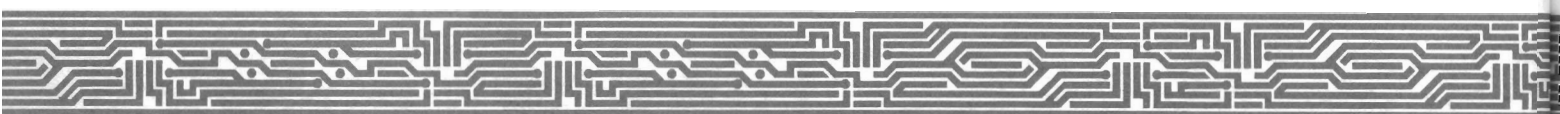
tary with its promise of full-time employment and an exciting career in national service.

Government

Lebanon has a parliamentary government, with parliamentary seats and executive positions assigned on the basis of religion. A 1932 census showed a Christian majority which gave them a lock on the government. But as the Moslem population swelled, so did the resentment, particularly when the number of Moslems surpassed the number of Christians. Displaced Palestinians demanded more control, as did the neighboring Syrians who were interested in annexing Lebanon as part of their own country. Factions split, grew, and became increasingly powerful while the official government continued to atrophy.

Since the mid-1970s, the government has existed as a bureaucracy with little genuine authority, playing only a nominal role in Lebanon's civil war. The National Unity Government, an assembly of





militia representatives, has expended more effort posturing than negotiating. For all practical purposes, the PLO has assumed governmental functions in a number of Lebanese villages and exerts a powerful presence in the affairs of the city.

Transportation

Though crude by western standards, Beirut's extensive network of streets and roads is well-kept and heavily used. Roadways connect Beirut with Lebanese cities along the coast. Traffic is often congested with numerous private, commercial, and military vehicles. The Beirut International Airport handles most of the air traffic. The Beirut Port on the northern coast is the city's major seaport.

Crime and Disorder

Crime is rampant in Beirut, thanks to the lack of employment opportunities, the violent atmosphere created by the civil war, and the uselessness of the police, who do little more than direct traffic. Theft and assault are the most common street crimes. Citizens protect themselves by carrying guns in their pockets, briefcases, and purses. Vigilante justice is the most likely punishment for a criminal caught in the act.

South Beirut is a haven for hijackers, extortionists, assassins, drug smugglers, and kidnappers. Citizens of the United States, the USSR, France, and Great Britain have all been victims of kidnapping.

Landmarks and Locations

1. Beirut International Airport. This is one of the largest and most frequently used airports in this part of the world. A US Marine compound, the site of a Moslem suicide attack in 1983, is

located near the airport.

2. Green Line. This is a line of checkpoints and barricades essentially dividing Beirut into two zones. The western zone is primarily Moslem, the eastern zone is primarily Christian. Factions dominant in West Beirut include the Druze, Amal, and Hezbollah. The Maronite Christians and Lebanese Army dominate East Beirut. However, pockets of any faction can turn up anywhere in the city.

3. American University of Beirut. Founded in 1866 as the Syrian Protestant College, the prestigious American University has been a major supporter of the Arab national movement. The American University Hospital is a modern facility that handles many of Beirut's war casualties. During times of heavy fighting, it is not unusual to see stacks of corpses in the hallways.

4. Lebanese State Railway. Extending from the southern tip of the Beirut International Airport to Beirut Port in the north, this is the city's major railway. It primarily transports freight rather than people.

5. Beirut-Damascus Highway. This is the city's longest highway. It links the two cities by way of a 6,000-foot pass in the Lebanon Mountains.

6. Presidential Palace. This palace is the home of Lebanon's president, located in an area dominated by the Lebanese Army. The palace is riddled with bullet holes from irate constituents.

7. Sibnay Elementary School. Sibnay Elementary is little more than a two-story brick shell, a casualty of a Syrian artillery assault in the late 1970s. The basement of the school is currently used as a satellite office of Orion's Scorpio Bureau.

Urban Fighting—Beirut

Guidelines

Following are some general guidelines to keep in mind when staging adventures in Beirut:

1. Factions are politically shrewd. The factions vying for control of Beirut are not armed thugs engaged in random terrorism, but shrewd political organizations fully aware of the consequences of their actions. With skills sharpened by decades of conflict, their political savvy equals or surpasses that of the superpowers.

2. The official government is impotent. Regardless of the mission, don't count on assistance or support from local officials. The bureaucracy has its hands full maintaining the facade of a functional government.

3. Life in Beirut is a maelstrom of violence. The hijacking of an international airliner, the explosion of a homemade bomb in a village market, a sniper's spray of machine gun bullets from an apartment window—all add to the atmosphere of oppression and despair everpresent in Beirut. The streets serve as battlegrounds for superpower agents and neighborhood gangs alike.

4. Superpower influence is largely ineffective. Both the US and the USSR have insisted on having a say in the affairs of Lebanon, neither having much success. The US assumed the role of peacekeeper in 1957, but the experience of Vietnam made military intervention a tentative proposition at best. The USSR's role as an arms supplier has been stigmatized by more than a few public relations problems with its clients (in the 1982 Israeli invasion of Lebanon, for instance, Soviet aircraft were lost at the rate of 85 to 1). The US and the USSR tend to show less interest in Lebanon than other Middle East countries, though both make periodic stabs at throwing their weight around.

5. Everybody hates everybody. Alliances and cooperation between Lebanese factions is virtually unknown. Each has its own ideological agenda, which usually conflicts or competes with the goals of other factions.

Major Factions

Shiites. More than a million strong, this Moslem group is Lebanon's largest faction. The Amal Shi'ite militia is well-supplied and highly disciplined. The Iranian-controlled Shiites, a radical splinter group, regularly takes credit for high profile acts of terrorism, including the destruction of the US Embassy. Shiites are concentrated in the southern sections of Beirut.

Druze. Originally formed in Egypt a thousand years ago, the Islamic Druze have served with the Israeli Defense Force and have received support from the Israeli Druze factions. Most recently, they have been supported by Syria. At various times, the Druze have allied with or fought against just about everyone. Tension between the Druze and the Moslems has existed for centuries. Druze splinter groups include the left-leaning Progressive Socialist Party and the National Movement. Concentrations of Druze forces can be found in northwestern and southeastern Beirut.

Maronite Christians. The most influential Christian group in the Middle East, the Maronite Christians control a powerful private army they hope will help them reclaim control of the Lebanese government. They have little interest in sharing the government or anything else with the Moslems. They have solid ties with the Western powers and a lot of money. Their forces are concentrated in East Beirut.

Palestine Liberation Organization. Hardline, violent, and obsessed enemies of the pro-Israeli factions. The PLO maintains a close affiliation with Syria. Various PLO factions exist, most supported by Syria, many of them at odds with each other.

Sunni. A fundamentalist Moslem group well in excess of a half-million members, the Sunni find themselves positioned between the PLO and the Israelis, at the same time trying to avoid annexation by Syria. Radical splinter groups include Islamic Unity, backed by the Iranians, and the Moslem Brotherhood, active in Lebanon and Syr-

ia. The Sunni are scattered throughout West Beirut.

Hezbollah. An Iranian-supported terrorist group, extremely dangerous and brutal. They are quick to claim credit for terrorist operations, even those in which they may not have participated. A concentration of Hezbollah extremists is located in central Beirut.

Palestinians. Refugees from Israel, the Palestinians have suffered at the hands of Arabs, Israelis, and the PLO. Radical Palestinians seek revenge on Israel and an independent Palestinian state, but most of the refugees just struggle to survive. There are concentrations of Palestinian refugees in west-central Beirut.

Other factions active in Beirut include the Saiqa (Palestinian commandos backed by Syria), the Marxist Democratic Front for the Liberation of Palestine (backed by the USSR), the Socialist Arab Labor Party (terrorists and assassins), the Guardians of the Cedars (brutal Christian terrorists), the Arab Red Knights (Islamic terrorists who wear distinctive red uniforms), the Mossad (Israeli intelligence service), Squad 16 (government police, mostly useless), and the Al-Murabitoun (Sunni splinter group which has fought against Druze, their former allies). The relative notoriety of these groups waxes and wanes on a regular basis. New splinter groups can pop up at any time.

Campaign Briefing

The following sections can be used to put together a short Beirut campaign. The first section, "NPC Capsules," gives statistics and background for non-player characters the PCs are likely to encounter in Beirut. "All God's Children" is a three-part adventure outline in which the PCs investigate the whereabouts of a terrorist group and rescue some American students who have been taken hostage, hopefully putting the terrorists out of business in the process. The "Free-Fire"

section gives guidelines for simulating acts of random violence. The "Events" section includes unexpected complications and minor missions that can be used to add spice to the main adventure or that can be developed into additional adventures.

The adventure presumes the PCs are counter-terrorist Orion agents. However, they can also be CIA agents, Mossad agents, or even freelance mercenaries. Because of the volatile political situation in Beirut, the PCs' operation should be low-key and discrete; they should be supplied with only the minimal amount of equipment needed to get the job done. Feel free to change the factions referred to in the adventure. It is entirely possible, for instance, that Web is behind the kidnapping, providing covert support to the Druze terrorists, the Hezbollah, or even both of them.

NPC Capsules

Rules Section

General Samuel Lee Fox

STR	INT	REF	WIL	CON	MOV	DEX
52	66	48	53	51	50	57

Sex	Male
Race	White
Nationality	American
Native Language	English
Age	56

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

Advantages: None

Disadvantages: None

End Rules Section

General Fox has been stationed on and off in Lebanon since the US Marines originally intervened as peacekeepers in 1957. He was among the survivors of the suicide attack on the Marine compound at Beirut International Airport in 1983 which resulted in the deaths of 241 US servicemen.

Though intensely loyal to the American military, he is mistrustful of all other government agencies, including the CIA and the US Congress. Without exception, Fox actively despises all the warring factions of Lebanon. He also harbors a deep resentment of Orion. His brother Gary was an Orion agent with the Aries Bureau who vanished six years ago while on a mission in Rio De Janeiro. In spite of Fox's repeated demands, Orion has refused to release information about his brother. His daughter, Marcy, is a student at the American University in Beirut, though he prefers to keep this secret.

Rules Section

Siazih Rabin

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

Sex	Male
Race	Arab
Nationality	Syrian
Native Language	Arabic
Age	41

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

Advantages: None

Disadvantages: None

End Rules Section

Siazih Rabin is the leader of a militant Druze sect headquartered in an abandoned apartment building in a northern suburb of Beirut. Siazih's sect was relentlessly persecuted for several years by an Iranian Shiite faction in South Lebanon. With Syrian support, Siazih assassinated several key Shiite leaders in a bloody ten-day assault. Siazih has kept close ties with the Syrians ever since.

Siazih's bent body and leathery skin make him appear much older than he actually is. Siazih is cold, calculating, and extremely spiritual. He believes in reincarnation and that the Druze are the chosen sons of Allah. He has only about 100 followers, but they are fanatically loyal to him,

thanks to their *taqiyya* indoctrination, a strict religious code based on devotional rituals.

Though Siazih once believed a coalition government of all the various factions was desirable, he has come to believe it is impossible. He is biding his time until Caliph Hakim, the founder of the Druze sect in Egypt a thousand years ago, returns from the dead to lead his sect to victory.

Rules Section

Ahmak Benaan

STR	INT	REF	WIL	CON	MOV	DEX
43	29	45	33	30	44	37

Sex	Male
Race	Arab
Nationality	Lebanese
Native Language	Arabic
Age	27

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

Advantages: Fearlessness (2), Toughness (2)

Disadvantages: Addiction(4)

End Rules Section

Amhak Benaan is the leader of a small group of Hezbollah terrorists headquartered in a blown-out restaurant, called the Four Palms, located in central Beirut. Covertly financed by Iranian extremists, Amhak and his followers are ruthless and sadistic; they have claimed responsibility for machine-gunning an eastern Beirut nursery school run by the wife of a Maronite officer and also for the firebombing of a funeral service at St. Peter's Maronite Church in northern Beirut.

A short, fleshy man with rotten stumps for teeth, Amhak is a savage killer and an opportunistic ally—his loyalty to his Iranian supporters is bought and paid for with a steady supply of morphine. Amhak is also delusional, seeing himself as the inevitable monarch of Lebanon and eventually all of the Middle East.

All God's Children

1. Night School

Set-Up

Through classified channels, the PCs have been summoned to the Orion office at the Sibnay Elementary School for a meeting with General Lee Fox of the US Marine Corps. General Fox is accompanied by four military police and an American CIA agent. The PCs recognize Fox from a briefing they received en route to the Sibnay office, but the other men don't identify themselves and remain silent throughout the meeting.

Barely concealing his contempt for the PCs, whom he considers a necessary evil at best, Fox explains that last night four US students were kidnapped

from their dormitory at the American University, presumably taken hostage by one of Beirut's many extremist groups. Fox says the government has no information "as usual" and there have been no ransom demands or communications of any kind from the kidnappers.

Intelligence sources have revealed that the kidnappers plan to strike again at the dormitory tomorrow night. Fox doesn't know the purpose of the next strike—perhaps to kidnap more hostages, perhaps to bomb the building—but he is positive his information is accurate.

Fox wants the PCs to stake out the dorm and intercept the kidnappers. He also wants them to identify the group responsible and to recover the hostages. He has no other information for the PCs; in fact, he seems mysteriously evasive if questioned about possible motives for the kidnapping.

Fox insists that the PCs' actions must be kept as quiet as possible. "News of another American kidnapping could have severe political consequences," he says. If the PCs wish to contact him again, they



are to hang orange clothes out to dry on the clothesline behind the school building.

The Plot Thickens

The American University dorm is a three-story brick building adjacent to the campus. There are bolted doors on all sides. All window glass has been replaced with plastic for the safety of the students.

The PCs may interview other students and dorm personnel about the kidnapping. There was no gunfire, no explosions, no signs of violence—it was as if the students had simply vanished.

Two guards (treat as Generic Guard 40s armed with .22 revolvers) were on patrol duty outside the dorm on the night of the kidnapping. If the PCs interview them, the guards admit they were “resting” when the kidnapping occurred. They did, however, catch a glimpse of the kidnappers—they wore helmets painted bright green.

The PCs may plan a defense of the dorm any way they wish. They have six Squad 16 security police at their disposal (treat as Generic Guard 40s armed with .22 revolvers). The two guards will patrol the grounds around the dorm as usual.

Around midnight, a dark brown van cruises slowly down the street in front of the dorm. Three terrorists are inside the van. They are members of the Druze faction led by Siazih Rabin who were responsible for the kidnapping. The terrorists are wearing helmets painted green. Their mission: Kill the two guards who saw them last night. (Treat the terrorists as Elite Soldier 45s; two are armed with 9mm Uzi submachine guns, and the third is armed with a 9mm Stechkin pistol.)

The terrorists cruise the area until they spot the guards. If the guards are within range, the terrorists mow them down with machine gun fire, then screech away. If the guards are not in sight, two of the terrorists leave the van and search the area, executing the guards as soon as they spot them. The terrorists will sacrifice their lives if necessary to complete their mission.

The Squad 16 police run for cover as soon as they hear gunfire. The guards are also useless, dropping to their knees and begging for mercy when they recognize the terrorists.

If the PCs chase the van, the terrorists careen through the streets of northern Beirut, firing at the pursuing PCs from the back of the van (presuming more than one terrorist is in the van). At the Administrator's discretion, the van may also lead the PCs to a Druze machine gun ambush near the Beirut Port. The terrorists will not lead the PCs to their headquarters, nor will they reveal any information if captured.

Results

If the PCs learned about the green helmets, they can identify the terrorists through Orion intelligence or Fox's military sources as members of a Druze sect headed by Siazih Rabin. (The helmets are similar to those worn by certain Syrian factions; green is the color of the Arab League peace-keeping forces.) The PCs may have also found out the names of the kidnapped students—Doug Taylor, Larry Shawn, Sharon Wolverton, and Marcy Elman. A background check of these students reveals that Marcy uses the last name of her stepfather. Her real name is Marcy Fox.

If confronted with this information, General Fox confesses that part of the reason he requested his Beirut assignment was to keep an eye on his rebellious daughter. He is afraid that she is somehow in cahoots with the kidnappers. (He's right—Marcy has been having an affair with one of the Druze militants and has been converted to the *taqiyya* philosophy of Siazih Rabin. She secretly let the terrorists inside the dorm and cooperated with her own “kidnapping.”) Fox pleads with the PCs to keep this to themselves; he hopes he can reconcile with his daughter when this is all over.

What Next?

The PCs must do some snooping to find where the hostages are being held and learn the plans of the Druze terrorists.

2. Backstreets

Set-Up

The PCs must explore the backstreets of Beirut for information as to the whereabouts of the hostages and the plans of their captors. The PCs can pick up leads from intelligence reports, tips from informants, bribed contacts, and other any other sources they can come up with. (This would be a good opportunity to stage encounters described in the "Events" section.)

The Plot Thickens

Exactly how the PCs acquire the information is up to the Administrator. A source may have all, some, or none of the information. A second source may lead to yet another source. Here are some possible leads for the PCs:

PLO Training Camp. The PCs follow a lead to a Soviet-sponsored PLO training center in the southern part of the city. The PLO leader, Ghazahd Ghemahzi, is known to exchange information for favors.

Possible favors:

- Find the person responsible for smuggling hard currency into the training center.
- Supply Ghazahd with howitzers, heavy machine guns, or other needed weapons.
- Stop the flow of hashish into the center.

The PCs might actually take part in the PLO training as a way to ingratiate themselves with Ghazahd. A typical day begins at 5 a.m. with calisthenics and inspection, followed by a morning of



political studies. The afternoon is spent in military training: demolition, chemical warfare, marksmanship, weapon maintenance, and tactical urban warfare are among the topics.

Neighborhood Threat. *Qabadais* are strongarm election agents who ensure that a particular neighborhood votes as they are told. A Sunni *qabadai* named Mustafha Huzziri has been unusually vicious in his western Beirut neighborhood, lynching teenagers, firebombing storefronts, and murdering journalists in anticipation of an upcoming assemblyman election. The PCs are put in touch with a coalition of citizens who offer to exchange information for the elimination of Mustafha.

Mustafha (treat as a Generic Soldier 40 armed with a .357 revolver) is the owner of a chain of movie theaters. The best time to find him is during the day while he's watching films at one of his theaters. Four bodyguards (treat as Generic Crook 30s armed with .22 revolvers) accompany Mustafha and space themselves throughout the theater to watch for assassins.

Defector. A soldier in the Lebanese Army will tell what he knows if the PCs escort him to the Mar Saray High School located in a Shiite neighborhood in southern Beirut. A center has been set up in the high school for defectors who wish to turn themselves over to the Amal in protest of the government's unfair treatment of Muslims. On the way to the high school, the PCs may encounter Lebanese Military Police, Shiite assassins unaware of their intentions, and Guardians of the Cedar snipers.

Results

In the course of their investigations, the PCs should discover the location of the Druze headquarters (the abandoned Al Hisn Apartments building in northern Beirut). They should also hear rumors that the Druze are planning to swap the hostages with a Hezbollah sect led by the fanatic Amhak Benaan in exchange for a "suitcase from Allah," a portable nuclear weapon.

What Next?

If the PCs storm the Al Hisn apartments, they find only a half-dozen Druze guards (Generic Crook 30s armed with .30 M1 rifles and .22 revolvers). Siazih and 20 of his Druze followers have relocated to a storefront across the street from Amhak's headquarters at the Four Palms restaurant. The Druze guards will not reveal this information.

3. Showdown at Four Palms

Set-Up

Through intermediaries, Amhak Benaan made an offer to Siazih Rabin to trade a "suitcase from Allah" he obtained on the black market for all the hostages, including Marcy Elman, whom he knows to be General Fox's daughter. Amhak plans a public execution of Marcy as a dramatic protest of America's imperialist policies. Siazih plans to give the "suitcase" as a gift to the Syrians.

While the PCs were gathering information, the exchange was made. Although Siazih believed the "suitcase" to be operative, the activation mechanism was faulty and impossible to repair. Siazih discovered this immediately and, through an intermediary, demanded that Amhak return the hostages. Amhak responded by killing the intermediary.

Siazih now plans to storm Amhak's headquarters at the Four Palms restaurant for revenge. When Marcy's boyfriend protested that she and the other hostages might be accidentally killed, Siazih killed the boyfriend.



The Plot Thickens

Regardless of the success of their investigation in the Backstreets section above, the PCs are alerted by US military or Orion intelligence sources to the bloody battle taking place in the streets of central Beirut between a Hezbollah sect and a group of extremists wearing green helmets.

The Druze are occupying a blown-out storefront directly across the street from the Four Palms restaurant. Except for the Druze and Hezbollah fighters, everyone else has long ago evacuated the area.

Things are not going well for the Druze. There are only five of them left alive in the single-story storefront (treat these Druze as Generic Soldier 40s armed with .30 M1 carbines and .45 Thompson submachine guns). Whether Siazih is among them is up to the Administrator.

There are six Hezbollah shooting from the windows of the single-story restaurant (treat these

Hezbollah as Generic Soldier 40s armed with .30 M1 carbines, .22 revolvers, and Uzi submachine guns; additionally, one is armed with a flame thrower). These Hezbollah also have an ample supply of hand grenades. Two more Hezbollah (Generic Soldier 40s) are on the roof behind a barrier of sandbags, armed with a .50 cal. heavy machine gun. The hostages are in the basement guarded by two Hezbollah (Generic Soldier 40s armed with .22 revolvers). Whether Amhak is with them is up to the Administrator.

The PCs will be perceived as enemies by both sides and attacked on sight. If the PCs stay hidden and out of the way, the Hezbollah eventually win the battle with a well-placed hand grenade through the storefront window, wiping out the remaining Druze. The Hezbollah are then ready to take on the PCs.

The Four Palms is accessible through the front door (now hanging on its hinges) and a trap door leading to the roof where the heavy machine gunners are located. The back door is securely bolted and reinforced with steel bars and thick planks of wood.

The following complications may ensue during the battle:

—The Hezbollah may begin executing hostages and throwing them out the front door, saving Marcy for last. (Use this as an incentive for hesitant PCs.)

—The Hezbollah may offer to exchange a hostage other than Marcy for one of the PCs. The Hezbollah thoroughly search the PC, finding and taking any objects larger than a pocket knife. The Hezbollah question the PC as to his mission, using force if necessary. The Hezbollah will not kill the PC right away, preferring to torture him later at their leisure.

—A desperate Druze makes a mad dash across the street towards the Four Palms, spraying machine gun bullets until he's brought down. (Treat as an extended burst of area fire from a .45 Thompson submachine gun in a 180 degree arc.)

—As the battle rages, a little old man sneaks up besides the side of the Four Palms and attaches a copper wire over a drooping power line. The man is tapping into the power line for free electricity for his shack in the alley adjacent to the restaurant. The PCs may wish to rescue the old man from being killed by a stray bullet, or their curiosity may compel them to find out what he's up to. The man might show them a window concealed in the weeds in the alley leading to the basement.

Results

The PCs must move quickly. If the Druze manage to survive, they intend to kill the troublemaking hostages immediately. If the Hezbollah wipe out the Druze, in a few hours nearly 200 additional Hezbollah will arrive at the Four Palms to witness the execution of the traitorous hostages (and help mop up the Druze, if necessary).

At the discretion of the Administrator, surviving Druze or Hezbollah can furnish information to serve as a springboard for further adventures. A reunion between General Fox and Marcy may help heal any rifts existing between the Marines and Orion. Failure to rescue the hostages not only

discredits the PCs, but also increases the tensions in war-ravaged Beirut.

What Next?

If Siazih Rabin and Amhak Benaan are still on the loose, the PCs may wish to hunt them down. They may also wish to locate the black marketeer who sold Amhak the faulty "suitcase from Allah." Assuming she can be convinced to cooperate, Marcy may also have information about other Druze operations for the PCs to pursue.

Free-Fire

Free-Fire attacks simulate the acts of random violence that occur regularly in the streets of Beirut. These attacks can be directed at buildings, cars, innocent bystanders, PCs, random targets—anyone you like. The attacks can be instigated by any faction; the PCs can attempt to track down the faction responsible for a given attack, but they should find that most of them are untraceable.

When you wish a Free-Fire attack to occur, you can either choose one from the list or make a random selection by rolling 1d10. Statistics are included for range and damage. (See pp. 79-80 of the *Players Guide* for details on Explosions.)

Frequency

Free-Fire attacks can occur as often as you like to add spice and excitement to an adventure. You may also have them occur randomly by making die rolls. For instance, for every 3 game hours the PCs spend in Beirut, roll 1d6. If a 1 is rolled between the hours of 6 a.m. and noon, a Free-Fire attack occurs. If a 1 or 2 is rolled between noon and 6 a.m., a Free-Fire attack occurs. If the city has been quiet for the last day or two, you might decrease the frequency. If fighting has been heavy, you might increase the frequency.

Distance and Direction

The attacks can occur at any distance or in any direction relative to the PCs' current position. You can also determine the direction and distance randomly by making die rolls. For instance, make a percentage roll to determine the distance in yards, and roll 1d8 to determine direction (1 = north, 2 = northeast, 3 = east, etc.). Therefore, rolling 45 on the percentile dice and a 4 on the direction die for an artillery shell explosion means the shell landed 45 yards southeast of the PCs' current position.

1. Bomb. An abrupt explosion from a timed bomb. The explosion can occur in a parked car, a storefront, a garbage can, or anywhere you like. (Full 5'; Half 6-10'; Wds 1d4; Dam 1d4.)

2. Bigger Bomb. Same as above, but with a more destructive explosion. (Full 10'; Half 11-20'; Wds 1d6; Dam 1d8.)

3. Sniper. A sniper concealed behind a window of a multi-story building shoots at random targets with a 7.62 mm Soviet SVD rifle (or weapon of your choice) to send a message to rival factions. (Dam 1d8, Range 360/1200/3600, Ammo 10, Load 2c, Mod -1.)

4. Suicide Car. A speeding vehicle (jeep, Mercedes, or vehicle of your choice) careens through the street, then crashes head on into a building or crowd of pedestrians and explodes. The driver is killed and his body is unidentifiable. (Full 60'; Half 61-120'; Wds 1d4; Dam 1d4.)

5. Artillery. A single shell explodes. (Full 20'; Half 21-40'; Wds 1d6; Dmg 2d6.)

6. Artillery Barrage. Artillery rains from the sky for 1d4 minutes. PCs within 80 yards of the target area (determine randomly as explained above) have a 1d6 x 10 percentage chance of taking Full damage during each minute of the barrage. PCs within 81-160 yards of the target area have a 1d6 x 10 percentage chance of taking Half damage during each minute of the barrage. PCs can reduce their chances of being hit by taking cover in a wooden building (-15%), a trench (-20%), or

a stone building (-30%). (Wds 1d6, Dam 2d6.)

7. Mortar Barrage. Same as above, except Full range is 50 yards and Half range is 51-100 yards. (Wds 1d4, Dam 1d8.)

8. Tank Projectile. A single shell explodes. (Full 3'; Half 6-10'; Wds 1d4; Dam 2d6.)

9. Drive-By. A car speeds through the streets while a terrorist in the passenger seat sprays bullets from a .45 M3 machine gun (or weapon of your choice). Possible targets: random passers-by, a storefront, or a specific NPC. (Dam 1d8, Range 40/150/420, Ammo 30, Load 2c.)

10. Grenade. A single grenade explodes. It could be fired from a grenade launcher, dropped out an apartment window, or tossed from a passing car. Those within the radius take Full damage (1d4), those within double the radius take Half damage (1d8). Del. is the number of turns of delay before the grenade explodes. Imp. means it explodes on impact. Possibilities: M67 (radius 20, del. 2), M1-CEV (radius 5, imp.), RG-42 (radius 35, del. 2-3), RPG-6 (radius 30, imp.)

Events

Some or all of the following Events can be integrated into the "All God's Children" adventure, linked together for a new campaign, or used as springboards for adventures of your own design. Feel free to develop the details and vary the responsible factions as pertinent to your campaign.

Good Dog

A certain Muslim extremist sect despises dogs. The sect chieftain has ordered the execution of all dogs in his neighborhood. A family requests the help of the PCs to hide Sisha, a mangy terrier the family claims is especially important to their safety. Sisha, it seems, can distinguish between the sounds of a commercial jet and a fighter jet.

Sisha's bark warns the neighborhood when it's time to take cover.

Any pleas to the Muslims fall on deaf ears. The PCs may have to temporarily smuggle the dog out of the neighborhood (which could be tricky if the dog barks at the wrong time), buy off the Muslim chieftain, or thump a few heads.

Mad Daddy

To resolve a bitter custody fight, an Amal leader has ordered a militia squad to enter the University Hospital on the American University campus and take his baby from its mother at gunpoint. Because of a serious medical condition, the baby cannot leave the hospital.

The PCs may be asked to help guard the child. The Amal militia will use whatever force is necessary to remove the baby. Druze extremists may also show up to seek revenge on their Amal enemies, and the PCs and the baby may be caught in the middle.

The New Rules

The President of the United States has approved a set of new rules of engagement for all US forces stationed in Lebanon, effective immediately. If the PCs are working with the US military or if they themselves are part of the military, these rules will affect them as well.

The rules are printed on wallet-sized cards and include the following orders:

1. All weapons must be on safety with no round in the chamber.
2. Rounds may not be chambered without permission from a commissioned officer except in a situation where immediate self-defense is required.
3. Local forces must be called in to assist in any self-defense efforts.
4. No missions shall be undertaken requiring the use of force.

5. Civilian property must be protected.

The rules are in effect indefinitely, at least until the political climate in the US changes. The commanding officers' interpretation of these rules is considered absolute. Violation is a punishable offense.

If the PCs are working with the US military in any capacity and are caught violating these rules, their actions will be disavowed by the US. From then on, they will receive no cooperation or help of any kind from the US military.

Interrupted Celebration

Two days ago, a coalition of Shiite terrorists and Syrian troops swept through a Druze district in north Beirut and killed nearly a hundred Druze militiamen. Tonight, the Shiite and Syrian leaders are celebrating with a victory party at the Fandug Holiday Inn.

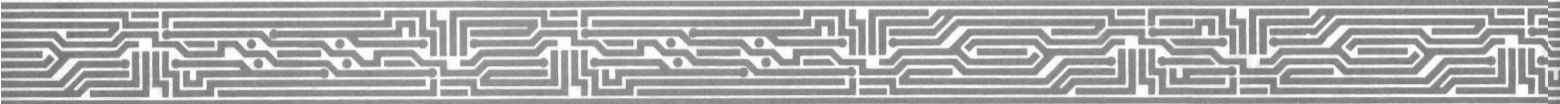
Precisely at midnight, the hotel is assaulted by the Druze, who blast machine guns, hurl grenades, and fire jeep-mounted rocket launchers. The Druze intend to destroy their enemies to the last man, leveling the hotel if necessary.

If the PCs are in the area at the time of the assault, they may be caught in the crossfire. They can assist with the evacuation of the hotel's guests and employees and help clear the streets for fire engines. They might also hunt down the Druze responsible for the attack.

Airport Assault

Intelligence sources reveal that a Druze artillery assault is planned for tonight targeted at the Beirut International Airport. The PCs are asked to assist as part of the peacekeeping forces.

Throughout the evening, the airport is barraged by artillery and rocket rounds, with none actually hitting the airport. It may be that the artillery



barrage is being poorly executed or it may be that the barrage is a smoke screen for the kidnapping of an arriving (or departing) diplomat.

If the PCs conduct a sweep of the area, they may be able to locate a forward observer who is calling in the barrage. They may also discover the firing is coming from an area southeast of the airport between the railroad tracks and the Old Sidon Road. The PCs might be sent to take out the weapons.

Tough Run

With Anti-American sentiment running high, snipers shot through a fence at a group of Marines jogging on a road adjacent to the airport. No Marines were killed, but a warning was issued the following day by a group of Shiite extremists that if the Marines didn't evacuate immediately, the next shots would hit their targets.

The PCs are brought in to help flush out the snipers. It is up to the PCs to develop a plan. The PCs might convince the Marines to jog again so they can watch for snipers or they might jog in place of the Marines. The snipers are most likely in a forest area southeast of the airport, either perched in the trees or shooting from a vehicle on top of a high hill.

Hot Garbage

Every day for the past week, a bomb has exploded in a garbage can in a residential neighborhood in a Christian district in East Beirut. Routine inquiries to the garbage services has revealed no helpful information. But if the PCs conduct their own investigation, they discover that all garbage collections are made in the morning before the shelling and fighting picks up. Sure enough, a lone garbage truck has been spotted making the rounds in the late afternoon.

If the PCs lay an ambush for the suspected truck, they eventually spot a teenager nervously plant-

ing a bomb in a garbage can. The teenager is a Hezbollah initiate. The teenager will either surrender, in which case he might provide the PCs with information, or attack viciously with grenades and a machine gun. He may also be wired as a human bomb, a suicidal fanatic eager to give his life for his glorious cause.

Out Of Sight

The owner of a gourmet restaurant in an Amal-controlled section of West Beirut stops the PCs on the street and asks for their help. A sniper has been holed up on the fifth floor of an office building at the end of the street for several days. To keep the customers coming, the restaurant owner hung a large canvas sheet across the street to block the sniper's view. But one side of the sheet has come down — would the PCs consider hanging it back up for him? The owner offers money, a nice meal, information, or black market weapons in exchange for this favor.

The sheet attaches to a light pole about 30 feet off the ground on the opposite side of the street. The restaurant owner can furnish a ladder. The PCs make good targets for the sniper.

What's That Sound?

For the past few nights, the residents of an apartment building have been awakened by the sounds of incoming artillery. The residents take shelter in the basement, but the shelling never comes. They can't figure out where the sounds are coming from and ask the PCs for help.

If the PCs spend the night listening, they hear the sounds coming from the roof of the building. Exploring the roof reveals the source—a parrot who can perfectly imitate incoming artillery from endless nights of hearing the sounds.

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