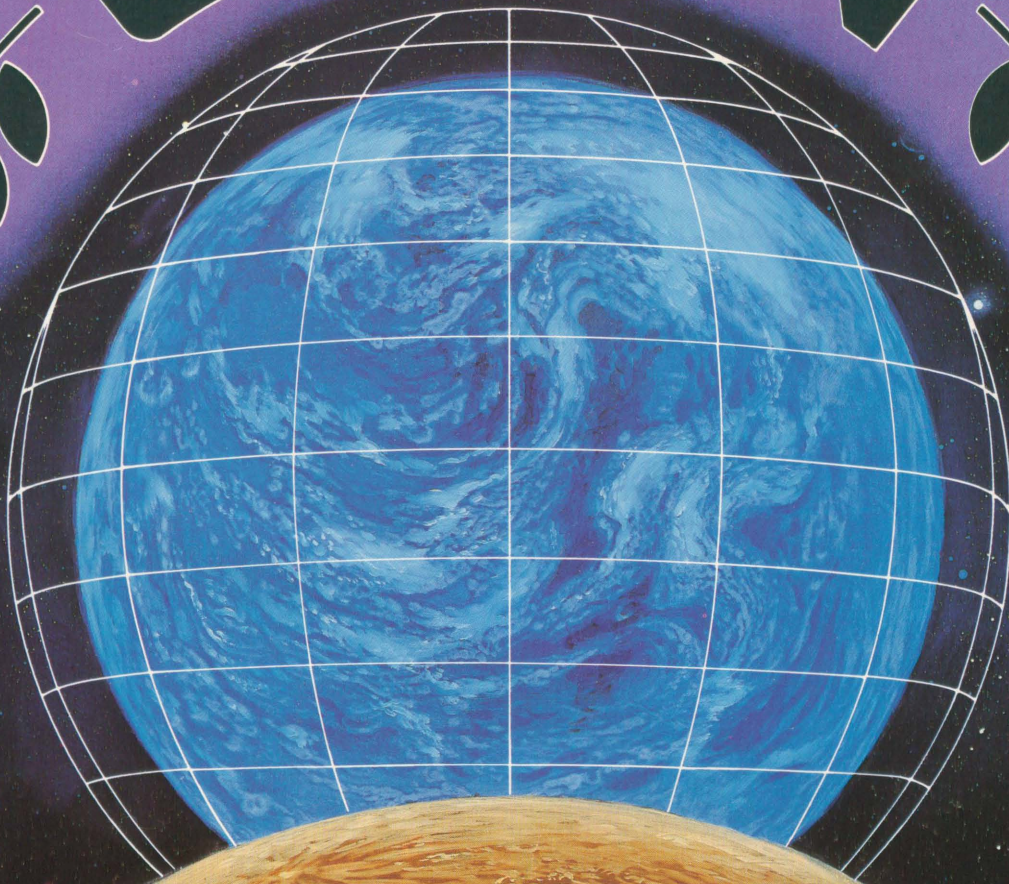


**TOP SECRET/S.I.**  
**ORION RISING**

**ORION**









OFFICIAL GAME ACCESSORY

# Orion Rising

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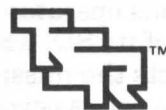
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# Administrator's Introduction



Security Classification OOO

*Unauthorized Review of This Document Is Punishable by Omega Class Sanction.*

*Can You Afford to Know?*

## How to Use Orion Rising

**LOCATION:** Orion bureaus all over the world.

**SET-UP:** In all the world, only one organization — the Orion Foundation — stands between the Web and its ultimate goal of world subjugation. This agency, comprised of courageous and dedicated professionals, struggles to thwart the schemes and machinations of the Web.

The operatives of this organization, few in number, have learned of the existence and nature of the Web, and have dedicated their lives to combating it. They are a diverse and multitalented group of agents, hailing from nearly every nation of the world.

**THE PLOT THICKENS:** The Orion Foundation is organized into 12 sections, each named for a sign of the Zodiac and responsible for a specified geographical area. Each of the sections has a foundation office, run by a Section Director, or "SD". The 12 SDs meet once a year in a council called, simply, the Zodiac. Special meetings of the Zodiac may be called to deal with emergencies.

Foundation operations are controlled from an office known as Orion Central. This office rotates every five years from the central office of one bureau to the next. The office is currently in New York, but will shortly move to a classified location.

Each of the 12 sections operates independently under the guidance of its SD, who sets policy for the bureau and directs the missions of its agents. Each bureau has a set of passwords which its agents use to identify each other: a flower, a color, two numbers, and a day of the week. Agents from one bureau who operate in the geographical region of another and need to contact its agents should know not only these passwords, but also the local contact procedures. In all cases, an Orion

Identity Card Case is the final proof of identity.

**RESULTS:** This book describes the activities, personnel, and location of each of the 12 Orion bureaus, making it particularly useful to Administrators and agents with the proper security clearances. Each bureau has three separate briefing files, together with maps depicting each bureau's home city and bureau HQ.

**Bureau Dossier:** The first briefing file tells where the bureau is located, what its HQ offices look like, area descriptions for the bureau entrance, the contacts to make to reach it, the people working there, and the difficulties of running the bureau because of its location.

**City File:** Each City File gives quick information about the city where the corresponding Orion bureau is located. Along with a map of the city, this file gives agents a wealth of useful background information: currency, people, the major districts of the city, typical locations for encounters with other agents and contacts, local police and military activity, and local transportation.

**Mission Briefing:** Written only for the eyes of Administrators, each Mission Briefing file contains a number of adventures for eager PCs to attempt. Each of these adventures, taking place in the region under the local bureau's responsibility, follows an outline with five parts.

"Location" tells the administrator where the adventure takes place. "Set-Up" gives background information to start the adventure off. "The Plot Thickens" describes complications: things that aren't what they seem, or hidden motives of characters involved. "Results" explains a typical outcome of the scenario. "What Next?" gives the Administrator a few extra ideas for follow-up adventures.

**WHAT NEXT?:** While each bureau's briefing is "complete" insofar as it contains all the information that an agent would need to contact it, each briefing was prepared locally, and so each has its own flavor and its own emphasis.

Some of these documenting agents, for example, thought highly of their colleagues, and described several of them in detail, while other briefing files



barely mention their SD's name. A few Bureau Dossiers have maps that locate the HQ within a city block, while others cover a wider geographical area with the map, making such detail impossible. Some files give useful data on local Titan Teams or Ganymede Bureaus, while others ignore these additional Orion functions.

What this means to the Administrator is that he can "contact" these bureaus himself for extra information, molding his campaign in his own way. Flavoring a bureau's SD with a particular personality makes the Orion Foundation all his own, for his enjoyment and the enjoyment of the players.

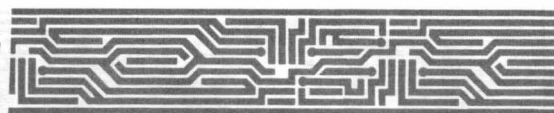
In a similar way, the geographic regions under each bureau can be expanded. City maps are given for all 12 bureaus, but you may want to use an atlas to look up other cities and countries in an area. Almanacs can supply additional up-to-date information for adventure ideas, as can the daily newspaper and weekly newsmagazines. Starting with the information in *Orion Rising*, the Admin can turn the latest world trouble spot into the locale for the PCs' next adventure.

## Other Books

Besides this book, the only references the Admin needs are the *Players Guide* and *Administrators Guide*. Extra information on equipment can be gleaned from the *Equipment Inventory* and the *G4 File: Guns, Gadgets, and Getaway Gear*.



# Capricorn Bureau



## North America

**Jurisdiction:** Mainland U.S., Canada south of the 60th parallel.

**Headquarters:** New York City, USA.

**Passwords and Clues:** Carnation, red, 2, 8, Saturday.

## Bureau Dossier

Three years back, the problems that the New York bureau was having with its aging offices in Queens were suddenly solved — the building was destroyed by the Web during a Zodiac meeting. Even though years of research and information were destroyed, no bureau staff members were killed. Operations were temporarily moved to the Nassau County Mall in Hempstead, Long Island, but even then it was obvious that the offices should be located in Manhattan.

Forty-second Street connects midtown Manhattan with the United Nations building on the East River and the Cruise Lines docks on the Hudson on the city's west side. In its less-than-two-mile length, it passes the Port Authority Bus Terminal at Eighth Avenue, the public library at Fifth Avenue, Grand Central Terminal at Park Avenue, the Chrysler Building at Lexington, and the striking glass towers of the new Geotech Tower at Second Avenue. The 50-story building is an attractive addition to the street. The lower 25 floors are complete and most are occupied by businesses and private apartments. Many, but not all of the businesses, have ties to the Orion Foundation. The upper 25 stories are still under construction.

The lobby has a direct connection to the subway terminal at the corner of 42nd and Lexington. Beneath the building is a six-level parking garage, with one ramp that allows large vehicles access to a loading dock.

Beneath the parking garage are the new offices of the Orion Foundation's North American bureau headquarters — and currently the foundation's

world headquarters.

## Entry Procedure

The multi-level lobby in the Geotech Tower is as elegant as any to be found in the city. At first glance, it seems like an indoor wilderness park. Fully grown trees fill three large atrium areas on different levels separated by cliffs of natural rock. Animated artificial animals live out robotic lives, indifferent to the bustle of humanity passing through the lobby.

**Bolt Hole:** One bureau entrance is located atop an artificial cliff and appears to be a maintenance panel. An Orion ID card is needed to activate it, a numerical code to unlock it, and both a palm and voice print check to enter it.

**Main Entrance:** Most agents enter through the Mentex Technologies office on the third floor. If the agent enters the office lobby and says "I have an appointment with Dr. Archer," the receptionist counters with "He's busy right now, let me take you to the conference room." In the conference room closet, there is an old hat hanging on a hook. Beneath the hat is a card slot. Inserting an Orion card causes the closet/elevator to descend to "Grand Central Station" within the bureau. If the agent does not discover and use the secret exit, the receptionist enters, apologizing that "Dr. Archer will be tied up all day."

**Others:** A service elevator connects the Mentex Technologies office and the bureau. Heavily guarded and camouflaged ramps connect "Grand Central Station" to the parking garage. A tram and tunnel system connects the bureau with the Sicouri's Pizza branch office and the Lexington Avenue subway. All are card-access-only through secret entrances.

## Security

Like any major building in New York City, the Geotech Tower maintains its own sizable security



force. All key areas of the normal building are under video surveillance. The security offices in the bureau monitor both the building and the bureau. If any entrance is tampered with, automated security devices take effect, including (but not limited to) knockout gas, surgical lasers, tranquilizing darts, and, as a last resort, automatic weapons and fragmentation mines.

Under normal conditions, any detected security breach alerts the building's normal security guards and a six-man team of the bureau's security forces (treat as elite soldiers with level 3 Martial Arts skills and carrying Ingram M11s, dart guns, gas jets, and gas grenades).

## Key Features

**“Grand Central Station”:** This is the main entrance to the bureau. All other entrances lead here first. It is a large, three-story, warehouse-like chamber (and is often used as such — use the Warehouse/Factory map). Both human and electronic sentries monitor traffic here. Anyone entering the bureau is scanned and approved or rejected long before they reach the reception area. The shipping bay connects to a service elevator and the parking garage above.

Supplies enter and leave through a service elevator platform in the center of the room. Nothing passes through here without its “pedigree” being verified to security's satisfaction. All personnel entering the bureau must pass through the reception area.

It is not uncommon to find this area filled with activity, including repairing vehicles, shipping and receiving goods, building small mockups used for training exercises, and even playing the odd tennis challenge match.

**Reception Area:** Mrs. Peschkowitz sits ready at her station, usually with her nose in some sensational “news” tabloid acquired in a grocery store check-out lane. Use the Warehouse/Factory map reception area. The hallway behind Mrs. Peschkowitz leads to the bureau security offices. The door

across from her leads to “Hotel Orion”.

**Hotel Orion:** The door from the reception area opens onto what looks like the lobby of a popular motel chain (use the Hotel map). The bureau provides hotel-style lodging and meals for foreign agents, civilians under their protection, and employees pulling extra hours.

**The Ganymede Bureau:** A Mentex Technologies laboratory, which includes the G1 administrative personnel, is the front office for the Ganymede operations here and is located on the third floor of the Geotech Tower. The G2/G3/G4 area is restricted access and below ground (Col. Sukayama and most major G4 operations remain at the Nassau County Mall). The G2 research boys have moved over from Hempstead, but most of what will soon be the G3 manufacturing facility is still warehouse.

## Orion Operations

Orion's North American branch specializes in undercover and infiltration activities designed either to strike at Web operations from the inside, or to ferret out Web agents planted in law enforcement agencies and crucial businesses. Orion narcotics agents work to stem the flood into the U.S. of cocaine, marijuana, heroin, and other substances. The Foundation has close links with NASA, providing both security and G2 scientists for space research projects — numerous American (and Soviet!) astronauts have also been Orion agents. The Titan Team based in New York provides rapid anti-terrorist strike capability and security muscle, when needed.

## Key Web Operations

**Drug Trafficking:** The single biggest income-maker for the Web in North America. Key operations are located in New York City, Miami, Los Angeles, and Butte, MT, in the U.S. and Montreal, Toronto, and Windsor in Canada.

**Industrial Espionage:** Web constantly seeks to steal secrets from high-tech research companies and defense contractors. The Web is known to have agents in Cambridge, MA, Ann Arbor, MI, San Jose, CA, and East Hartford, CT. More are suspected, but not proven.

**Money Manipulation:** Stocks, bonds, currency, and securities are traded at huge profits based on illegal insider information.

**Individual Civil Freedoms Union (ICFU):** The stated purpose of this civil rights group is the protection of constitutional freedoms. The Web's purpose is to congest the justice system and pull the teeth out of laws and enforcement agencies.

**White Supremacist Groups:** Militant, violent, right-wing groups of bigots and thugs who champion the cause of "white makes right". Their ultimate goal is an Aryan America. Typical groups include Free White America; the pseudo-religious Champions of Truth; the Survivors, survivalists from Denver, CO; and The King's Men, based in Nashville, TN.

**Terrorists:** Web-imported fanatical groups from Iran and Libya to cause havoc in the U.S., to strike at industrial and political targets (those not controlled by the Web). The Hand of the Prophet, lead by the "Mullah", is one such group.

**Free Puerto Rico:** The Web supports violent groups of "freedom fighters" in San Juan, Puerto Rico, New York City, Hartford, CT, and Miami, FL. Should Puerto Rico become an independent nation, the Web will easily and quickly control it.

## Orion Staff

**Dr. Edward Matheson (Section Director):** Dr. Matheson is an angry man who eats pipes — during fits of extreme pique, he has been known to bite off the stem of his tobacco pipe. With fiery red hair going white at the temples, and bushy eyebrows that meet over the bridge of a hawkish nose framing his angular face, he is thin, wiry, of medium height, and dresses like a professor, in tweeds with elbow patches. A glove hides the severe burn

scars on his right hand, souvenirs of his heroism during the Queens incident. Holding the efforts of his team to his own high standards, Matheson is interested in results — not methods. He does not tolerate excuses: If your way works, do it — just don't fail.

*Typical comment:* "I want results, not excuses. Grrr ... Peschkowitz, get me a new pipe."

**Cindi, Ian, Dominique, Cemal, Chandra Singh, etc. (SD's Assistant):** This is usually a junior agent, often on loan from another bureau to gain experience. The longest that anyone has stayed has been three weeks, and she gladly accepted a reposting ... to Trondheim, Norway, in the Taurus Bureau ... in midwinter.

*Typical comment:* "I don't think I can take much more of this."

**Sebastian Cord (Operations Manager):** Sebastian is the bureau's new operations manager, replacing Peter Johns who has recently become "inactive". About 38, he is tall and dark-haired with strongly chiseled features and a mole on his cheek. His tailored suits do little to conceal his rippling muscles and panther-like movements. Sebastian is easygoing, socially adept, suave and debonair. However, he leaves playing cards as a signature, enjoys gambling, and has more than a few enemies.

Cord's field smarts earned him the job, but rumor has it that he needs to lie low to avoid problems caused by his ego and gambling habits. He knows the field agent job inside and out, but is a loner, not a leader, and believes that things should be done his way if they are to succeed.

**Mrs. Peschkowitz (Receptionist):** Mrs. Peschkowitz has been the bureau's receptionist since anyone can remember and has seen generations of SDs and field agents come and go. If she has a first name, it is not used. Middle-aged and of Middle European descent, she speaks with a heavy accent. She is solidly built, dresses smartly, and has a slight mustache. She reads supermarket tabloids at work and is the only bureau staffer who is off limits to Matheson's anger.

*Typical comment:* "Vell, Mr. (Miss) big secret



agent, what are you be doing about this, eh?" indicating the latest "news" about the space aliens who hold Elvis's brain hostage.

**Col. Yushio Sukayama (G4 Divison Head):**

Col. Sukayama is the most enthusiastic person at the bureau. Stocky, fifty-ish, graying and energetic, he eats, sleeps and breathes high-tech gizmos and loves to hear how they perform in the field. More often than not, the research boys struggle to make his ideas work, rather than dream up their own.

**Jim Hollingsworth (Threat Evaluation Team Leader):** Tall, lanky, about 35 years old, and totally serious about his work, Jim came to Orion from undercover police work in Miami where his skills were being underused. He normally wears a white linen jacket, colorful Bermuda shorts, a Hawaiian shirt, and no socks.

**Eric Freidrick (Communications Master):** Blond, middle-aged, with a thick German accent. As a young East German intelligence agent, he defected to the West during the early '60s and found employment within the Orion Foundation (which arranged his defection). He is a good friend of Matheson, but not immune to the SD's anger.

**Darwin Wing and Vernon Steinberg (G2 Research Scientists):** Darwin and Vern are the core of the New York Ganymede Bureau's research team. Mellow, easygoing Darwin is a 28-year-old whiz kid graduate of the Massachusetts Institute of Technology, an American-born Chinese, the son of immigrants from Hong Kong. Vernon is a native New Yorker, also an MIT graduate, talks with a thick "Noo Yawk" accent, and has an office littered with the gizmos he invents on the side for his parents' toy company (Klik-ko Toys). Darwin has a playful sense of humor, Vern takes life too seriously. Officially, they are research scientists for Mentex Industries. Darwin is the microcomputer specialist and Vern is the tinkerer, an inventor of gadgets. Individually each is a genius. Together, they are wizards.

*Typical comments:* Darwin: "Of course it can do that. Anyone could make it do that, but you're going to love what we make it do." Vern: "Wing,

I'm gonna get you fer dis."

**Roxos Sicouri (Semi-retired Orion Field Agent/Branch Office Liaison):** Runs the Lexington Avenue branch office. He speaks with a thick, friendly Greek accent, has salt and pepper hair (more salt than pepper), and is quite overweight. Sicouri is armed with a 9mm short Walther PPK pistol and keeps a 9mm Schmeiser hidden beneath the baklava case near the cash register.

## Branch Office Locations: Nassau County Mall

Until recently, this shopping mall in Hempstead, Long Island, acted as the New York bureau office. Numerous departments, including the G4 division of Ganymede Bureau, are still located there. Access is gained through Leo's Bait and Tackle by telling the grizzled old man at the counter that you want to look at a Carnation 2000 fly-casting reel. The store's back wall slides away when an Orion card is inserted in a slot behind one of the reels.

## Sicouri's Pizza Restaurant

Located in Manhattan, on Lexington between 79th and 84th Streets, Sicouri's is a narrow, storefront-style restaurant, seating about 20 patrons. An "Agent 12" coin-op video game near the rest rooms in the basement is a communication link with the main office. Orion agents enter code names which allow access to Beta Class data, encrypted messages, or direct contact with other agents. A broom closet contains a metal cabinet that conceals a narrow shaft with a ladder leading to the roof of the six-story building. A shed on the roof conceals an ultra-light airplane.

# City File: New York City

"Fun City", the "Big Apple" — New York City is both a slice of urban America and a cross-section of the world. With over 7,000,000 residents, it is the largest single metropolis in the US and the eighth-largest city in the world. All tastes are served here and anything can be had for a price.

## Geography

Like five cities in one, New York is comprised of five districts or "boroughs" — Manhattan (also known as "the City"), Queens, Brooklyn, the Bronx, and Richmond (Staten Island). With a naturally ice-free harbor, New York is a city of islands linked by bridges and tunnels.

## People

New York City is a melting pot of humanity. People of all races, nationalities, and cultures dwell here, often congregating together in predominantly ethnic neighborhoods like Harlem (black and Puerto Rican) (11), Chinatown (20), and Yorkville (Czech, Hungarian, and German) (22).

## Law and Order

Local, state, and federal laws are enforced in New York City by the New York Police Department (NYPD). Interstate crime is handled by the Federal Bureau of Investigation (FBI). Matters of national security are handled by either the Central Intelligence Agency (CIA) or the National Security Agency (NSA). The average officer/agent carries a .357 Magnum revolver.

When special tactics or extreme force is needed to solve a police problem, a Special Weapons and Tac-

tics (SWAT) team is called in. These officers are normally armed with NATO M-16 assault rifles, bullet-proof vests, and helmets. Special marksmen often have laser sights (+40 to marksman's Rifle skill) and night scopes (the equivalent of light-intensifier goggles).

## Crime and Disorder

New York city is a stronghold for organized crime, which in turn is one of the most profitable branches of Web operations in the USA. The fashionable Upper East Side of Manhattan is the location of their headquarters. Major operations include drug rings, prostitution, loan sharking, and buying government leaders.

## Subway System

The gray tint lines on the city map are the city's major underground rail lines. Train traffic moves in two directions along these lines. The gray squares are stations. Changing trains requires 1d10 minutes for each change. The subways are generally safe, but are known havens for the unsavory elements of New York's populace.

## Transportation Centers

New York City is served by two major airports, both located on Long Island in the borough of Queens. LaGuardia Airport (12) handles domestic and Canadian flights. John F. Kennedy (JFK) International Airport (13) handles domestic and international flights. Major heliports are found at West 30th Street on the Hudson River and near the Brooklyn Bridge (17). Grand Central Terminal (14) and Penn Station (15) are hubs for local and interstate rail traffic. Docks for passenger vessels are primarily located on Manhattan's West Side. Cargo vessels dock at Manhattan, Staten Island, Brooklyn, and Queens.



## Landmarks and Places

- 1. Empire State Building:** This elegant 102-story building was once the world's tallest.
- 2. The World Trade Center:** These twin, 110-story, box-like skyscrapers form the world's second-tallest building.
- 3. The Statue of Liberty:** Located on Liberty Island in Upper New York Bay, this is a giant, copper-plated statue symbolizing American ideals.
- 4. The United Nations:** The U.N.'s four buildings look out on the East River between 42nd and 48th. The representatives of member nations meet here and have missions located elsewhere in the city.
- 5. Central Park:** This forested park stretches through Manhattan from 59th to 110th Streets.
- 6. Theatre District, Midtown, and Times Square:** Slightly seamy, always glitzy, these are

the city's tourist districts. Here can be found the fabled theatres of Broadway, Radio City Music Hall, and just about anything for a price.

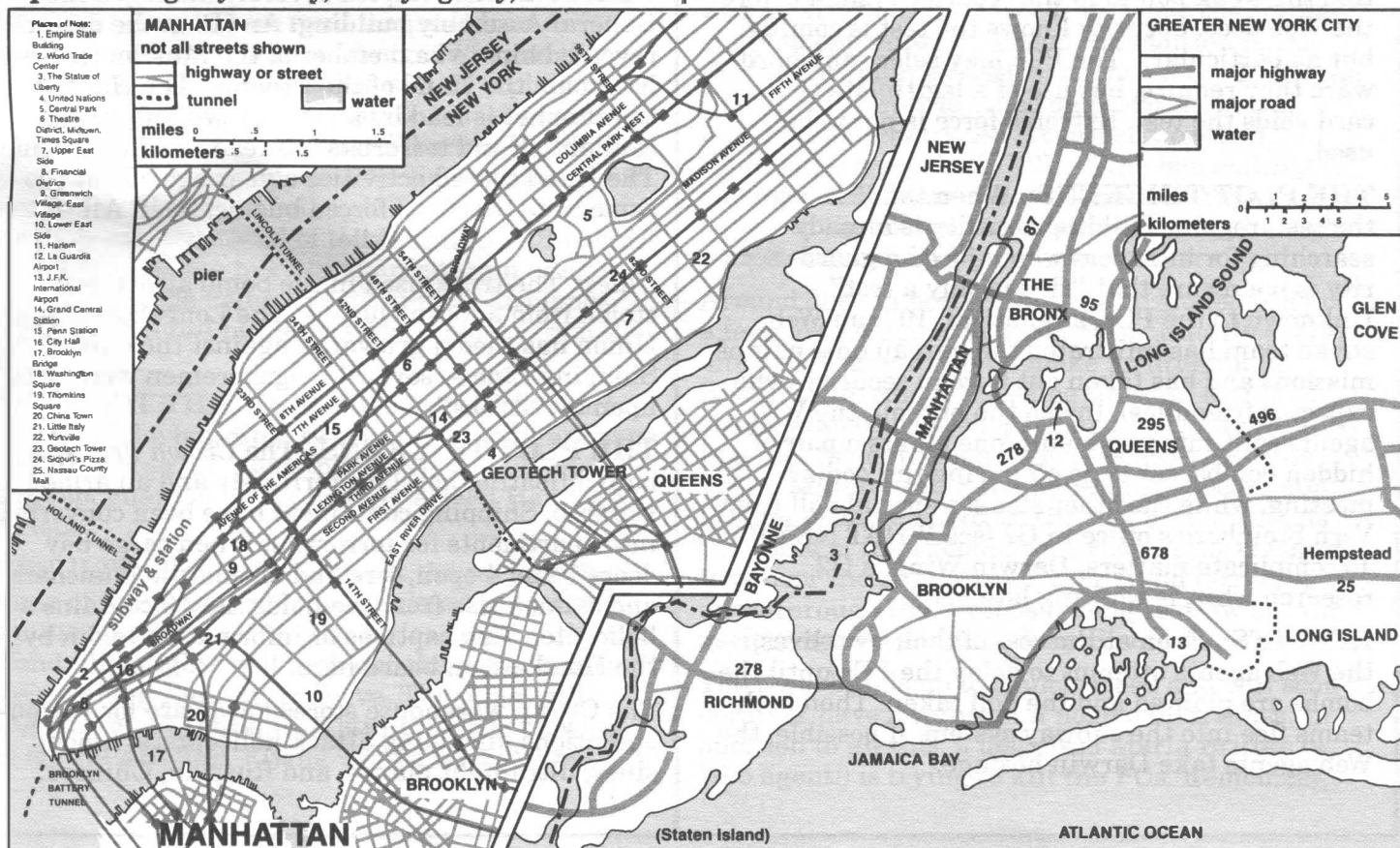
**7. Upper East Side:** The truly wealthy are at home in this neighborhood east of Central Park.

**8. Financial District:** This area is home to Wall Street, the New York Stock Exchange, and the World Trade Center.

**9. Greenwich Village and East Village:** Located around Washington and Thompkin Squares in Lower Manhattan, these are trendy neighborhoods of artists, actors, musicians, and counter culture.

**10. Lower East Side:** These slums are not a good place to be alone at night. A Web recruiting station for "muscle" is located here.

**11. Harlem:** A predominantly poor, black and Puerto Rican ethnic neighborhood. Numerous drug rings operate here.



## Mission File: North America

### **CAP1. Don't They Know It's Christmas?**

**LOCATION:** The New York bureau offices of the Orion Foundation in the Geotech Tower. Refer to the bureau description for appropriate maps.

**SETUP:** Christmas is the day after tomorrow. Dr. Matheson, the bureau SD, informs the PCs that they will run an intruder simulation test against bureau security on Christmas Eve. Matheson is concerned. Most confidential information is still at the Nassau County Mall, but in five days the Zodiac meets here for the first and last time (don't reveal this to the PCs). Matheson wants to find the weak points in the security system before the Web does. Security knows the test is coming, but no particulars. The PCs may select any hardware they require, but use of a legitimate Orion card voids the test. Extreme force is not to be used.

**THE PLOT THICKENS:** When the PCs begin the test, regular building security is already searching for intruders who injured a guard. Security is not aware that "this is only a test". Unknown to the PCs, a fanatical, 10-man Web strike team has infiltrated the bureau on a pair of missions and has taken out bureau security (who expected friendlies). Inside the bureau, the Web agents split into two teams: one plants a pair of hidden bombs, set to go off during the Zodiac meeting, while the other steals a special doll from Vern Steinberg's office in G2 (see WHAT NEXT?). To complicate matters, Darwin Wing, a G2 research whiz, is working late here.

**RESULTS:** Even at the cost of their own lives, the Web agents attempt to delay the PCs until the bombs are planted and the doll taken. Then both teams flee into the subway system. If possible, the Web agents take Darwin hostage.

**WHAT NEXT?:** If either Web team completed its mission, the Orion Foundation is in trouble. Both bombs must be found (clues might be planted about the existence of the "Zodiac" bomb). The "Stork Kid" doll (manufactured by Klik-ko Toys) contains detailed data on Orion agents around the world (including the PCs). Within weeks these agents will begin dying. If Darwin Wing was taken, he is too valuable to leave in the hands of enemies.

### **CAP2. The Queen Mary It Ain't**

**LOCATION:** East River docks, Queens, New York City. Use the Warehouse and Tramp Steamer maps.

**SETUP:** Mideast terrorists have struck New York City. A suicide truck bomber outside the United Nations complex severely damaged the General Assembly building. An ID on the driver revealed him to be member of the Muslim terrorist group, the Hand of the Prophet. The Hand of the Prophet is lead by a man known only as "the Mullah". Hand terrorists are ready to die for him. The Hand ceased activities a year ago, about the same time that Iran forced businessman Ali Ahmed Bisrah into exile.

**Clues:** The truck used in the bomb attack was stolen from a lot in Queens. The Longshoreman's Union has filed a grievance against the Crown Shipping Line — several longshoremen were fired upon by "Arabs".

**THE PLOT THICKENS:** The *Crown Prince* is both a floating hotel for terrorists and an armed warship. Shipping containers have been converted into apartments for terrorists. When cargo bay doors 1 and 4 open, fore and aft missile launchers and cannon rise from the holds. Bay 3 contains a helicopter. Any captives or information taken by the Hand are on board here.

The Crown warehouse stores hardware for various operations, including attack helicopters, limousines, ultra-light planes, and Russian, Chinese,



French, and Israeli-made munitions (including both Silkworm and Exocet missiles). Both the warehouse and the *Crown Prince* are heavily guarded by uniformed security (Web soldiers). No Arabic-looking types are to be seen.

**RESULTS:** If the PCs raid the warehouse, a fire-fight occurs. Once alerted, the *Crown Prince* puts to sea, moving faster than a freighter has a right to.

**WHAT NEXT?:** If discovered, the *Crown Prince* heads for the Caribbean, taking captives and stolen secrets with it. Unless totally wiped out, the Hand terrorists regroup elsewhere.

### CAP3. Not Quite the Blue Angels

**LOCATION:** New York City, or more precisely, above New York City.

**SET-UP:** Negotiators from Iraq and Iran are beginning a round of talks designed to end the war between them. The talks will take place at the United Nations. Both countries feel pressured into the parley and "incidents" here will probably postpone the talks indefinitely. Ending this war is not in the Web's best interest. Their imported terrorist group, the Hand of the Prophet, plans a strike against the heavily guarded Iraqi ambassador's motorcade using five ultra-light airplanes stored atop a tall building several blocks from the U.N.

**THE PLOT THICKENS:** When the PCs reach the top of the building, two of the ultra-lights have already taken off. The other three remain on the roof-top, guarded by six heavily-armed Hand terrorists.

**RESULTS:** If the PCs take out the terrorists, three of them can get into the ultra-lights and pursue the Hand terrorists. At least one of the two Hand ultra-lights will seek out the motorcade as it moves along East River Drive. The other will engage any PC pursuit. A stiff breeze is blowing in off the Atlantic. Flying will be tricky at best.

**WHAT NEXT?:** The Hand terrorists will continue to attack targets in and around New York City.

### CAP4. A Passage to Indiana

**LOCATION:** A passenger train en route from Penn Station in New York City to Toledo, OH. The trip takes place over two days and there are many stops.

**SET-UP:** In cooperation with the CIA, a new identity has been created in Fort Wayne, IN, for an expatriate Iranian businessman, Ali Ahmed Bisrah, and his wife, Marla Britten, a former Hollywood movie starlet. The Orion Foundation is moving Bisrah to his new home — by train, since Bisrah has a morbid fear of flying.

**THE PLOT THICKENS:** At one time, Bisrah was an arms merchant for Iran. Now, the Iranian government wants him dead. In addition to the PCs and Iranian assassins, agents of the KGB, the CIA, and the Web are also on board the train, mostly as observers. As if that isn't enough, there's also a psychotic killer (who has nothing to do with the mission) who is leaving a trail of bodies in the rest rooms. Finally, during the night, a mysterious helicopter shadows the train.

Around dusk, a porter finds the strangled body of a female CIA agent in a rest room. Shortly thereafter, the Iranian agents make an attempt on Bisrah's life. About the same time, an extremely strong man (the psychopath) tries to strangle a PC in a rest room. If the psycho gets away, he kills again. Minutes later, the helicopter appears and footsteps can be heard on the roof of the train as the Hand of the Prophet terrorists in the chopper take over the engine car. Other Hand terrorists move through the coaches hoping to draw out the various agents and to kidnap Bisrah.

The train builds up too much speed and will soon derail or have a collision if no one intervenes. In addition to all this, a disguised Marla Britten (a Web agent!) is trying to kill the PCs. Remember,

many of the train's passengers are innocent people. It will take interagency cooperation to defeat this mixed bag of foes.

**RESULTS:** If the PCs search Bisrah or his luggage, they discover coded messages from the Hand terrorists, a detailed list of Orion agents and their covers, and an all-wave radio. The Hand's actions here were a rescue mission. Bisrah is "the Mullah", leader of the Hand. If Bisrah is discovered, his wife Marla faints and activates an explosive device in Bisrah's jewelry, killing him. Marla is a Web agent and Bisrah knows too much.

**WHAT NEXT?:** If Bisrah is not discovered, he continues Hand operations from a quiet neighborhood on the southeast side of Fort Wayne.



## **CAP5. Toyland, Toyland, Wonderful Girl and Boy Land...**

**LOCATION:** Various locations in New York City.

**SETUP:** As the PCs arrive at the bureau, Vern Steinberg (G2 research scientist) is led away under restraint by security. The loud snap of a pipe stem indicates Dr. Matheson's mood. Something is up. Soon thereafter, Darwin Wing (another G2 whiz) grabs the PCs for a hushed conversation.

A KGB agent was caught with a talking Stork Kid doll, a toy that Vern designed for his parents' company, Klik-ko Toys. However, this doll said some very special things: particularly interesting were the parts about a forthcoming all-military NASA shuttle launch that Vern participated in. Darwin doesn't believe that Vern is a double agent and wants the PCs to find out what's going on.

**THE PLOT THICKENS:** Vern Steinberg is not guilty. However, "Uncle Al" King, the head of marketing for Klik-ko toys, is involved, as is his accomplice/mistress, Jodi Jonas, a senior programmer for Digitalents, Inc., a software consulting firm working on the NASA project. Jodi replaced the doll's memory chip with her own chip and wrote the software in Vern's coding style.

**Clues:** The doll is a prototype — it looks genuine, but there are physical and electronic differences between it and the production toy. No one outside of Klik-ko Toys would have one. Along with Vern, Jodi Jonas is one of three people with access to the NASA information. The third man is a respected team leader for NASA. Both Al and Jodi live beyond their apparent financial means.

**RESULTS:** If the PCs investigate the doll they discover that someone other than Vern could have done it. If they infiltrate Klik-ko or Digitalent, company gossip quickly links Uncle Al and Jodi and showcases their flamboyant lifestyle.

**WHAT NEXT?:** If Vern is not vindicated, he will be expelled from Orion Foundation. He may be bitter enough to change sides. Darwin will also quit.

## CAP6. A Day at the Races

**LOCATION:** Detroit, MI, host city for the Detroit Grand Prix, a Formula One car race through the city streets. A road atlas map of Detroit may be helpful, but is not absolutely necessary.

**SETUP:** Jim Hollingsworth (Threat evaluation team leader) has requested that the PCs be assigned to conduct surveillance on Rico Estalino, a top Formula One driver for the Multinational Meals racing team. Multinational Meals is a food conglomerate.

Hollingsworth suspects that Estalino is a Web courier, carrying explosives. Within a week after each Grand Prix race, defense industry targets near race tracks were bombed by terrorists, using the same rare, potent, volatile explosive each time.

Agents with Basic Mechanic skill are given covers as mechanics on the pit crews of one team. Other agents may pose as fans or journalists. Downtown Detroit is festive and congested, since several major roads are blocked off for the race.

**THE PLOT THICKENS:** Midway into the race, Estalino spins out near the pits. Before anyone reacts, four men (members of the Street Brothers, a Web-sponsored gang) jump the barricades and rip off part of the Multi-Meal Special's fiberglass cowl (which contains the explosive), then try to slip back into the crowd. A security guard challenges them, but a gang member jerks an Ingram M11 out of his Lions jacket and sprays the track, hitting the guard and two passing racers.

**RESULTS:** In the confusion, Estalino revs up his machine and makes a break through the pits. The Street Brothers dodge into the crowd. The Brothers must be chased on foot. Catching Estalino requires a car chase. The pit contains the pace car (a Corvette convertible), two backup race cars, a tow truck, and an ambulance.

**WHAT NEXT?:** If Estalino gets away, he is soon found dead in a Detroit suburb, his usefulness ended. If the terrorists escape, the PCs have about a week before the Street Brothers hit a local defense contractor (probably a tank plant).

## CAP7. Mission Specialist

**LOCATION:** Kennedy Space Center, NASA space shuttle Columbia (in orbit), a Louisiana bayou.

**SETUP:** The PCs are summoned to Kennedy Space Center. The space shuttle Columbia launches next week and one agent will replace a mission specialist. Orion involvement is needed — a Web parasite satellite has latched onto a U.S. spy satellite and taken over its functions, including some that NASA will not officially confirm. The satellite cannot remain in unfriendly hands.

The other PCs have a week to locate the Web's satellite control base. The attack on the base must be precisely timed to prevent the Web from either destroying the satellite or from using it against the Columbia.

**THE PLOT THICKENS:** Triangulation of telemetry bursts to the parasite suggest the control base is located in a Louisiana bayou. Satellite photos show a suspect drilling rig at that location. Silent water or air approach is recommended.

The PC astronaut agent must leave the Columbia to reach the linked satellites and will be accompanied by Matt Herendeen, a satellite repair specialist, another last minute addition to the mission. Matt is a Web agent. His job is to ensure that the PC agent has a fatal accident and that any repairs made are temporary at best.

**RESULTS:** If the ground-force PCs hit the control base too early, another base takes control of the satellite. If they hit it too late, the Web agents will use weapons on board the U.S. spy satellite to attack the PC astronaut and the Columbia. If the PC astronaut does not detach the parasite quickly enough once the control base is neutralized, a second base takes over and may destroy both satellites (and nearby astronauts).

**WHAT NEXT?:** If not neutralized, the linked satellites begin attacking other satellites. This may be the start of an Orion/Web conflict in space.



# Aquarius Bureau

## Central America

**Jurisdiction:** All mainland nations between Mexico and Colombia inclusive, plus Venezuela, and all Caribbean islands.

**Headquarters:** Mexico City, Mexico.

**Passwords and Clues:** Orchid, purple, 1, 7, Wednesday.

## Bureau Dossier

Aquarius is undermanned and underequipped by Orion standards. The bureau takes a fierce pride in being able to accomplish missions at less expense than "richer" bureaus. The bureau encourages the in-house circulation of Beta Class stories of individual heroics. A substantial body of this folklore has accumulated over the decades: even the most outrageous story was grown from seeds of truth.

Lacking sufficient manpower, Aquarius keeps what is considered an unusual distance from its agents in the field. There have been a few instances where agents acting on insufficient information and with oversufficient zeal have created problems, some of these critical enough to surface in the international press. Other Section Directors charge that inadequate supervision and lack of bureau contact caused these mishaps. They have urged the Aquarius Bureau to change its procedures.

## Problems Facing the Bureau

In common with the other Orion bureaus, Aquarius Bureau has as its goal the defeat of Web's plans. There are three main obstacles to this mission.

First is the aforementioned lack of resources and personnel, but adjustments have been made.

Second is the area of operation; the Central American region includes a large number of smaller countries and protectorates, particularly the islands of the Lesser Antilles, which are vulnerable. Web has the resources to buy entire governments, or to replace those which refuse to be dishonest, in these smaller nations. In the larger nations, city, provincial, or state governments are more often the target of the Web. Once a puppet government is in place, many of Web's economic activities can be carried out legally, forcing the Aquarius Bureau to constantly choose between Section 3 of the Orion Code of Conduct and effective opposition to the aims of the Web. The fact that the wrong choice has occasionally been made only gives weight to the argument of those Section Directors who claim that agents of Aquarius Bureau often turn rogue, and should be supervised more closely.

Third is the entrenchment of the Web; it has been active in Central America for decades, now operating many legitimate businesses and involving themselves in the daily lives of hundreds of thousands of people. Significant fractions of the Web's illegal profits are often plowed back into economies of nations not yet under the organization's thrall. The Web is literally buying those countries piece by piece.

## Goals and Activities of the Web

In Central America, the Web likes things pretty much as they are, with only a few changes necessary to perfect the situation. The Web would enjoy toppling Guatemala, in order to have a firm base of operation from which to sap the strength of Mexico, which the Web perceives to be a key nation for their power plays in both Central and North America. Certain people in the Web have a personal stake in Nicaragua, where the Sandinistas overthrew a government upon which the Web had just succeeded in asserting its control. The Web favors neither the Communists nor those who want democracy; they prefer to simply increase

the terror and misery in Nicaragua until the people are willing to embrace whatever form of government the Web decides to introduce.

Colombia is an important source and thoroughfare for the cocaine traffic which nets the Web better than four billion dollars a year. The corruption of the Colombian government has been far less successful than the Web wishes, and so the Web has increased support to terrorist and rebel groups in the hopes of creating a favorable change of government. Colombia has so far been equal to this challenge.

## **The MGC Doctrine**

In response to the special challenges facing the Aquarian Bureau, Section Director Manuel Garcia Concepcion outlined a plan with which to deal with the Web in Central America. This plan became formalized as the MGC Doctrine.

### **The MGC Doctrine**

#### **Article I.**

We must be skilled. We must have more skill than the enemy, more skill than we thought we could have. We must always improve.

We must be skilled because we are few. But we must be skilled also because skill is invisible. The Web is like a huge, cunning, prideful bull. Despite all its prowess, it is still a coward; it tramples upon infants and declares itself to be fearsome in battle. If we rely on weaponry, or material, we will appear to the bull as a heavily armed warrior; with its cowardice and cunning it would avoid us. Skills are invisible; the bull sees nothing but someone dressed in gold and black, taunting it with a wave of a long cape. When it charges, we must use our skill to avoid the charge, to confuse it, to madden and exhaust it with tiny cuts, until it finally makes itself vulnerable to a killing thrust.

#### **Article II.**

We must taunt the Web into the open. The Web is

evil. In Central America it often hides behind a mask of civility and legitimacy. But evil has a way of showing itself. Evil always wants more than that to which it is entitled; evil always envies what others possess. Evil must have more, and it must satisfy this hunger by taking from others. The hunger of the Web may be used against it.

We may taunt the Web by being the best; they will try to take our reputations from us.

We may taunt the Web with a prize, adding to its luster through carefully orchestrated campaigns of information and propaganda. They will try to seize the prize from us.

But we may not taunt the Web by overtly aiding those they are oppressing. As cowards the Web will destroy the weak so there is no one to aid, rather than try to prevent us from aiding them.

#### **Article III.**

Our cuts must be precise. Our teams must be precise, disciplined to do and use only what is needed to obtain our objective. There must be two types of cuts.

The first is to madden the Web. These cuts may be inflicted with great flair; let the Web know they have been cut and who has so hurt them. Let them seek us out, let them exhaust time and resources against our superior skill as we avoid the brunt of their charge.

The second type of cut is to weaken the Web. These must be made quickly, with such consummate skill as to be unseen and unfelt by the Web, in an area which is important to it. Then when the Web relies on that area, and it fails, an entire operation may fail with it.

#### **Article IV.**

We must know the time and place for the killing thrust. To plunge a sword so deeply is to lose it. If we strike prematurely, or strike a spot not vital, we cannot be certain of destroying the Web. We may not have another chance.

## Organization of the Aquarius Bureau

The Section Director is Manuel Garcia Concepcion. Manuel is a man in his late forties, fit and tan. His finely planed face is framed with perfectly coiffed black hair. He has black eyes which seem to vary from warm to chilling according to small changes in his expression. His voice is deep and smooth. When he talks, Concepcion uses large fluid gestures, occasionally making sharp, choppy motions to emphasize an important point.

The office of Manuel Garcia Concepcion is lavishly appointed with expensive wood carvings, antique furniture and Indian tapestries. The opulence is deserved; Aquarius tradition has the Section Director pay for additions and improvements to the office out of his or her own pocket, and nearly half of the office has been paid for by Concepcion. He has accumulated a record amount of bonus money in his battle against the Web.

A framed photograph of K2, the second highest mountain in the world, hangs on the wall immediately behind the director's chair, as well as a photograph of a large Chipcha Indian statue, taken when Concepcion was on a mission in Colombia. The director's desk is over two hundred years old, a reminder from the days of Imperial Spain. The viceroy who used the desk had made a series of scratch marks on the bottom of one of the drawers underneath the twin headings "Gained" and "Lost". While the meaning of the marks is not clear, Concepcion has continued making marks, a "gain" every time a mission he directs defeats the Web, and a "loss" every time one of his missions fails.

Concepcion is the subject of many of the bureau's stories. One which the PCs are sure to hear is told by Aquarius agents to illustrate the determination required of Aquarius operatives, and the importance of the individual agent.

Shortly after he had been appointed Section Director, Concepcion led five new bureau members on a training exercise. The goal of the team was to

scale K2. Every team member still alive by the time they reached the summit had to scale the summit in order to complete the mission.

A climb up K2 is harrowingly difficult. The new Section Director made it even more so. Concepcion ruled out the use of porters. The team had to make dozens of partial ascents to establish their camps. Concepcion had "forgotten" to get permission for the ascent from the government of India, so the climb was to be made in secret, the early stages having to be made in nearly suicidal night climbs. If anything went wrong, there was no one who could help them, for there was no one who even knew the team was on the mountain.

The supplies were inadequate. The team never had enough of anything — food, dry clothing, patching material for tents, climbing gear, emergency oxygen. Team member Geraldo Alfonsin was killed during a night climb when a jury-rigged carabiner failed. A few hundred feet beneath the summit another member, Juan Luis Martin, could go no farther, having succumbed to exhaustion and frostbite. The rest of the team wearily continued on. Upon reaching the top, the team members were exultant — until Concepcion reminded them that the mission was not complete until Juan Martin made it to the top. The team descended and began to lug Martin up to the summit. After nine hours they had progressed less than two hundred feet. The team wanted to descend; they could not get Martin to the top. Quietly Concepcion told them they were not going to leave until they completed the mission.

That night Concepcion told Martin, "Juan, an Aquarius team depends on the resources of each agent. Each agent has to succeed for the team to succeed. An Aquarius team will not give up on a mission. We ourselves cannot get Juan Martin to the summit. We have no choice but to wait until you make it to the top. Or die trying. If we spend much more time in this wind and cold we will all die. It is up to you."

It took Martin most of the next day, but he reached the top of K2.



## The Ganymede Bureau at Aquarius

Dr. Juan Luis Martin heads the Aquarian Ganymede section. Dr. Martin has a lopsided smile which unbalances his precisely groomed moustache. His dark hair is usually specked with the minute debris of his latest project; Dr. Martin is the archetype of a hands-on administrator. His speech is slow and deliberate unless talking about the latest technical minutiae, in which case his speech goes from zero to far-too-many syllables per second. Old hands at Aquarius say, "Bring Dr. Martin a burnt-out Cessna, a bobby pin, and a tube of glue, and he will fix it. Give him a week and he can have it doing Mach 2. Just don't ask him how he did it."

This Ganymede section is a bit strapped for material. But the lab has become famous for its ability to kluge together equipment, many times treading a line between the ridiculous and the miraculous. The section has put a high value on the capture of enemy equipment, and agents who bring in usable hardware tend to get the best that the lab has.

Aquarian legend has it that Dr. Martin's experience on K2 led him to develop the "congelador", a special grenade which stuns its targets by releasing a chilling gas. A congelador spreads its gas over a radius of 5'. The first turn characters suffer 1d4-2 (minimum of 0) wound damage, and 1d8 bruise damage, then take a point of bruise damage each of the next three turns. The weapon has proven very effective in tropical climates.

## General Offices

The offices are separated by five-foot-high partitions which are covered with satellite photographs, computer composites of suspected Web operatives, floorplans, field reports, budget summaries, equipment inventories, partially decoded communications, and soccer scores. While the offices are chaotic in appearance, the staff has near perfect knowledge of where everything is. An

Aquarius staff member will be able to find any available information on a subject within five minutes, even though it is highly probable that the information is never in exactly the same place twice.

## Getting to the Bureau

Line Seven of the Mexico City metro runs under the city out to Barranca del Muerto (Cliffs of the Dead). The stretch of tunnel between Mixcoac and Barranca del Muerto has more than the usual amount of graffiti and free-spirited art. About halfway between the two stations is a mural depicting a muscular man with a jaguar headdress wrestling with a splendidly colored serpent, warriors with obsidian clubs defeating less lavishly armed opponents, an Aztec priest in prayer atop a pyramid, Indians planting maize, and a young Indian in a loincloth watering the maize by pouring water from an amphora. The style and subject matter of the painting is like that of hundreds across the city depicting the life of the Aztecs, with the exception of the Indian with the long-necked, two-handed jar. The jar is ancient Greek in design. The boy is a representation of Aquarius.

If the PCs closely examine the figure, they will notice one of the ripples of water is pale purple (orchid purple) in color. This flow leaves the mural just above a small grate. Lifting the grate reveals the sophisticated casing of an Orion Foundation security slot. Once an identity card has been put into the slot, a small hiss can be heard from the opposite wall as a narrow door slides open to reveal the entrance to the Aquarius Bureau.

The Aquarius Bureau tries never to tell an agent from another bureau the location of its headquarters, although contacts (see below) will give hints if pressed. If agents must be taken to the headquarters, they are blindfolded and given a mild sedative before being taken there. Aquarius agents will be cool toward agents from other bureaus until they have found the headquarters, at which point they will be warmly regarded as fellow Orion Agents.



## City File: Mexico City

Take all the people in New York City, add in the population of Los Angeles, and you would have a city only a bit smaller than Mexico City. Mexico City is the hub of the largest metropolitan area on Earth. Mexico City's official name is the Destricto Federal, a federal region under the control of the president, who appoints the mayor.

Mexico City has always been a capital. Originally called "Tenochtitlan", the city was founded by the Aztecs in 1325. It served as the center for their empire until Hernando Cortes and his Indian allies conquered the Aztecs in 1521. When Mexico won its freedom from Spain, Mexico City became the capital of the nation.

Mexico City pays tribute to and has preserved much of its past. The murals in University City are Aztec in theme and breathtaking in scope. Statues of Aztec rulers line the boulevards. Mansions and churches remain from the days of Imperial Spain.

The Zocalo is the largest square in the Americas. On one side stands the National Palace, begun by Hernando Cortes. Across the square from the palace is the Metropolitan Cathedral. Hidden amid the baroque decorations of the cathedral are hundreds of carvings of Aztec deities, carved by the Indians who were forced to build the cathedral. Also on the Zocalo is the National Pawn Shop. This palace was converted into a pawnshop for the poor in the 18th century. It is a place to buy or sell almost anything.

North is the Basilica of Guadalupe, the holiest shrine in the country.

South is the University of Mexico with University City, including the Olympic village. Slightly farther south is Aztec Stadium, and beyond that are the floating gardens of Xochimilco.

The suburbs contain some of the poorest sections of town. It is estimated that at least half the people living here have no running water and usually

no electricity. Poverty is the norm, yet Mexicans flock to these areas of Mexico City at a rate of 3,000 per day, in search of opportunity which exists nowhere else in Mexico.

## Security Forces

The metropolitan police provide good protection for a large segment of the city, bounded on the west by Anillo Periferico, east by the Circuito Interior, north by Eje 5 Norte, and south by Miguel Aleman. The rest of the city is less heavily patrolled, with the exceptions of the area directly around the university and the airport.

Armed forces in the region include five garrison battalions and cavalry regiments, approximately the equivalent of U. S. Army Reserve units. These can be rapidly reinforced by two regular infantry brigades, one parachute brigade, and a mechanized brigade.

The president's personal squadron consists of transport aircraft, and the president always has at least one operational group of combat aircraft on call.

## National Intelligence Agencies

Virtually every member nation of the Western and Eastern alliances have intelligence stations within their embassies in Mexico City. Only the United States and Cuba have large enough organizations to engage in covert operations within Mexico. The other nations use their stations to sense any growing political shift within Mexico, and to keep tabs on the Cubans and the Americans.

## Web Strength and Activities

The Web suffered a grave setback in Mexico City when a government sting operation netted many

of the local officials who had been bribed by the Web. The Mexican president authorized a strike against the Web HQ as soon as its location became known. Caught without warning, the Web HQ was destroyed, losing scores of mercenaries and tens of millions of dollars of equipment.

The Web is now rebuilding its strength in Mexico City, but is creating many small cell groups rather than a centralized HQ. They have infiltrated several paramilitary groups, and are now arming them. They have recruited from the poorest barrios, and are engaged in political agitation in all but the most affluent neighborhoods. The Web intends to avenge its loss, and is now working toward the destruction of the Aquarius Bureau and the elimination of the president of Mexico.

## Money

At the time of this writing, 2,250 pesos equal 1\$ US. Agents are urged to check with their banker

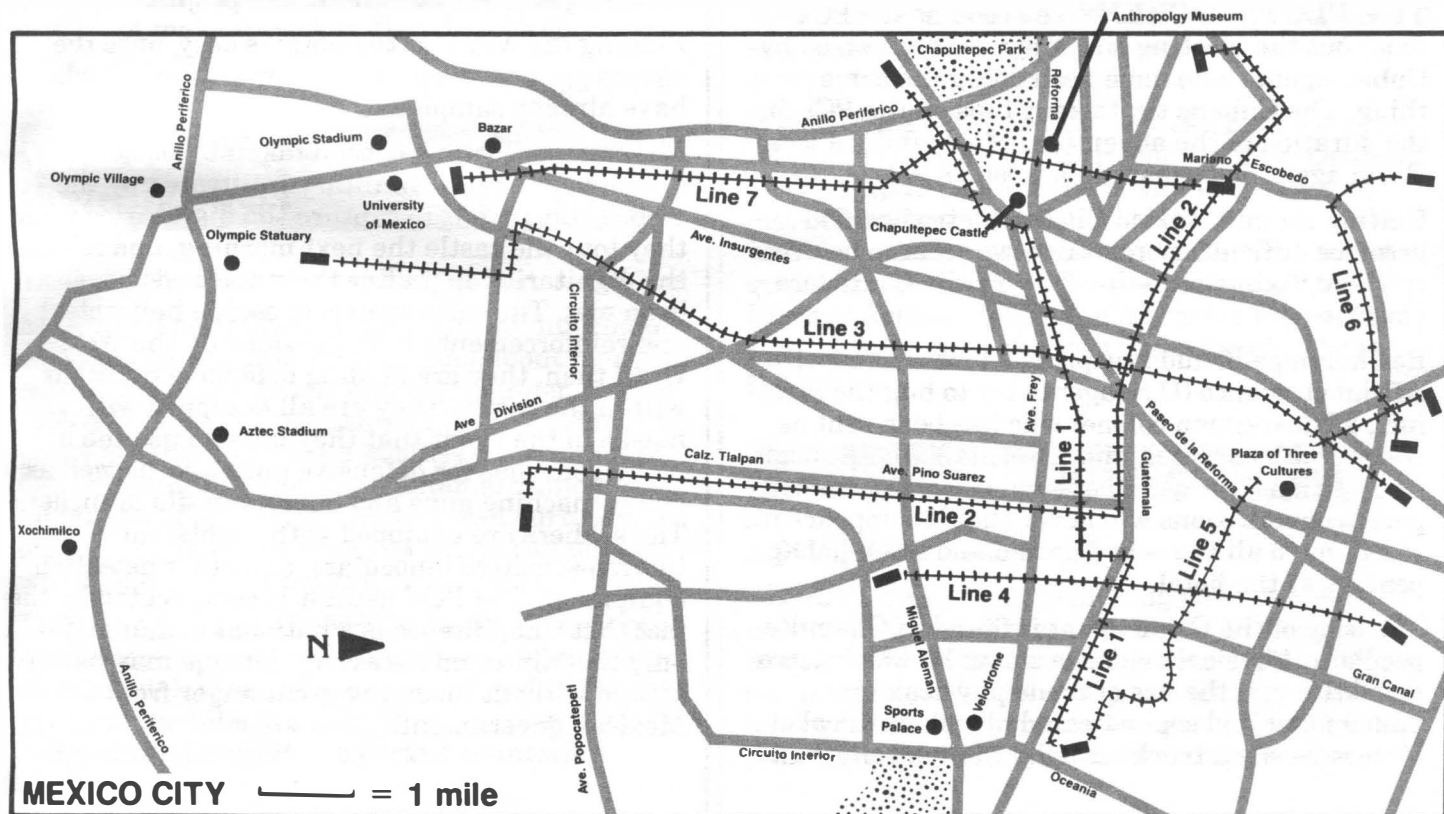
before converting currency, as the rate fluctuates greatly.

## Languages

Spanish is the official language of Mexico. About five percent of the inhabitants of Mexico City speak English.

## Transportation

Mexico City's buses are cheap, but routing and scheduling are complicated. There are seven Metro lines which service most of the city. Mexico City's streets are usually congested, and their drivers have some of the most idiosyncratic driving habits in the Americas.







## Mission File: Central America

### *AQU1. A Breach of Diplomacy*

**LOCATION:** Mexico City.

**SET-UP:** An important meeting of diplomats from the Contadora group is to take place in a hotel in Mexico City, and foundation intelligence has picked up hints of a plan by the Web to disrupt the meetings. Miguel Concepcion asks the PCs to discretely beef up security.

The PCs are given an itinerary of the visiting dignitaries; while most of the time will be spent at the hotel, there are also excursions planned to see the Ballet Folklórico and to tour Chapultepec Castle.

**THE PLOT THICKENS:** As soon as the PCs scout out the meeting site, they are discovered by Cuban agents who have been doing the same thing. The Cubans try to keep tabs on the PCs for the duration of the adventure. Meanwhile, a local Orion agent disappears in a western barrio.

Getting around Mexico City by Metro now becomes difficult, as repair crews seem to be everywhere, fixing everything up for the Contadora visit.

Red herrings include suspicious technicians with official clearance (U.S. agents try to bug the meeting), a Nicaraguan colonel who has been sent as Nicaragua's observer, and hotel staff whose suspicious actions (carrying personal weapons, whispered conversations whenever the PCs appear) are reactions to all the weird people and strange happenings at the hotel.

The body of the Orion agent is found in Chapultepec Park. Physical evidence shows he was interrogated through the use of crude physical punishment and sophisticated pharmaceuticals. Witnesses say a truck with distinctive yellow and

white markings dumped the body. As the Web intends for the truck to be found, discovering records which trace the truck to a factory in the barrio of Molina de Rosas is easy. The factory bottles water.

When the PCs check out the factory, they find Web operatives closing up shop. A short intense fire-fight results, with the Web operatives trying to escape. Searching the factory turns up several things — a secret area which includes the room where the Orion agent was interrogated and a small but well equipped laboratory. The laboratory is used for manufacturing drugs, nothing as crude as crack cocaine, but complicated alkaloids and hallucinogens.

The proper combination of these drugs can induce paranoia and emotional instability with no outward physical signs. This combination has been placed in bottles of water, and much of the water has been shipped to the hotel. There is also evidence that a gas with the same properties has been taken to Chapultepec Castle. There is enough gas to affect hundreds of people.

Finding the water in the hotel is easy, once the agents get past some of the poor employees who have already sampled it.

Chapultepec Castle has been taken by 60 soldiers, drawn from the paramilitary infiltrated by the Web. Their plan is to capture the dignitaries when they tour the castle the next morning, and release the dignitaries only after their demands have been met. The soldiers expect escape helicopters and reinforcements to be provided by the Web. Until then, they are holding defensive positions within the castle. They are all equipped with gas masks in the event that they have to use the hallucinogenic gas for defensive purposes, as well as heavy machine guns and 80mm missile launchers. The soldiers are equipped with nightsights, thermo-sensitive binoculars, and other detection equipment. The PCs' assault is complicated by the fact that Chapultepec is a national monument — only the minimum necessary damage may be caused without incurring great anger from the Mexican government.

**RESULTS:** It is now that the Web's true plan goes into high gear. Before dying, the Orion agent had revealed that the Aquarius Bureau was hidden in the Metro system. Web teams disguised as repair personnel have been swarming throughout the Metro system, searching and placing sensors. They have gathered an elite strike force of 36 men.

The Web is planning to sacrifice all of the paramilitary in Chapultepec. The diversion there is meant to cause the PCs to call in reinforcements. If they call in help from the Mexican government, the strike force attacks the diplomats while security forces have their attention diverted. If the PCs get help from the Aquarius Bureau, the sensors detect the exodus, and the strike force attacks the undermanned bureau.

**WHAT NEXT?:** If the PCs defeat the soldiers by themselves (or perhaps by persuading the everpresent Cubans to help), they automatically thwart the Web's plan. If they take Chapultepec as part of a larger force, one of the captured soldiers can blurt out that the Web betrayed them by never sending the expected reinforcements. The PCs could just make it back in time for the climatic confrontation.

## **AQU2. A Fistful of Quetzales**

**LOCATION:** Guatemala, United States, Europe.

**SET-UP:** The PCs are dining with an informant who says he wants to talk to them about money — really big money. In the middle of dinner, he dies suddenly of poison. Searching his body before the police get there reveals a business card of Papel Guatemalanca in Zacapa, Guatemala, and a colorful bundle of quetzales, Guatemalan currency. As one quetzal is worth about \$1 US, the bundle is worth thousands of dollars.

**THE PLOT THICKENS:** If the PCs investigate the money, they discover that the serial numbers do not match those of currency printed in the last year, yet the bills are new. The inks, paper, and image are all correct — a perfect counterfeit.

The trail leads to Papel Guatemalanca, where they meet the cordial Web operative who runs the paper plant. Further investigation at night finds the PCs in a fight with plant guards, and the discovery of a shipment of uncut bills which have recently arrived from the Guatemalan port city of Puerto Barrios. The bills have been shipped into Guatemala via New Orleans. The Web operative and some men have already moved to the United States.


**RESULTS:** The Web agent has big plans to enrich the coffers of the Web and destabilize the economy of Guatemala. The Guatemalan government maintains the option of printing paper money at a plant in Ohio, but they have not done so in years. The plant has a stock of the current papers and inks, and the plates are updated regularly. The Web has infiltrated the printing plant, and has begun printing test batches of the money. They are scheduling one more run, a run worth forty billion dollars. Half of the money will be exchanged for legitimate currencies through the Web's European operations. The other half will then be released in Guatemala, causing temporary economic chaos which might be exploited into a more permanent political chaos.

**WHAT NEXT?:** The PCs may catch up with the villain in Ohio, on the train back to New Orleans, on the ship to Guatemala, or in Puerto Barrios just before the money is unloaded. Catching him in Ohio is the best outcome, because none of the quetzales will have yet been air freighted to Europe. Acting outside the Aquarius Bureau's domain may cause the PCs minor headaches in the future.

## **AQU3. Picking a Lock**

**LOCATION:** Panama.

**SET-UP:** The PCs are tracking down a Web terrorist who escaped them in Mexico City. They have trailed her to Panama, where they believe she is trying to board a ship at night as it travels a lake which forms part of the canal. The PCs are patrolling the lake by boat when they are



attacked by a trio of speedboats, one of which is exceptionally well armed with a .50-caliber machine gun and small torpedoes (treat as 80mm rockets for purposes of range and damage).

**THE PLOT THICKENS:** The Web has sent a small team of engineers and demolition experts, commanded by a charismatic leader who loves flashy forms of firepower, to sabotage the Panama Canal. If the canal were damaged, the United States would have to repair it, investing millions of dollars in a project which would be completed just in time to turn the canal over to Panama. As the project nears completion, the leader has been hiring mercenaries to bolster his strength during the last phase. These eager recruits are the ones who attacked the PCs.

**RESULTS:** The fleeing attackers lead the PCs to the villain's HQ. Reconnaissance reveals that there are no more than a dozen guards in the installation, and about twenty technicians. The technicians leave the HQ regularly to purchase mundane supplies from local sources. If captured, a technician will reveal that explosives are to be delivered from a ship; the ship will lay small motorized mines which then move slowly to predetermined spots on the locks. All the mines are to be detonated simultaneously by remote control. The mines are still in the HQ.

**WHAT NEXT?:** The villains' love of techo-bang makes entering the fortress difficult, as it is laced with bizarre weapons: "batbombs", grenades on gliders which are guided by sonar (the walls have pressurized air outlets to keep the bombs aloft), "fear rifles", mechanized weapons which can home in on the sound of a target's heartbeat, firing if it exceed 80 beats per minute, and floor tiles which fire flechette rounds are some of the defenses.

## **AQU4. Taking a Byte Out of Crime**

**LOCATION:** Venezuela.

**SETUP:** An ECA Model E supercomputer has been stolen from Florida State University. Orion

sources indicate that it, and several other high-tech items, are being shipped to an island off the coast of Venezuela. Unfortunately, there are dozens upon dozens of islands fitting that description. The PCs are sent to the port city of Maracaibo, where there have been reports of a Web-sponsored smuggling ring, to find what they can.

**THE PLOT THICKENS:** As they step onto the tarmac in Maracaibo, the PCs are shot at by a sniper. After firing a few shots, the sniper attempts to flee along the roof tops. If captured, the assassin bites on a cyanide-filled toothcap. He carries no identification or evidence other than a tortoise shell ring. The assassin was supposed to deliver the ring to a potential buyer of stolen high-tech goods. Popping a hidden catch on the ring reveals a finely etched map of northern Venezuela and the Lesser Antilles. When held up to a powerful light, the ring casts an image of the map on a wall, highlighting Isla la Tortuga, with a date and time.

**RESULTS:** If the assassin escapes, the PCs may pose as potential buyers of the ECA Model E, or may search the port district until the Web spots them. The PCs have ample opportunity for chases and combats under unusual conditions; racing forklifts in crowded warehouses, battling on ships' decks while crane operators try to crush them, wrestling Web agents on conveyor belts full of produce. Eventually obtaining information as to the site of the auction, the PCs arrive undercover, or cover of darkness, at Isla la Tortuga. There the Web is holding an auction of high-tech goods for an elite and dangerous crowd. Items for sale include logic chips from Japanese computer prototypes, nanotechnology useful for treating radiation damage in humans, confidential test results for an X-ray laser, and the supercomputer.

**WHAT NEXT?:** The auction is filled with tension, Web soldiers, and the armed thugs of rival bidders who have no reason to trust each other. The rules of the auction are simple: high bidder has 24 hours to produce enough gold or diamonds to cover his bid, whereupon he receives the item. If he fails to cover his bid, the Web puts the item



back up for auction and has the previous bidder murdered. The PCs must retrieve, at least, the supercomputer and try to shut down the high-tech smuggling ring.

## **AQU5. *The Devil and the Deep Blue Sea***

**LOCATION:** The central Atlantic between Colombia and the Florida peninsula.

**SET-UP:** The Web is smuggling drugs from Colombia into the United States. Orion agents have identified the ships onto which the drugs are loaded, but when U.S. Coast Guard officials board the ship, they never find any drugs. While aerial and satellite reconnaissance of the ships is not possible at all times, the available surveillance has never shown the drugs being transferred to another ship, nor have any floating packets been spotted which might have been picked up by a later ship or amphibious aircraft. The PCs are put on the case.

The PCs are given a long range patrol boat bristling with sensors, and with ample scuba gear and ordinary underwater weapons, with which to shadow the movements of a known drug ship. Depending on your tastes, the ship counters with measures ranging from dinghies with armed thugs, to one-man attack helicopters or frogmen with demolition charges.

**THE PLOT THICKENS:** After a couple of days at sea, the PCs pick up signals on active and passive sonar; the ship is discharging slowly sinking cargo below the waterline of the ship. The patrol boat's active sensors are then the target of jamming. Streaking toward them are pairs of torpedoes. If the PCs avoid the torpedoes, the Web submarine surfaces and attacks them with its 105 mm gun and radar-guided missiles. The PCs' boat is probably destroyed, in which case the submarine submerges, and frogmen pick up the cargo and load it on. As the submarine leaves, it releases large blood-filled gelatin capsules which dissolve in the water, making sure the sharks in

the area take an interest in the swimming PCs.

**RESULTS:** Rescue helicopters reach the PCs two and a half hours after a PC has used his Orion-comm SW1 to ask for help. If no rescue comes, it will be three brutal days before the PCs wash ashore on the Yucatan peninsula.

**WHAT NEXT?:** When they report back, the PCs are asked to help plan the next step. There are two basic plans. The first is to have the next drug ship followed at a distance by aerial reconnaissance units. They locate the submarine, then drop a frogman team in the path of the submarine to attach explosives, which will force it to run on the surface where it may be engaged by surface vessels. The other plan is to arrange for an attack submarine from the North American bureau to hunt down the Web sub. Whichever mission the PCs volunteer for is the mission chosen. Now all the PCs have to do is stop a quick, quiet, well-armed Web submarine.

## South America

**Jurisdiction:** All nations in South America and local islands not controlled by the Central American bureau.

**Headquarters:** Rio de Janeiro, Brazil.

**Passwords and Clues:** Honeysuckle, white, 1, 9, Tuesday.

## Bureau Dossier

The Copacabana beach is famous the world over, and for good reasons. With its warm ocean breezes, crystal blue water, and miles of white sand, there is no beach more beautiful.

Or more crowded. From bikini-clad models to pot-bellied businessmen, from giggling preschoolers to sun-worshiping senior citizens, it is a rare day that more than a few square feet of sand go unclaimed. But there's always room for peddlers, and the crowds at the Copa always attract plenty of them. Ice cream, beach umbrellas, tissue paper kites — you name it, and a peddler is sure to have it for sale.

One of the more familiar faces belongs to an old man named Gilberto Jorge, a vendor of old newspapers who's been coming to the beach every day for years. He is amiable, courteous, and has a steady clientele of executive customers always eager to look up last week's stock quotations.

However, Jorge is not just a newspaper peddler. He is also the primary field contact for the South American Orion bureau. (Treat him as a Generic Elite Soldier 45.) A decade ago, Jorge impressed the Orion Section Director with a flawless impersonation of a 60-year-old Russian general. He has been working for Orion ever since. Using the steel knife he keeps hidden in his boot, he has assassinated enemies in the middle of a crowded beach without anyone seeing him draw his weapon.

Dressed in wooden clogs, a white undershirt, and floppy trousers, Jorge roams the beach pushing

his newspaper handcart to make contact with those having business with Orion. He stays in contact with headquarters with the radio equipment concealed in his cart.

Those seeking an audience with the Section Director must first meet with Jorge. If the proper password is offered ("honeysuckle" or "white", depending on the month of the year), Jorge suggests that his friend might want to sample the delicious pastries at Bride's Pillow bakery. "Order the small cakes," suggests Jorge. "Nine of them."

Behind the solid row of luxury hotels and apartment houses that line the beach along Avenida Atlantica is an area of chic restaurants, shopping plazas, and specialty stores. Just off Rua Santa Clara, a major thoroughfare leading to the beach, is Rua Barara Ribeiro. Three blocks west is a tiny bakery made of white bricks and a tin roof. The building is surrounded by tall palm trees. This is Bride's Pillow, named for a rich dessert which is one of the shop's specialties.

Bride's Pillow is a front for the Orion Foundation Aries Bureau, headquarters for all Orion operations in South America and local islands not controlled by the Central American bureau. The leaves of the tallest palm tree behind Bride's Pillow are lined with complex printed circuits to make the tree a powerful communications antenna in direct link with the Orion satellite network. The tin roof is actually a sophisticated solar collector which supplies underground batteries capable of powering the entire bureau.

A tinkling crystal bell welcomes visitors to Bride's Pillow. The main shop, a room about 25' x 20', is filled with the sweet smells of fresh pastries, many of which are displayed on wicker trays on the long wooden counter. A lace curtain covers a doorway in the back of the room which leads to a kitchen where the pastries are prepared. The shop's specialties include Maiden's Drool, a rich dessert made from over 20 ingredients, and Blessed Mothers, small sweet cakes.

The bakery has a staff of three; all are Orion agents. The supervisor is Sondra Verez, a stunning 27-year-old mulatto woman. She wears a

spotless white apron and stands behind the counter to wait on customers. She is a Gamma Class agent (Generic Elite Soldier 45). Her assistants are Elena Igreja and Valentian Lupez, both Indian women in their mid-twenties. Wearing peasant smocks and flowered aprons, they do the baking and are constantly bringing fresh trays of warm pastries from the kitchen to the shop. Elena and Valentina are Beta Class agents (Generic Guard 40s). All carry .22 pocket Berettas hidden under their aprons. For additional security, stepping on a button behind the counter releases a potent sleep gas from the spinkler system in the ceiling; the women are immune to the effects of this gas.

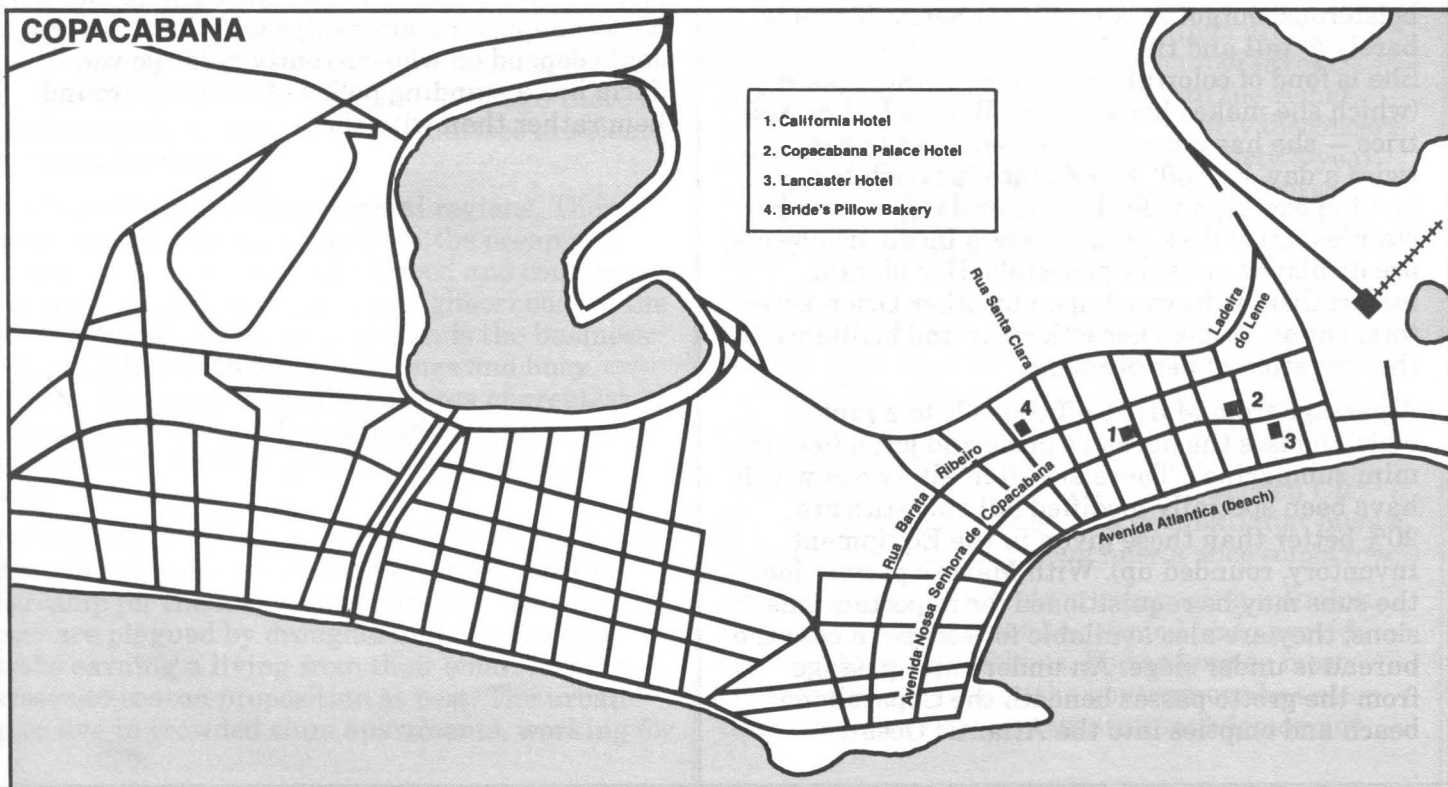
If a visitor asks Sondra about ordering nine small cakes, Sondra says they can't have them until next Tuesday. If the visitor approves, Sondra asks for a credit card. If the visitor produces an Orion I.D. card, Sondra checks it in a security slot behind the counter, then suggests that the visitor consult a calendar in the kitchen to verify the date of his pick-up.

Past the storage shelves, pastry tables, and small iron ovens in the kitchen is a calendar secured to the far wall. Touching the word Tuesday and the numbers 1 and 9 opens a secret door leading to an elevator shaft.

The elevator silently descends 200 feet and opens into a circular room about 15' in diameter. Six passages lead from this room to the command center, the reference archives, and other key areas of the bureau complex. This room is always staffed by two guards armed with .357 Magnum revolvers (Generic Elite Soldier 45s).

Depending on the nature of the visitor's business, his first significant contact here likely will be Operations Manager Darla de Lamonica (Generic Elite Soldier 45).

Darla is quiet, coldly professional, and apparently humorless. She is totally devoted to Orion and to her sister Maria, the Section Director. Darla is tall and thin and wears gray business suits. From her small, sterile office, she directs the day-to-day operations of the bureau by radio, telephone, and





computer, avoiding personal contact whenever possible.

If satisfied with the importance of a visitor's business, Darla will allow him to see her sister.

STR	INT	REF	WIL	CON	MOV	DEX
52	78	38	77	60	35	58
Sex						Female
Race						Mulatto
Nationality						Brazil
Native Language						Portuguese
Age						43

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

Advantages: Artistic Ability (2), Fearlessness (2), Language Ability (2).

Disadvantages: Overweight (3), Short-Winded (3), Dependent (2).

**Maria de Lamonica (Section Director):** Maria is also totally devoted to Orion and to her sister, but the resemblance to Darla ends there. Maria is boisterous, outgoing, and full of energy. Maria is barely 5' tall and tips the scales at 300 pounds. She is fond of colorful muu-muus, painted pottery (which she makes herself), and Bride's Pillow pastries — she has a fresh batch delivered to her twice a day. Her 50' × 50' office is lavish to the point of excess; a jade chandelier dangles over her stainless steel desk, and priceless Incan art objects are displayed on ivory pedestals. Her blatant materialism is frowned upon by other Orion Directors, but all respect her efficiency and brilliance in the operation of her bureau.

A passage from Maria's office leads to a grotto which houses the bureau's pride and joy, a fleet of mini-submarines. There are 20 in all, two of which have been specially modified (all statistics are 20% better than those given in the Equipment Inventory, rounded up). With Maria's permission, the subs may be requisitioned for important missions; they are also available for escape in case the bureau is under siege. An underwater passage from the grotto passes beneath the Copacabana beach and empties into the Atlantic Ocean.

Maria has complained repeatedly that hers is the most understaffed of all Orion bureaus. It is believed that Web has infiltrated the highest offices of every government in South America by rigging elections or by instigating military coups. One of Orion's continuing struggles is to weed out Web influences in national and local governments, difficult when corruption exists on such a massive scale. Web's current projects include encouraging war between Peru and Ecuador for the rich oil deposits on the border, stirring up trouble between Bolivia and Chile for control of the port of Africa, and supporting a takeover of the Falkland Islands for the establishment of a Web military base.

Web has extensive financial interests in South America. In addition to their profitable drug smuggling, Web has an eye on the agriculture and mineral industries. Orion has intercepted a Web geological report that hints at the discovery of a rich uranium mine deep in the jungles of Brazil.

The South American Orion bureau works closely with the Central American bureau and also has strong ties with the United States; CIA agents have assisted on missions when Orion agents were in short supply. Relationships with local governments depend on who currently holds power; Maria has a standing policy of working around them rather than with them.

## City File: Rio de Janeiro

Rio de Janeiro is a city of extremes. Vast urban centers of tangled traffic and towering skyscrapers border inaccessible mountains and unexplored jungle. The mansion of a millionaire industrialist lies a stone's throw away from a cardboard shack housing a family of 12. Rio is among the world's wealthiest cities, yet in some sections infant mortality is as high as 50%. Though its lush vegetation, sunny climate, and magnificent beaches make Rio a city of unequaled beauty, in the back alleys and dark corners lurks death at its ugliest.

The population of Rio exceeds 5,000,000. With nearly 11,000 people per square mile, it is one of the most densely populated regions on earth. About 60% of the population is white, and the rest are black, mulatto (half black, half white), and caboclo (half white, half Indian). There are roughly 240 different Indian tribes in Brazil, and a small percentage of the population of Rio are members of these tribes. The official language in Rio is Portuguese, although the Indians tend to stick to their traditional dialects. Though there is much racial tolerance in Rio, mulattoes are clearly the underclass.

Rio is divided into three general regions. The north region, further away from the ocean and hotter, is the most underdeveloped and contains the small houses and modest neighborhoods of the working class. The central region is the business district, filled with office buildings and busy streets. The south region is the area of greatest wealth and has Rio's finest hotels, restaurants, and beaches, including the celebrated Copacabana.

Common to all of Rio, however, is an extreme and devastating poverty which guarantees a life of hardship for the majority of citizens. The rural poor are plagued by droughts and floods which make earning a living from their small farms a season-to-season proposition at best. The urban poor live in crowded slum apartments, working for

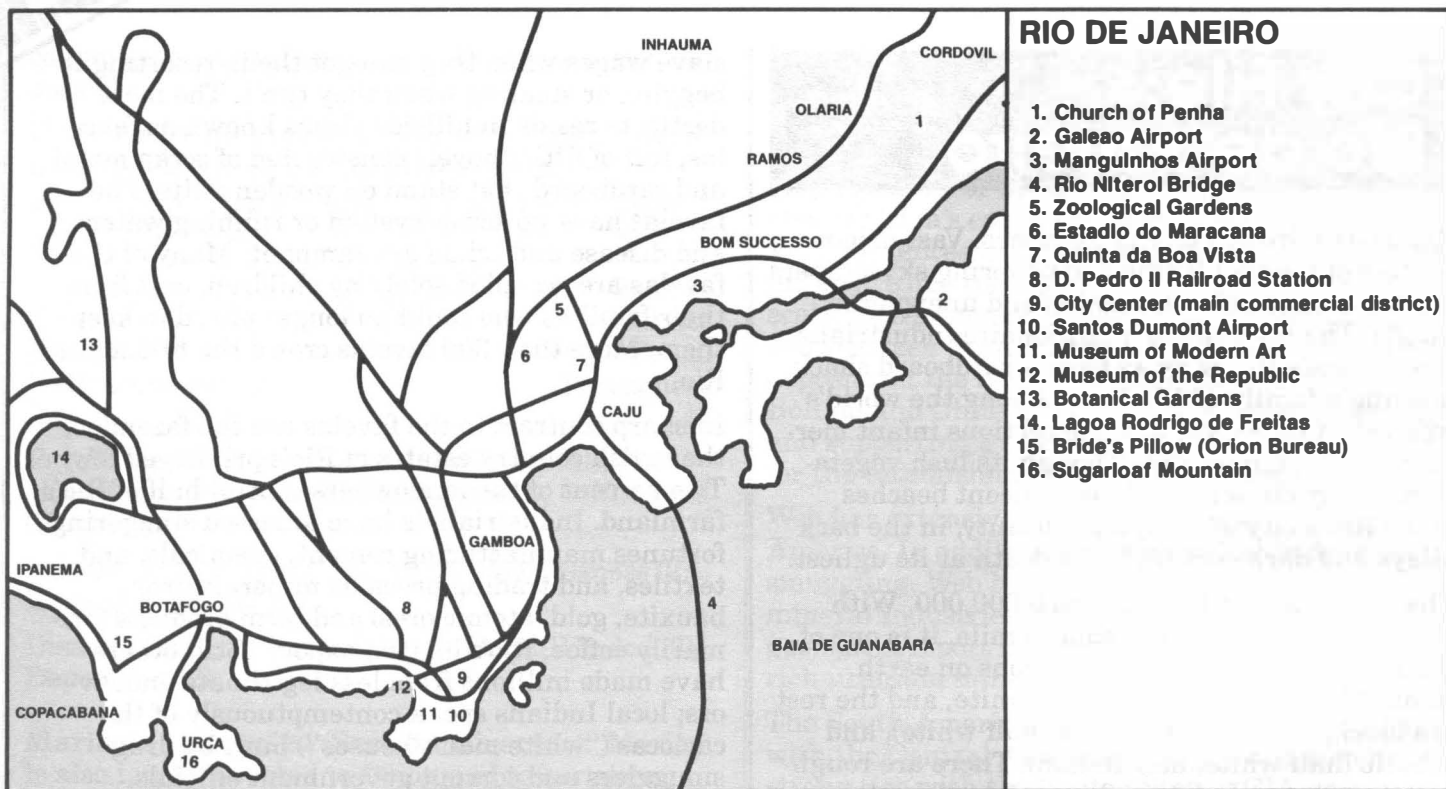
slave wages when they can get them, resorting to begging or stealing when they can't. The most destitute reside in hillside slums known as favelas, full of filthy hovels constructed of scrap metal and cardboard that stand on wooden stilts. The favelas have no sewer system or running water, and disease and crime are rampant. Many of the favelas are occupied solely by children, cast from their families who could no longer afford to keep them. More than 300 favelas crowd the hillsides of Rio.

In sharp contrast to the favelas are the fazendas, the lavish country estates of Rio's privileged few. Two percent of the landowners control half of Rio's farmland. Industrialists have amassed staggering fortunes manufacturing cement, chemicals, and textiles, and trading precious minerals (iron, bauxite, gold, atomic ores) and farm products (primarily coffee, Rio's biggest export). Still others have made millions from less legitimate endeavors; local Indians speak contemptuously of the cariocas ("white man's houses") built by drug smugglers and corrupt government officials.

The severe economic inequities have created problems for all. Burglaries and muggings are common, resulting from a steady stream of favela mobs pouring from the hillsides into the richer areas; a tourist may find it particularly disconcerting to be robbed by a gang of naked, dirty 8-year-olds. Drug addiction, street violence, and arson are more common than the casual visitor might guess — all are grim evidence of Rio's insidious poverty.

Citizens of all classes must also tolerate one of the world's most appalling inflation rates. Prices swing wildly, always upward. An annual inflation rate of 80 percent is not unusual; rates topping 150 percent have occurred in the recent past. A handful of cruzados (Rio's currency, written CR \$1,00 with a comma used as a decimal) that buys a loaf of bread today may buy only a slice tomorrow.

Be it crime in the streets or rampaging inflation, the government cannot be counted on to provide answers to Rio's problems. For as long as most citizens can remember, the government has alternated between true representational democracy



and military dictatorships. All too often, corruption is routine and bribery an acceptable way of doing business. The government has censored newspapers and other media when it was in its interests to do so. Although government service is cynically accepted as a route to riches, most citizens go out of their way to avoid any type of contact with government officials.

The military plays a prominent role in the government; in fact, Brazil has the largest military force in Latin America, totaling about 300,000. Some years ago, a military police force was created to maintain public order, but it eventually became just another part of the regular army. The forces available to handle domestic crises these days are limited at best. The government has officially outlawed the Communist Party, but thousands of party members are rumored to exist underground.

Rio is a city of beautiful churches and cathedrals, and religion is very much a part of everyday life. Although officially Roman Catholic, Rio is home to a wide variety of cults. Macumba is the most notorious of these cults. Derived in part from Car-

ibbean voodoo, macumba rituals feature frenzied singing and dancing which induces a hypnotic state in many of the participants. To this day, details of many Indian religions are still shrouded in mystery.

Life in Rio is hectic, but a newcomer will also find it curiously informal. Crucial business meetings are often conducted at the beach with executives ankle-deep in seawater. Workers may strike up a volleyball game after lunch and forget to return to work. Citizens are patient and cheerful; it is not unusual to stand in line for several hours just to take a ride on a rickety trolley car (called a *bonde*). Since birth control is discouraged, babies and children are everywhere. There always seem to be more children in the streets than there are in the schools.

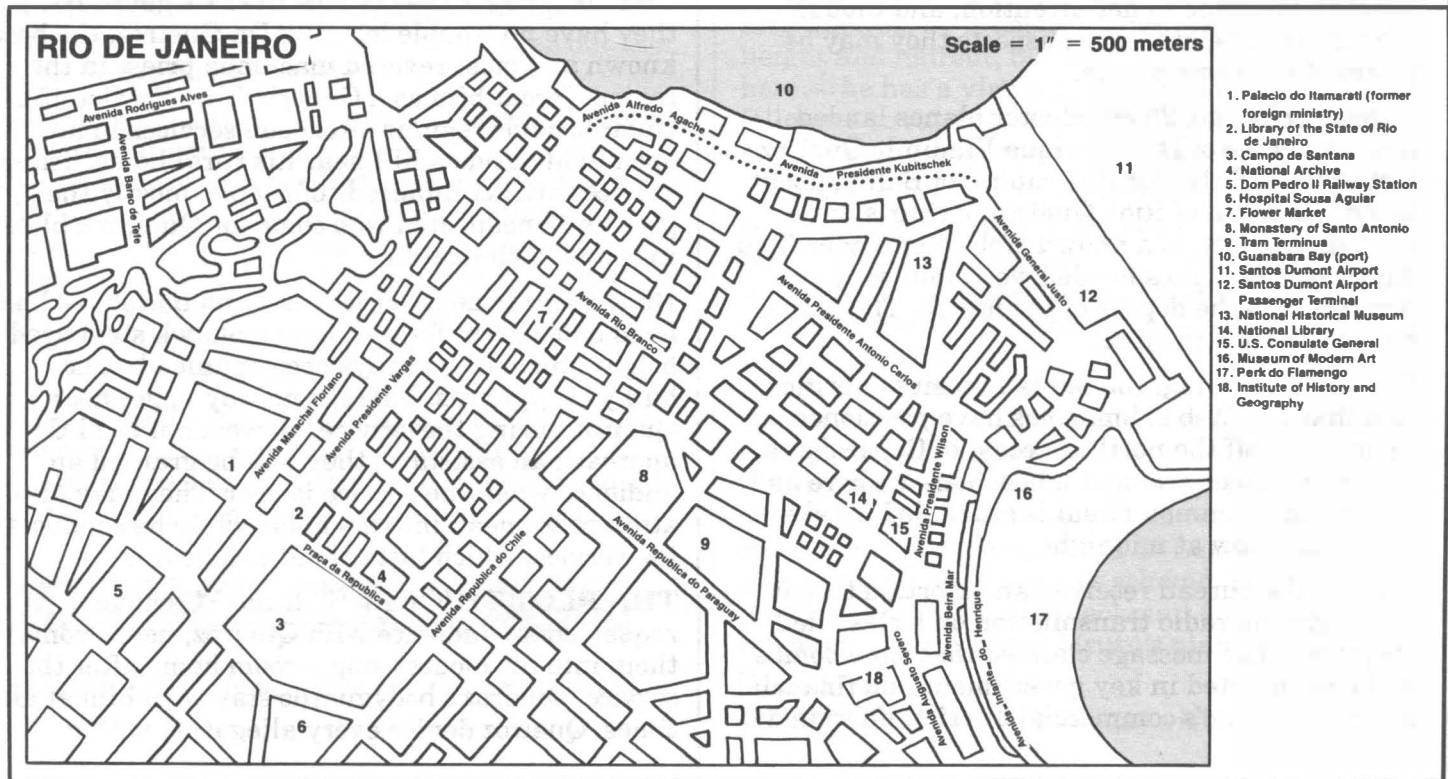
There is no shortage of interesting sights for the visitor. The Church of Our Lady of the Penha, located in the northern region, is an 18th-century structure located on an odd-shaped rock at the top of a long flight of stairs; worshippers sometimes do penance by walking up the stairs on their knees.

Soccer is a national obsession, and the city's finest stadium, Estadio do Maracana, holds 200,000 spectators. Just outside the city is Volta Redonda, the largest iron and steel plant in Latin America. Rio boasts many beautiful museums and art galleries, among them the Quinta da Boa Vista, the Museum of the Republic (a former presidential palace), and the Museum of Modern Art. The National Library is the largest in South America with a collection of more than a million books.

The highlight of any visit is the Carnival of Rio, a celebration that starts in December and continues well into the new year. The festivities feature a city-wide masquerade, a lengthy parade, and a number of special ceremonies by various religious cults.

Orion's South American bureau is in Rio, located at the Bride's Pillow bakery near the Copacabana. Orion has contacts in the Dom Pedro II railway station, the Santos Dumont airport, and the Monastery of Santo Antonio. Orion also has permanent agents in the flower market near Avenida Rio Branco and on the Copacabana beach. It is not

known if the Web has a headquarters in Rio, although the Web is suspected to operate out of a basement apartment in Estadio do Maracana and from a penthouse suite in the California Hotel at Copacabana.





# Mission File: South America

## *AR11. Operation Picnic*

This mission involves a fiendish plot of Web mastermind Urutu ("The Snake Man") to destroy Rio's major business district. The mission consists of three parts: a mysterious midnight voodoo ceremony on the Copacabana beach, an encounter with a sinister macumba priest in Bahia, and a deadly confrontation with Urutu in his Amazon jungle stronghold.

The mission begins with a briefing in the Orion bureau at Bride's Pillow bakery.

**BRIEFING:** Responding to a message from Orion operative Gilberto Jorge on the beach at Copacabana, the PCs arrive at Bride's Pillow for an audience with Section Director Maria de Lamonica. She explains that a number of disturbing occurrences have come to her attention, and though seemingly unrelated, she suspects they may be pieces of the same puzzle.

Three weeks ago, 20 cropduster planes landed near the home of Dr. Henrique Vladimir Queiroz just south of Salvador (the capitol of Bahia, about 600 miles north of Rio). Queiroz, a charismatic macumba priest, is a known Web commander. Two days ago, the planes headed west, following the Amazon into the depths of the jungle. The planes haven't been seen since.

Equally disturbing, the bureau received verification that two Web submarines have positioned themselves off the northern coast of Copacabana. The submarines are near a beach area where an important macumba ritual is scheduled to take place tomorrow at midnight.

Finally, the bureau received an extortion threat last night via radio transmission on a classified frequency. The message claimed that time bombs had been planted in key government and financial buildings in Rio's commercial district; if Orion did

not turn over computer records of all its South American operations along with 100 million dollars in gold, these buildings would be destroyed. The message was signed by Urutu, a Web Director of unmatched power in this hemisphere.

Orion knows that Urutu's headquarters is located deep in the Brazilian jungles, but doesn't know exactly where. However, believing that Urutu's plan is connected to the other occurrences, de Lamonica suggests the PCs investigate the beach ceremony at Copacabana and Queiroz's home in Bahia.

Depending on which area the PCs wish to investigate first, proceed to 1A or 1B below.

## *AR11A. The Doctor Will See You Now*

**LOCATION:** The home of Dr. Henrique Vladimir Queiroz, located in a rural area five miles south of Salvador, Bahia.

**SETUP:** Regardless of how the PCs get to Bahia, they have no trouble locating Dr. Queiroz, the best known and most revered macumba priest in the region. (Treat him as a Generic Elite Soldier 45). Queiroz holds regular afternoon services in an open field beside a hill near his rural home. These services attract hundreds of people, mostly the poor and uneducated who come for Queiroz's blessings and faith healing.

Dr. Queiroz is nearly 7 feet tall and has shaved his head bald except for a shaggy mohawk strip dyed bright blue. He is always accompanied by six bulky bodyguards. There is no way to get near Queiroz during the service. However, if the PCs approach an assistant, they will be granted an audience when the service is over. They may also attempt to sneak into his home while he conducts the service, which lasts about two hours.

**THE PLOT THICKENS:** If the PCs have requested an audience with Queiroz, he welcomes them into his modest single-room home after the service. Queiroz's bodyguards stay with him at all times. Queiroz denies every allegation with a

smile. However, if the PCs have learned of Queiroz's misuse of Web submarines (as explained below in section 1B) and can convince him they will use this information as blackmail, Queiroz is more cooperative — appearances aside, he is a coward at heart. He offers the following information if he fails  $\frac{1}{4}$  WIL checks and the PCs ask the right questions — he indeed works for Urutu, but doesn't know the details of his plan; he had 20 cropdusters sent to Urutu, but doesn't know what they're to be used for; Urutu's threats are serious.

After a few questions, whether or not the PCs threaten him with blackmail, Queiroz insists the PCs join him in a ritual toast of cachaca, a strong alcoholic drink made from sugar. Queiroz says his health prevents him from joining them. If the PCs drink the cachaca, they must make WIL checks for hallucinogenics (see page 12 of the Administrators Guide). After the PCs drink the cachaca (or if they have refused to drink it), Queiroz orders his guards to attack and kill them. The guards are masters of capoeira, a jujitsu-like fighting technique using lightning-quick kicking and butting. They fight to the death. (The guards are Generic Soldier 40s with level 4 Oriental Martial Arts skills.) As the fight ensues, Queiroz flees out the back and escapes in a jeep.

**RESULTS:** If the PCs defeat the guards, they may investigate the back room. If they came here while Queiroz was conducting a service, they must first overcome four guards (same statistics as above). Searching the back room turns up a purchase order for 20 cropdusters, paid for by Queiroz in cash, and a map of Brazil showing the location of Urutu's stronghold (copies of this map were given to the cropduster pilots).

**WHAT NEXT?:** The PCs may go to the Copacabana beach ceremony (1B below) if it hasn't occurred already, or they may use the map to go into the jungle to Urutu's stronghold (1C).

## AR/1B. Beach Party

**LOCATION:** Copacabana beach in Rio de Janeiro.

**SET-UP:** A macumba ceremony has been scheduled for midnight on the northern area of the beach. Combs, mirrors, lipsticks, and other beauty items are tossed into the tide as an offering to the goddess Iemanja while fireworks explode overhead. If the offerings are carried out by the tide, the worshippers consider themselves blessed, but if the items wash back up, the worshippers take it as a sign of bad luck and punishment. Dr. Queiroz will be officiating at this ceremony.

**THE PLOT THICKENS:** Queiroz has had trouble keeping his followers in line lately and plans to use this ceremony to frighten them and re-establish his dominance. He has ordered two Web mini-submarines to wait offshore. At midnight, when the worshipers cast their offerings into the sea, the subs will launch hundreds of combs, mirrors, and similar objects toward the shore to convince the worshipers that Iemanja has angrily rejected them, thus making them much more willing to listen to Queiroz. This is a blatant misuse of Web resources, punishable by death if his superiors learn of it, but Queiroz is desperate.

**RESULTS:** Even if the PCs haven't previously met Queiroz, he is easily recognizable by his height and haircut, but he can't be approached here — he has a virtually unlimited number of followers (treat as Generic Civilian 35s) to make sure no one interferes with the ceremony.

However, if the PCs had the foresight to requisition mini-subs or scuba equipment, they can intercept the Web subs. It won't take much effort to interfere, as the subs are unarmed and manned with low-level Web lackeys (three per sub, treat as Generic Punk 30s). If either sub takes even a single point of damage, they both head out to sea as fast as they can go. If the PCs manage to capture a lackey, he spills the beans about Queiroz's plan at the slightest coercion. In any case, if the PCs determine the sub's mission and relay the information to the bureau, Maria de Lamonica will be able to figure out Queiroz's scheme. The PCs can use this information to blackmail Queiroz into revealing details about Urutu's plan (as explained in 1A).

**WHAT NEXT?:** The PCs may visit Queiroz's

home (1A); even if they've been there before, they may wish to return to blackmail him for more information if they learned of his misuse of Web subs. If they have the map from Queiroz's home, they may proceed to Urutu's stronghold (1C).

## AR11C. In the Coils of Urutu

**LOCATION:** The port city of Belem, the Amazon River, and the jungle stronghold of Urutu.

**SET-UP:** After consultation with experts at the bureau, it is decided that the best route for the PCs is to begin at Belem (a major port city in north Brazil) and follow the Amazon River about 200 miles into the jungle interior where, according to Queiroz's map, they'll find Urutu's stronghold.

In Belem, the PCs rendezvous with G4 agents who have a special boat for them. The boat resembles a large Indian canoe with a huge carranca (sculpted wooden figurehead) of a crocodile rising from the bow. Pushing a button at the base of the carranca turns the canoe into a hydrofoil (same statistics as given in the Equipment Inventory). The carranca also conceals a flame thrower and a 40 mm grenade launcher.

**THE PLOT THICKENS:** When the PCs are within five miles of Urutu's stronghold, they are approached by three speedboats. Each boat has one driver and two soldiers armed with .45 M3 submachine guns (treat them all as Generic Soldier 40s). The soldiers have been ordered to kill all trespassers.

Assuming the PCs deal with the speedboats, they may continue to the stronghold, but as they round a bend in the river, the agents see the area is crawling with soldiers, all heavily armed. The PCs are immediately spotted, and one way or another, are eventually captured. They are bound and led at gunpoint to Urutu's quarters. On the way, the PCs catch sight of a modern warehouse hidden among the trees and a clearing containing a runway and a number of cropdusters.

Urutu's quarters are on a small island under the

high roots of a 200-foot tall bambacaceae tree. The island is accessible only by a rickety wooden bridge. The moat surrounding the island is filled with candiru, a species of pencil-shaped fish covered with sharp barbs. The candiru are capable of swarming into any opening of the human body and causing an excruciatingly painful death.

Urutu is waiting for the PCs behind his desk in a simple office. Urutu is hideous, covered with lumpy scar tissue from head to toe; wearing only a leather loin cloth, he makes no effort to conceal his condition. Urutu is fond of all jungle creatures, particularly snakes — his namesake is an especially poisonous species and his appearance is a result of dozens of snake bites. (He has been bitten so often that he is now immune to all snake venom.)

STR	INT	REF	WIL	CON	MOV	DEX
36	70	52	65	79	49	61

Sex	Male
Race	South American Indian
Nationality	Brazil
Native Language	Indian dialect
Age	34

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

Urutu knows the PCs are affiliated with Orion after learning of the details of their special canoe. His ego compels him to reveal his plan to the PCs at the slightest prompting. A year ago, Urutu stumbled across a colony of billions of hibernating sauva, huge black army ants whose powerful jaws can strip an elephant to the bones in minutes or dig burrows extensive enough to sink a building in a matter of days. Urutu devised a spray to keep the ants asleep, then carted away tons of them on barges. The ants were mixed with black dirt and used as land fill in and around Rio's urban centers; Urutu's knowledge of geology enabled him to use underground fissures to position the ants beneath vital government and industrial buildings. Urutu developed a chemical dust to revive the ants. Within days after the planes dust this chemical over Rio's city center, the ants will begin to wreak untold havoc.

Urutu plans to keep the PCs prisoners until the planes take off tonight. He will then have them tortured for any Orion information they can furnish.

**RESULTS:** To thwart Urutu's plot, the PCs must first overpower their guards. They may attempt to escape with a sample of the chemical dust so Orion scientists can counter it, they may attempt to overpower Urutu's pilots, or they may attempt to call in an Orion airstrike to level the entire area. Any final battle with the guards or Urutu will likely end with someone tossed into the candiru pool.

**WHAT NEXT?:** The PCs must remove the threat of the ants in Rio and destroy Urutu's base so it can't happen again. They may also wish to seek out other Web nests in the Brazilian jungle. The devious Urutu is likely to escape and return in the future to plague Orion and the PCs.

## AR12. Little Angels

**LOCATION:** A favela of Rio de Janeiro.

**SETUP:** The entire city is buzzing about the slaughter that occurred two days ago in one of Rio's worst favelas. Police discovered the aftermath of a nightmarish battle: the bodies of 25 young teenagers riddled with bullets along with the bodies of four middle-aged men in business suits who appeared to have been attacked with razors and broken glass. The ragged clothes indentified the teenagers as destitute residents of the favela, but it took Orion to identify the men as Web agents. The questions were as obvious as they were mysterious: why was Web after these pathetic teenagers, and how were the teenagers — affectionately referred to by the media as "the little angels" — able to defend themselves so effectively against some of the world's most skilled assassins?

**THE PLOT THICKENS:** Investigation by the PCs reveals that highly organized bands of children and teenagers have been responsible for an increasing number of burglaries, muggings, and other crimes. One such band managed to overcome

a Web courier late for a rendezvous at the Botanical Gardens and stole his briefcase full of important papers. The courier was summarily executed for his clumsiness, and a team of agents was sent into the favelas to recover the documents. These agents were attacked by a group of teenagers armed with broken bottles and other crude weapons; the agents and the teenagers killed each other in the fight.

The leader of the favela youths is a young man known only as Capebolo (Generic Elite Soldier 45). He named himself after the legend of a gruesome monster who roams the Amazon forests in search of human victims. Capebolo has waist-length black hair and wears a dirty hood with eyeslits to conceal his features.

Capebolo is an orphan who has organized the abandoned favela children into effective criminal gangs. His frightening disguise makes them more apt to do what he tells them. He is motivated by the need to survive and is not an evil or vicious person at heart.

PCs exploring the favela encounter one of Capebolo's gangs, but if they aren't overtly hostile, the gang won't attack. They also encounter a new team of Web agents sent to retrieve the still-missing documents (five Generic Soldier 40s armed with .22 pocket Berettas.)

**RESULTS:** The PCs must first deal with the Web agents. That done, they must convince the children that they mean them no harm, possibly by offering them food or medical attention. If they make friends with the children, the PCs are taken to Capebolo (assuming he hasn't made an appearance already). Successful negotiation with Capebolo will turn up the Web documents.

**WHAT NEXT?:** Since Capebolo is basically a good guy, the PCs might consider recruiting him for Orion — he'll accept their offer if the PCs convince him they'll provide for his children. The PCs may also want to follow up on the Web documents, which could provide a crucial computer code or information about another mission in this section (or elsewhere in this book.)



## AR13. Game Point

**LOCATION:** Estadio do Maracana, Rio de Janeiro.

**SET-UP:** Soccer is the national pastime of Brazil, and soccer stars are hailed as national heroes. The latest soccer superstar is a young player named Ricardo Alvarez who has averaged an impressive 10 points per game so far this season. His flamboyance has attracted as many fans as his athletic talents. He performs a garish samba dance after scoring a goal, he is prone to violent arguments when officials make decisions he disagrees with, and he openly ridicules members of the opposing team. But since Alvarez packs the stands for every game, the team owners are happy to put up with his posturing.

The playoffs are scheduled to begin this Saturday at the Estadio do Maracana, Rio's grandest soccer stadium, but trouble may be brewing. Orion believes there will be an assassination attempt on Alvarez during the game. It is up to the PCs to find out who's responsible, why they want to kill him, and above all, to prevent the murder. Orion has made arrangements for the PCs to pose as reserve players, sports photographers, and medics.

**THE PLOT THICKENS:** Since the beginning of the season, Alvarez has been on the payroll of the KGB. In return for daily injections of special steroids that account for much of his success, Alvarez incorporates secret hand signals in the samba dances he performs after every goal. The hand signals contain coded information which is relayed to KGB operatives all over the world, thanks to television broadcasts of the games.

Recently, Alvarez got greedy. Through shady business contacts, Alvarez approached a lower-echelon Web agent and offered to sell him the KGB information he was passing along in the games. The Web agent informed his superiors, but they weren't interested, as they had long ago broken the hand signal code. However, it occurred to them that a devious man like Alvarez could be a threat in the future and decided to have him killed just to be on the safe side. A properly staged public

death could also have a beneficial demoralizing effect on the country.

Doubly unfortunate for Alvarez, the KGB learned of his meetings with the Web and decided that he had outlived his usefulness. Unknown to each other, both the KGB and the Web now plan to kill Alvarez during Saturday's game. The KGB has hired assistant coach Alfredo Frio to kill him with a poisoned needle concealed in a fake wedding ring. The Web's plan is more sinister; they have doctored the team's water tank with a chemical that reacts with Alvarez's special steroids. Each time the thirsty Alvarez gulps a drink of water between plays, he will be gradually poisoned until he collapses dead. His death will look like a drug overdose, and he and the team will be disgraced. Everyone but Alvarez will be unaffected by the treated water.

**RESULTS:** Not only do the PCs have no idea where the assassination attempt is coming from, they have no reason to expect attempts from two sources. However, coach Alfredo Frio acts excessively nervous as the game progresses — he isn't used to murder — and sharp PCs should have ample opportunity to nail him. If Frio suspects the PCs are on to him, he panics and runs for the parking lot where he was to meet his KGB contacts after the game. The PCs may have to face three KGB agents (Generic Soldier 40s armed with .22 revolvers) as well as a suddenly hostile Frio (Generic Punk 30 armed with a poisoned needle with a strength of 4d10/1).

The PCs must also deal with the threat of the treated water. If they stay on the field, they should notice Alvarez getting increasingly dizzy and complaining to his teammates of stomach cramps. If they are in the parking lot, they may hear similar announcements on the public address system. However, the Web agent who doctored the water is long gone, safely watching the game at home. It is possible that Web operatives have been planted as members of the opposing team to wear out Alvarez and make sure he drinks plenty of water. If so, these agents (up to six Generic Civilian 35s armed with switchblades) may decide to pursue interfering PCs.

**WHAT NEXT?:** If the PCs prevent Alvarez's assassination, he confesses his misdeeds to Orion, and provides them with valuable information about his contacts in the KGB and the Web. Orion helps Alvarez reform, giving him the opportunity to become a positive role model for young people around the world.

## **ARI4. Escape from El Fronton**

**LOCATION:** El Fronton Prison, Peru.

**SET-UP:** Franciso Perez is a former high-ranking officer in Peru's Ministry of the Interior. He now languishes in El Fronton, a maximum security prison located just off the coast of Callao, Peru, which houses the country's most dangerous convicts. Orion suspects Perez was framed by corrupt government officials who were afraid he was about to blow the whistle on their cocaine smuggling business. If Orion can get Perez out of prison, he can provide enough information to put a serious dent in a major drug operation and put the real criminals behind bars.

**THE PLOT THICKENS:** The PCs are disguised as convicts who have been transferred to El Fronton. Once they locate Perez, they must convince him they're on his side, then devise a way to get out of their cells in order to rendezvous with Orion forces scheduled to pick them up at dawn in a week. Obstacles might include a suspicious warden, sadistic guards, or hostile inmates.

**RESULTS:** If they succeed in freeing Perez, the PCs must make it to their extraction point just offshore of El Fronton. There, they meet an Orion agent in a rubber raft. Alternatively, they may be picked up by an Orion helicopter. Their escape may be hampered by guards with machine guns or armed patrol boats.

**WHAT NEXT?:** Perez supplies Orion with enough information to convict several government officials and end their drug operation. The PCs may wish to follow one of Perez's leads to an area south of Lima where international drug deals are conducted among the Colombian ruins.

## **ARI5. The Galapagos Zombies**

**LOCATION:** Albemarle, the major island of the Galapagos chain.

**SET-UP:** Orion has heard rumors of a race of invulnerable zombie soldiers under development in the Galapagos Islands. The PCs are sent to investigate.

**THE PLOT THICKENS:** The evil Web mastermind Urutu (see ARI1) has established a base on the island of Albemarle to create an army of super soldiers. He feeds his soldiers a drug derived from the glands of marine iguanas which increases their resistance to damage and makes them totally obedient to his will.

**RESULTS:** Attacking PCs will have to face Urutu's soldiers (up to 6 at a time, treat as Generic Punk 30s with a CON of 85 and 4 extra points of damage in each hit location). They may also have to face Urutu's giant lizards (CON 90, MOV 70, COM 70, DAM 1d6). If the agents locate Urutu's lab, they discover that the zombie drug acts as a slow poison; if a sample of the drug is delivered to Orion chemists, they will be able to develop an antidote to save Urutu's unfortunate victims.

**WHAT NEXT?:** It is likely that Urutu will escape before the PCs can get to him. They may wish to pursue him back to his jungle hideaway, possibly experiencing encounters with natural hazards, dangerous animals, and cunning Web agents before a final confrontation with Urutu.

## Western Europe

**Jurisdiction:** All European nations west of West Germany, Austria, Yugoslavia, and Greece inclusive, and all Mediterranean islands.

**Headquarters:** Paris, France.

**Passwords and Clues:** Lavender, black, 5, 9, Wednesday.

## Bureau Dossier

Paris headquarters is located under the Eiffel Tower, in three subterranean levels. The radio transmitter facilities are ideal for the headquarters, and Orion has its own inconspicuous cables running up from underground to the tower's top.

Agent entrance is accomplished by going into the gift shop and explaining that a black poster of the constellation Orion was special ordered on Wednesday. The agent is led into the store room and up to a panel showing the constellation Orion with little metal studs representing the stars. Pressing Rigel, the lower right hand star, opens the panel and reveals the elevator going down to the three underground levels. Insertion of an Orion I.D. card into the proper slot while having the other hand scanned activates the unit. A false card triggers sleep gas in the elevator and sounds the alarm for security to mop up the intruders.

Access after hours is managed via a boat that is always docked on the left bank of the Seine closest to the tower. It is located directly under the Pont D'Iena, a bridge that spans the Seine right behind the Eiffel Tower. Going below decks reveals a pressurized tunnel that leads to the shore via an underground passage. A steel security door with the same security arrangements as the tower elevator forms the final barrier before arriving at the complex.

The complex boasts a well-stocked, ultramodern hospital, lab facilities, a Cray III supercomputer, a full arsenal, radio/microwave transmitters, sleeping quarters for several dozen agents, office space,

and workshops. The workshops can create forged documents, specialized costumes and uniforms, and special equipment.

There is also a mini-sub pen that opens out into the Seine. It usually has three mini-sub ready at all times. There is a motorpool with vans, bikes, sports cars, regular cars, phony taxis and tourist buses, and several small trucks. The motorpool access is by a secret entrance in a parking garage located on the Boulevard de Grenelle, a quarter kilometer to the southeast of the tower. The secret entrance is opened by pressing a complex code on the agents' Orioncomm watch. It can be used as an entrance or exit, and is recommended for bringing in wounded agents.

## Problems with the Paris Site

It is critical that the entire complex be completely above suspicion. The site is a popular tourist spot, and agents must use discretion in entering. Certainly, dragging a wounded comrade into the Eiffel Tower gift shop would arouse much suspicion. Agents must also be on the lookout for the Direction Generale de la Securite Exterieur, or DGSE for short, a French intelligence agency responsible for electronic interception and foreign counterintelligence. If they find out about Orion, they may not be too pleased, regardless of Orion's benign intentions. To make matters worse, DGSE headquarters is in Paris! For further details, see the Paris City File.

French espionage agencies keep a very low profile, and not even the French citizens speak much about them. Combine this with France's strong individualistic tendencies and it becomes all the more critical not to make any compromising slipups. Loud firefights and explosions are to be avoided at all costs.

On the brighter side, Interpol, the international police bureau, is located in Paris, and Orion has found a way to tap into its computer files. Ordinarily, this is done solely to obtain information.

There are times, though, when an agent needs a criminal cover identity for some infiltration work. Orion can then create a false file and place it in Interpol's data banks, temporarily, of course!

## Bureau Operation Personnel

**Caroline Desjardins (Section Director):** Caroline is a businesslike and efficient woman who runs a tight ship. Although extremely attractive, she rarely smiles. She dislikes egotistical agents and never gets involved in any sort of friendship with any Orion personnel, drawing a distinct line between business and her personal life. She was a field agent who worked her way up to the SD post, and takes her responsibilities seriously. She had the dubious fortune of being assigned to several difficult missions, which enhanced her reputation and gave her the meteoric rise through the ranks. She expects her agents to do as well as herself, so she pushes them hard. A fierce Francophile, she reflects much of her nation's individuality and single-mindedness.

STR	INT	REF	WIL	CON	MOV	DEX	
60	72	75	79	58	68	74	
Sex							Female
Race							White
Nationality							France
Native Language							French
Born							1955

**Vittorio Gianelli (Stiletto) (Head Case Officer and Termination Coordinator):** No agent ever calls Gianelli anything except Stiletto. Short, thin, and wiry, he dresses in black leather and smokes smelly Turkish cigarettes. He is an expert assassin who has a strong grudge against the Web and its allies, since they were responsible for shutting down his old espionage organization. Now, he wants to return the favor. He treats his agents well, and has great confidence in them. If they betray this confidence, however, they may not live to regret it. During a Titan Team training exercise, Stiletto, acting the part of the enemy infiltra-

tor, defeated an entire team, a few of them receiving broken limbs as souvenirs.

STR	INT	REF	WIL	CON	MOV	DEX	
63	70	79	75	71	71	75	
Sex							Male
Race							White
Nationality							Italy
Native Language							Italian
Born							1951

**Major Heinrich von Spee (G4 Head):** The good major was in the Wehrmacht during World War II. He was against the Nazis' policies and served on the Russian Front only to try to protect Germany. Orion recruited him once they found his service record did not include violence against civilians. The major is a brilliant technician who is high on military discipline, insisting that agents stand at attention and call him "sir". He chews out any unfortunate agent who damages equipment. His favorite saying is "Der best veapon uf any agent ist der ghray matter, ja? Use it, Dummkopf!" He was wounded in the leg during the war and limps; otherwise he is in exeptional physical condition for one his age. As may be expected, he has a fanatical hatred for anything Russian.


STR	INT	REF	WIL	CON	MOV	DEX	
79	79	40	79	50	60	60	
Sex							Male
Race							White
Nationality							Germany
Native Language							German
Born							1919

## Other Western Europe Offices

Paris HQ is by no means the only place that Gemini agents have at their disposal. The following are other locations Orion has in operation in Western Europe. Bear in mind that they are not as fully equipped as the main office.

**Excalibur Enterprises, Ltd. (London, England):** This office building is a legitimate





investment firm that caters to a private, wealthy clientele. Its profits help keep Orion running in the black. There is a heliport on the roof, with four company helicopters. These copters have an impressive armanent of machineguns and missles, cleverly concealed.

Entry is achieved by talking to the receptionist about investing in Gemini Heat Shield, Inc. The receptionist hands the agent a key that allows access to the top three floors. Excalibur has branch offices in Moscow and Prague, making it a valuable cover agency.

A shuttle bus runs from Centauri Shipping to Excalibur once every two hours. In emergencies, it can make specialized runs.

*Note on Centauri Shipping:* This is a legitimate company, that, if raided, would not turn up anything connected with Orion. It simply provides transportation and is not to be used as a safe house. Its confidential role must be maintained, since this company is Orion's transportation workhorse.

**Gemini Souvenir Stand (Acropolis, Greece):**

Agents must approach and ask the clerk if he has any statues of the Gemini twins carved in black marble. The agent is led into the back room, and an elevator takes him down to the station.

Just like the London office, there is a shuttle bus belonging to Centauri Shipping that somehow always winds up arriving at this site.

**St. Bernard's House (Switzerland):** Originally built by the Swiss government during World War II as a bomb shelter, this hollowed-out Alpine mountain fortress was purchased through intermediaries by Orion. It houses attack copters and Titan Team deployments, as well as top secret lab research equipment. Its exact location is 9 degrees east longitude and 47 degrees north latitude, four miles southeast of the town of Glarus.

Access is by massive doors on the mountain face that open when a two-way radio signal is sent out at 159 Mhz with a one Hz bandwidth. Duration of the signal must be exactly five seconds. Orion-comms are equipped to send such a signal.

**Rock of Gibraltar:** A special phone booth is located near the visitors' entrance, but obscured from plain sight. The agent places his Orion card into a hidden slot, picks up the receiver and dials O-R-I-O-N. When someone picks up the phone the agent says: "It's a good thing this rock isn't painted lavender!" The floor slowly lowers into the underground complex. Failure to follow this procedure results in sleep gas flooding the booth, which is then lowered into the waiting hands of security agents. Note that the defense system is not engaged until someone puts in an Orion I.D. card.

## City File: Paris

Paris...the mere mention of the name conjures forth visions of Notre Dame, the Eiffel Tower, the Arc de Triomphe, the Mona Lisa, sidewalk cafes, and walks down the Champs Elysees. Unknown to but a few, this beautiful, ancient city also offers some truly amazing locations for espionage adventure.

It is said that, according to Parisians, there are but two provinces in France: Paris, and the rest of the country. French people are as a rule quite independent and not ones for teamwork. They are a proud, individualistic people. France is one of the top military, political, and economic powers in the world, and the French people know it. They resent foreigners who come over with an attitude of superiority. Incidentally, most French do like Americans. It is patronizing, imperialistic attitudes that are not welcome.

The French currency is the franc. Its relative worth to the American dollar varies, but an exchange rate of six francs to the dollar is reasonable. Denominations include franc coins of one, two, five, and 10 francs, while paper bank notes come in 10, 50, 100, and 500 francs. A franc is divided into 100 centimes, with five, 10, 20, and 50 centime pieces minted.

Paris is divided into 20 districts, or arrondissements. Among the more interesting districts is the Latin Quarter. This district has a heavy student population and is filled with middle-class establishments. An excellent place to go into hiding, if needed, and for finding various student activists as well!

Montmartre features the Church of the Sacred Heart (Basilique du Sacre-Coeur), but in contrast also contains the infamous Place Pigalle and Boulevard de Clichy. These areas are thick with seedy places that look quite forbidding during the day. Ironically, the place looks better at night, with bright, cheerful lights giving a carnival atmos-

phere, and darkness which covers some of the worst looking places. Due to the high number of immigrants living here, Third World agents may find the area to be a good hiding place. This area is also where low life types are likely to be found.

The Ile de la Cite includes the Cathedral of Notre Dame and the Pont Neuf (New Bridge), which was built in 1578. This bridge might make an interesting place for a rendezvous on a dark, dreary night.

Northwest of this island, on the right bank of the Seine, sits the Musee du Louvre, where the Mona Lisa hangs, and the statues of Winged Victory and Venus de Milo stand.

Continuing northwest gets you on the wide boulevard of the Champs Elysees. Following it will lead you to the Arc de Triomphe, where an eternal flame burns underneath the arch. If you turn due west onto Avenue Foch, you'll eventually run into the Bois de Boulogne, or the Boulogne Woods if you will. This park may be yet another nice place to arrange a rendezvous — all those trees make such nice hiding places! The park is a scene of high crime activity, so agents may well get away with a firefight here, provided they use silencers.

If you turn south and cross the Pont D'Iena, you'll reach the Eiffel Tower, all 984 feet of it, and of course, the Orion bureau headquarters secretly stashed underneath.

Turning east leads you to the Hotel des Invalides, where the ashes of Napoleon I lie buried in the Chapel Saint-Louis. The building was indeed a military hospital in the 19th century, and is where we get our word "invalid" from.

Getting around in Paris is easy. The Metro, Paris's subway system, is quiet, clean, and cheap. Taxis are also in abundance, and one can be called from phones located at the taxi stands. Taxis as a rule take three people maximum, but one or two more may be fit in if the driver's palm is appropriately greased.

## French Intelligence Agencies

**Direction Generale de la Securite Exterieur (DGSE):** This is the primary intelligence agency in France, and consequently the one of which agents are most likely to run afoul. The DGSE has three parts: covert operations, espionage, and counterespionage, and is directed against foreign activities.

**Direction de la Securite du Territoire (DST):** This organization is as much a threat to the agents' cover as the DGSE. The DST is in charge of domestic counterintelligence and expelling foreign spies. The DST would be the ones to kick Ori on out if push came to shove.

The **Deuxieme Bureau** is in charge of military intelligence and monitoring brushfire wars and terrorism. This agency should concern the agents very little, though there is the potential for cooperation on terrorist related cases.

In Paris proper and other large cities, the **Police**

**Nationale** keeps law and order. The **Gendarmerie** maintains order in smaller communities. They also take care of highway safety, forest fires, and anything related to safety outside of Paris.

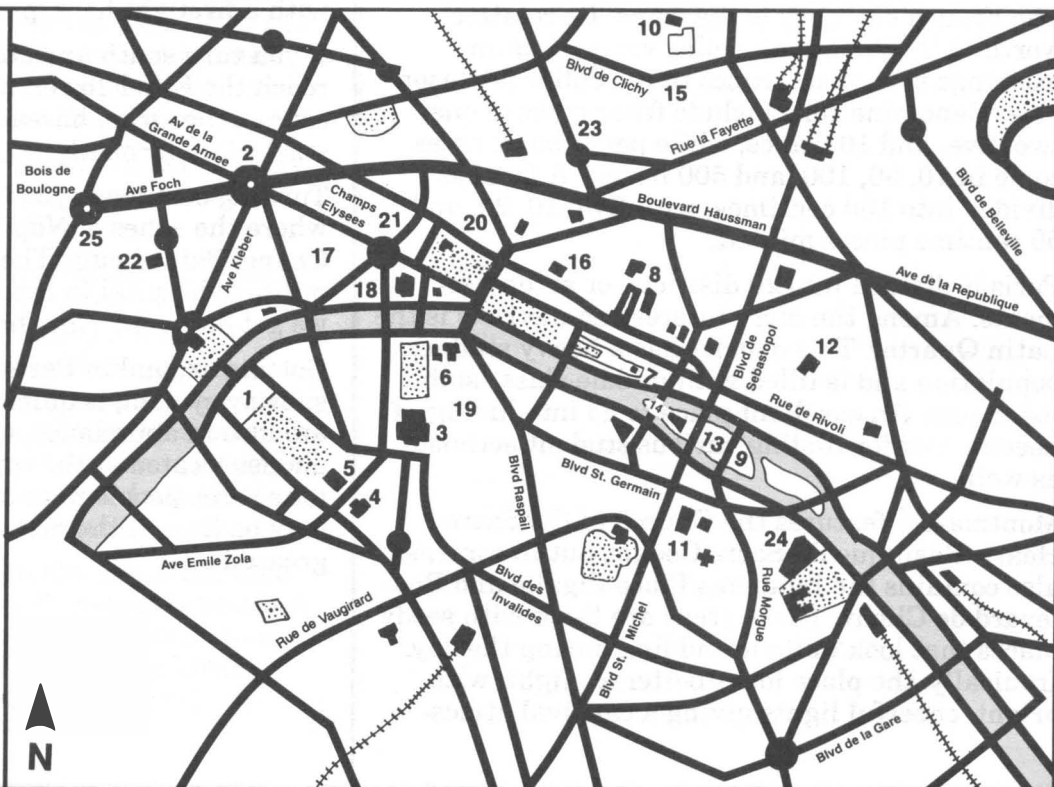
There is also a riot police known as the **Compagnie Republique de Securite (CRS)**. They use helicopters and heavy weapons, and if agents start instigating massive explosions and firefights, they may find themselves up against this force.

Contrary to popular belief, the French military is the third most powerful in the world. They have nuclear capability, with ballistic submarines and strategic bombers as delivery systems. Their navy features two aircraft carriers, Foch and Clemenceau, and a helicopter carrier, the Jeanne D'Arc. Their airforce features Mirages and Super-Etendard fighters, and of course the famous (and infamous) Exocet missiles.

France pulled out of the military arm of NATO because they wanted complete control of their armed forces. Therefore, agents should not try to use the alliance as justification for their actions.

### Paris

- 1 Eiffel Tower
- 2 Arch of Triumph
- 3 Hotel Des Invalides
- 4 Unesco
- 5 Ecole Militaire
- 6 Ministry of Foreign Affairs
- 7 Louvre
- 8 Bank of France
- 9 Notre Dame
- 10 Sacre Coeur
- 11 Sorbonne
- 12 National Archives
- 13 Ile De La Cite
- 14 Pont Neuf
- 15 Place Pigalle
- 16 (Hotel) Le Ritz
- 17 (Hotel) George V
- 18 West German Embassy
- 19 Swiss embassy
- 20 U.S. Embassy
- 21 British Embassy
- 22 Libyan Embassy
- 23 Casino De Paris
- 24 Universite De Paris
- 25 Soviet Embassy



# Mission File: Western Europe

## GEMI. Some Old Friends

**SET-UP:** Stiletto, your case officer, tossed yesterday's copy of the French newspaper *Le Monde* at you and your team. The headlines talk of a bomb that exploded at an anti-terrorist conference in Turin, Italy. The only clue as to who did it was a piece of paper found at the scene which read: "Hope you haven't forgotten about us...we're still in business. Love, the Exterminators".

The defense ministers of NATO, plus several leaders of moderate Arab nations, are to meet in Paris tomorrow morning for a conference on stabilizing the Middle East/Persian Gulf areas. They will meet at the Maison de l'UNESCO, the headquarters of UNESCO. See the Paris map, Area 4.

The mission objective: prevent anyone from disrupting the conference, while trying to stay out of sight of French security forces.

**Leads/Background Info:** In a sleazy little nightclub called the Chat Noir, there's a petty criminal "gofer" who may have some info on the Exterminators' plans. He is called La Bete, and he can be bought. The club is located in Place de Clichy.

**Computer Info on the Exterminators:** The Exterminators are a U.S.-based group of apolitical assassins who will do any job, no matter how dirty, for money. They have not been heard from in several years. There is some speculation on who or what has caused them to take such bold actions recently.

**Admin's Notes:** What is truly happening, is that the Exterminators were hired by the Web to eliminate the Kuwaiti leader so that radical elements can seize control of the country, thereby destabilizing even further the entire Gulf Region and causing oil prices to skyrocket.

## The Exterminators

**Derek Bainsley (Codename: Dragon)** is a British citizen and an expert Exterminator. He is well dressed and cultured and operates throughout Europe. He has a weakness for Swiss chocolates and pipe smoking. He wears glasses and has sandy brown hair and moustache.

STR	INT	REF	WIL	CON	MOV	DEX
65	79	68	67	67	67	74

Sex	Male
Race	White
Nationality	England
Native Language	English (England)
Born	1955

Derek drives a dark blue 1984 Aston-Martin convertible equipped with rotating license plates, two .50-caliber machineguns in the front and rear, and a two-way radio. He carries a .22 Beretta pistol, silenced. His watch conceals a garrote he has used more than once. He also carries a lockpick set, jackknife, and mini-gas mask.

**Elizabeth Moline (Codename: Spirit)**, a beautiful, sultry woman, is an excellent assassin and part-time model. She enjoys wearing designer jeans, leather jackets, and often carries an oversized shoulder bag. She has shoulder length black hair, and is addicted to diet soda. She loves aerobics.

STR	INT	REF	WIL	CON	MOV	DEX
60	79	79	67	77	70	79

Sex	Female
Race	Black
Nationality	France
Native Language	French
Born	1959

Elizabeth favors a silenced Walther P-38. She has a stiletto tucked in her left boot and her necklace doubles as a garrote. Her ring contains two cyanide capsules.

In her shoulder bag she has an Uzi, lockpick set, glass cutter, gas mask, five sleep gas capsules, penlight, pen radio, leather gloves, and 60' of silk cord with hook. Also, her lipstick contains 3 ounces of plastique, and her watch can be used as a timer detonator.



**THE PLOT THICKENS:** *At the Chat Noir:* The place is dingy and depressing, with many shady criminal types lurking about. Unless the party says so, they will not notice a dark blue van parked just a bit down the street. La Bete is easily found if someone asks the bartender and slips him a few hundred francs.

La Bete is a nasty, unshaven sort who wears a greasy trenchcoat and a perpetual scowl. If paid 500 francs or more (he'll try for more), he'll reveal: "There are two top Exterminators who are supposed to "hit" the talk tomorrow. They just arrived at the Hotel George V, a real sharp-looking black woman and white man, the man is called De —"

His words are cut off by a bullet hole that appears in his chest. If the party looks over their shoulders, they see a woman dash out of the club, a silenced Walther PPK slipping back into her purse.

There are four generic thugs with Pistol 3 skill waiting in ambush right outside the club. They are armed with silenced Lugers. If interrogated, the thugs know nothing. The woman can be seen climbing into a dark blue van and roaring off. If the agents somehow manage to give chase, she will attempt to drive to Charles de Gaulle Airport, located northeast of the city, to catch a flight to Madrid. If she is caught, she will say that she and her men were ordered to stake out the club by a British man named Dirk.

*At the Hotel George V:* Checking with the desk clerk reveals that an interracial couple, registered under the names Dick Benseley and Ellie Matsen, registered this morning. The man did not have a British accent. They are in rooms 443 and 444, respectively.

Unknown to the agents, the couple instructed the clerk to call ahead if they received any visitors, so as the agents go upstairs, the clerk calls ahead. The clerk is unaware of what is really going on. The couple will set a trap, then leave by the service stairway. These people are true experts, and cover their tracks well!

In anticipation of the agents, room 444 has been

wired with 10 grams of plastique in the closet door. It can be noticed by an agent using the Observation advantage, with a -20 penalty. The room is otherwise clean with no incriminating evidence.

Room 443 has a map of Paris on the bed with the Pont Neuf circled in red with "2345 hr" and today's date hastily scribbled beside it. This is a trap. The agents should have realized that if the Exterminators knew they were coming, then they would certainly not leave incriminating evidence lying around. If the agents use their Shadowing or Surveillance skills, they may realize that the occupants left just seconds ago.

They have one minute to reach the lobby to see a dark blue Aston-Martin race by with a black woman and a white man inside. An Observation roll will get their facial descriptions.

The Exterminators are heading for their backup hotel, Le Ritz. They check in a half hour apart and stay together in 312, Derek's room. After checking in, and if they find that they have not been followed, they will take the Metro to Place de la Concorde, stroll down the Champs Elysees, grab some dinner at a nice, expensive restaurant, then return to the hotel.

*Death on Pont Neuf:* If the agents foolishly show up at 11:45 p.m., a helicopter swoops down and fires several machinegun bursts at them. The guns are normal .50-caliber machineguns. Then, two snipers on the roof of the adjacent Palais de Justice fire their silenced M21 Snipers with 10x scopes. These assassins are Generic Soldiers. The copter flies off to Munich.

If the agents manage to discover the Exterminators at Le Ritz, they can break into their room and discover their luggage, which contains papers linking the Exterminator's worldwide activity with the Web. Apparently, the Web is employing the Exterminators as shock troops, while avoiding public discovery.

There are also the makings of a powerful bomb here, plus a photo of the leader of Kuwait. There are two 7.62 M21 Sniper rifles with silencers and 10x scopes. In a locked box, there is a bottle of

Napoleon brandy and a note for them to check under the Little Corporal if there is any trouble. The company letterhead is for Arachne, Inc., a Web front company that manufactures fiber optics. This is a cryptic reference to Web's newly established branch under the Chapel Saint-Louis, the tomb of Napoleon. This chapel is located in the Hotel des Invalides.

Before the couple went out to eat, they placed a hair in the crack of their hotel door. If they come back and find it missing or out of place, they will abandon the bomb idea. Instead, they will shoot the Kuwaiti leader after the conference, on the way to Orly airport, south of Paris.

**RESULTS:** If the agents failed to find the Exterminators, the couple will slip into the UNESCO building at 3 a.m. and plant the bomb. It will go off at 9 a.m., just as the talks start.

If the agents discover the plot and the assassins change their plans, they will be atop the roof of the Ecole Militaire with their sniper rifles ready. At four o'clock, the meeting lets out and the target approaches his limo. The attempt will then be made.

**WHAT NEXT?:** It is strongly recommended that Derek and Liz escape. These two are formidable villains who can haunt the agents many more times in the future. The obscure reference to Web and Napoleon Brandy is a lead-in to Operation: Dropkick, while the next scenario, What's the Big Deal?, may also be a good follow-up, especially if the attempt succeeded.

## **GEM2. What's the Big Deal??**

**LOCATION:** The port city of Athens.

**SETUP:** Acting on an outsider's tip, the agents are attempting to halt an unauthorized private arms shipment bound for Kuwait. An American, Harry Deal, owns a plumbing supply company in Toledo, Ohio, and sells illegal arms on the side. The tip was: "A big Deal here in democracy's cradle. Looks like Mercury's gonna play Prometheus

and indulge in a little turban renewal."

**THE PLOT THICKENS:** Harry Deal, a big, fat, hairy fellow, his equally repugnant wife, Blanche, and their amazingly beautiful daughter, Sasha, are at the Athens Hilton. Two Arabs (Generic Soldiers) are to meet him and pay him a cool million dollars. The cargo ship *S.S. Hermes* is set to leave Athens harbor with a smuggled cargo of M-16s, Stingers, .45s, and Uzis for radical Arab elements in Kuwait. The Arabs are armed with .45s, while Harry carries a .357 Magnum revolver. His daughter, who wants to be a Red Brigadier, carries an Uzi in her knapsack and wears army fatigues.

**RESULTS:** The ship is slated to leave the morning after the agents arrive in Athens. It has been hired by an Iranian front organization and is crewed by Generic Thugs with MK-4 Sterlings. After the payoff is made, Harry and family may do some skiing at the Alpine Gate resort in Italy.

**WHAT NEXT?:** The Deals should somehow escape. Granted, they are idiots, but they may supply a good source of irritation, not to mention



comic relief. The agents may run into them in Downhill All The Way. The guns will reach Kuwait in two weeks. Perhaps an air drop onto the ship at night may be in order!

### **GEM3. Operation: Dropkick**

**LOCATION:** Paris.

**SET-UP:** The agents must find and eliminate a newly established Web nest in Paris. Orion has an idea that the Web's activities in Paris are too well organized. They must have a headquarters here somewhere. This mission is the follow-up to Some Old Friends.

The Web, in its unbelievable audacity and arrogance, has built a small "nest" under the Chapel Saint-Louis, which houses Napoleon's Tomb. The Web thought it most appropriate to put this post under the tomb of a brilliant military man and statesman.

The entrance to the one-story complex is via a phone booth in the Metro station at the Hotel des Invalides. The agent enters the phone booth, presses the number code 9-8-6-1-4-7-5, and the side of the booth with the phone on it slides open. The booth has frosted glass to insure privacy.

**THE PLOT THICKENS:** The branch office is not Web's main European headquarters. The main HQ is in Venice, in an underwater complex accessible only by certain gondolas with extraordinary features.

The Paris branch is just opening up, and the Web's number one troubleshooter in Western Europe is about to make it her official home.

**Dori Huong-Voisin:** Born in Hanoi, 1954, of a Vietnamese woman and a French soldier, Dori immigrated to France in 1972, where she attended the Sorbonne, majoring in political science. She is an expert agent who looks very non-threatening. Her combined heritage gives her an exotic attractiveness that conveys non-violence.

STR	INT	REF	WIL	CON	MOV	DEX
56	76	77	50	64	67	77
Sex						Female
Race						Oriental/White
Nationality						Vietnam
Native Languages						French, Vietnamese
Born						1954

Dori usually carries a .22 Beretta, silenced. She also has a knife in a neck sheath, a mini-camera, three sleep caspules and a gas mask.

She drives a souped-up, green SM Citroen, with a 2-way radio under the dash, two .50- caliber machineguns in front, and four doses of oil in the rear. In the trunk, she usually carries a .22 Galil, silenced and with 4x scope, a 9mm Sterling, and spare ammo for all her weapons.

**RESULTS:** Upon finding the place, the agents must deal with dozens of guards and Web-hired mercenaries, as well as electronic security systems. There is also a self-destruct mechanism that will take out the entire area, which is activated from the computer room.

**WHAT NEXT?:** It is recommended that Dori escape, as she could prove a worthy adversary. If by some miracle the party sneaks into the computer room completely undetected, they could get a lucky break and find out where the main European Web HQ is located.

### **GEM4. Downhill All the Way**

**LOCATION:** The Alpine Gate, a ski resort high in the Italian Alps.

**SET-UP:** The agents have checked in to capture a reclusive Red Brigade leader hiding out in the lodge. There are several Red Brigadiers, one on the staff, others checking in. Also, unbeknownst to all, the lodge is owned by a crime family and is used as a drop-off point for cocaine.

The agents pose as ski tourists, out to enjoy themselves. The Red Brigade infiltrator is a maid named Gina DiNatale, a Generic Soldier with Ori-

ental Martial Arts (3), Surveillance (4), Lockpick (5), and Driving (Snowmobile-2). She is armed with a silenced 9mm Luger and a stiletto.

The other Red Brigadiers are all Generic Thugs with AK-47s in their duffel bags. They are supposed to meet the leader at an abandoned farmhouse six kilometers east of the resort in two days. Four unmarked trucks are supposed to pick them all up and sneak them into West Germany, where they can continue their terrorism.

The Red Brigade leader is Giuseppe Nero, all basic attributes 60. He has level 4 skill in Pistol, Submachine Gun, Hand Grenade, Demolitions, and Interrogation; level 3 skills in Stealth, Boxing, and Driving/Automobile. He speaks Italian, German, and French, all at level 5. He always carries a silenced Walther PPK, and his suitcase contains an Uzi.

**THE PLOT THICKENS:** Gina can use her Surveillance skill once per day to spot people who are looking for Nero. If she discovers them, she may try to get friendly with one of the agents to find out what he knows and wants.

Also, during the first night, a silver limo drives underneath the agent's window and parks at the administration building. Four Generic Thugs are here to pick up 15 pounds of cocaine from the resort owner and his four thugs. All the thugs are armed with .45 automatics. The owner's name is Michael Arditti. The car is eventually bound for Monte Carlo.

**RESULTS:** Gina may attempt a late-night assassination of an agent, or she and her support may try to kill them on the slopes. Regardless, Giuseppe, Gina, and her men will rendezvous with the trucks at sundown of the second day. The four trucks each contain two Generic Thugs with AK-47 rifles.

**WHAT NEXT?:** The agents may pursue the Red Brigade into Germany, where they will find that Web is masterminding this operation. As for the drug runners, the agents may go to Monte Carlo and mingle with the jet set, trying to find out where the drugs are headed. This may lead them to Colombia and a run-in with a drug overlord.

## GEM5. *Straddling the Fence*

**LOCATION:** Across Europe.

**SETUP:** Orion has learned of a device created by a Swedish scientist named Karl Larsen, who is currently staying in Denmark, that can completely render the U.S. SDI (Star Wars) program obsolete. The CIA and KGB are after him as is the Web. The KGB and the Web want the technology. The CIA wants to kill the professor so that SDI will be safe. Orion must see that he and his daughter, Inga, get safely to Vienna, Austria, where his associates can provide him with a new identity. The professor, wishing to retire into obscurity, wants only to be left alone. He feels the knowledge that he has discovered should not be given to any major power. The airlines and train stations are being watched, so the agents must take two BMW sedans and drive them to Vienna from Denmark.

The problem is that the professor's daughter is convinced that the Soviet Union can offer him the best protection, and she is working on a way to turn her father over to them.

The agents rendezvous with the professor and his daughter at the King Frederik Hotel in Copenhagen. The professor travels in one car, his daughter Inga goes in the other. Treat Inga as a Generic Soldier, with a 9mm Luger, a pen radio, six sleep capsules, and a gas mask in her pocketbook. She also has a homing device given to her by the KGB, that will tell them where they are.

There are eight KGB agents following the car in two Audis, one red and one gray. Both cars have radios plus homing device receivers. Treat these agents as Generic Soldiers with attributes of 50 and skill level 4 in Driving/Auto, Submachine Gun, Pistol, Shadowing, and Surveillance. They are armed with 9mm Stechkins and 7.62 AKMs. They have gas masks and pen radios. The cars have oil slick dispensers, four doses. They will follow the Orion vehicles at a discreet distance.





The main capture attempt will be made as they pull out of Passau, West Germany.

The nine CIA agents are in three cars: one dark blue van, one grey Volvo, and one black Lincoln Continental. The latter is a rare automobile to find in Europe, so this could be a tip-off to the agents that something is not quite right. Treat them as Generic Soldiers exactly the same as the KGB, except that they are armed with .45s and M-11s. They have pen radios and gas masks. The CIA does not know what the professor's car looks like, but knows the KGB cars, and follows them.

There is a Web base in Munich. Two Web attack helicopters each armed with two .50-caliber machineguns and four agents will swoop down on a quiet stretch of the autobahn. A white van with six agents provides "ground support". Treat all Web agents as Generic Soldiers with attributes of 60. They have level 5 skills in Pistol, Submachine Gun, and Driving/Automobile. They are armed with Walther PPKs and Uzis. The van has two .50-caliber machine guns in front and caltrops in the rear, four salvos.

**THE PLOT THICKENS:** The agents are slated to depart at 6 p.m. from Copenhagen. They will proceed through Denmark into West Germany. They will go south through West Germany, not entering any large cities. They swing to the south-east, pass through Passau and cross the border into Austria, heading east into Vienna. Total driving time: seven hours at 90 mph.

The Web attack occurs 50 miles northeast of Munich. The KGB will not react unless it is clear that the professor's escorts are in danger of losing him. The CIA will react only if the KGB does.

When the group leaves Passau, Inga will discreetly slip on her gas mask and break two sleep capsules in the car, knocking out the agents. She'll flash the inside dome light once, a signal for the KGB to move in. They will attempt to halt the professor's car, drag him out after disabling the agent, and roar off due east to the Czechoslovakian border.

The CIA will attempt to intervene, and try to rescue the agents. They introduce themselves as

members of Amnesty International and try to fake out the agents by telling them that they will take the professor and his daughter now that the agents tipped the hand of the KGB. If given the chance, they will drive off and kill both people several miles down the road.

**RESULTS:** If the agents make it to Vienna, the professor is given a new identity and sent elsewhere, while the professor's associates politely escort the agents to the West German border, advising them to forget the whole affair.

**WHAT NEXT?:** If the KGB succeeded in capturing the professor, a mission into Czechoslovakia will be mandatory. Once the professor tells all he knows, the Soviets will kill him, so time is of the essence. The CIA wants to kill the professor, so that threat will exist as long as the professor is not in Austria. The Web 'copters obviously came from some city close to the attack, which may put the agents into Munich if they think to look for it. Incidentally, the CIA mission was not ordered from on high, but rather from a paranoid, slightly insane regional director. The agents may find themselves running into him again.

# Cancer Bureau

TOP SECRET/S.I.

## Eastern Europe

**Jurisdiction:** All nations of the Warsaw Pact, including territories of the Soviet Union south of the 60th parallel and west of the 60th meridian, plus Albania.

**Headquarters:** Moscow.

**Passwords and Clues:** Acanthus, silver, 3, 7, Monday.

## Bureau Dossier

The Orion Foundation's Eastern European bureau is unique among that organization's twelve international divisions. The task of operating a covert, non-governmental agency in and among police states has been difficult, to say the least. Things have improved since the advent of *glasnost*, but Cancer's Section Director and his subordinates still walk a most delicate tightrope.

In the West, the Foundation can operate through private, subsidiary corporations, but this doesn't work in centrally-planned economies of socialized industry. Western agents accustomed to receiving a great deal of support through such companies find work in Eastern Europe a truly foreign experience. Cancer is more than anything a complicated network of individuals, united in a desire for peace, progress, and destruction of the Web. Members range from common workers through surprisingly important members of the Kremlin hierarchy.

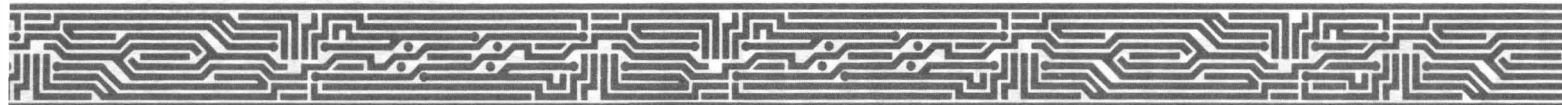
The typical Eastern European agent is a native of the country in which he or she operates. This does lead to serious penalties for treason if they are found to be agents of such a "foreign" entity as Orion; but non-natives simply have too much difficulty working effectively on a long-term basis. Foreign-born operatives almost inescapably find themselves under the surveillance of the local government intelligence agency, either the KGB or its local counterpart. In addition to impairing those agents' effectiveness, this necessitates utmost cau-

tion and care in communicating with local Orion figures.

More so than Western agents, those of Eastern Europe are used to functioning on their own, since they usually cannot count on anyone being able to come to their rescue without compromising the whole of the organization. These agents have deeply ingrained caution, bordering at times on paranoia, about their membership in and activities for Orion. No one scrutinizes codes and passwords more critically than Eastern agents, and their intuition for something being amiss is uncanny. Recklessness is viewed as almost a mortal sin, but it is also recognized that daring and bold actions are sometimes required. Above all, Cancer agents share a fierce loyalty. They believe deeply that the organization's success and survival is much more important than the individual's comfort, or even his life.

Western agents often hold misconceptions about the ideologies of Eastern agents, and they feel some culture shock when they encounter reality. The most common assumption is that Orion functionaries are anti-communist. While it is true that many Orion members sympathize with dissidents, and some are even dissidents in their own right, as many or more are sincere members of their nations' Communist Parties. The agents value peace and stability, and seek to promote progress without violence through the existing system as much as possible. This is in opposition to the aims of the Web, which seeks to create and profit from unrest and corruption. Even if they concede some flaws inherent in the communist system, most Cancer operatives will hasten to place blame on the Web for their nations' social, economic, and political ills. Everything from the arms race and the war in Afghanistan to low GNPs, shortages of consumer goods, and drug traffic may be asserted to ultimately stem from the machinations of the Web.

Connections to the West are maintained indirectly, through Orion subsidiaries — commercial corporations that have offices in major Eastern European cities (such as the British-based Excalibur Investments, Ltd., which has offices in Moscow and



Prague). Much of the financial support for Eastern operations, as well as the occasional Western-bred agent, is channeled through these offices.

## Headquarters

The Cancer Bureau Headquarters are located in downtown Moscow. However, the section is structured so that it can continue to operate efficiently even if HQ is closed down. This could happen if HQ were discovered by outside agencies (anything from the GRU or KGB to Western intelligence could be threatening, to say nothing of the Web), or if it is deemed necessary by the SD as a precautionary measure against discovery. In the latter situation, it is not unusual for the headquarters to change location, though in the past this has always been only a temporary relocation, since the arrangements in Moscow are considered nearly ideal.

Cancer's cover is a small print shop, Ilyich Printers, which mainly publishes pamphlets and propaganda for tourists. It is a small business, permitted private ownership status by recent economic reforms (and inside help among the authorities).

The exterior is not distinctive. It is a modern building, located not far from the Kremlin. The building that originally stood on the site was leveled in World War II by bombs with which a German pilot would rather have hit the Lenin Mausoleum a couple of blocks away. Other nearby sights and conveniences include Red Square, the Lenin Museum, St. Basil's Cathedral, several entrances to the subway system, and a shopping center. The bustling crowds of people in this part of Moscow provide excellent cover for secret dealings, although it is traditionally crawling with all sorts of spies.

The front room holds samples of the wares (free for tourists!) and a desk, where orders are left and behind which sits Nastasia Feodorova, the secretary. The back room holds the presses, and there works Nastasia's husband, Ivan. Connected to that room are a storage room and the office of Yuri

Lukin, the shop's proprietor. A hidden trap door in the storage room's floor leads to a small room, from which descends a spiral staircase to the actual headquarters.

Cancer Bureau has three other entrances and exits. Two are through the subways: one is a sliding wall actually in a subway tunnel, while another is a secret door in the back wall of a maintenance supply room in a station. The third is a tunnel to the river, where a mini-submarine waits. The sub can hold two people in some comfort, or at most three. This last is an emergency exit, very rarely used.

The complex, located in what was a secret sub-basement of the building that stood here before World War II, is not large, but it is equipped with the most advanced technology. It is divided into a computer and communications center, living areas, and storage areas. The computer and communications center does the dirty work of coordinating all Orion operations in the section, as well as staying abreast of happenings elsewhere in the world. The living areas include dining facilities, recreation rooms, and dormitories to accommodate the complex's resident staff of five as well as up to ten guests. The storage areas hold spare parts and tools for the machinery and equipment, plus enough food and drink to sustain the resident staff for a month and a half.

Electricity for the complex is siphoned off the subway system. There is also a backup system of batteries for emergency use; it can keep Cancer functioning normally for 24 hours, or at a minimum level for three days.

Besides the people in the print shop, the staff of five, and the section director himself (whose cover role is that of a minor Kremlin bureaucrat), it is worth noting that a subway train driver and two subway station workers are Orion employees.

## City File: Moscow

Moscow is the economic, political, and cultural center of the Soviet Union, and is located approximately at the center of European Russia. Its long history stretches back into the middle ages, from whence it has grown into a modern city of about 8 million souls.

The city's geography can be divided into four regions, concentric rings about the city's heart. The outermost region is not technically part of the city. It includes the verdant ring of parks (where development has been limited), such suburbs as Mytishchi and Podolsk, and the capital's four airports (Bykovo in the east; Domodedovo, southwest; Sheremetyovo, northwest; and Vnukovo, southwest).

The next ring, within the city limits, is the area of post-World War II construction, made necessary by a huge growth in population, mostly migration. Comprising more than half of Moscow's total area, the region consists chiefly of major housing structures. Also located here are several large parks and, directly southwest of the city center, Moscow State University.

The city's middle ring developed in the blossoming years of Moscow's industrialism. The circular railroad divides it from the outer districts, and links the many railroads which meet in Moscow. Most railway terminals end in this region, part of which is depicted on the map below (this middle ring includes Gorky Park).

Most of the map shows the inner city, which lies inside the Sadovoye Ring Road (the circular road on the map). This district is the hub of activity in the city. At the center of it all is Red Square, surrounded by one wall of the Kremlin and Lenin's tomb, St. Basil's Cathedral, and the GUM department store, which is the Soviet Union's largest shopping center.

An efficient system of public transportation exists to carry one all about Moscow's districts. Upon

arriving in the Soviet capital, perhaps via the airports or railways mentioned, one might move around by means of buses, taxis, or private cars. The subway is a particularly efficient mode of transport, being safe, inexpensive and reliable. The underground trains run often and punctually; one usually needs to wait only a few minutes for the right connection. The subway stations themselves are worth seeing; they are immaculately clean and pleasingly decorated. A person might almost imagine some of them to be the foyer of a palace or museum.

Though this is the Soviet Union's commercial center, even the GUM store is not likely to impress the typical Western consumer. The best goods are available in Beriozhka shops, special stores (often located in hotels) that accept only hard (Western) currency. Prices are generally quite reasonable.

The basic Soviet unit of money is the ruble, divided into a hundred kopecks. The official exchange rate between the ruble and hard currencies is set by the government, and varies according to fluctuations in the world market. The simplest system is to set one ruble to \$1.50 (conversely, one dollar is 67 kopecks).

Daring visitors may try to find better rates on the black market, where as much as five rubles to the dollar might be garnered. (Hard currency is in demand for use in the Beriozhka shops, where greater variety and quality among consumer goods can be found.) Black marketeers are also interested in Western items, including clothing (particularly jeans, jackets, distinctive T-shirts, and shoes), rock music tapes, portable tape players and radios, and printed matter.

Incidentally, it is possible for characters to acquire a large amount of rubles if they play the black market well. But this is not the ticket to instant wealth that it may at first seem — there are several problems with rubles. For one thing, it is illegal to remove paper currency from the country (coins are permitted as souvenirs), and even if you do get them out, they have no real value elsewhere in the world. Also, one cannot exchange the illicitly-acquired wealth for hard currency. When a person buys rubles through official exchange



channels, he is given a receipt. He cannot trade back more rubles than he has receipts to prove he originally bought.

The problem with the black market is that one runs into serious problems if caught. For this reason, many Russians now prefer not to deal in currency — instead, they'll trade Russian goods for those from the West. This works well enough, except that some items may not legally be taken from the country, including art works, flags, and military paraphernalia, and adults' bags are usually searched at airports.

If one ignores the black market trade with Western tourists, Moscow does not have much of a crime problem, in spite of its size. This is not to say that the city is entirely without theft, drugs, prostitution, and gambling, but these occur at a much less noticeable level than in many Western urban centers.

The uniformed police in Moscow are quite competent at maintaining order, a task which rarely needs to go beyond ticketing jaywalking for-

eigners (which earns a fine of 4 rubles).

Military uniforms are seen all about, especially around Red Square; in many cases, the soldiers are tourists themselves, seeing the shrines of socialism. There are exceptions, of course, such as the stoic, ever-present guards at the Lenin Mausoleum. (The change of the guard there is a favorite tourist attraction.)

The secret police don't seem to be as active these days as they were, say, a decade ago. Nonetheless, characters to whom any conceivable suspicions may be attached (a category likely to include all foreign Orion operatives) can expect to have a loyal "tail".

## Moscow

Scale: 1 inch =  $\frac{2}{3}$  mile

### Numbered Areas

1. American Embassy
2. Gorky Park
3. The Kremlin
4. Red Square
5. Lenin Mausoleum
6. St. Basil's Cathedral
7. GUM Department Store
8. Ilych Printers (Orion HQ)
9. Bolshoi Theater
10. Lubyana Prison



## Mission File: Eastern Europe

The tension of operating within police states creates an exciting and stimulating atmosphere for adventure scenarios. The following collection of examples is by no means exhaustive; only a little research will provide the Administrator with many more ideas. Besides the usual fare of spy novels, non-fiction works concerning Eastern Europe since World War II may be helpful. Current events described in magazines and newspapers also may inspire thrilling missions.

The first two mission briefings that follow are related scenarios. They revolve around a major East European drug network, behind which lurks the Web. Either "How Black is the Market?" or "A Neutral Party" could be used to start the PCs; the latter works best for non-native agents. The scenarios could be run successively: after helping Nikolas, the PCs are sent by Moscow HQ on the second mission. It may irk them to be taken away from the former pursuit, but they'd end up with more leads, plus hints that something big and evil is behind it all. Take a moderate tack in drawing out the campaign: give the PCs many options, so they're not just running a gauntlet or having the Web leadership handed to them on a silver platter; but don't make it so murky and difficult that they have no idea of what they're doing.

After those scenarios come some briefer synopses that give the Administrator some ideas to work from but require much fleshing out.

### CAN1. *How Black Is the Market?*

**LOCATION:** Moscow.

**SETUP:** Nikolas Betskoy, a friendly acquaintance of one or more PCs, is a young factory worker who on the side engages in some small-time black

market trading. This consists of exchanging Russian items which are hard or impossible to get in the stores, or at least very expensive (such as lacquer boxes, sports uniforms, flags, and military paraphernalia, from belt buckles to full dress uniforms) for items from Western tourists (portable stereos, music recordings, T-shirts, and jeans). Some of the goods he trades are illegal to take out of the country, but Nikolas refuses to deal in things, such as hard (Western) currency, that could lead to severe consequences were he caught.

Nikolas has underground connections, through which he both receives goods for trade and relieves himself of any acquisitions for which he has no use. The arrangement works well for a profitable and interesting pastime.

But now his connection, a certain Maksim Aleksandrov, is pressuring Nikolas to deal in riskier substances: not just currency, but drugs. Nikolas has so far refused, but Aleksandrov has been insinuating that unless Nikolas agrees, he'll have to find himself a new connection.

Nikolas therefore approaches the PC(s) for advice, not knowing of their status in Orion. He wonders what to do. Going to the authorities seems quite out of the question, because Nikolas himself would be in serious trouble. If the PCs offer to investigate Aleksandrov, Nikolas will provide them with his address: an apartment in downtown Moscow.

**THE PLOT THICKENS:** Maksim Aleksandrov and his wife Viktoria are small-time black marketeers and fences, but recently they made contact with a major drug pipeline (which originates in the Web, though few know this). While Maksim is seeking to line up such people as Nikolas to become pushers, Viktoria has gone to Yalta to finalize arrangements for acquiring the actual narcotics.

Maksim Aleksandrov is not in his apartment when the PCs arrive. If they choose to break in, they can do so with ease; the lock on the door is simple to pick.

The interior is cluttered, unkempt. Besides the usual array of clothes and similar possessions, a thorough search turns up a small plastic bag filled

with tranquilizers, and a note, both hidden behind the false back of a dresser drawer. The note reads:

Dearest Maksim: Just a quick note before I'm off to meet our new connections in Yalta. Has N. given in yet? I think he's too scrupulous for our plans, at least too timid. I'm afraid he might betray us. I'll see you again soon, no? All my love, Viktoria.

Beneath the note is scribbled a hotel and room number in Yalta.

After the characters have had time to search the apartment, Maksim returns from errands he was running; he carries a bag of groceries.

**Maksim Aleksandrov:** A generic NPC, except for having REF 50, and level 3 skills in Pickpocketing and Shadowing. He carries a pocketknife and a stiletto, plus normal personal effects (including 25 rubles — about \$60 by official exchange rates).

Maksim is quite naturally surprised to find a group of strangers rummaging through his apartment. His immediate (and not unreasonable) fear and assumption is that the PCs are police, and his little capitalistic enterprise has been discovered. His reaction is to turn tail and run.

**RESULTS:** Hot on Maksim's tail, the characters may get a pleasant foot-tour of downtown Moscow. The exact location is up to the Administrator — let your fancies run wild.

Anything could happen when Maksim is finally cornered. He'll fight if he feels he must, but he is not particularly brave nor foolhardy; if PCs make him realize that they're not KGB and just want to talk, they will find him fairly cooperative. Maksim can be easily intimidated into leaving Nikolas alone, and with only a little more prodding he'll divulge that his wife is really the mastermind of their operations, and she's gone to Yalta to meet with their supplier, a man named Yegorov.

**WHAT NEXT?:** If the PCs botch the encounter with Maksim, they may still have, from searching his apartment, enough information to work with.

The Admin should develop the details for Yalta and subsequent chapters of the adventure. Yegorov's primary business there is not Viktoria Aleksandrova, but actually a rendezvous with his superior, a Turkish drug magnate. To make things interesting, the affair takes place in a squalid hotel, crawling with all manner of thugs and unwholesome persons. Interference in the conference is unlikely from local authorities, who are well bribed by the criminals.

## CAN2. A Neutral Party

**LOCATION:** Eastern Europe.

**SETUP:** In the game of world politics, a recent East Bloc concession was to release a controversial dissident writer, Tanya Petrovskaya, from a mental health asylum and permit her to emigrate to the West. The already delicate situation was aggravated by anonymous threats on Petrovskaya's life. Many Westerners believed that Petrovskaya's enemies within the Communist regimes intended to arrange her "accidental" demise. After heated negotiations, the superpowers agreed to solicit a neutral organization to escort her safely across borders to a new identity and life in the West.

Through contacts in the United Nations, the Orion Foundation has assumed that task, and assigned PC agents to fulfill it. Under aliases, they will traverse Eastern Europe by land. Western intelligence knows their destination beyond the Iron Curtain — Vienna, Austria — but no one outside Orion knows exactly what route will be taken.

Once the Administrator has decided upon the starting point of the scenario, it will be up to the PCs to plot their route. Airplanes are not permitted, because they are too vulnerable as targets for "accidents". Trains and cars, the latter belonging to Orion contacts and agents, will probably be the means of transport. This has value for agents and players, since it will provide them with contacts in as well as exposure to Eastern Europe.

**THE PLOT THICKENS:** The dissident, Tanya, is not just your average *samizdat* writer. For her books, she carefully researched social problems, many of which her government was not eager to acknowledge. But her true enemies are not so much in the government as in the Web: while researching a book on narcotics traffic, she encountered the trails of Web operatives and came to realize that a sinister organization was behind and profiting from the drug trade. She learned too much, in the view of the Web. Her detention in the asylum has actually preserved her life; while there, with no one to hear her, she was no threat to the Web. But now she is free.

The death threats were bogus, made by certain corrupt officials whom her writing had exposed. The Web is too professional to resort to such crude overtress. Nonetheless, the Web wants to see her silenced forever, before she is safe in the West and free to express herself.

**Tanya Petrovskaya:** Generic NPC, except INT 68, and education in Basic Liberal Arts, Basic Science, Anthropology/Psychology/Sociology (level 4) and Literature/Journalism (level 5).

Her journey through Eastern Europe with the PCs is made lively by a team of expert Web assassins (each having attributes not less than 40 and at least one combat skill of level 4 or higher). Through a leak, the assassins know the PCs' official route, as submitted to Orion HQ in Moscow;

and any necessary, reasonable resources can be made available. The characters of course should have ample chance to defend themselves, but to keep tension high an occasional close call without warning (such as a car exploding a minute after the characters have left it) does wonders.

**RESULTS:** Tanya has been hoping that the Web has forgotten her, if it ever was aware of her discoveries. But once it becomes evident that professional, well-informed assassins are after her, she's willing to enlighten her escorts as to why someone wants so badly to silence her. She is oblivious to the existence and purpose of the Orion Foundation. Through careful roleplaying, PCs may win her confidence and pick up useful information for Cancer.

Once Tanya is in Vienna, she will be passed along to Western authorities, who will see to it that she is given a safe, new identity and life.

**WHAT NEXT?:** This scenario most obviously leads into further skirmishes with the Web's black market activities. Of course, Tanya was institutionalized for several years, so not all of her information remains accurate, but it gives the PCs a place to start.

For example, Tanya provides the location of an opium den in Baku or Bucharest. Though abandoned now, careful inquiries among the neighbors lead (after several dead ends, of course) to the former proprietor's current residence.





One question raised by the scenario is how the Web discovered the escort route? Hunting down the mole would require fleshing out Cancer's command structure, but could lead to some interesting intrigue. Everyone is suspect, including PCs!

### **CAN3. *Against the Wall***

**LOCATION:** East Berlin, German Democratic Republic.

Sometimes Cancer Bureau allows a Western agent to cross-train in its jurisdiction. Every once in a while the person who shows up is a hotshot rookie. And not entirely infrequently, such a rookie agent screws up badly. William Hallern, of London, is just such an agent.

Bill's not a bad guy, but the tactics he developed as a punk in London didn't translate quite so well to East Berlin. He's gotten himself into a bit of trouble with the local constabulary, and some experienced agents are being assigned to bail him out. The orders are simply to get him to West Berlin — and no, the authorities won't just let him through Checkpoint Charlie.

This scenario affords the PCs a chance to match their skills and wits against the classic symbol and manifestation of the police state. The Admin should research the defenses of the wall; players may be inspired by accounts of past defectors. Imaginations should be free (has anyone tried to hang-glide the wall?), but don't get too out of hand — sorry, no thermonuclear devices.

### **CAN4. *Blackmail in Bulgaria***

**LOCATION:** Sofia, Bulgaria.

**SET-UP:** Senator Barblock, an American, is in Bulgaria on one of his frequent combination vacation/factfinding missions. In the process he has fallen prey to a blackmail scheme, perpetrated by a ring of "freelance" spies (perhaps linked to the Web). They hold photographs and tapes of him

in compromising circumstances — evidence that would surely ruin his political career — which they threaten to release to the Western press unless he delivers to them sensitive information on the shipment of arms to Afghan guerillas by the CIA. This knowledge would then be passed along, for a big profit, to Soviet intelligence.

The senator's closest aide is Sam Pierson, a man who used to work for Orion's Ganymede Bureau. He is worried by the situation, and is even more concerned that the senator appears ready to give in to the blackmailers' demands! The most expedient solution, in Sam's view, is to contact the Bulgarian wing of his former employer.

**THE PLOT THICKENS:** Two approaches are possible in dealing with this matter: should only the blackmailers, or the tarnished politician as well, be brought to justice?

In either instance, the PCs should arrange to eavesdrop on the meeting between the senator and blackmailers, and then make their move. They might record or interrupt the incident, or attempt to track down the blackmailers and take the implicating materials from them.

**RESULTS:** The blackmailers themselves are unpredictable and undoubtedly armed. Their strength should be balanced with that of the party, in case a violent confrontation erupts.

**WHAT NEXT?:** If the senator is injured or killed in the confrontation, things could get sticky for the PCs. Alternatively, the information promised could be delivered, and the PCs could be given the mission of recapturing it from the spies.

### **CAN5. *The Citadel***

**LOCATION:** Albania.

**SET-UP:** After months of investigation, the Orion Foundation has learned that the Web has adopted an isolated, ancient castle, high in the mountains of Albania, as a base for operations. The nature of the operations should be determined by the Administrator. For example, it could be the coordinating center for terrorist attacks in Western

Europe, or the headquarters of a black market smuggling network.

**THE PLOT THICKENS:** The team of agents who informed Orion of the fortress were captured, and are presumed to be held therein. A strike on the castle is therefore imperative and urgent; it must be conducted before the operations are moved, so that the Orion contacts can be rescued.

**RESULTS:** This commando-style scenario would be primarily of an action-packed, "hack-n-slash" nature. The PCs need to sneak in, wreak as much havoc as they can, pick up information on Web schemes, and free any imprisoned Orion operatives that remain alive.

**WHAT NEXT?:** If the PCs are too late, the Orion agents could have been moved to another location for further interrogation. Interrogation might have already succeeded, in which case the PCs must get back to warn other agents that operations have been exposed. Information garnered from the raid could lead the PCs on several other missions in Eastern Europe.

## CAN6. Divided Loyalties

**LOCATION:** Any Eastern European country.

**SETUP:** Needing to stay abreast of all espionage-related activities, Orion employs a fair number of double agents within East European secret police agencies — the Soviet KGB and its counterparts in other East Bloc countries. On rare occasion, such an agent is discovered; on rarer occasion, such an agent gives himself in, possibly becoming a triple-agent. Such occurrences greatly compromise Orion and its ability to operate — especially in the delicate balance it maintains beyond the Iron Curtain. As much as it detests to do so, Orion must then attempt to remove the turncoat; and such a mission may fall on the PCs' shoulders.

**THE PLOT THICKENS:** The Administrator should invent the turncoat's background (why did he betray Orion — for personal profit, or to save himself when he was discovered?), as well as

details of where he is kept and what measures are in place to protect him. Assassination is the most direct way of silencing him, but circumstances may forbid that course of action.

**RESULTS:** Breaching secret police headquarters in an Eastern European country is not a simple task, so agents will probably look for an easier way. Hitting the traitor when he is moved is one possibility, but meanwhile he could be spilling information that would endanger the PCs and other Orion agents.

**WHAT NEXT?:** In a complicated variation on this scenario, the "turncoat" actually remains loyal to Orion; and to convince the secret police that he is really defecting to them, an assassination must be planned to fail, but convincingly!

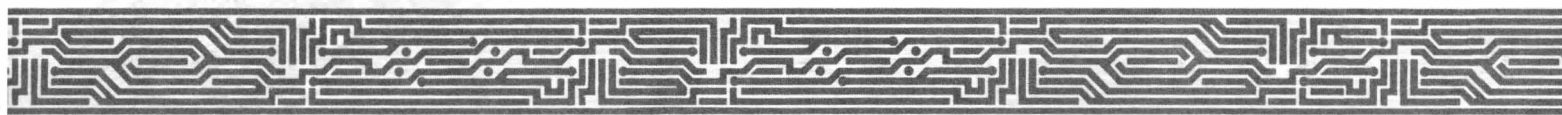
## CAN7. Germs and Gymnasts

**LOCATION:** Prague, Czechoslovakia.

**SETUP:** Like everything else, the means of crime change under the influence of modern technology; for example, ancient piracy developed into modern airliner skyjacking. People find new ways of approaching old tactics. There are still those who take hostages — but they include videotapes of their victims with their ransom notes. And why even bother keeping track of individual hostages, when you might in effect hold an entire city captive with a thermonuclear device?

An international gymnastics competition is held in Prague. By its third day, most of the participants have fallen to a mysterious illness which baffles the physicians. It appears to be caused by an as yet unidentified virus.

**THE PLOT THICKENS:** Just as the press gets wind of the story, the Admin's favorite terrorist group (probably Web-linked) delivers a ransom note: their demands must be met in exchange for the cure to the gymnasts' illness. The demands could range from money to the freeing of imprisoned compatriots; decide what best suits your campaign. The terrorists don't fail to mention that the



disease has invariably proven fatal within a week or two — so there isn't enough time for scientists to develop a cure and save the athletes.

**RESULTS:** If the terrorists' demands are not met, the athletes will die. The only other alternative is for Orion Foundation agents to discover the terrorists' location and find the antidote. Perhaps the PCs already know where to start, or the Admin may need to make up some clues to set them on their way. Keep in mind that the PCs' goal is first and foremost to find the antidote to save the athletes' lives; afterwards concern can be devoted to meting out justice to the terrorists.

**WHAT NEXT?:** It could be the PCs' arch-enemy behind the terrorist facade, or the elaborate hostage situation might actually be part of a game of revenge, a trap for a specific PC. If the PCs don't discover the cure in time, the terrorists could repeat their crime with other victims for other purposes.

## **CAN8. *Interception!***

**LOCATION:** The Baltic Sea, off the coast of Poland (near Gdansk).

**SET-UP:** The Web thrives on chaos and conflagration, and does not discriminate along ideological lines. In this scenario, Web operatives have been working to foment revolt in Gdansk, the Polish port and industrial center. Gdansk has gained international attention through the activism of the Solidarity labor union, but the Web seeks to corrupt such reasonable desires for freedom and reform into a violent, destructive struggle, from which they might profit.

**THE PLOT THICKENS:** Hints of the Web's malevolent designs have filtered through to the Orion Foundation's Moscow HQ over the past months, but these have largely been hazy and insubstantial, a collection of events with ominous undertones that seem to be more than coincidence.

But at last there is something concrete, something to act upon. An Orion-owned fishing boat in the Baltic had visual contact with a submarine not far

off the Polish coast. Its unusual design defied recognition and identification as belonging to any known nation's navy, and it was cloaked against detection other than sight, such as radar. Both of these are characteristic of Web vessels.

Connecting this bit of information with current rumors on the street, headquarters surmised that the submarine meant to smuggle weaponry into the city. Even if arrangements for a full-scale revolt are not complete, the delivery of the presumed armaments could not be permitted; it was obvious that the Web had gone dangerously far already. It was time for action; within an hour of the submarine's sighting, PC agents are assigned to deal with it.

**RESULTS:** The tasks of the agents are threefold: to confirm that the submarine is in fact in the service of the Web; to prevent the delivery of its cargo to shore; and, if at all possible, to take control of the submarine itself and deliver it to Orion affiliates in Scandinavia. Should the last goal prove impossible, the submarine should be destroyed, to prevent the acquisition and utilization of its advanced technology by the local military.

**WHAT NEXT?:** Capturing the submarine might not be the end of the PCs' problems; they could be attacked by naval vessels from Poland or another country, or perhaps by other Web ships in the area.

# Taurus Bureau

TOP SECRET/S.I.

## Northern Areas

**Jurisdiction:** All territories north of the 60th parallel, including all of Alaska, Norway, Sweden, and the southern end of Kamchatka.

**Headquarters:** Stockholm, Sweden.

**Passwords and Clues:** Poppy, green, 4, 6, Friday.

## Bureau Dossier

### Contacting Taurus Bureau

**When Lake Malar (Malaren Saltsjon) Is Not Frozen:** The agent should go to Strandvagen, the wide street to Djurgarden which runs along the quay. Finding a small fishing boat with the name "Poppy" on the stern, the agent should ask the boat's pilot in English, "Can you take me somewhere green this Friday?"

The pilot should reply, "I have room for four," and the agent should say, "Sorry, we have six."

If this parole is passed correctly, the pilot allows the agent to board. The boat travels under the Skeppsholmen Bridge and under a series of five bridges connecting Norrmalm to Gamla Stan. Rounding Riddarholmen, the boat approaches a boathouse with doors remotely controlled by the pilot. Once inside, the doors close and the boat docks. A short tunnel built of concrete and reinforcing bars connects the boathouse to the basement of Taurus HQ.

**When Lake Malar (Malaren Saltsjon) Is Frozen:** The agent should ride the Tunnelbana to the Gamla Stan underground station. Going to the Station Security Office, he should tap on the glass of the locked door, and ask the guard in English, "Does the green route go past any poppy fields?"

The guard should answer, "You need to take train number four," whereupon the agent should reply,

"But I thought I needed train six." If this parole is correct, the guard unlocks the door, asks the agent to come in, and lowers the window sash. Next he unlocks a wood-lined metal door in the back wall of the office and directs the agent into a tunnel. The concrete tunnel connects the Station Security Office to the basement of Taurus HQ.

## Entrance and Security

Taurus HQ is a centuries-old building near the waterfront of Gamla Stan.

The building looks as if it is lived in by a wealthy Swedish gentlemen who has occasional visitors and maintains a stable of four vehicles. A Taurus security guard, disguised as a doorman, answers the front door. Curious visitors are told the building is the private residence of Dr. Carl Mietzner and is not open to the public. If prowlers are discovered outside the HQ, the Rikspolis are called. Prowlers inside the HQ are killed or captured. If captured, interrogation reveals their purpose.

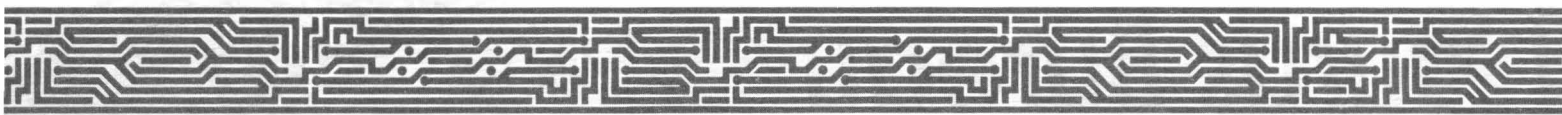
The doors into the basement are built of two-inch-thick stainless steel. The basement contains a stainless steel-walled surveillance area lined with gun slits and detectors of all kinds. Four electromagnetically locked doors lead out of the detection area. One marked "Ganymede Bureau" leads to laboratory space. Another marked "Security" opens into the internal security office. The other two, marked "Tunnelbana" and "Boathouse", lead to concrete tunnels.

Once physically and electronically searched, unarmed agents are allowed to enter the internal security office. In the center of this office is an elevator and a spiral staircase. The rest of the basement is used for the storage of arms, household equipment, and supplies.

## Internal Headquarters

The entire HQ exists as the core of a four-story apartment-like building surrounded by a shell of





private living quarters. Security cameras on each floor are connected to the internal security office in the basement. Internal security also controls all electromagnetic locks. All floors, including the roof, are connected by a narrow spiral staircase, telephones, and alarm systems.

The ground floor is devoted to agent briefing/debriefing rooms, an auxiliary power generator, and recycling equipment for air and water. The front door leads to functional living spaces including a kitchen and garage, but these rooms do not connect to HQ's office. They do connect via a staircase to the living areas on the second floor.

The second floor contains actual bedrooms, a bath, and a den connected by staircase to the living areas on the ground floor. The central core of the building around the elevator contains clerical offices.

The third floor contains communications equipment, a computer center, coding/decoding offices, and a Titan Team planning office. The third floor living quarters connect by camouflaged passage to the communications equipment room.

The top floor is the Northern bureau's nerve center and contains the offices of the SD and his deputy. A situation room full of tables shows a polar projection of the world with Stockholm and national borders clearly marked. One wall is covered with telephones and digital clocks showing the local time in all twenty-four world timezones. Another wall is covered with large scale maps of the Arctic Ocean and the nations included in the Northern bureau's sphere of influence. A third wall is covered with televisions and computer monitors.

The flat roof, which can support a small helicopter, has an elevator lift house, a pair of chimneys, a normal TV antenna, and a few standpipes. The elevator does not reach the roof, but a spiral staircase does.

## Personnel

The SD of Taurus is Dr. Carl Mietzner. He is assisted by deputy Ingrid Milles and secretary

Erik Aronson. Communications technicians, security guards, housekeepers, and computer programmers and operators make up the staff numbering 12. This number increases during a crisis.

Three security guards working overlapping shifts are assigned to Taurus HQ's exit. They wear Stockholm Underground uniforms and are on the Tunnelbana payroll, reimbursed by Taurus. Taurus leases the subway security office.

## Taurus Activities

Taurus HQ is alerted by Zodiac via a Mentex Technologies office in Copenhagen; Centauri Shipping, with offices in Kungsholmen, provides agent transportation. Geotech Corporation, with offices in Norrmalm, provides agent cover in geologic research, mining, petroleum drilling, meteorology, and oceanography.

Taurus assists Soviet, Polish, and East German defectors. Taurus assists Interpol with tracking international criminals, counterfeit currency, and stolen property. Swedish assassins Olaf Peterson and Marina Sanderson are considered as dangerous as foreign terrorists. Taurus works with NATO investigating security breaches, in Canada preventing pollution, in Greenland preventing poaching, and in Siberia preventing fur, gold, and precious stone smuggling.

## Difficulties in Running Taurus HQ

During freezing weather, the water entrance cannot be reached by normal boats. The boathouse can be reached by ice boating or skate sailing. During thaws the HQ exit is used exclusively.

Winter freezing and fog prevent Centauri Shipping ships and aircraft from reaching Stockholm on schedule. Foul weather disrupts commercial flights and ferry service to Finland, Copenhagen, and other Swedish cities.

## City File: Stockholm

Stockholm (founded 1252) is the capital of Sweden, the home of its king, and the largest port on the Baltic. This cosmopolitan city covers 14 islands and parts of the mainland to the north and south. Stockholm boasts 50 museums, numerous parks, nearby countryside, and water clean enough to swim in. Annually, all Nobel Prizes (except for the peace prize awarded in Oslo) are awarded at prestigious ceremonies in Stockholm. As the showcase of Sweden's democratic socialism, Stockholm's long-lived citizenry enjoys a high standard of living. Sweden's policy of neutrality has prevented wars on Swedish soil for over 160 years.

## Currency, Population, and Language

One Swedish krona (or crown) is worth about 24 cents US, so \$1 US is just over four kronor. Each krona (Kr) is further divided into 100 ore. Currency can be exchanged at Centralstationen (Central Station).

Greater Stockholm has 1.4 million inhabitants, with Sweden as a whole boasting a population of about 8.3 million.

While Swedish is the official language of Sweden, about 10% of the inhabitants speak Finnish, and many Swedes speak English.

## Major Districts

**Gamla Stan (Old Town), "Town Between the Bridges":**

narrow, crooked streets connect historical courtyards and marketplaces surrounded by restored medieval buildings. Sightseeing tourists and security forces congest sophisticated 300-restaurant district both day and night.

**Riddarholmen (Isle of Knights):** historic buildings. Light security.

**Helgeandsholmen (Island of the Holy Spirit):** Parliament (Riksdag) meets. Tight security.

**Sodermalm (South Section):** higher ground, connected to Gamla Stan by intricate cloverleaf of bridges and streets called Slussen. Residential, higher crime area, lower security.

**Langholmen (Long Island):** favorite beach for nude sun bathing. Light security.

**Norrmalm (North Section):** financial and business center. Skyscrapers in Nedre Norrmalm (Lower Norrmalm) mixed with ancient church spires in new commercial center. Train passengers at Centralstationen connect with taxi and bus service. Security moderate, heavy business traffic. Gridlock.

**Kungsholmen (King's Island):** city government offices. Security oppressive.

**Ostermalm (East Sections):** mostly residential, many embassies, consulates. Moderate but trained security. All of Stockholm can be observed from galley atop 508-foot Kahnas TV tower.

**Djurgården (Animal Garden):** restaurants, amusement parks and museums, including open-air museum, Skansen.

**Skansen:** historical buildings, zoo, circus, theater, aquarium, concert hall, flower gardens, eating places. Security light. Tourism high in daytime.

## Encounter Areas

Besides hostels, tourist information booths, subway stations, kallare (formal restaurants), and konditori (pastry/coffee shops), see locations denoted on map.

## Enemies

Swedish Prime Minister Olof Palme was gunned down in the street by an unknown assailant on

Feb. 28, 1986. Marina Sanderson and Olaf Peterson, known members of the Exterminators, are believed to currently be working for the Web. Olaf is described as tall and brawny. Marina is attractive, but carries a garotte in her lipstick case.

## Police

Most Rikspolis (Swedish State Police) officers in Stockholm speak English. Uniformed Rikspolis personnel are armed with a 9mm pistol and a baton. Sensitive police matters are handled by plainclothes members of the Rikspolis. In extreme emergencies, specialists trained in hostage negotiation and anti-terrorism are called from the military or "borrowed" from neighboring countries.

## Mass Transportation

**By Rail:** Swedish State Railways (SJ), low fares and trains at Centralstationen. Tunnelbana (T-

bana), Stockholm Underground, stretches beneath all of Stockholm connecting subways.

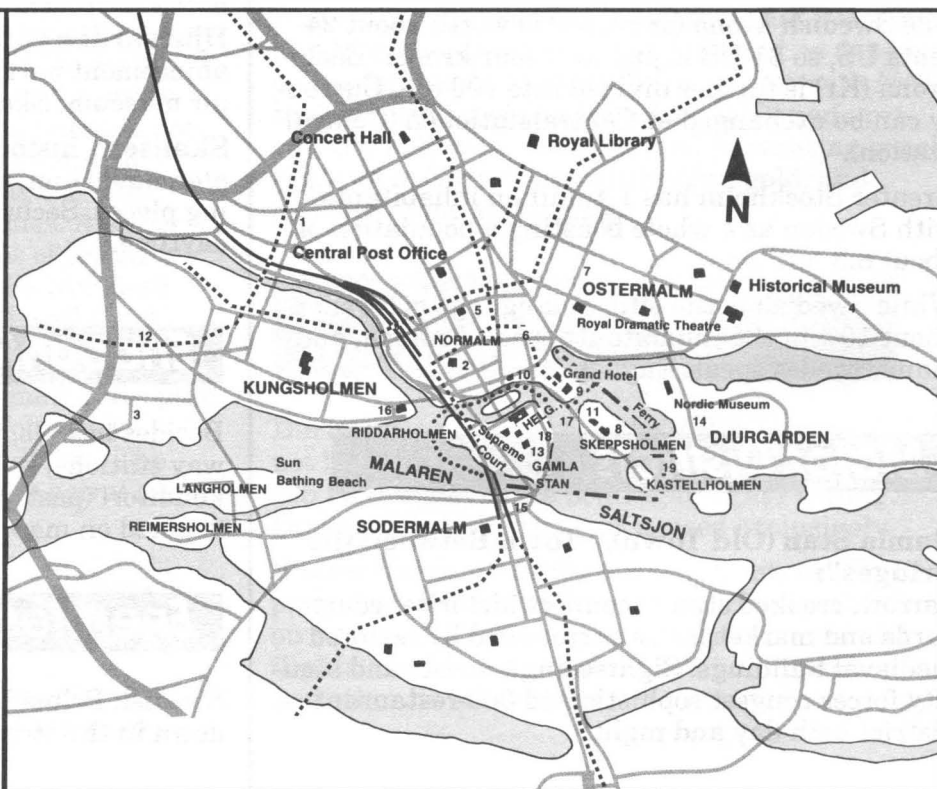
**By Air:** Linjeflyg, domestic airline, inexpensive flights leaving Arlanda International Airport 30 to 45 minutes north of downtown.

**By Land:** Taxis and buses available throughout Stockholm. Tourist taxis with English-speaking drivers and night fares more expensive. Automobiles can be rented.

**By Water:** Small excursion boats and ferries connect islands of Stockholm and sail Baltic archipelago. Boats can be rented. Passenger vessels travel major lakes and canals, best-known being three-day Gota Canal steamship cruise between Stockholm and Gothenburg, a city on west coast.

## STOCKHOLM

1. Arlanda International Airport
2. Centralstationen
3. Drottningholm Palace
4. Kaknus TV Tower
5. Kulterhuset (House of Culture)
6. Kungstradgarden (King's Garden)
7. Millesgarden
8. Moderna Museet (Modern Art Museum)
9. National Museet (National Art Gallery)
10. Operan (Royal Opera House)
11. Ostasiatiska Museet (Far East Museum)
12. Polishuset (Police Hall)
13. Borsen (Stock Market)
14. Skansen
15. Slussen
16. Stadshuset
17. Stockholms Slott (Royal Palace)
18. Storkyrkan (Cathedral)
19. Wasavarvet (Wasa dockyard)



## Mission File: Northern Areas

### TAU1. Arctic Circle Shortcut

**LOCATION:** Experimental cargo submarine, *Walrus*, anchored in shallow water 300 yards off coast of Point Barrow, Alaska.

**SETUP:** Recently Centauri Shipping developed an experimental cargo submarine. Christened the *Walrus*, the vessel is located with Alaskan and Oriental goods to deliver to Northern Russia. The vessel's maiden voyage is 3,000 miles from Point Barrow Alaska to Murmansk, Soviet Union. This route is 1,000 miles shorter than following the arctic ship route across the tip of the Soviet Union. If successful, sub-ice shipping could operate year-round, immune to the ravages of surface weather conditions. A Web sabotage attempt is expected. The PCs are to foil any attempt.

**THE PLOT THICKENS:** The waters around the *Walrus* are dotted with ice floes and small pleasure craft attempting to hinder her launch. To board the *Walrus*, the PCs must ride a rubber dinghy past the ice floes, protesting environmentalists, and possible Web saboteurs.

The environmentalists are gathered to block what they see as the first in a series of ecology-damaging exploitations. The protestors argue that if nuclear-powered vessels begin routinely crisscrossing the Arctic Ocean, it will not be long before there is a nuclear accident or oil spill.

**RESULTS:** Once the PCs are aboard, Captain Miles (unless the PCs have a better idea) decides to threaten any boat in the *Walrus*'s path with water from a firehose. This method works and the *Walrus* unceremoniously moves to deeper water where it submerges. Half a day later, the *Walrus* breaks the surface long enough to transmit that she is diving under the limit of the multi-year ice

and will surface five days later between Svalbard and Franz Josef Land. While under the ice, *Walrus* is out of radio contact and navigates via onboard gyroscopes.

**WHAT NEXT?:** Cargo items may be hazardous. A Web saboteur can attempt to release the vessel's oxygen supply or stop all gyroscopes. The vessel can be attacked by whales (see *Moby Dick's Revenge* below). The vessel can suffer from an explosion (see *Underwater Voyage* below).

### TAU2. Moby Dick's Revenge

**LOCATION:** Aboard submarine beneath polar ice cap, 83 degrees north latitude and 40 degrees east longitude.

**SETUP:** PCs can be aboard the *Walrus* (see *Arctic Circle Shortcut* above) or an experimental submarine oiltanker. PCs can be aboard a Soviet, United States, Swedish, Finnish, or Norwegian military submarine on another mission.

**THE PLOT THICKENS:** The PCs are rocked from their bunks by collision. The crew scrambles to check damage. Suddenly, the craft lunges sideways. The captain orders the engines to a full stop. The vessel continues to rock and pivot as external cameras and flood lights are turned on. The submarine is being jostled by circling whales. The captain decides not to proceed in hopes the whales will swim past. Suddenly, the deck heaves, throwing the captain against a bulkhead rendering him unconscious. The crew nearly panics as the giant sea creatures buffet the vessel. The previously undiscovered phenomenon is recorded on film.

The PCs are in command. Crew members recommend the vessel move ahead at slow speed so as not to injure any animals or the vessel. The buffeting decreases as distance from the site increases.

As soon as the limit of the multi-year ice is reached, the vessel may surface near the Svalbard island of Kvitoya. A blizzard is raging and no one will respond to the vessel's mayday. The swarming



sea mammals have damaged external communication antennas and no radio messages can be sent or received.

An SOS beacon can be activated and the vessel can proceed on the surface through the blinding storm toward land. Soviet radio operators detect any distress call and the vessel's position is determined by triangulation. A fishing vessel from Svalbard is sent out to find the stricken, now overdue vessel. The closest port is Barentsburg, Svalbard.

**RESULTS:** PCs can request outside expertise or utilize their own knowledge to investigate this phenomenon.

The whales congregated at a position beneath the polar ice cap. Whales do not swim far beyond the edge of the ice cap unless there is open water through which the mammals can reach air.

After reviewing film of the phenomenon, migration is ruled out. The whales are of mixed species: bowhead, beluga, and narwhal. Migrating whales are usually on their way to or from breeding grounds and do not mix in interspecies pods.

The gathering site is over the Barnts Abyssal Plain which is 12,600 feet below sea level. Whales are far more likely to gather over banks where marine life is more plentiful.

Recent satellite photographs of the region reveal a wide crack in the ice cap running from the open sea for two miles. The open water ends at an ice island measuring two miles long and half a mile wide. The huge congregations of whales are visible and clustered nearest the ice island.

The vessel's hull is battered from all sides. Top and bow damage could be from ice collisions. Damage to the bottom, stern, and sides must have been done by whales. The submarine is seaworthy within 24 hours.

**WHAT NEXT?:** The PCs can proceed to the whale gathering site for further investigation (See *Homing Pigeons They're Not* below).

The PCs can choose to stay aboard the *Walrus* on her scheduled two-day voyage to Murmansk (see *Underwater Voyage* below). This plot can be fur-

ther complicated by having local dignitaries and members of the press invited aboard.

### TAU3. *Underwater Voyage*

**LOCATION:** Aboard submarine (or ship) in Barents Sea, between Barentsburg, Svalbard and Murmansk, Soviet Union.

**SETUP:** The *Walrus* safely proceeds on its maiden voyage until it surfaces. Dignitaries and members of the press may be aboard her. This event also occurs if the PCs are aboard another submarine (or ship) in this region.

**THE PLOT THICKENS:** When the vessel surfaces, or a periscope is raised, a merchant vessel is spotted on the horizon heading southwest. The unmarked vessel flies no flag. The location of each PC aboard should be noted at this moment.

With deafening thunder, the sea explodes into foam at the bow! Warning bells clang as the forward compartment quickly floods through a jagged puncture. The vessel is sinking. The deck tips forward as the front of the vessel fills with seawater.

The captain orders (unless living, untrapped PCs suggest otherwise) all hatches sealed. Ballast tanks are emptied to balance the vessel. Damage is assessed. The vessel should be able to ride high enough in the water to force some of the saltwater out the opening caused by the explosion. With luck, the vessel can limp to Murmansk.

**RESULTS:** The unflagged merchant vessel is highly suspected of planting a mine. Rescue vessels from Murmansk come and help tow the stricken vessel into port. The injured are airlifted to the mainland.

**WHAT NEXT?:** Any PCs choosing to follow the suspect unflagged merchant vessel discover it headed for a Norwegian fjord (see *Seal of Approval*).

## **TAU4. Homing Pigeons They're Not**

**LOCATION:** The PCs are near an ice island floating near the edge of the polar ice cap, 83 degrees north latitude, 40 degrees east longitude.

**SET-UP:** Whether by boat, aircraft, snowmobile, or dog sled, the PCs arrive at a suspicious ice island. A crack of open water up to 300 yards wide runs for over two miles to the open sea. All along the lead, and especially next to the ice island, hundreds of various species of whales are shouting.

Searching the laboratories or questioning captured personnel reveals the true purpose of the base. Web has developed an underwater loudspeaker which broadcasts at frequencies whales detect. By increasing the amplification, whales can be gathered from miles around. Such a device can be used for a variety of purposes. One use is as a lure to aid whalers in catching the intelligent sea mammals. This could lead to their extinction.

A second, more devious use is to disrupt shipping by dropping the loudspeaker from a buoy or vessel in the shipping lanes or at the mouth of a harbor. The congregation of whales could slow or damage target nation's seagoing vessels, weakening their naval capabilities.

**WHAT NEXT?:** This Web hideout can be destroyed or taken over by Orion. The whale hydrophones can either be destroyed or confiscated to end the experiment. If the sounds stop, the whales disperse. Captured Web personnel can be turned over to Norwegian officials on Svalbard.

## **TAU5. Seal of Approval**

**LOCATION:** Norwegian fjord above the treeline.

**SET-UP:** Whether by land, sea, or air, the PCs arrive beside a steep rock-lined fjord. An unmarked, unflagged merchant ship lies anchored in the middle of the channel. Occasionally, figures wearing full parkas or wet suits appear on deck. The figures wearing wet suits enter the water

where they are soon joined by seals: common, spotted, ribbon, harp, hooded, bearded, or ringed. The seals are being trained to carry and retrieve items in the water.

**THE PLOT THICKENS:** Guards armed with rifles sporting telescopic sights patrol the deck day and night. Unknown to the PCs, seals trained to guard the ship circle in the surrounding waters. Anyone approaching the ship by water will be detected and announced by barking seals. Seals have been trained to attack targets in the water.

**RESULTS:** If the ship is boarded and investigated, small magnetic mines developed and built by the Web are discovered. Also aboard the ship are pens containing well-fed seals. Each pen has a small door leading to an airlock connecting with the outside of the ship. Seals can secretly be released below the waterline without the ship taking on water.

If captured Web personnel are questioned, the mining of ships and ports by trained seals is revealed. By mining the arctic ship route and Northwest Passage, Web hopes to foment unrest between the superpowers and disrupt Arctic shipping at the same time.


**WHAT NEXT?:** Armed with this new information, the PCs can inform Taurus HQ. The entire ship can be captured and the seals either released or used by Orion. Captured Web personnel are turned over to Norwegian officials for prosecution for wartime activities.

## **TAU6. Norway Out**

**LOCATION:** Streets of Oslo, Norway.

**SET-UP:** The Arab moderate, Sheik Ahmed Purson Ali Karriah (who proposed the Persian Gulf Peace Plan), is in Oslo to receive the Nobel Peace Prize. Middle East extremists opposing Karriah's plan of temporarily using United Nation Peacekeeping Forces in the region have vowed to assassinate him in Norway before he can receive his prize.

**THE PLOT THICKENS:** Karriah's personal



bodyguards and aids are all hand-picked, loyal followers of the world famous peacemaker. They will provide primary personal care of the dignitary. Unfortunately, they cannot prevent Karriah from mingling with his adoring public. Norwegian forces provide top security and explosives sweeps of the awards area but are spread thin across the city. Taurus HQ has learned Karriah will allow a small team of Orion agents posing as members of the press to accompany him through the streets of Oslo before, during, and after the award ceremony. The PCs are assigned to protect Karriah from an assassination attempt.

**RESULTS:** The extremists will stop at nothing to kill Karriah. A sniper is discovered by the Norwegians. Poisoned drinking glasses are found in his hotel room. A security dragnet turns up a mercenary assassin. Suicide car bombing is not ruled out. Other methods are left up to the Admin including Web involvement as members of the world press.

**WHAT NEXT?:** If Karriah survives three attempts on his life, the PCs are successful and Karriah receives the Nobel Peace Prize. The extremists are captured, killed, or escape.

## **TAU7. Martian Rock 'n' Roll**

**LOCATION:** The volcanic island of Surtsey, Iceland.

**SET-UP:** A team of twelve astronauts and cosmonauts are preparing for a joint Mars mission. They are camping on the volcanic island of Surtsey as part of their geologic and cold weather training.

**THE PLOT THICKENS:** An unidentified group of terrorists surround the encampment and take the Mars team hostage. They demand that the money the superpowers are spending to explore Mars be redirected to feed, clothe, and house starving and oppressed people here on Earth. The terrorists give both the Soviet Union and the United States 48 hours to begin shipping food supplies, or the Mars team will be killed.

The superpowers confer and begin the process of sending grain, but 48 hours is not enough time to act, and the terrorists will not grant a deadline extension. Both countries prepare contingency plans for freeing their hostages but neither country wants the other involved. A third independent party, the Orion Foundation, is contacted.

**RESULTS:** Soviet and U.S. advisors meet with the PCs. It is decided that the PCs will sneak onto the island by air or sea. Once the hostages are located, the terrorists are to be distracted or detained while the hostages escape. Both superpowers provide whatever logistical, intelligence, and hardware support is requested by the PCs.

**WHAT NEXT?:** It will appear that the Mars team freed themselves. Both countries will save face and the Mars team will remain international heroes. The PCs are to turn over captured terrorists to Icelandic authorities for prosecution.

## **TAU8. Polar Bear on Ice**

**LOCATION:** Aboard submarine in the Lena River, Siberia.

**SET-UP:** Comrade Lyakhov, a bacteriologist working in the Soviet Union, is given the task of determining why thousands of reindeer died in Finland and Northern Russia. She discovered the suspected cause, retained radioactivity in lichens following Chernobyl, was not the real reason. Laplanders report seeing yellow rain days before the reindeer kill. Soviet officials of Polar Aviation verify the existence of an Unidentified Aerial Object (UAO) shot down in the White Sea. A bacterial agent, dispersed from the UAO, caused the animals to be infected.

**THE PLOT THICKENS:** Web agents, operating within Finland, fear that Web activities will be discovered. They inform the KGB that the bacteriologist is an Orion agent. She is arrested as a spy, found guilty, and sent to a labor camp in Siberia. The Soviets realize Lyakhov has done them a great service, but will not admit her arrest and trial are based on Web information and not their

own investigation. Hence, they will not release her from the camp.

**RESULTS:** The Orion Foundation wants Comrade Lyakhov back. The PCs are to travel 10 miles from their submarine in the Lena River to the labor camp. They are to sneak into the camp past the KGB guards, rescue Lyakhov, and return her by any means to Stockholm. The Soviets are not to find out that the rescue attempt is Orion Foundation-sponsored.

**WHAT NEXT?:** If possible, the Web is to be blamed for the prison break. This UAO and reindeer kill are remarkably similar to a report from Tuktoyaktuk, Canada (see Hunting Expedition below).

## **TAU9. Not a Nice Place to Visit**

**LOCATION:** Ice shelf, north shore of Ellesmere Island, Northwest Territories, Canada.

**SET-UP:** Whether by boat, aircraft, snowmobiles, or dog sled, the PCs arrive on the ice shelf along the north shore of Ellesmere Island. The PCs discover demolition teams setting charges of high explosives in holes drilled through the ice near the shore. Once the charges are ignited the ice island will float free of the shoreline.

Ice islands, breaking off from the ice shelves of northern Ellsmere Island, provide excellent platforms for floating research stations. These islands, often measuring miles long and hundreds of feet thick, provide a stable base for buildings and airstrips. Drifting around the Arctic Ocean at the rate of two to three miles per day, ice islands can last for hundreds of years. Occasionally, they are caught in a southbound current toward warmer water where they eventually break up and disappear.

**THE PLOT THICKENS:** Near the center of the ice island is a cluster of snow-camouflaged hangars. Standing outside one of the hangars is a launch tower with a small rocket. A countdown is being announced over outdoor loudspeakers.

**RESULTS:** The PCs can call in a Titan Team to assist in clearing up this Web launch site. The Titan Team will not arrive in time to stop the launch. Since the purpose of the rocket is unknown, the PCs will have to act quickly to either destroy the rocket or interrupt the launch.

If the PCs search the guarded and locked hangar near the rocket, they discover a launch control center and an office. In the launch control center are half a dozen unarmed Web scientists intent on launching the rocket. If questioned, the surprised scientists inform the PCs that the rocket is a meteorological atmospheric probe. The PCs must decide whether this is true and whether to allow the launch.

In the office is a report on the deadly effects of a bacterial agent against reindeer. If a Web scientist is questioned, he or she reveals that the bacterial agent is being modified to kill herd animals and eventually destabilize governments relying on herd animal food sources.

If the rocket is inspected, only weather instru-





ments and a radio are discovered. No bacterial agent is aboard.

**WHAT NEXT?:** The rocket launch is expected to trigger the superpowers' defense systems and touch off a nuclear exchange or at least stall diplomatic arms reductions. The PCs can inform Taurus HQ of their findings. The PCs may be directed to Tuktoyaktuk (see Hunting Expedition below).

## **TAU10. Hunting Expedition**

**LOCATION:** Heavily guarded hangar at the airport in Tuktoyaktuk, Northwest Territories, Canada.

**SETUP:** Inside the hangar is an intact remotely piloted vehicle (RPV), discovered after being tracked by Ballistic Missile Early Warning System (BMEWS) radar at Clear, Alaska. The PCs are briefed by Colonel Eastman on the device, of unknown origin and manufacture.

The device is a pilotless rotor-driven vehicle controlled by both an onboard guidance system and a remote radio control. The device was launched and flown south by radio control. When radio control failed because of distance, the device continued south under its own guidance until reaching some preset destination. It soft-landed on Tuktoyaktuk Peninsula.

**THE PLOT THICKENS:** Two aides open a panel on the side of the RPV revealing a large container full of a yellow liquid. Colonel Eastman reports the liquid has not yet been identified, but the RPV is designed to release the liquid while airborne.

The sound of gunfire interrupts his briefing. Several hangar guards back through a nearby door firing at attackers outside. Hangar guards fall dead and two men carrying rifles burst into the room firing at Colonel Eastman and the PCs. These invaders, dressed as hunters, are Web commandos sent after the captured RPV.

**RESULTS:** Two more Web commandos armed

with rifles enter the hangar. The Web commandos attempt to destroy the RPV with plastic explosives they are carrying.

If any of the Web commandos are captured and questioned, they claim the RPV deployment from an ice island is an experiment. The yellow fluid onboard is designed to spread bacteria deadly to caribou. If successful, similar bacteria can be used against cattle in temperate climates, adversely affecting world food sources and economics.

**WHAT NEXT?:** Other arctic even-toed ungulates which might be affected are moose, muskox, dall sheep, and snow sheep. This information should be revealed to all nations bordering the Arctic Ocean (see Polar Bear on Ice above).

# Virgo Bureau

TOP SECRET/S.I.

## North Africa

**Jurisdiction:** All African nations of the Mediterranean Sea and the Sahel-Sahara region (Mauritania, Mali, Niger, Chad, and Sudan).

**Headquarters:** Casablanca, Morocco.

**Passwords and Clues:** Pansy, beige, 5, 3, Wednesday.

## Bureau Dossier

The Virgo Bureau of the Orion Foundation has offices located in Casablanca, the major commercial center and largest city in the country of Morocco. From this nerve center, the bureau conducts espionage and intelligence activities that range throughout all African nations bordering the Mediterranean and the Sahel-Sahara region. Orion agents based in Casablanca may be assigned to missions in Morocco, Algeria, Tunisia, Libya, Egypt, Mauritania, Burkina Faso, Chad, Mali, Niger, Senegal, or Sudan.

The North African bureau is primarily concerned with these hotspots and groups: the Polisario, a guerilla group, are fighting Morocco for control of the former Spanish (Western) Sahara; southern rebels in Sudan are fighting the government in a civil war; in Chad, troops loyal to the former, deposed government are training in Libya and conducting a civil war to regain control of their country; Libyan-armed-and-trained terrorists are striking to topple governments in the region; Arab extremist groups are agitating in Egypt and other countries involved in the Israeli conflict.

Bureau offices are located in the Bibliotheque d'Etudes Geologiques, the Library of Geological Studies. The modern building which houses the Bibliotheque, a front for Virgo section's true activities, is located on the Boulevard Brahim Roudani near the corner of Boulevard Moulay Youssef. To the north, it shares a common wall with a modern apartment building in Moroccan style, with a cafe and bookstore on the ground floor; to the south, it

is flanked by an office building occupied by a number of small legal and trade concerns.

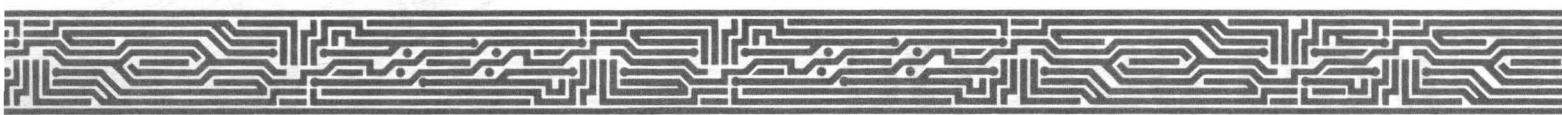
## The Bibliotheque

The Bibliotheque is a modern six-story building with a blue-tiled portico, glass doors, and a mosaic of colored tiles adorning the exterior ground-floor wall in classical Arabian geometrical patterns. A brass plaque by the entrance states the institution's name in a subdued manner in French and Arabic script.

The street entrance opens into a two-story-high atrium, dominated in the center by a small fountain and a mosaic-tiled floor. Library offices face this central area from the north and south sides, while conference rooms and study areas are visible to the west beyond the fountain. A receptionist at a desk near the door screens visitors (see Entrances). Behind the receptionist is a staircase and elevator leading to the upper levels.

The second floor is an open-balconied mezzanine level, where bookshelves and reading tables are visible from the atrium below. The first and second floors contain the actual geology library, which serves a legitimate purpose for visiting scholars. The stairway does not ascend past the second floor, and the elevator cannot go higher without using a security key on the controls.

Almazel Hakeem, a Lebanese in her late 30s, is the librarian. She is also a Foundation employee with an Omega Class clearance. She knows the library is a front, but since she has no need to know details of Virgo business, she remains ignorant of the true nature of most operations here. Mrs. Hakeem conducts a legitimate operation as far as possible within the limitations of the front. Her staff of four professionals knows nothing about the library beyond the apparent; among the clerical staff of six, there are two who alternate as receptionists. They are trained agents with Gamma Class clearances, and are responsible for screening those admitted to the third floor via the elevator.



**The Cover Story:** Those staff members and library users who do not hold Orion clearances are given to understand that, in the upper floors of the building, scholars conduct geological studies for the government concerning the location of petroleum and natural gas in Morocco's hinterland. Obviously, pinpointing valuable resources is a sensitive matter, and not open to public perusal. To support this fabrication, monographs "authored" by the research staff of the Bibliotheque are occasionally released by the Foundation and can be found on the shelves.

## Third Floor

The elevator from the library lobby rises no farther than the third floor. On this level, an individual enters the bureau proper. Two guards stationed here screen traffic 24 hours a day, verifying identification and clearing individuals for entrance to other levels. This floor can also be entered through the law offices of Hassan and Jules in the neighboring building (see Entrances). Persons entering this way also pass the guards before they are free to move around the bureau. A separate elevator and stairwell is used for travel between the four floors of the Virgo offices.

The third floor houses general recordkeeping and administrative functions for the North African bureau. Section chief is Silvia Kaddur, a woman in her 40s of half-Moroccan, half-German descent. Educated in Germany, she runs the admin section with Teutonic efficiency. Silvia holds a Gamma Class clearance.

In this section, administrative staff with Beta Class clearances handle accounting, disbursements, and unclassified or low-security clerical work. A large number of Foundation affairs are conducted under the guise of normal business matters, and most such transactions are handled by the third-floor staff. This is the only floor in the bureau where non-secure, openline communications are allowed as a matter of course. The office includes telex and fax equipment, microcomputers for word processing and accounting, a large quantity of filing cabinets, and map archives.

## Fourth Floor

Another guard station screens visitors to the fourth floor before admitting them. This level houses electronics, equipment supplies, and facilities for scientific purposes. Only persons with Beta Class clearances and above may enter this floor; certain areas of it are even more restricted.

**Communications:** Fully half of the fourth floor is given over to a wide assortment of electronics, mostly communications equipment. Only personnel with Gamma Class clearances and greater are allowed into this section. Section chief is Hosni al-Muffad, a pudgy Algerian in his early 50s, educated in France and America, and a former signals officer in the Algerian army.

This is the North African control center for the Orion satellite uplink and a number of telecommunications devices, including long- and short-wave radio, scramblers, microwave, and multiplexing equipment. Rather than deck the roof of the Bibliotheque with a suspicious assortment of antennas, the Bureau surreptitiously uses the antennas of two unsuspecting organizations, both of which have Orion Foundation members among their leadership. The peculiarities of this system are described under Difficulties below.

**Computers:** Anyone of Beta Class and higher may enter the computer section, where the use of password codes in the system helps ensure there will be no unauthorized tampering with computer data. Section chief and senior systems operator is Robin Smith, an American in her late 20s, a computer science genius and engineering graduate from UCSD in California. This is Ms. Smith's second assignment within the Orion organization; she holds an Omega Class clearance.

**Science Laboratory:** Dr. Francisco Esposito is Science Section chief. Holder of two Ph.D.s — in biology and chemistry — Dr. Esposito is in his mid-40s and conducts most of the lab's operations himself. Born in Milan and educated in Madrid, Franco, as he is called, hates Morocco and enjoys the seclusion of his laboratory. He holds a Gamma Class clearance.

One-eighth of the space on the fourth floor is dedicated to a combined science lab. It is generally used for analytical work, and supports a number of compact but useful devices: gas and liquid chromatographs, a unit which measures laser light refraction, a molecular counter, a computer for chemical modeling and statistics, and other general equipment.

**Supply:** Chief of the supply section is Abdul al-Afad, a native Moroccan and former field agent. Afad is in his early 60s, hawk-nosed and black-haired, and treats all younger field agents with equal disdain. He holds an Omega Class clearance.

The supply department takes up the final eighth of the fourth floor. There, agents can draw mission equipment or replace lost or destroyed items. Because of the bureau's mid-town location and cover, it is not possible for much large, heavy, or bulky equipment — such as military weaponry, SCUBA gear, and so on — to be stored here (see Difficulties).

## Fifth Floor

The guard station at the entrance to the fifth floor permits only persons with Gamma Clearances and higher to enter this floor.

The fifth floor hosts a collection of secure conference rooms, office space, briefing areas, and communications and computer terminals. It is a workspace where agents and permanent staff can file classified reports, be briefed or debriefed, conduct interrogations, and communicate with other Zodiac bureaus about Orion business.

Fifth floor activities are closely overseen by Yusuf Ammuad, the Secure Facilities chief, an administrator with an Omega Class clearance. Ammuad, a slim, dark-skinned 30-year-old from the Sudan, takes his duties seriously, and maintains a punctilious record of schedules, dates, deadlines, and scramble-phone calls made and received.

## Sixth Floor

Only persons holding Omega Class clearances are permitted on the sixth floor, where the highest-level planning and mission briefings are conducted. These Omega Section facilities resemble those of Secure Facilities on the fifth floor, but support staff is smaller. The matters handled here are far more delicate, dangerous, or important than typical concerns; agents assigned to such missions are selected by Omega Section staff and briefed only on the sixth floor.

There are two other exits from this level. One is a stairway to the roof, which can be used as a helicopter pad, although not marked as such. The other is a secret exit, known only to the SD and his chief of staff, into an apartment on the top floor of the neighboring building.

Chief of staff in this section is Jean-Paul Montagne, a middle-aged Frenchman who has lived all over North Africa. Jean-Paul is head of Omega Section's special planning staff, a unique group which analyses Web activities, coordinates missions, and identifies priority targets.

The section director and head of Virgo Bureau is Alois Hassad al-Khabir. Khabir is a French-Moroccan in his late 30s, educated in both France and Morocco.

## Finding the Bureau

The bureau may be entered through one of three entrances (see Entrances). For a new visitor, only two contacts can direct him to the bureau offices.

**Almazel Hakeem, Bibliotheque Librarian:** An agent is likely to be given only a telephone number, Hakeem's first name, and the code phrase, "I'm in town for three days. Can we get together before I leave on Wednesday?"

**Ahmet, concierge at the casino in Mohammedia:** An agent can get directions to the bureau by using the code phrase, "Fifty-three's my lucky number. Know where I can play it?"



## Entrances

The bureau may be entered through the ground floor library when it is open for business from 8 a.m. to 5 p.m. five days a week. Agents stationed here have their own elevator keys; visiting agents ask the receptionist, "Does the library offer special services from 3 to 5 on Wednesday?" Upon hearing that code phrase, he responds, "They can help you with that upstairs, third floor," and gives the visitor a key for the elevator. When the library is closed, the building may be entered through the rear, where a guard and a surveillance camera screen people for admittance. Agents who are not known to the guard identify themselves with the phrase, "I'm supposed to pick up 35 reports for presentation on Wednesday."

In the office building next door, the law firm of Hassan and Jules is on the third floor. One or more Orion security people are on duty there 24 hours a day. The office building can be entered at any time, either through the front door during business hours, or through the magnetically locked back delivery door which is kept under camera surveillance by Orion security. The code phrase is "I'm here to examine the three beige case files for Mahud." Once inside, the agent is shown into a file room. There, a false wall opens into the third floor of the Bibliotheque next door.

In the Casino de Fedala at Mohammedia (see Difficulties), the agent is shown to the manager's office. From there, a concealed stairway leads down to a storage area which holds heavy equipment supplies for the bureau. An underground tunnel exits this cellar 400 yards distant in a sheltered ocean cove. The cove tunnel is concealed by a false rock front, and is used only at night.

## Difficulties

There are some special considerations in running an Orion bureau in Casablanca. Westerners are not always welcome in Morocco, depending on the political climate, and a not-so-subtle racism is

common to much of the local population. The sexism inherent in North African culture also makes it difficult for females to operate freely. Most agents permanently assigned to the bureau are Mediterranean in appearance, fluent in Arabic and French, and male.

Telecommunications are problematical because of the bureau's front. Regular radio communications utilize the transmission tower of the most powerful radio station in Casablanca. In this government-owned tower are hidden transmitting and receiving antennas, secretly used by the Moroccan military for their own covert communications. The Orion bureau is connected to the tower by buried landlines. Microwave communications are also vital for access to satellite networks. Virgo Bureau uses the microwave relay atop the Banque du Maroq, which keeps the bank in touch with international money market transactions via satellite. The bureau feeds line-of-sight transmissions to and from the bank's relay through what looks like a TV satellite reception dish on the roof of the neighboring apartment building.

These roundabout systems are open to the vagaries of chance. If the radio tower shuts down for recalibration, or if a storm knocks the bank's dish out of alignment, secure bureau communications are temporarily suspended until "piggyback" facilities are restored.

The problem of storing heavy and bulky equipment has been solved by stockpiling it at the Casino de Fedala in the seaside resort of Mohammedia, about 15 miles up the coast. Its location allows approach by sea, and the receipt of bulky crates goes unremarked here. Still, the casino is not readily accessible to agents in town, and was selected mainly because the owner is a Foundation member, not because it is an ideal spot.

## CITY FILE: Casablanca, Morocco

### *History*

Casablanca appears for the first time in history as a settlement called Anfa in the twelfth century. It was destroyed by the Portuguese in 1468 and re-occupied by them in 1575 under the name of "Casa Branca" ("White House"). Abandoned after a devastating earthquake in 1755, it was resettled two years later by Moors, with its name translated to Dar el Beida. When Spaniards obtained trading privileges there at the end of the 1700s, they called the little town "Casa Blanca", the name by which it is now known in every language.

### *Trade and Industry*

Casablanca lies 150 miles from Marrakesh, the collecting point for goods from the Sahara and beyond, and 175 miles from Fez. The city funnels trade out of this vast hinterland, and has attracted a great deal of industrialization. Significant trade goods of Moroccan make are tanned leather and leatherwork, carpets, and clothing textiles. The country is agriculturally fertile, and much of Morocco's food export trade passes through Casablanca's port — mainly wheat, barley, fruit, and dates.

### *Currency*

Moroccan currency is based on the dirham, with an exchange rate of about 10 DH to \$US 1. There are 100 centimes in one dirham. The living expense for one person for one day with moderate hotel accommodations and food averages 500 DH, or \$US 50. The expense for a resident not in tourist accommodations is considerably lower, since the annual per

capita income in Morocco is about \$US 800.

### *Districts and Encounter Locations*

There are several distinct districts in Casablanca. Encounters may take place anywhere in the city.

The Medina, or old town, is not far from the harbor. Guides may be hired to show strangers around the bewildering maze of streets, where artisans build their handicrafts before the eyes of onlookers, and regular weekly markets (souks) are held in narrow, tent-shaded streets.

In the heart of the city are several park complexes, notably the huge Place des Nations Unies, complete with lovely gardens and fountain. Inland is the Parc de la Ligue Arabe, which has a sports stadium and a Catholic cathedral. Around these areas of greenery are the Banque du Maroc, the Municipal Theater, the Town Hall, Law Courts, and Central Post Office.

A modern shopping district is located around the Place Mohammed V, between the Place des Nations Unies and the Medina. The Casablanca Hyatt Regency, the most luxurious hotel in town, is also located there. Popular Moroccan-style hotels are the Marhaba and the El Mansour.

Palm-lined Boulevard Moulay Youssef passes through an elegant residential quarter, and provides access to the coast south of the harbor. The coast road is a strip of swimming pools, restaurants, bars, and nightspots culminating in the suburbs of Ain Diab, a quiet waterfront noted for its ancient lighthouse, and Anfa, Morocco's most sophisticated waterfront strip of bars and nightspots.

### *Transportation*

Direct flights to Casablanca are available from New York, most European and some African capitals, as well as from several French cities. The Mohammed V International Airport in Casablanca is the busiest in Morocco. RAM (Royal Air Maroc) is the national

airline, serving foreign and domestic travel. The city can also be reached by train, by the Rachid Line, an Egyptian shipping company with passenger-carrying freighters, and by car.

An agent without his own vehicle can get around town by bus, trolley, or taxi. Cobblestone-paved roads are as common as asphalt in Casablanca. City drivers should beware of donkeys and carts on the road. Roads around major urban areas are almost all surfaced, but in the countryside, fewer than 50% of Morocco's roads are paved. The dirt roads are usually in good condition, but may wash out in bad weather from November through April.

## Government Presence

Unlike many countries in North Africa, the Moroccan government does not interfere with the privacy of its citizens. The intelligence service, the DST (Department of Security for the Territory), maintains a low profile. There is no extraordinary police or military presence in Casablanca, even though Morocco is at war in the western Sahara

with the Polisario, a guerrilla group fighting to claim the former Spanish Sahara as a homeland called the SADR, the Sahawari Arab Democratic Republic. Army troops seen in Casablanca are mostly soldiers on leave and veterans, many of whom are crippled or wounded.

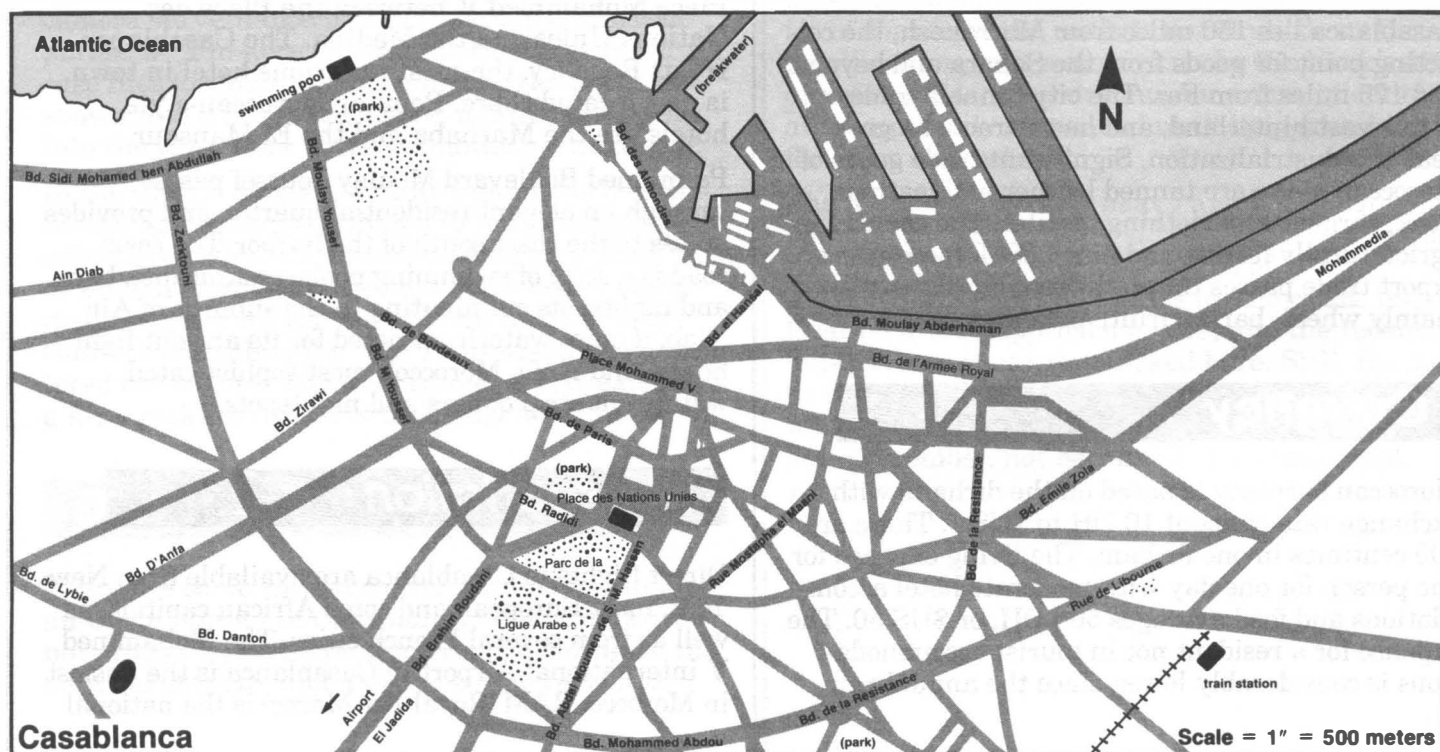
## Contacts

Agents who need assistance in town may contact the following persons:

**Ibrahim**, peddler of flowers or kebabs, depending on the weather: Stand is located near the Cathedral of Sacre Coeur, at the Parc de la Ligue Arabe. Code phrase: "Do you ever have pansies for sale?"

**Hussein Akbir**, tailor located on the Boulevard Zerketouni: Code phrase: "Can you make a jellaba in beige in five days?"

**Jelene**, a blind, veiled old woman who lives near the Habous, the souk of the carpetmakers in the Medina: Code phrase: "I hear you can tell my fortune for Wednesday."



# Mission File: North Africa

## VIR1. Search for the Desert Turk

**LOCATION:** Ma'tan es-Sarrah, Libya.

Ma'tan es-Sarrah, also called simply "Sarrah", lies deep in the southeastern Libyan desert roughly 70 miles from the Chad border. This small oasis on a dirt road is the last hospitable landfall for hundreds of miles around. The palm trees and shade of this rare waterhole shelter a population of desert herdsmen, as well as a Libyan-run training camp for Chad rebels.

**BACKGROUND:** In 1981, Libya and Chad announced their intention to unite. Rebel forces opposed to this policy, led by Hissen Habre, captured the capital in 1982, forcing President Oueddei to flee the country. With Habre in control of Chad's government, former Oueddei loyalists are the new "rebels". Based in the Libyan desert, these rebel forces are trained and equipped by the Libyan army and make periodic attacks across the Chad border.

**SET-UP:** The Orion Foundation has a new and compelling interest in this matter. The training given the Chad rebels has increasingly focused on terrorism and guerrilla warfare. With the new emphasis on terrorism, special cadre have been assigned to the Al Jawf camp. The man in charge of this terrorist training program is Mehmet Kemal, a Turk, one of the top ten international terrorists most wanted by Interpol — and a known Web agent. For the first time in three years, the exact whereabouts of this elusive man have been pinpointed. Kemal will be at Sarrah for the next three months, directing the new training program.

Orion agents are assigned to capture Kemal for interrogation, or, failing that, to neutralize him.

**THE PLOT THICKENS:** Sarrah is home to a

permanent population of 800, and is a base for a similar number of desert herdsmen who travel in small family groups of from 20 to 40 members. A half-mile outside Sarrah proper is the rebel training camp and army base. A battalion of Libyan army regulars (2,000 men) are stationed there, and three Chad rebel companies (600 men) at a time rotate through here as they undergo training and are resupplied by the Libyans.

Unharrassed by Chad government troops, the security around this army post has grown lax. With the arrival of Kemal, things have become stricter in the desert valley where the terrorist training takes place. There, rebels live in tents and take open-air instruction in the arts of bomb-making and urban disruption. A secure perimeter has been established around this valley; cadre, including Kemal, live and work with the rebels during the three-week-long terrorism training.

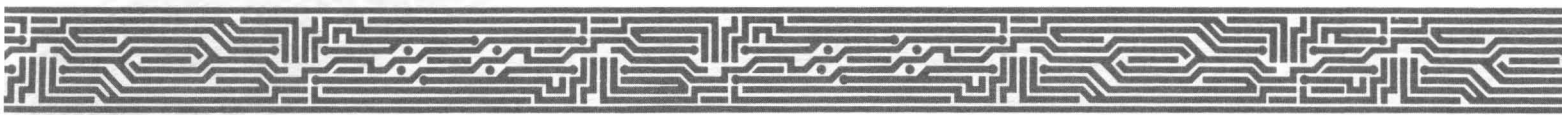
Because of the rotation of their schedule, no more than 200 rebels are in this valley at one time. There are 11 training cadre, including Kemal, 10 service and supply staff, and no more than eight perimeter guards (Libyan army regulars) on patrol at any one time.

**EQUIPMENT:** Both Libyans and rebels have Soviet military equipment ranging from AK47 assault rifles to rocket launchers and 50mm jeep- or APC-mounted machine guns. Their French- and Libyan-made transportation consists of four-wheel-drive jeep-like cars and transport trucks, and several APCs. Their air defense system can detect air traffic in the deep desert unless special precautions are taken, such as nape-of-earth flying.

**RESULTS:** Kemal travels in convoy, and is always escorted when outside of the army camp. He is at his most vulnerable when he is sleeping, when instructing a group of 10 or 20 rebels in a remote area, or conferencing with his staff of 10.

Ideally, his abduction will remain undetected for a while, allowing the agents time in which to make their escape. If pursuit is hot on their trails, they will need skill and luck to get away. Helicopter support can be called in from Al Jawf 200 miles





away, arriving in an hour and a half to assist in a manhunt. The Libyans' manpower and knowledge of their desert should not be underestimated.

**WHAT NEXT?:** If Kemal lives to be interrogated, he tips agents off to other Web activities which may become missions for them. These activities may include a plan to assassinate leaders in the Chad government, the sabotage of U.S. Naval escorts for shipping in the Persian Gulf, with saboteurs using Egypt as a base, and any of the other scenarios outlined hereafter. Kemal can also be made to divulge the password and number of his Swiss bank account, enabling agents to clean out his balance for an appropriate cash reward.

## **VIR2. No Trumpets, No Drums**

**LOCATION:** Kidyat Ijill, Mauritania.

Kidyat Ijill lies on the edge of the vast desert of the Sahara. Located on an ancient trade road which skirts much of the desert, Kidyat Ijill is flanked to the north and west by the high desert rise of the disputed Western Sahara, which stands between it and the Atlantic Ocean 200 miles away.

**BACKGROUND:** When the Spanish gave up control of the Western Sahara in 1976, the territory was claimed by both Morocco and Mauritania, which divided it between them. However, nomadic folk native to the area disputed this claim, and formed a guerrilla group called the Polisario to enforce their independence with right of arms.

These guerrillas claim an independent state known as the SADR, the Sahawari Arab Democratic Republic. Mauritania eventually signed a peace treaty with them and renounced sovereignty over its share of the former Spanish Sahara. Morocco annexed this territory and continues to fight the Polisario with many thousands of troops. Morocco now controls the main urban areas, but the Polisario controls the deserts.

**SETUP:** The Orion Foundation has recently discovered that Web-controlled arms smugglers are

about to deliver tactical nukes to the Polisario through the delivery point of Kidyat Ijill in Mauritania. These contraband weapons are sure to be used against the Moroccans in the Saharan conflict. Orion agents are assigned to prevent delivery of the nuclear arms, and to capture the smugglers so that their Web contact for nuclear weaponry can be discovered.

**THE PLOT THICKENS:** The arms smugglers, headed by Ibn Yousef Jemak, are not to be found in Kidyat Ijill. Rather, they are traveling through the desert with a group of nomadic Berbers to whom Jemak is related. In this leisurely manner, rockets for portable rocket launchers and other small-delivery warheads are being carried inland from the coast. Jemak plans to rendezvous with the Polisario guerrillas on the western side of the dry lake bed for which Kidyat Ijill is named. The smugglers will be there for 36 hours before the Polisario arrives to take the weapons off their hands.

Orion intelligence has discovered that the weapons arrived in Mauritania at the seaport of Nouakchott on board the freighter *Caracas*, a Venezuelan ship delivering textiles and now loading steel. Agents should start at this point and try to determine who picked up the crates labeled "Indigo Check-Weave". Other clues that should lead them to the rendezvous are:

*Clue 1:* Jemak and Berbers of the Ijill tribe picked up the crates. They live near Kidyat Ijill, almost 500 miles to the northeast.

*Clue 2:* Those tribesmen do much desert trading. Within 100 miles of Kidyat Ijill, they transfer their goods to camelback and travel across country wherever they wish to trade.

*Clue 3:* In Kidyat Ijill, they say that Jemak is expected shortly. He comes sometimes to trade to the west of the dry lake.

*Clue 4:* Agents' inquiries alert a smuggler, who attacks and attempts to kill them one at a time. If interrogated, he can pinpoint Jemak's rendezvous point. If he dies, he is recognized by locals as a tribesman from west of the lake. Agents should be led to the smuggler's meeting place with this clue.

Desert-sly smugglers are likely to notice agents approaching their camp or spying on them. They attempt to kill any intruders.

If the Polisario takes delivery of the arms, their trail is clear and can be followed without difficulty for at least 24 hours. Agents should have a chance to recover or disarm the weapons even if they missed the smugglers.

**RESULTS:** An agent's priorities should be first to prevent the Polisario's use of tactical nukes, and second to capture Jemak for interrogation. Both of these objectives are best served by stealth, since smugglers, tribesmen, and guerrillas outnumber the agents. The Administrator is free to throw in red herrings and misleading contacts if the agents are having too easy a time following the smugglers. The next mission should be to go after the Web contraband weapons connection. The agents may also have picked up valuables (cash, weapons, or contraband) from the smugglers. If agents failed to prevent the use of tactical nukes, they are in hot water with their SD.

### VIR3. Manhunt

**LOCATION:** Arbaoua Reserve, Morocco.

The Arbaoua Reserve is a game preserve located 30 miles from Tangier. These 86,000 acres of brushland, eucalyptus, and cork oak stretch to the sea between Souk el Arba and Ksar el Kebir. One-third of the reserve is for tourists, the rest is open to Moroccans on Sundays. The entire park is at the disposal of King Hassan II and the royal family at any time.

**BACKGROUND:** A high-ranking statesman within the Moroccan government is engaged in delicate negotiations with Algeria about mineral rights on the border of the two countries. Part of the negotiations are being held in an informal setting at the royal hunting lodge in the Arbaoua Reserve, interspersed with frequent rides and hunting forays.

**SET-UP:** The Web has learned of these secret meetings, and has assisted a fanatic Polisario

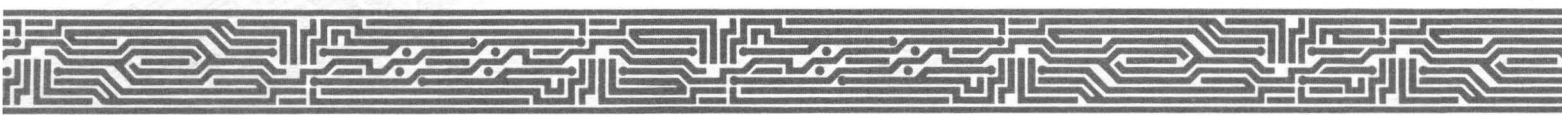
assassin, Moulay Hussein, to infiltrate the game reserve, which has been closed to the public during the diplomatic visit. The assassin has three days in which to kill the Moroccan statesman—or perhaps even the Algerian minister with whom he is negotiating. At the very least, the Web is counting on the talks being derailed when the Algerian realizes he is not in safety as the guest of the Moroccan government. The Web has a tremendous financial interest in leaving the mineral rights issue unresolved.

Orion agents are assigned to catch or kill the assassin before he can destroy his target. Unfortunately, the Moroccans cannot be alerted to this problem; the slightest hint of this sort of trouble will arouse the hostile and suspicious nature of the Algerian premier, and accomplish the Web objective of aborting the talks.

**THE PLOT THICKENS:** Not surprisingly, security has been stepped up for this meeting, and includes a number of DST men. Security is especially strong around the hunting lodge, and in fact the assassin has no intention of making his attack there. Rather, he lies in wait on nearby game trails, or in the trees overlooking them, waiting for the statesmen to come within sniping range as they quest for the Algerian's favorite game, wild boar. Since the assassin has an accurate, high-power, specialized sniping rifle and scope, his wait should not be long at all.

**RESULTS:** The agents' dilemma here is to anticipate where the assassin might be found, and find him. In 86,000 acres there is an awful lot of room for one man to get lost in. Helpful clues might be discovering of the assassin's camp in an out-of-the-way place, noticing fresh footprints or signs that someone has climbed a tree, or even catching a glimpse of a furtive figure moving through brush in the distance. Hussein has food for four days, and carries the sniper rifle, a scope, binoculars, and camping equipment (hatchet, sleeping bag, and so on). This equipment he leaves in a fairly well-hidden camp.

If the agents are not subtle in their movements, they may alert the DST security team to their presence. In that case, they will be pursued and



hunted like criminals — as they would be under Moroccan law, trespassing under suspicious circumstances in the king's private game preserve. The Orion Foundation may be able to help agents if they are caught, but not until after they've sweated a while in a Moroccan jail. They could also be summarily executed if they are thought to be assassins.

Worse, if the agents' movements alert the assassin to their presence, he will panic and move in closer to the lodge. There he takes his chances with security, lies in wait in a tree, and takes his best shots when the opportunity presents itself. If this waiting bogs the game down, the Administrator should throw in roving patrols of security men for agents to deal with, or have the targets stroll outside the lodge — but not, quite yet, in the line of fire.

**WHAT NEXT?:** If successful, the Orion Foundation quietly informs the king about the thwarted attempt on the statesman's life. If this occurs, agents are well rewarded for their service, although the reward is received through Foundation channels and not face-to-face. If the agents are captured and believed to be a threat, they take their chances in jail. If the assassin is not stopped, the Web objective is achieved and negotiations come to a stop.

## ***VIR4. A Real Gas in Tunisia***

**LOCATION:** Offshore from Tunis, Tunisia.

**BACKGROUND:** Algeria delivers natural gas through an overland and undersea pipeline to Italy. This pipeline runs through Tunisia, and enters the sea offshore from Tunis. The pipeline is a large monetary producer for Algeria. Tunisia gets a transit fee for allowing the gas line through its borders, and Italy depends on it for home and commercial use of gas.

**SET-UP:** A triple attack on three linked economies is irresistible. Web agents embark on an undersea sabotage mission to blow up the Algeria-Italy gas pipe line in the Gulf of Gabes. Orion

agents must save the pipeline from destruction.

**THE PLOT THICKENS:** Four Web agents, led by Angelique du Mont, a Frenchwoman, travel in a specially-equipped 60-foot pleasure yacht to a place in the Gulf where the pipeline lies at a depth of 400 feet. Charges are planted with robot submersibles, then the boat leaves the area and the pipeline explodes one hour later.

Once the explosive charges are in place, it will be very difficult for Orion agents to remove them. Du Mont can send a radio signal to the timers that will disarm them, or cause them to explode prematurely. If the agents learn of this, they can use the knowledge as they will. If they are unable to prevent the charges from being placed, it should be difficult to force du Mont to reveal the signal before the hour is up.

**RESULTS:** The Orion agents' best bet here is to prevent the charges from being placed at all. Their briefing should include information on which yacht to stay alert for; most game action might come from trailing the yacht and attempting to board or scuttle it in the Gulf of Gabes. Armed conflict in sight of other craft attracts the attention of the Tunisian coast patrol, and could result in the arrest of both Orion and Web agents. It is hard for the Foundation to help agents in trouble in Tunisia, where they have relatively few contacts in the government. If necessary, it may be possible to flee to Italian territory, about 20 miles off the coast of Tunisia.

**WHAT NEXT?:** If agents fail to prevent sabotage of the gas line, service is disrupted for weeks while the line is repaired. Natural gas stocks fluctuate, and Italian industry — particularly in Sicily — suffers for a short time. Whether or not this occurs, agents who at least manage to capture the yacht have secured a valuable pleasure craft equipped with state-of-the-art electronics, remote submersibles, diving equipment, fishing gear, and a small but noteworthy wine collection. They also find oceanographic charts and maps with a few Web facilities marked in code, and the monies and personal belongings of the crew of five.

## Africa

**Jurisdiction:** All African nations and local islands not controlled by the North African bureau.

**Headquarters:** Nairobi, Kenya.

**Passwords and Clues:** Sunflower, gold, 8, 9, Sunday.

## Bureau Dossier

### Complex Facilities

The African bureau main headquarters complex is one of the largest and best-equipped facilities in the eastern hemisphere. Construction is entirely underground, below the 44-square-mile woodland, grassland, and bush country expanse of Nairobi National Park. Though construction of this facility was sometimes difficult, the enormous task's completion in 1982 (supervised and planned by the Geotech Corporation) provided the Foundation with one of its most secure regional facilities. The site is so well constructed that it is considered 98 percent secure against even a hypothetical nuclear attack against the nearby city of Nairobi.

The headquarters complex has a permanent staff of 162, not including transient specialists and field agents who may be resident here for a short time between missions. The complex contains a transient residential block housing up to 40 agents in comfort, a fully-staffed Ganymede Bureau section including an armory and equipment maintenance facilities, a complete medical section, a secure firing and weapons testing range, food service for residents and transients, a computer-filed and cross-indexed reference library, plus the African bureau's main office and administrative section. Included in the count of staff personnel is a recent addition — a five-man Titan Team locally known as the "Golden Lions", trained especially for jungle and bush country tactics. This team is mainly in charge of security operations in the park above

the complex, but they are sometimes assigned elsewhere in the Nairobi area.

### Market Jambo Leo Entrance

The Market Jambo Leo (translation from the Swahili: "Hello" or "How are you today?"), is a souvenir shop, service center, and restaurant complex located across the street from the main highway entrance to Nairobi National Park. This popular "tourist trap" is a spacious but quaint shop selling everything from safari clothing to 35mm color film, all at somewhat inflated prices. The owners of record are legitimate local businessmen, and most employees are unaware that the complex is an Orion front.

The attached restaurant is broken into small quiet rooms and filled with jungle plants. Ask the hostess on duty for "a little table for gold cocktails" to be shown to a bug-free secure room for conversation. Requesting "an intimate little booth for a reunion of eight or nine old friends" will see an agent escorted to a corner booth out of sight. A hidden control under the table rotates the booth through the wall and supplies access to the bureau HQ reception area. Please note that all entrants are held for ten seconds in the dark after rotation. During this time, occupants of the booth are scanned by flouroscope and magnetic detectors. If any occupant is not carrying appropriate Orion Foundation ID, the arriving party is met by a fully armed security team.

The automobile service area next to the Market Jambo Leo is a G4 vehicle processing site. Leaving a "hot" or known vehicle here with an order to "clean the water pump by Sunday at 8:00" assures that it will be completely dismantled and reduced to an untraceable set of used parts within an hour. Arrangements can be made to pick up a "clean" vehicle here as well. Land rovers are particularly recommended for traveling into the park itself, or into the bush.



## Vehicle Lift Entrance

An innocent-looking rock niche one mile northeast of intersection 28 near the Hyrax Valley covers a vehicle lift that accesses the main HQ complex. This bush-country entrance is often preferred by agents being followed or by those who need to remove a vehicle from sight quickly. The lift can lower any vehicle up to and including two-ton pickups and land rovers in 12 seconds. Agents should be certain that they are at least 20 seconds ahead of pursuers to provide an adequate safety margin. The lift is monitored by security personnel, and will be activated only in the presence of Foundation-issued or equipped vehicles with the usual short-range transponders. Transponders for other vehicles may be obtained from G4 supply.

## Park Station Helipad Entrance

The complex is accessed by air at the Park Station helipad in the grasslands area of the Embakasi Plain near intersection 9, used legitimately for medivac and firewatch helicopters within the park. Two rangers and a pilot are stationed here at all times, and all are deep-cover Foundation operatives. The station's own helicopter may be commandeered for agent use only by authorization from bureau HQ control or in top security emergency situations. The station is fully equipped for landing and fueling of most smaller Foundation rotary-wing aircraft, and provides a secure landing site for local bureau craft. A small helicopter lift within the station's hangar and a concealed elevator inside a storage closet in the ranger station itself provide monitored access to the HQ complex.

## Secondary HQ Complex

The GeoTech Corporation Building, on Haile Selassie and Moi Avenues in Nairobi across the street from the United States Embassy, is owned by the Foundation under GeoTech auspices. GeoTech's offices, handling their geological survey and petroleum interests in the area, are on the penthouse floor (14th floor), but entrance to the Orion complex is through the small twelfth floor office of M'Gann Safari Bus Tours. Charles M'Gann and his two "travel consultants" are Foundation security personnel who will admit properly-identified agents through a concealed back-office stairway. Please sign in at the reception desk as "Leo (or Leonie) Cranston". The complex is located on the (supposedly non-existent) 13th floor, which, due to the building's unusual design, is not visible from the outside or accessible from the normal building elevators.

This city complex is intended only as a convenient command post within the city of Nairobi, and is not equipped as a full-fledged bureau HQ. Besides the offices of some Nairobi-based administrators and agents, this complex contains a small armory of hand weapons, some basic G4 equipment, and a communications set-up linked to the main section in Nairobi National Park. Agents on the run can use this as a way-station, and a unique arrangement has been made to move agents from the city to the greater security of the park complex.

M'Gann tour buses leave the stop in front of this building at least four times daily, headed for the park and other tourist sites. A special tour bus, with Orion security agents aboard disguised as tourists, is run to smuggle agents out of the city. This arrangement has saved the lives of five agents in two years, and has been responsible for the capture of four Web operatives tailing them.

## Bureau Personnel

**Section Director:** Hester Candala.

**Nationality:** South African.

**Description:** Tall, sturdy black female; black hair, short and curly; brown eyes; wears red kerchief/scarf and glasses; left-handed; age 42.

**Operation Specialties:** Administration, languages (Afrikaans, Swahili, English, French, Zulu, and several other tribal languages), public speaking.

**Declassified Background Dossier:** Widow of black South African activist James Candala, killed by a fellow inmate while in prison in 1972. Orion operatives discovered Candala's death was arranged because he had overheard a cellmate discussing part of a Web plan to control South African diamond mining operations. Hester Candala recruited as political advisor and part-time field agent in 1972 immediately after her husband's death. Removed from South Africa for security reasons in 1974 due to Web plans to assassinate her, Hester Candala became assistant bureau chief for Nairobi in 1975. Appointed SD for African bureau in 1980.

**Titan Team Leader:** Jalo "Jay" Daigra.

**Nationality:** Kenyan (Kikuyu).

**Description:** Compact, muscular black male; black hair, longish and curly; brown eyes; wears dark glasses; right-handed; age 36.

**Operation Specialties:** Commando tactics, jungle survival, languages (Afrikaans, Swahili, English, Kikuyu/Bantu, Masai, and several other tribal languages).

**Declassified Background Dossier:** "Jay" Daigra is a native Kenyan of Kikuyu descent who was born in Mombasa, but who has lived most of his life in and around Nairobi National Park, where his late father was once a park ranger. Daigra followed in his father's footsteps for a time, but joined the Kenyan Army and rose to the rank of Lieutenant by August 1, 1982, when junior offi-

cers in the Kenya Air Force and other anti-government groups staged an attempted coup that failed to topple the government of President Moi. Though Daigra was not in any way involved in the coup attempt, he was acquainted with several individuals who were later tried and convicted of various coup-related offenses and sent to prison. Daigra left the service in 1983, feeling his chances for promotion were completely gone. He was immediately recruited by the Foundation and has served as leader of various Titan Team operations since that time. In early 1986, Daigra requested reassignment and, with the approval of the SD, brought his personally-trained Titan Team back to Nairobi as the bureau HQ's resident security force.

## Bureau Activities

As with all aspects of the Foundation's operations, the primary goal of the African bureau consists of identifying, observing, and neutralizing the influence of the Web in African affairs. Candala and the directors before her have discovered, however, that the complex nature of African political and social affairs can make it difficult to detect a Web operation in progress before it gains a foothold. As Candala is fond of saying, "Africa is a good place for secrets."

In the past, it often appeared that Web planners operated without real knowledge of African ways and traditions. Most Orion analysts thus believed that African activities were being directed by Web central bureaus in other areas (probably Europe or Northern Africa). The thrust of Web operations changed, however, in mid-1987. It is now believed that a new regime is coming to power that is more attentive to the African situation and more willing to risk Web resources to gain influence in the area. This has led to widespread speculation in the bureau that the local Web policy is now being set by native African leaders.

During the early seventies, Foundation activities in Africa were hampered by the instability of various African governments. Both the informed lead-

ership of Hester Candala and the more moderate political situation in many African nations is altering this state of affairs. Orion contacts within the governments of many countries are very good, especially in Kenya, Zaire, and Nigeria. Ugandan stability has improved since the fall of Idi Amin, but the situation still bears watching. Tensions over the question of apartheid make South Africa in particular very vulnerable to Web manipulation.

## Regional Character

Eastern Africa (where Kenya and the bureau HQ is located), is a haven for tourists and abundant wildlife. There is growing political and economic stability in this region. Southern Africa reflects the strong influence of early Portuguese and Dutch settlers. Existing white-ruled governments and the several black governments that have supplanted white governments in some locations are both sources of potential trouble. Central and West Coastal Africa shows British, French, and Belgian influences. This is the Africa of the jungle adventure films, or as close to it as reality permits.

## Regional Languages

The languages of Africa are varied and rich in dialects and variations. English is widely spoken and French is not uncommon. Swahili is accepted as the official language of a number of countries, including the bureau's home country, Kenya. Afrikaans is the official language of South Africa and is spoken widely in that region.

There are hundreds of tribal languages, of which the Zulu language in the south and the various Bantu dialects (from which Swahili is derived) are among the most common.

In general, an agent versed only in English can communicate with most people in the cities. Swahili (or in South Africa, Afrikaans) is helpful in smaller towns. Unless an agent is unusually tal-

ented in lots of native languages (and unless he's a native, he most likely will not be), he will have to rely on sign language in the most rural areas.

### Useful Words in Swahili

Jambo	.....	Hello; how are you?
Karibu	.....	Welcome
Jambo sana	.....	I am very well, thank you
Tafadhali	.....	Please
Ahsante	.....	Thank you
Kula	.....	To eat
Chakula	.....	Food
Maji	.....	Water
Lete hapa	.....	Bring here
Bwana	.....	Mister
Bibi	.....	Madam
Ndio	.....	Yes
Hapana (Ia)	.....	No
Nzuri	.....	Good
Kushoto	.....	Left
Kulia	.....	Right
Jana	.....	Yesterday
Leo	.....	Today
Kesho	.....	Tomorrow
Kiasi gani?	.....	How much?
Ngapi?	.....	How many?
Kulala	.....	To sleep
Simba	.....	Lion
Ndovu	.....	Elephant
Kifaru	.....	Rhino
Tumbili	.....	Monkey
Chui	.....	Leopard
Moja	.....	One
Mbili	.....	Two
Tatu	.....	Three
Nne	.....	Four
Tato	.....	Five
Sita	.....	Six
Saba	.....	Seven
Nane	.....	Eight
Tisa	.....	Nine
Kumi	.....	Ten
Kumi na moja	.....	Eleven
Kumi na mbili	.....	Twelve (etc.)

## City File: Nairobi, Kenya

Nairobi is the capital city of the nation of Kenya, with a population of approximately 1 million. The only political party in Kenya, the Kenya African National Union (KANU), is headquartered here. The United Nations, the Organization of African Unity (OAU), and the International Red Cross also have major offices in the city. Most major world powers maintain embassies in Nairobi, including the new United States Embassy at Haile Selassie and Moi Avenues.

### Weights, Measures, and Currency

The standard metric system is in use in Kenya. The unit of currency is the Kenya shilling (KShs.), operating on a decimal system in cents, with an exchange rate of about 14 KShs to \$1 US.

### Transportation

Local buses serve most areas of the city of Nairobi, but these are an overcrowded haven for pickpockets (and the occasional bold Web assassin). Taxis are available only near the larger tourist hotels, and fares are expensive. Car rentals are available in the city from major firms, with "secure" vehicles available through the G4 depot at the Market Jambo Leo near the entrance to Nairobi National Park, or on a limited basis from the city offices of the Foundation. Driving is in the British style, on the left side of the road, and most cars are set up with controls on the right side accordingly.

### Communications

Telephone service in Nairobi is somewhat unreli-

ble, with breakdowns frequently experienced. Local phone lines cannot be trusted for secure communication, though secure lines are available at both the primary and secondary Nairobi offices of the Foundation.

The Voice of Kenya provides local radio and evening TV broadcasts in English and Swahili. The BBC and U.S. Armed Forces Radio Service also are received.

Newspapers available in Nairobi include three local English-language papers, *The Standard*, *Kenya Times* (the official KANU paper), and the *Daily Nation*.

### Medical Facilities and Preparations

Nairobi Hospital provides adequate medical care for the treatment and diagnosis of most illnesses. Operatives requiring trauma care, special assistance, or secure care should contact the city offices for transport to the Foundation's bureau HQ medical facility.

Please note that the altitude in Nairobi is similar to that of Denver, Colo., and those agents not acclimatized to thinner air may experience increased fatigue. Foundation personnel expecting duty in Kenya should be inoculated with appropriate anti-malaria drugs.

### Law Enforcement

Currently, the national law enforcement body, the Kenya Police, is still recovering from charges of corruption within its structure. Though efforts are being made to reorganize the force, bribery and corruption are still not unknown. Agents cannot rely heavily on the aid or honesty of individual local police officials.



## Hotels

Besides the limited transient housing available at the bureau HQ, Nairobi offers several excellent hotels, including the Hilton, the New Stanley Hotel, the Serena, and the Ambassador Hotel. The New Stanley's Thorn Tree Cafe is one of the most popular meeting spots in Nairobi, and makes a good place to set up a meeting with a contact.

## Local Points of Interest

Kenyatta International Conference Center is the dominant building in the Nairobi skyline, and serves as the meeting place for many local, national, and international groups of importance. This is the location most likely to host any sort of international conference or gathering. Security at the building during such important conferences is tight, handled mostly by the national Kenya Police.

The Kenya National Museum contains outstanding displays of tribal artifacts, archeological specimens dealing with early man, and spectacular local flora and fauna. Dr. Nabu Kellasan, an Orion Foundation operative, is on the staff of the museum and can aid agents in identifying the tribal origins of artifacts.

Bomas of Kenya is a popular tourist attraction. This spacious auditorium on the outskirts of the city houses scheduled performances of traditional dances and ceremonies. Bomas is located near Nairobi National Park, and is an excellent location for public first meetings with contacts in the area.

The Nairobi National Park is a huge suburban wilderness only 10 minutes from downtown Nairobi. Besides being the unspoiled home of hundreds of African species (including leopards, rhinos, and the park's famous lions), it is the location of the Foundation's African Bureau headquarters, located underground. The Animal Orphanage on the grounds of the park is a haven for orphaned, stray and injured animals.



## Mission File: Africa

### LEO1. Sham Safari

**LOCATION:** This adventure concerns the city of Nairobi, Kenya, and the nearby Nairobi National Park, which conceals the African bureau's central HQ. The PCs are agents brought in from elsewhere especially for this assignment. This scenario might be a good way to bring them into Africa for a number of assignments here.

**SETUP:** The PCs have been summoned from another area by African bureau headquarters security chief Jay Daigra who, discovering men in camouflage carrying guns massing in Nairobi National Park, has called a security alert and closed the African bureau HQ. Operating from the Nairobi city offices of the Orion Foundation, the PCs must investigate.

**THE PLOT THICKENS:** Unbeknownst to the players, the "invasion" is a coincidence, and the HQ's location has not been compromised. An element of the Kenyan Army under the command of a corrupt general has arranged to close the park for secret maneuvers in preparation for a coup attempt. The Web is funding the coup, but has no idea they have accidentally attracted Orion's attention. Since the maneuvers are unauthorized, the normal Kenyan officials who are known to Orion contacts are unaware of the situation.

**RESULTS:** Normal contacts within the Kenyan government are off limits until the security breach is investigated. Normal entrances to the complex have been closed from within and may not be used by the PCs.

The PCs will have to bluff, sneak, or bully their way past the guards at the entrances to get into the park. Once inside, they can spy on the maneuvers (perhaps disguised as soldiers or Web advisers) and discover the truth. After contacting the complex again (if they can escape with their infor-

mation), they will have to seek aid from a Kenyan military leader trusted by local Orion officials and obtain his help to mop up the rebels before they begin. This can involve both Kenyan loyalists and Daigra's "Golden Lions" with the PCs against the Web advisers and the Kenyan turncoats.

**WHAT NEXT?:** The PCs may have a chance to make contacts within the Kenyan military here, as well as to establish themselves with the HQ staff and to make enemies among local Web leaders. Any of these contacts can lead to further adventuring.

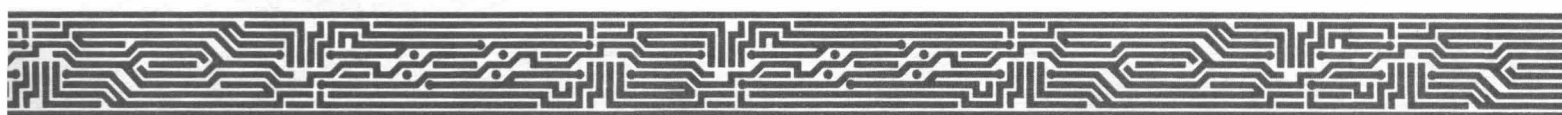
### LEO2. Old Chains, Old Gold

**LOCATION:** The Republic of Senegal, in the capital of Dakar and on Goree Island just off the coast, an ancient stronghold of slavers in the 1700s.

**SETUP:** The PCs discover a plot by a Web agent to recover a fortune in gold hidden by Dutch slavers on Goree Island in the 1700s. The agents are tipped to the plot by a shady gold dealer who has been contacted by the Web to help dispose of the treasure once it is found. The dealer is killed by an unknown assassin before he can reveal the name or appearance of his Web contact.

**THE PLOT THICKENS:** The PCs encounter Karin, a pretty young historian and writer from the Netherlands, who is researching the history of the slave trade on Goree Island. At first she is suspected of being a Web agent, but after her innocence is established she helps lead them to the real Web assassins, who believe Karin to be an Orion agent on their trail and try to kill her!

The assassins lead the PCs to a mosque on Goree Island and to the Web mastermind, a Moslem named Ali Dar. (If the GM likes, Karin can "tag along" with the PCs with or without their knowledge and permission when they go to the island. She is blonde, cute, enthusiastic, and no end of trouble. She also knows all there is to know about the island's history.)



It will be difficult to approach Ali Dar, who seems to spend much of his time at the mosque and the rest of it surrounded by burly and well-armed Moslem guards. Entering the mosque itself is risky, unless a PC is a Moslem or can fake it convincingly. Research at the slave house and the local museums will reveal that there are indeed rumors of hidden gold left behind by Dutch slavers. A guide at the Old Slave House believes in the legend, and adds the further information that the island's "spirit protector", Mame Cumba Castel, will punish any who try to profit from "gold tainted by the touch of slavers". (Karin can lead the PCs to the guide, if necessary.)

**RESULTS:** Either their own research or following Ali Dar brings the PCs to a graveyard on the island where the gold was buried by Dutch slavers in 1783. This is the adventure's climax, with a probable firefight between the PCs and Ali Dar's men. This should end with the capture of Karin by the enemy agents, who can then force the PCs to surrender.

The captured PCs will be forced to do the work of opening up the grave, but Ali Dar will insist on opening the coffin himself. The coffin contains gold bars, worth well over ten million dollars. But the secret hoard was protected by a booby-trap — a poisoned needle. Whether the incident is the result of a paranoid Dutch slaver or the action of the island's "spirit protector" is open for debate, but Ali Dar dies a horrible death and the distraction he provides should give the PCs a chance to turn the tables on the guards.

**WHAT NEXT?:** The PCs must decide exactly what to do with the gold, but it should go to the Senegalese government. The guards can be convinced to talk, which may lead the PCs to more Web operations in Africa, perhaps acting as a lead-in to other adventures mentioned in this section.

Karin proves to be a capable researcher and is good at thinking on her feet, so maybe she should be recruited as an agent to work either in Africa or with the Western Europe bureau which includes the Netherlands.

### **LEO3. To Speak from Kilimanjaro**

**LOCATION:** The slopes of Mt. Kilimanjaro and the nearby town of Marangu, Tanzania, the main staging area for most would-be conquerors of this famous mountain.

**SETUP:** After the United States and the Soviet Union both lose a series of surveillance satellites under mysterious circumstances, the PCs are sent to investigate a suspected link to these events — a mountain guide in Marangu, Tanzania, who has been receiving coded messages about the satellites through Web couriers. Unable to find the connection to the satellites any other way, the PCs must arrange to join the group of climbers the guide is to lead up Kilimanjaro.

**THE PLOT THICKENS:** Unfortunately, a double agent within Orion has warned the guide, so he and two fellow agents (sent up the mountain ahead of the main party) plan to kill the PCs on the trip with a series of "tragic accidents". The Administrator may devise any number of clever ways to put the characters in jeopardy, including providing them with faulty climbing equipment, starting mysterious rockslides, and eventually having persons unknown shoot at them when they are dangling from ropes and vulnerable.

**WHAT NEXT?:** Innocent fellow climbers may be suspected if misleading evidence is planted. In fact, one or more of the other members of the party may be U.S. or Soviet agents also pursuing the source of the pirate satellite attacks. These agents may work with the PCs or, thinking the PCs are the enemy, hinder and attack them.

If the PCs survive, they find that the Web agents are operating a concealed laser transmitter on the slopes of Kilimanjaro that programs a secret Web stealth hunter/killer satellite. The laser is a low-power unit that cannot be detected by Orion, U.S., or Soviet trackers, but it can penetrate the atmosphere only where it is thinnest, at extreme altitudes near the equator. They must destroy the transmitter to prevent the triggering of a war in space between the Soviet Union and the United States.

## LEO4. A Girl's Best Friend

**LOCATION:** Johannesburg, South Africa.

**SET-UP:** The PCs are sent to investigate reports that some organization is attempting to secure control over a major part of the South African diamond mining operations by blackmailing millionaire mining magnate Jabez Kinnison. His 24-year-old daughter Jennifer has not been seen in several weeks, leading the resident agent to believe she has been kidnaped and is being held to force Kinnison to cooperate with some unknown pressure group.

**THE PLOT THICKENS:** Kinnison's daughter is in the hands of Web agents posing as black activists against apartheid, the South African policy that maintains the political dominance of a white minority over a mostly-black population. Kinnison has been presented with demands that he use his wealth and political clout to strongly oppose apartheid, or risk his daughter's life.

In fact, the Web wants to cause the opposite effect. They intend to blackmail Kinnison for a time and then have his daughter killed, with the blame fixed on black leaders. In this way, they hope to cripple

popular support for the abolition of apartheid while the Web consolidates their power base among the most conservative arm of the white majority.

The PCs will be led to a charismatic black leader by the clues planted by the Web, but should have opportunity to discover the truth. Then, they can enlist the aid of the black leader and his followers to locate and rescue Jennifer Kinnison.

**RESULTS:** The PCs must overcome prejudice on both sides to succeed, gaining the cooperation of Kinnison and the trust of black South Africans who will be suspicious of the attempts of outsiders to interfere in their struggle. In the process, they can count on no cooperation from local officials. Orion contacts in South Africa are limited.

**WHAT NEXT?:** The final confrontation with the Web occurs in an abandoned diamond mine where the Web has established a small headquarters. The depths of the mines is a great location for setting up ambushes, sneaking around in the dark, and climbing precarious catwalks over deep pits.

If the PCs are cautious, they can rescue Jennifer Kinnison, cripple the Web's operations in South Africa, and allow Kinnison and the black leader to begin a dialogue that might someday help restore stability to this troubled nation.





## **LEO5. Politics and Hunger**

**LOCATION:** Addis Ababa, Ethiopia.

**SETUP:** A PC is contacted by an old friend and former Orion agent who left the Orion Foundation after a “difference of opinion” on Orion’s policies of not interfering with local governments. The friend is now a volunteer in anti-famine efforts in Ethiopia, and asks that the PC agent meet him in Addis Ababa without revealing his actions to Orion officials.

**THE PLOT THICKENS:** The former agent believes that money donated to various charitable efforts in the West to feed the starving millions in this famine-stricken country is being diverted to buy guns and supplies for anti-revolutionary troops instead. The local Orion branch office has refused to involve itself, and the former agent suspects the local resident agent is deliberately ignoring the situation. Perhaps he is even involved in some way.

**RESULTS:** In fact, the local Orion resident agent is not actually corrupt, though he is too lazy and incompetent to bother with the situation. The money is indeed being misdirected — but into the hands of the Web, which has gained a strong foothold in the region due to the local office’s poor management. The PCs must correct the situation without access to the usual Orion channels of information and assistance, as the resident agent will be actively hostile to their efforts to “show him up”.

**WHAT NEXT:** The former agent may return to Orion after his help proves valuable in this adventure, perhaps as the new resident agent in Addis Ababa. Also, the PCs may get a taste of what it is like to be without their accustomed contacts and Orion aid.

## **LEO6. Legacy of Terror**

**LOCATION:** Kampala, Uganda, and environs.

**SETUP:** Efforts by the United States and other western powers to help Uganda rebuild and retrain its security forces (after the liberation war of 1978-79 that ousted the Amin government) have been successful despite banditry, insurgent activity, and a lack of discipline in the Ugandan armed forces. In recent months, however, morale has been all but broken by a series of key assassinations among foreign military advisers and high-level officers. A previously unknown group of bandits claim responsibility. The PCs are sent to investigate a possible link between this group and the Web’s desire to maintain instability in Uganda.

**THE PLOT THICKENS:** Weapons and equipment used by the bandits can be traced to Libyan sources. An established bandit group with known Libyan connections recently broke apart during a power struggle between an older leader and a hot-headed young bandit. The PCs are approached by a former member of this gang who claims to have useful information, leading to a meeting with the ousted bandit leader.

**RESULTS:** The ousted bandit and some loyalists aid the PCs to locate and fight the Web-trained young bandit and his Libyan arms connection. The old bandit then double-crosses the PCs at the last minute, intending to grab a huge arms cache for himself.

**WHAT NEXT?:** The PCs may have to deal with Web agents who decide to sponsor the activities of the old bandit leader, or trace the Libyan connection back to close a Web gunrunning pipeline.

# Scorpio Bureau

TOP SECRET/S.I.

## Middle East

**Jurisdiction:** All Islamic nations from the Mediterranean Sea to Iran inclusive, except countries controlled by the North African bureau.

**Headquarters:** Istanbul, Turkey.

**Passwords and Clues:** Chrysanthemum, orange, 2, 4, Tuesday.

## Bureau Dossier

Turkey's war against the Web predated the formation of the Orion Foundation, earning that nation the right to be home for the Middle East bureau. Along with the occupying forces resulting from the defeat of the Ottoman Empire in World War One, Web officials wormed their way into the government of Turkey. The nation's strategic location close to the infant Soviet state to the north, its domination of the Bosphorus, and its location near the new French and British holdings in the Middle East made Turkey the perfect breeding ground for Web operations.

The rise of Turkish nationalism, as directed by Mustafa Kemal Ataturk (the father of the Turkish Republic), sorely hurt Web efforts to dominate the nation. The nationalists forced the utterly corrupt Caliph Mehmed VI from office in 1922 when the caliphate was abolished. (The Web later terminated Mehmed VI in exile in 1926.) Never realizing who they were fighting, Ataturk and his allies pushed through a series of reforms that blunted and destroyed the religious power structure Web had intended to control the nation. In 1928, when the constitution made Turkey a totally secular state, the Web's power entered a nearly total eclipse and the Web withdrew to Beirut.

The Orion Foundation first realized something was amiss when their agents could discover nothing about Web operations in Turkey. Fearing the worst, they sent agents to determine what horrid, and highly secure, operation Web had in mind. To their great relief (and initial disbelief) they discov-

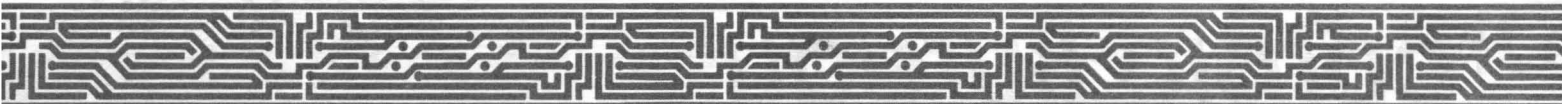
ered the truth. Foundation officials revealed themselves and their purpose to Ataturk — one of the very few world leaders ever so trusted — and he gave them free reign to center their Middle East operations in Istanbul. Ataturk's death in 1938 is believed to have been a Web attempt to destabilize Turkey, and to gain revenge for their humiliation at the hands of his revolution.

Ataturk, both because of his desire to secularize his nation, and because of the religiously based allies the Web chose in the area, allowed the Orion Foundation to place their headquarters beneath Hagia Sophia (sometimes called Sancta Sophia). Located in Old Istanbul, all the way out on the tip of the European half of the city, Hagia Sophia is easy to see. Divan Yolu is the main road to bring visitors to the museum, though most taxi drivers or citizens will know a host of different paths to reach the building. Sandwiched between the Blue Mosque to the south and the Topkapi Palace to the north, Hagia Sophia is convenient to train station and the Galata.

The church was originally built in 360, but was destroyed during Hippodrome riots in 532. Over the next 30 years the Emperor Justinian rebuilt it. In 1453, Mehmet the Conqueror turned it into a mosque known as Ayasophia. He added the four minarets surrounding the basilica's distinctive golden dome, and the renowned Sinan surrounded it with shrines. When Ataturk turned the mosque into a museum in 1935, renovations masked the installation of the Orion Foundation headquarters in the ruins of the original church beneath the standing building.

Reaching the museum is simple as it is one of the expected tourist stops on any journey. It is a highly public place, which should put most agents at ease. At first the transition from daylight to the dim interior will be uncomfortable, but soon more than just magnificent backlit stained glass windows will become visible. Once inside the massive bronze doors almost a millennia and a half old, an agent can study some of the beautiful things the Web's world conquest would certainly destroy.

Inside the museum, in a small kiosk to the right of the door, a visitor will see a small stand offering



slides and other touristy gifts. Of special note are the orange radio tour headsets. As the woman behind the counter will explain, like many museums, the Hagia Sophia offers a radio tour. Patrons rent a headset and proceed from one exhibit to the next. Tightband broadcasts inform the visitor about the different exhibits. The price is low, only 500 Turkish lira, and the tour lasts about an hour.

When renting equipment, the woman asks if the visitor has a card, explaining that museum officials like to see where visitors have come from. If an agent gives her one of his “official” cards, she gives him a special radio headset. She makes a show of noting the information from his card, then returns it to him along with the radio.

The tour is conducted normally, taking the agent past gorgeous mosaics of Madonna and Child and into the church’s apse. There, at exhibit four, the Chrysanthemum mosaic, an agent’s special radio receives special instructions. Passing deeper into the museum, but before he gets to the Imperial Pavilion (which is still used for praying by dignitaries), he’ll find the narrow doorway described in his instructions. Beyond it — having ignored the sign saying it is off limits to visitors — the agent descends a well worn stairway and reaches a barred door. The door itself has a slit suitable for inserting an ID card, and after a successful check against both the card presented above, and the identification signal broadcast by the radio unit, the agent will be allowed access to the Scorpio Bureau.

It is important to note that Hagia Sophia is open only from 9 a.m. to 5 p.m. (or 7 p.m. in July and August), and never on Mondays. Another entrance to the Scorpio Bureau is reached through “Little Sophia”, a church become mosque. Heading south through the Hippodrome, keeping the Blue Mosque on the left, a quick trip through the back streets (eventually heading west and back north on Mehmet Pasa Sokak) brings an agent to Little Sophia. If the mosque is not open, street children will summon those who can open it. Telling those inside that you need to pray to your patron, Scorpio, will have you conducted deeper into the old building, and down to the sewers that run beneath

the whole of the old city. If an agent follows the directions given at Little Sophia, he will find himself at a barred door similar to the one described above, and must gain entry by inserting his card into the door’s slot.

The Scorpio Bureau is packed into a fairly small area because it is literally occupying ruins cleared back in the 1930s. Some additional “renovations” done in the early 1980s provided new and more secure quarters for the computers used in the Middle East. Large equipment, like vehicles and aircraft, are kept in private garages, Centauri hangars or Centauri warehouses scattered throughout the city. In many ways, the bureau located beneath Hagia Sophia is the brain of Scorpio, but the volatile region it supervises has encouraged some decentralization.

Although built into the ruins of an old church, the bureau looks as modern as any Orion Foundation facility in the world. The polished gleam of stainless steel and the familiar white acoustical tiles hanging from a suspended ceiling make the facility the model of modernity. This is important to the Turks running the local operation because, like most of their countrymen, they want Turkey to be thought of as European and modern as opposed to Third World and backward.

Beyond the double doors that occupy most of the small reception area’s back wall, a wide corridor recedes into the artificially lit distance. The walls, built of frosted, bulletproof glass, give only a few shadowed hints of the equipment and personnel inside the rooms. The Ganymede facilities occupy everything on the left side of the corridor, with the G4 offices coming first, then G1, G2, and G3 in that order. (Some G3 equipment construction, perforce, takes place in secure facilities located in the Sirkeci district near the Galata bridge.)

G4’s facilities include a locker room and shower, as well as training rooms and disguise facilities. The G1 offices look as if transferred from a bank, while G2 and G3’s rooms look like a cross between the lab of a Nobel laureate and a service station that has not been cleaned out since 1924.

The right side of the facility is occupied by four

departments. Domestic, the first door on the right, deals with Turkish affairs, especially concerning Kurdish separatism. Its two subdepartments, Bulgaria and Trans-Caucasus, concern themselves with activities within Turkey's communist neighbors. The second department, Arabia, deals with Saudi Arabia and the other states of the peninsula. Yemen, of late, has been a particular hotbed of trouble for this department. The third department, Persia, concerns itself mostly with the current Gulf War. It has also worked to provide information on Afghani refugees inside Iran to the Asian bureau. The final department, known as Palestine, concerns itself with Beirut and the tensions between Israel, Jordan, Lebanon, and Syria.

Each of these department offices looks as though it was built from pictures of a normal office mated with a NASA command center. The offices are arranged as a series of tiers with individual desks facing away from the corridor toward a wall full of maps and monitors. Information scrolls above the map on three separate text feeds.

Each workdesk has a large central monitor surrounded by smaller screens. Information constantly flows by on the little screens and an agent can direct it onto the major monitor, or redirect it to another agent, through the keyboard built into workstation. If the current crisis requires the attention of multiple individuals, information is channeled onto the large wall screens.

The very far end of the corridor leads to a heavy steel door. Only those given special clearance tags from the G1 safe are allowed access to the area behind this door: the new computer annex. The computer network that services the rest of the complex is based upon two custom designed supercomputers with 62,000 parallel processors running at 25 MHz.

## Operational Problems

Nasreddin Hoca, the affable, aging Turk in charge of Scorpio, labors in a difficult arena. The Turkish government, which is unaware of Orion's existence, is brutal when it comes to repressing any

movement or organization it suspects of plotting anything that might upset the delicate local balance. Turkey is a democracy bordered by the Soviet Union to the north and by explosive fanatical Moslems to the south. It cannot afford, and does not tolerate, any group or organization rocking the boat — the nation is just too vulnerable.

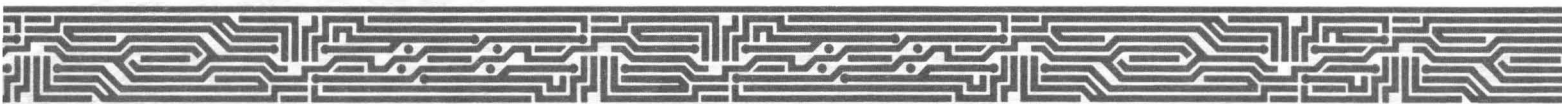
According to Turkish law, no minorities, either racial, cultural, or religious exist, nor can they press for the advancement of themselves over any other class. This is hard for the Kurdish minority to accept, especially because the Ottoman Empire did its best to destroy them. The Orion Foundation has managed to help bring down Kurdish terrorists, but has only barely escaped revealing itself to MIT (the Turkish National Intelligence Organization) in the process.

Lebanon and Beirut present a special problem for the Scorpio Bureau in two ways. The political turmoil in Lebanon has put much public pressure on Israel, and has forced the Israelis to back off operations that were hitting Web-backed terrorist groups hard. The Bekka valley is virtually a Web fiefdom, and many of the Shiites in the area relate the existence of Web with obscure verses in the Koran. Leaders like Arafat and President Assad of Syria probably realize Web is an ally that will turn on them eventually, but its help in the short term is invaluable. In return for weapons and political support, the locals offer Web an ever-growing pool of suicidal warriors just looking for a target.

Aside from the obvious dangers presented by Web terrorists, Hoca has a rogue agent to deal with in the area. Born in the US in 1950, Subotai Stoner (named, as his father had been, for a famous historical general) graduated from West Point in 1972 and saw limited action in the close of the Vietnam War. When Stoner's obligation ended in 1978, Orion recruited him and placed him as a history professor in the American University at Beirut. There Subotai met and married a local woman named Leila Asouri.

While she never knew of Subotai's tie to the Orion Foundation, Web agents discovered his connection with their enemy and decided to get rid of him.





They botched a kidnap attempt and Subotai killed the traitor who had fingered him. Angered with their failure, Web assassins killed Leila with a car bomb at her place of employment: the American Embassy in Beirut.

Subotai vanished almost immediately. After the fact Hoca learned that Subotai traveled to the United States and placed his son, Alexander, with his sister Deborah, then returned to the Beirut theatre. Using his knowledge of the Orion Foundation's equipment stockpiles, Stoner provided himself with enough equipment to arm a small militia. Other rumors suggest members of the Asouri clan have helped Subotai as he stalks and assassinates Web agents throughout the Beirut area.

The difficulty with this, as Hoca is fond of reminding all trigger-happy agents from the west, is that savagery begets savagery. He knows, eventually, Subotai will fail and die. Once the threat of his retribution is lifted from Web operatives, they will be free to vent their frustration all over the area, and atrocities will escalate drastically. Hoca sent in one Titan Team to extract or neutralize Stoner, but Stoner recognized them and saved them from a Web ambush.

The Persia sector, involved as it is with the open hostilities between Iraq and Iran, is an explosion waiting to happen. Because Turkey, as a nation, is Sunni, Sufi, or Alevis Moslem, the Scorpio branch has no love for the radical Shiite doctrine espoused by the Iranian government. To support Iraq in the war, however, would weaken Iran and allow increasing Russian influence in the area. Iran, on the other hand, supplies weapons and money to the largely Alevis Kurds (even though Shiites think of Alevis as heretics). This helps destabilize Turkey and, if nothing else, confirms Web influence in Tehran.

Operations in the Persian sector normally consist of covert raids upon factories or stockpiles of hideous chemical and biological weapons being readied for use in the Iran-Iraq war. Since the introduction of western naval forces in the Persian Gulf, the Scorpio branch has also been working to prevent the shipment of more Stinger missiles

from Afghan rebels to Iranian troops stationed in the Gulf area.

The Arabia sector is currently the least of Scorpio's worries, but it can certainly be lively at times. Yemen has long been a breeding ground for terrorists. Many dispossessed or fugitive Arab revolutionaries have been welcomed to Yemen. There the Web provides training in the use of the latest equipment, as well as the equipment itself. The Web often uses its Yemeni base for destabilization operations in the Middle East theatre, and takes its terrorists from Lebanon and employs them in European operations.

Scorpio maintains two satellite facilities in Jordan and Saudi Arabia. Neither government knows who controls the Orion bases, but the families and tribes involved with the operations have been loyal to the ruling families for centuries. Whenever possible, as with the recent Iranian demonstration in Mecca, Scorpio prefers to inform the local governments about activities and let them react. In exceptional cases, such as the aborted assassination attempt of King Hussein of Jordan in 1972 (which led to his purge of the PLO very soon thereafter), Scorpio will act to prevent a tragedy. (It is to Hoca's eternal regret that the Web imported agents from Lebanon to assassinate Egyptian President Anwar Sadat.)

## City File: Istanbul

Istanbul has a well deserved reputation for adventure and mystery. One of the oldest cities in the world, it has survived longer than even the oldest nations of the world. Historically known as Constantinople, the name Istanbul is currently used, and preferred by the residents. (Constantinople is a remnant of the time before the Republic.) Located between Europe and Asia, the city has the flavor of both.

Traveling to Turkey is not difficult. Air connections through London or Rome can bring agents directly into Istanbul. It is possible to drive from Europe to Istanbul, taking four to five days, but that requires passage through Bulgaria, which requires advance visas, or driving on hideous Greek roads. Train travel from Munich is available, including couchette service, and takes 40 hours to reach Istanbul.

The money used in Turkey is the Turkish lira. Officially traded at 400-500 TL to a single U.S. dollar, black market prices will be 15-30% higher just to get a hard currency like dollars. The bills come in denominations of 10,000, 5,000, 1,000, 500, 100, 50, 20, and 10 TL. Haggling is a time-honored tradition in trade, and tipping 10-15% over and above any tip added to a bill is customary. (The tip charged on a restaurant bill rarely gets to the right people.)

The country has a population of 47 million, and all who claim Turkish as their primary tongue are called Turks (though 15% who are not Sunni Moslems form something of a separate class). Kurds, Greeks, Jews, and Armenians form minorities that Turks often look down upon and blame for problems. (If a visitor is mugged, it will be blamed on minorities, for example.) The minorities, generally speaking, have insulated themselves from the mainstream, forming foreign enclaves in Istanbul and throughout the country. The majority of people in the country are 40 years old or younger, and men slightly outnumber women.

Ankara is the capital of the nation. Izmir, on the Aegean coast, is one of the more important cities in the west. Sinop, on the Black Sea, and Diyarbakir in the southeast both are important provincial capitals and are home to U.S. intelligence operations.

## Districts

**Sultanahmet:** Out on the far end of the peninsula south of the Golden Horn, Sultanahmet is the oldest section of the city. It is full of landmarks, from the Blue Mosque in the south, Hagia Sophia (with the Scorpio Bureau hidden beneath it) on up to the magnificent Topkapi Palace. Narrow twisting streets characterize this older section of Istanbul, but the Florys Sahil Yolu and Divan Yolu are roads major enough to allow easy travel in and out of this area.

**Sirkeci:** Just west of Sultanahmet, between it and the Galata bridge, Sirkeci is the seedy section of town. Originally home to "vinegar makers" and other unsavory folk, this is the hangout of hoodlums and lower-class types. This area includes a train station, the ferry docks, and several of the Scorpio Bureau's equipment warehouses. (Hoca pays local hoodlums to watch over the warehouses.)

**Eminonu:** This area is the transportation hub of the city and almost any travel will lead visitors through here. Minibuses — by far the quickest and most economical means of travel — all circulate from this point, but tickets must be purchased before you get on the bus. Taxis are expensive — be certain to set the rate before you get into the yellow checkered cab, and remind the driver to use his meter.

**Bazaar:** The two bazaars (the Grand Bazaar in the south, and the Egyptian Bazaar just south of Sirkeci district) are the stereotypical streets clogged with small shops and kiosks where virtually anything is available — for a price, of course. (The Scorpio Bureau maintains several "safe booths" in each location. Built above sewer entrances, these booths can be spotted by the chry-

santhemum designs on their signs or on the carpets hanging behind the booths.) Haggling over price is expected, and an initial offer of half the asked-for price is a good place to start.

**Beyoglu:** Formerly known as Galata, the Sultans reserved this area north of the Golden Horn for foreign residents. It is the most modern section of the city, and the place where most foreign consulates can be found. Here the road system is better and a subway runs from Karakoy (at the northern end of the Galata Bridge) up toward the French Consulate.

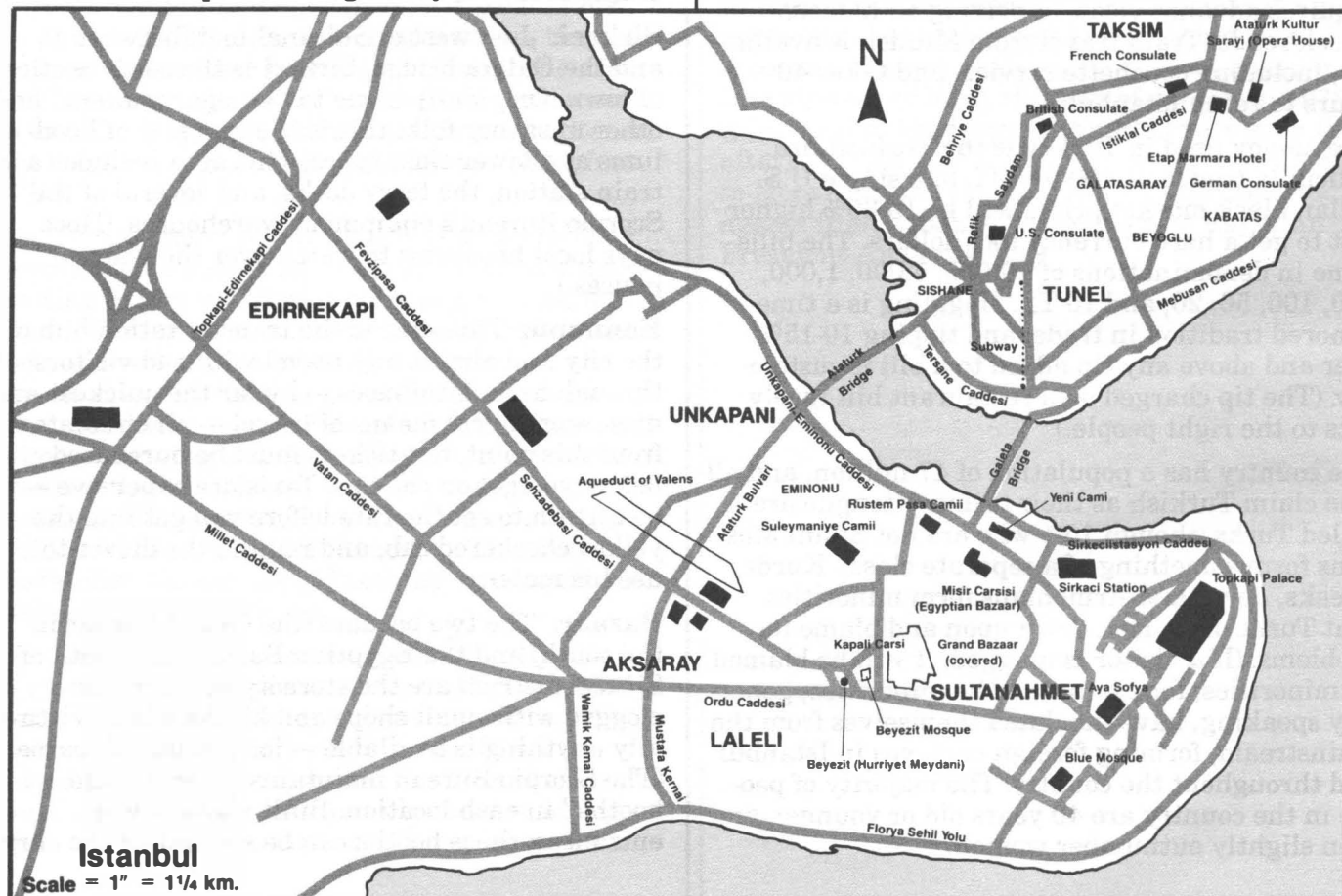
**Aksaray/Laleli:** The more modern and residential sections of Istanbul have been built up in the middle of the city. Laleli includes the Istanbul University and Aksaray includes new municipal buildings.

**Uskudar:** This is the Asiatic side of the city. Travel over the Bosphorus Bridge or by the numerous

ferries running from Sirkeci or Beyoglu make access easy, but this part of the city is alien to most westerners. Trains from Asia arrive at Haydarpasa Station, and ferry transit to Sirkeci is the easiest way to reach the European side of Istanbul.

**Galata Bridge:** This floating bridge allows travel across the Golden Horn. It is crowded with little shops and cafes, and its views of Sultanahmet, Beyoglu, and the Golden Horn are spectacular. The center section of the bridge is floated down toward the Bosphorus early in the morning for an hour (usually 4 a.m. to 5 a.m.) so ships may travel further up the Golden Horn to the commercial docks near Eminonu.

**Airport:** The airport is located 23 kilometers to the south. Fixed fee (\$10) taxi rides are available, though it's cheaper to go from the international terminal to the domestic terminal and take a bus.



## Police and Internal Security

Internal security and crime prevention fall into the hands of three nominally civilian organizations. The National Police are based in the major cities. They handle everything from investigations of crime to traffic organization. They have two divisions, known as the Political Police and the Judicial Police, that deal with both political unrest and criminal investigations. The Airport Security Police, Bosphorus Bridge Security Police and Harbor Police also fall under the umbrella of the National Police.

The Gendarmerie is a paramilitary force originally created to handle rural jurisdictions. Personnel are selected for it from the nation's military conscription, and both officers and NCOs come from the regular army. (Career junior officers are even culled from the Turkish Military Academy.) Duties for the Gendarmerie include supervising hunting and fishing laws, fighting forest fires, patrolling borders, escorting and guarding prison inmates, and coordinating with the Army as needed, especially as concerns uprisings and apprehending deserters. The movement of the Gendarmerie into some cities raised some alarm initially, but has proved to be benign.

The National Intelligence Organization (MIT — Milli Istihbarat Teskilati) combines the function of the FBI and CIA in the United States. Factional fighting (politically motivated) and charges of corruption have sapped MIT's strength, but efforts to rebuild it have made the force strong (especially with Scorpio's help). MIT monitors dissident groups inside Turkey, and keeps an eye on agents from outside the Republic, but does nothing to jeopardize the delicate balance with the Soviet giant perched on Turkey's shoulder.

In addition to the formally acknowledged police forces mentioned above, the Minister of the Interior has his own force of 80 men, divided into teams of four each, to function as anti-terrorist units. Late in the 1970s a special security force was formed. It was given the duty of protecting banks,

factories, dams, and other sites from terrorist activity. Scorpio has code-named these forces "Sword and Shield" because of their functions.

As a member of NATO, Turkey has a number of sites used by foreign troops. The United States maintains a series of "listening posts" along the Soviet border and down by Iraq and Syria. Naval bases are located near Syria at Iskenderun and Yumurtalik, on the Aegean at Izmir, and on the Sea of Marmara at Karaburun. Ankara boasts an air base, as do Cigli over by Greece, Incirlik on the coast by Syria, and Pirincli over near Iraq. The CIA maintains intelligence facilities in Belbasti (outside Ankara), Diyarbakir (near Syria and Iraq) and Sinop (up by the Black Sea).

Turkey's four armies ward the borders of this massive nation. The First Army is headquartered in Istanbul. It is mostly made up of armor and is aimed at Bulgaria. The Second Army is located in Western Anatolia and watches for trouble from the south and southeast (Syria, Iraq, and Cyprus). The Third Army is located in the border region with the Soviet Union. Though outnumbered by the Soviet troops facing them, the terrain is believed to give the advantage to the defenders, and to be especially difficult for armor. Lastly, the Aegean Army (so named because, according to legend, troops who die in combat are "transferred to the Fourth Army") is based near Izmir. Recently organized, it faces off threats of Greek hostilities.

The army is very important in Turkey because it is seen as the guardian of Turkish democracy. Martial law has often been declared to deal with uprisings, and the army works well with the Gendarmerie (which has drawn most of its officers from the army anyway). Amnesty International has cited the army for violations of human rights when it apprehends political prisoners.

In short, the Turkish Republic does not tolerate subversion or treason at all well, and its definition of same is broad enough to cause problems for overt Orion Foundation activities. This keeps Turkey relatively safe from Web plots, but can cause problems for Scorpio operations.



# Mission File: Middle East

## SC01. Rogue Wrangler

**LOCATION:** Beirut, Lebanon. Use the Regular Apartment map.

**SETUP:** Nasreddin Hoca has learned that Subotai Stoner has been living in a Beirut apartment. He is reported to be undercover as a French Socialist ex-patriot, Pierre d'Almain. Other sources report d'Almain is slated for assassination by the Web theatre chieftan, a shadowy woman known as Jamila, but Hoca is uncertain if d'Almain's "cover" has been blown. He dispatches the team to bring Stoner him in.

The dossier Hoca gives the agents on Stoner is impressive. His attributes average low to middle 50s, though his INT is 65. Hoca notes the enclosed

photo — depicting a tall, muscular, handsome, dark-haired man of indeterminate age — probably means nothing because of Stoner's skill at disguise. The only identifying feature he has, in fact, is a small half-inch skull on his shoulder, tattooed by villagers in Vietnam.

The agents are given d'Almain's address in Beirut (room 342 in the Hotel Continental). After a journey complicated by security measures needed to insure secrecy, the agents regroup and approach the apartment. No one answers the phone in the room, and a generously tipped bellboy mentions d'Almain is out.

**THE PLOT THICKENS:** Entering the apartment (opened by the bellboy so M. d'Almain's friends can wait for him), the agents discover the room is an utter disaster area. All documents, published and unpublished, are in French and scattered all over the floor. In the closet behind the bathroom, the agents discover a very dead body that fits the general description, for height and weight, of Subotai Stoner.



**RESULTS:** A 1/2 INT roll will cause someone to look at the corpse's shoulder. The agent observing will see a purple skull tattoo. A 1/4 INT roll will remind someone he saw notes in the other room written in the same shade of purple. This should lead to the general conclusion this is not Subotai Stoner.

A further search of the apartment reveals a scrapbook with clippings from the local French and Arabic language newspapers. The articles, while complete, have no connection to each other. An INT roll prompts an agent to flip one of the clippings over and notice an advertisement for a nightclub known as Chez L'etoile. In fact, all the clippings are backed by such ads, and each features a European entertainer (read: lounge lizard) of scant fame coming to perform.

**WHAT NEXT?:** The clues the agents have already picked up let them know someone tried to kill Stoner, and they can guess that Stoner himself drew the skull on the man's shoulder to throw off pursuit. The agents should also conclude (or Hoca can suggest to them if they radio in) that Chez L'etoile is a place Stoner was investigating. The agents might find him there, and they will certainly find Web people there.

The significance of Chez L'etoile is relatively simple. The Web uses these entertainers, or doubles they substitute for them, as couriers and terrorists. The entertainers are really so poor that no one notices the reduction in quality when a Web terrorist is substituted. The entertainers wait until an engagement comes along in whatever target area they have been given, such as a nightclub catering to U.S. servicemen in Europe, and then carry out their terrorist mission.

## SCO2. Panning for the Golden Horn

**LOCATION:** A nondescript muddy riverbottom, with the sunken remains of two wooden ships over 500 years old and tramp steamer.

**SET-UP:** When Mehmet the Conqueror took over

Constantinople in 1453, the people of the city sunk two ships laden with gold in what has now become known as the Golden Horn. It has never been recovered but, in this day of unstable currencies, the cache represents unbelievable wealth. The Turkish government has repeatedly refused to allow attempts to recover it.

**THE PLOT THICKENS:** At 5:15 a.m., after it has passed through the Galata bridge into the Halic, the steamer *Auric Siren* catches fire and sinks roughly over the spot where the treasure ships went down. The crew abandons the ship and its Web-owned parent company in Germany promises to have it raised inside a month.

Aboard that ship, hidden in watertight compartments, are Web divers who will get as much gold as possible from the wrecks before the *Auric Siren* is brought to the surface. The gold will be offloaded at the Midas Shipping Company docks if the operation is a success.

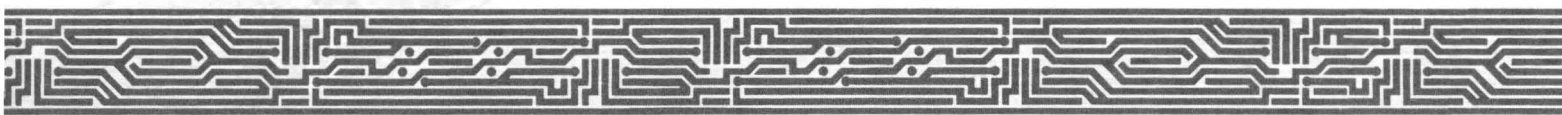
Hoca's instructions are quite simple: the agents must get to the site and obtain proof of the salvage operation that can be leaked to MIT. It is important that none of the gold be brought up or kept, as that would hurt Scorpio. If Web agents could be captured, the operation would be a complete success.

**WHAT NEXT?:** If the gold is recovered, the Web will ship it out of Istanbul and have it brought to Beirut. From there the archeological treasures will be melted down and the gold will be used to finance further terrorist operations.

## SCO3. Seek, and We Shall Hide

**LOCATIONS:** The mountainous wilderness on the border of Turkey and the Soviet Union.

**SET-UP:** A busted operation sponsored by the Orion Foundation's Eastern European bureau (Cancer) has an ex-Web operative fleeing south. Her contact in the bureau died in a Web ambush. Because of the defector's knowledge of Web operations, she knows she cannot head north or east.



Turkey is her only choice for escape. It is, after all, the weakest link in the Web's operations in the area. Hoca sends the agents out to meet the operative and bring her in.

**THE PLOT THICKENS:** Realizing they can do little to get to their errant agent, Web officials manufacture a dossier that identifies her as a member of the outlawed Turkish Communist Party and links her with terrorist attacks throughout the Middle East. (The evidence in this dossier contains enough correct information to have even the CIA drooling over the thought of getting her in custody.) The Web leaks this information to the MIT and Third Army Headquarters.

**RESULTS:** The agents are involved, after they reach the appropriate area, in a duck and dodge game to get the defector safely back to Istanbul. Hoca forbids gunplay, and warns that suicide would be preferential to capture by the military. Direct conflict would result in a high body count on all sides, and the Web would be the only winner. Clever thinking, the use of disguises, and roleplaying will, on the other hand, bring these agents safely home to roost.

**WHAT NEXT?:** This plot can provide information that leads to another plot rather easily, perhaps even the capture of a Web leader, or the destruction of a Web stronghold. Better yet, the defector is, in fact, a double agent. Depending on how the agents handle her in Istanbul, their actions could utterly compromise Scorpio and deal a severe blow to Orion.

## **SCO4. Dinner's on OPEC**

**LOCATION:** A desolate oil station somewhere in Saudi Arabia.

**SET-UP:** A number of years ago, in response to oil spills off California, scientists developed a bacteria that could consume crude oil. The bacteria worked only slowly, so it was never used on a real spill, but its successes in the lab were astounding. Over the years the scientists modified the bacteria

and it now works very fast indeed: one cc of the bacteria will multiply and consume a drum of crude oil in 16 hours.

The Web anticipated this refined biological agent. With its long-range objective of world domination, the Web undertook two courses of action. They financed the further research that perfected the bacteria. The Web also financed and owns much of the latest work done on solar power and other alternative power sources.

A staged fire at the biological research station in California kills the scientists who created the bacteria, destroys their notes, and presumably kills the only sample of this voracious microscopic creature.

In fact, that sample has been transshipped to Iran, and suicide agents are assigned to infiltrate oil pumping stations. Their goal is to introduce the germ into the Arabian oil strata. Without oil, Saudi Arabia will become bankrupt, and will surrender leadership of the Arab world to Iran, which fits Web plans perfectly.

**THE PLOT THICKENS:** The Scorpio Bureau learns of planned suicide missions into Saudi Arabia. The agents are formed into a makeshift Titan Team and asked to cover one of the low probability sites for the assaults. Shipped to the site a few days before the suspected raids — disguised as oil company inspectors there to watch operations — the players will have a chance to spend idle time looking over the latest in scientific journals.

An INT roll will draw attention to a research paper discussing a bacteria referred to as "Gourmet". A 1/2 INT roll will bring the designation GRT 9.12 to the player's attention: GouRmeT 9.12 is the official name of the germ. A 1/4 INT roll will bring the sentences "'Gourmet' was so named because it thrives on the highly sulfuric oil of the Western Hemisphere. Once we have it perfected, we hope to develop cousins to deal with other oil," to mind.

**RESULTS:** The Web terrorists hit the base with a vengeance. They feint at the expensive control equipment for the station and keep employees engaged while one of them introduces the bacteria

into the oil supply. Once that is accomplished the terrorists allow themselves to die if there is armed resistance (to lull the defenders into an egotistically based sense of security) or escape if there is not.

Searching the bodies will produce a thin rubber bladder with the stamped legend "GRT 9.12". Reference back to the article should suggest to the players that Gourmet will be slower acting on the low sulphur content oil of Saudi Arabia. Closer reading of the article will also note that the bacteria is very sensitive to an ammonia steam treatment. Fortunately, steam is regularly pumped into oil wells to increase output pressure. Add some ammonia to the mix and *poo!* Gourmet is excused from the dinner table.

**WHAT NEXT?:** The players must kill the bacteria within three days, or they will destroy the oil at this facility. Warning the other facilities will prevent Saudi Arabia's collapse.

More importantly, backtracking the research financing and or searching out major players in alternative energies could shed light on some shady Web operations.

## SCO5. Home Field Advantage

**LOCATIONS:** Hagia Sophia. Use the Airport floorplan, but treat the structure as you would a church: lots of open space, with statues and art treasures everywhere. Use the doorway in the lower left corner as the street entrance and treat the snackbar as the kiosk with radio headsets.

**SET-UP:** Kurdish extremists raid Hagia Sophia, take hostages, and threaten to blow up the ancient church with explosives.

**THE PLOT THICKENS:** The agents become embroiled in this operation in one of two ways. The first possibility, especially in the case of an agent arriving for the first time, is to have the agent touring the facility with his special headset when the terrorists enter. Hoca, aware that an agent is in the building, boosts the transmissions

on the special frequency and gives the agent instructions on how to act.

The second possibility is that the agents are already in the headquarters below Hagia Sophia. The decision to go up and help out, or to stay hidden below and avoid exposing Scorpio, will be a difficult one to adjudicate. (This is a good place for some heavy-duty roleplaying as the players debate the good of Scorpio against the lives of innocent hostages. This can be mitigated, somewhat, if the explosives above are enough to cause a collapse of the whole structure, which would, obviously, destroy Scorpio as well.)

### RESULTS:

The only way to defuse the situation is through good planning. A fast assault on the museum will be messy, but ought to eliminate most of the problem. A tricky plot could involve the players "surrendering secrets" to the Kurds to trick them into investigating the area below (where they are captured). The agents could also negotiate with the terrorists on their own level, promising to get the Kurds safely out of the museum, and to help them. (This would work well if the terrorists wanted a legitimate grievance addressed, like the holding of a political prisoner by a Gendarmerie "warlord" up near the Caucasus. In this case the terrorists should be sympathetic — misguided and hot-blooded youths demanding justice in a forceful manner.)

**WHAT NEXT?:** If the Kurds are taken out violently, it will lead to questions about armed individuals operating outside the army. Also, helping the Kurds could be difficult, if a bargain is reached to release the hostages and get the Kurds out of Istanbul quietly.



## Asia

**Jurisdiction:** All Asian nations and islands from Afghanistan to Indonesia, including countries of Indochina.

**Headquarters:** Singapore.

**Passwords and Clues:** Rose, pink, 6, 9, Friday.

## Bureau Dossier

In the waters of the Singapore Strait, a rusted husk floats, still trapped by the shallow coral reefs which first captured her years ago. *HMS Majestic* lies a little over three miles from the city ports of Singapore, beyond the sight of most curious children, and so she passes the years — unmolested, forgotten, still. Or so she appears.

Beneath her dilapidated exterior, the *Majestic* is a center of activity, as she serves as the headquarters of Orion's Libra Bureau.

She was originally a small tanker, 300' long with a beam of 50'. After she ran aground, her owners sold her to Centauri Shipping for a pittance, and Orion set about to her renovation. Her top deck was left untouched, save for a sophisticated surveillance and defense system, which can detect any trespasser, from an innocent thrill-seeking child to the most ruthless Web assassin, and render him unconscious with state-of-the-art ultrasounds. (Any character on deck when the ultrasound is active must roll his WIL + 10 on d100 or pass out for 1-6 minutes. During this time, thrill-seekers are deposited on Singapore's shoreline.)

The first below deck is the nerve center for the headquarters. Here can be found the bureau's computer base (Room 1 on the map), communications station (Room 2), file room (Room 3), security offices (Room 4), defense bridge (Room 5), which controls the ultrasound on the top deck and the speedboat's armaments (see below), as well as two torpedoes which fire in the *Majestic's* aft arc. Also on this deck are the infirmary (Room 6), conference center (Room 7), and the main power genera-

tors (Room 8).

In an emergency, the foredeck can be separated from the rest of the ship, converting into a rocket-powered speedboat. The craft is capable of speeds up to 300 mph. It has an Acceleration of 14, a Handling modifier of +10, Brake of 10, Protection of -80, enough room for 15 crew or passengers, and a range of 1,500 miles, enough to flee to the safety of any harbor in southern Indochina or the nearby Indonesian islands. The speedboat can also burn enough fuel for limited flight capabilities: in such a situation, it has a maximum speed of 400 miles an hour, a stall speed of 125 mph, and a ceiling of 10,000 feet. It expends fuel ten times as fast as it does in speedboat mode, so its range is at best 150 miles. It is armed with several weapons: two .50-caliber heavy machine guns fore and a 105 mm tank gun aft.

The deck underneath houses living quarters for the 50 agents assigned to the Libra headquarters (Room 1), as well as more sparsely furnished rooms for visiting operatives (Room 2). Also on that level are a recreation room/lounge (Room 3), laundry facilities (Room 4), a kitchen and cafeteria (Room 5), and an airlock for SCUBA divers (Room 6).

There are three holds below the living quarters, but they were breached when the *Majestic* was grounded. They remain flooded, holding only the equipment necessary for the hydraulics in the tunnel which connects the ship to Singapore Island.

**Section Director:** The bureau is headed by Mari-ko Tamuri, who served the Japanese Secret Service before joining Orion. She has served Orion for the past ten years, and is now retired from the field.

STR	INT	REF	WIL	CON	MOV	DEX
51	53	46	65	41	48	49
Sex	Female					
Race	Oriental					
Nationality	Japan					
Native Languages	Japanese, English					
Age	42					

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

**Advantages:** Bilingual Background (2), Language Ability (2).

**Disadvantages:** Enemy (2), Traumatic Flashbacks (2).

**Skills:** Basic Firearms (1), Pistol (1), Hand Grenade (2), Oriental Martial Arts (2), Interrogation (3), Surveillance (3), Driving (Automobile-1), Photography (3), Language (Mandarin Chinese-2), Language (Dari-1), Language (French-1), Language (Hindi-1), Language (Korean-2), Language (Malay-3), Language (Nepali-2), Language (Pushtu-1), Language (Russian-3), Language (Sinhala-1), Language (Thai-1).

Ms. Tamuri was born in Japan and moved with her family to England in the late 1940s. After college, she returned to Japan and enlisted in the Secret Service. After several exciting years, she "retired" from the world of international espionage, quietly joining Orion. Her unusual skills made her an asset to any team, and her personal bravery and loyalty attracted attention as well. When the Libra Bureau needed a chief in 1983, Mariko was the obvious choice.

She runs Libra Bureau strictly and conservatively. She refuses to allow agents into the field half-cocked, without adequate information and back-up. While she admires personal initiative, she takes a dim view of an agent exposing himself to needless risk and chancy situations, particularly those not assigned to a Titan Team. Perhaps this has led to greater Web activity than otherwise, but it has earned Libra Bureau the best safety record in Orion.

**Singapore Attache:** The Libra Bureau has assigned Hu So Minh the job of Singapore City attache. He has made it his business to know the city, and Mrs. Tamuri yeilds to his expertise on local matters.

STR	INT	REF	WIL	CON	MOV	DEX
56	36	42	48	74	49	39

Sex	Male
Race	Oriental
Nationality	Malaysia

**Native Language**  
**Age**

Malay  
32

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

**Advantages:** Acute Vision (2), Sensuality (2).

**Disadvantages:** Dependent (3), Unmistakable Feature (1).

**Skills:** Basic Firearms (1), Pistol (3), Recoilless Rifle (1), Basic Melee (1), Oriental Martial Arts (1), Disguise (2), Shadowing (2), Driving (Automobile-1), Sailing (2), SCUBA Diving (2), Singapore Knowledge (3), Basic Liberal Arts (1), History and Political Science (2), Philosophy and Religion (1), Law (1), Language (Mandarin Chinese-2), Language (English-2).

Hu So Minh was born in Malaysia, but grew up in Singapore. His parents (now old and feeble) determined early on that he would become a lawyer, and so he has, finding employment with one of Orion's "front" corporations operating in Asia. When he has time, he also serves in a more flamboyant capacity, as the Singapore Mission Leader. His wealth of information about the city, down to the owners and maitre d's of all Singapore's major restaurants, has made him an invaluable ally to agents in the city.

Minh is quite well-educated, and he lets it show. He is not above using erudite phrasings to pepper his speech, a mannerism he seems unable to break. As an Orion operative, he has another disadvantage: his unwillingness to travel far from his parents now that they are in their declining years. He will leave Singapore only if the lives of other agents depend on his doing so.

Minh is quite the lady's man. He flirts lightheartedly with Wing, the *Majestic's* pilot, neither of them taking his advances terribly seriously. He would probably play similar games with any female agents who stay in Singapore for more than a few days.

**Chief Engineer:** Eung-sik Lee is Libra Bureau's chief engineer. Aboard the *Majestic*, he keeps the machinery running at peak capacity.

STR	INT	REF	WIL	CON	MOV	DEX
50	79	71	33	49	61	75

Sex	Male
Race	Oriental
Nationality	Korea
Native Language	Korean
Age	35

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

Advantages: Technical Aptitude (3).

Disadvantages: Deep Sleeper (2), Enemy (1).

Skills: Basic Tool Use (1), Basic Mechanic (3), Aircraft Mechanic (4), Electronics (3), Computer Technician (3), Nuclear Technician (1), Basic Firearms (1), Basic Heavy Weapons (1), Tank Gun (1), Missile (3), Cryptography (1), Demolitions (1), Forgery (2), Lockpicking (2), Safecracking (3), Basic Science (1), Physics (3), Biology (1), Chemistry (2), Engineering (3), Language (Mandarin Chinese-2), Language (English-1), Language (Malay-1).

Lee was recruited by Orion shortly after earning his doctorate in applied electrical engineering at MIT. He was brought into the Ganymede Bureau and set to work as a researcher in G3. Although he rarely developed any revolutionary or even surprising technologies, Lee impressed his coworkers with his knack for applying new inventions to their most complete utilization. Others in the department received congratulations for their brilliant ideas, and Eung-sik quietly worked in his little corner, bringing those ideas to practical fruition.

His only attempt at invention, a solar-powered laser drill, erupted in disaster. An instant of absent-minded sloppiness brought forth an unexpected electro-chemical reaction that destroyed two laboratories and killed five people. Eung-sik Lee was unceremoniously fired.

But he came to the attention of Mariko Tamuri, the new bureau chief of Orion's Asian operations. She recognized that Lee was a brilliant technician who had made a mistake, and she immediately recruited him for her bureau, despite the displeas-

ure Ganymede showed at this.

Lee is a hard worker and a master electronics technician, proficient in many "hard" sciences and conversant in the rest, but his accident has shaken him severely. He no longer trusts himself to design anything really innovative, and he shies away from working with operatives from Ganymede, many of whom still resent him.

**Pilot:** When the *Majestic* was designed with an emergency escape module for the command crew, it was obvious that a pilot was required. Wing Den Ping volunteered. Since then, her courage has proven her salvation on dozens of missions.

STR	INT	REF	WIL	CON	MOV	DEX
42	52	67	64	42	55	60

Sex	Female
Race	Oriental
Nationality	Singapore
Native Language	Chinese
Age	24

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

Advantages: Fearlessness (2).

Disadvantages: Enemy (2).

Skills: Aircraft Mechanic (3), Basic Firearms (1), Basic Heavy Weapons (1), Rocket Launcher (3), Wrestling (1), Driving (Automobile-2), Driving (Off-road-2), Driving (Boat-4), Driving (Heavy Machinery-2), Horsemanship (1), Navigation (3), Piloting (all except Space Shuttle) (4), Radio Operator (1), SCUBA Diving (2), Language (English-1), Language (Malay-2), Language (Russian-2).

Wing is the most experienced member of the command crew at the bureau headquarters, having been recruited in 1979 at the age of 16. She had ambitions of stuntflying or air force piloting, whichever was more exciting. When Orion offered her just such excitement, she accepted immediately. Within a few months, she was assigned to Libra.

Her enthusiasm on board the *Majestic* is contagious; Wing can be tracked through the ship by the trail of excited operatives. She brings this enthusiasm to her piloting as well. She routinely performs maneuvers that would worry pilots with twice her experience, and she does so with an unnerving nonchalance.

Chief Tamuri keeps Wing on board the *Majestic* whenever reasonable danger exists and the emergency escape module might be deployed. Although she might wish to be with the excitement, Wing knows her job and responsibilities. She leaves on operations within the Asian sector only when the *Majestic* is secure from threats.

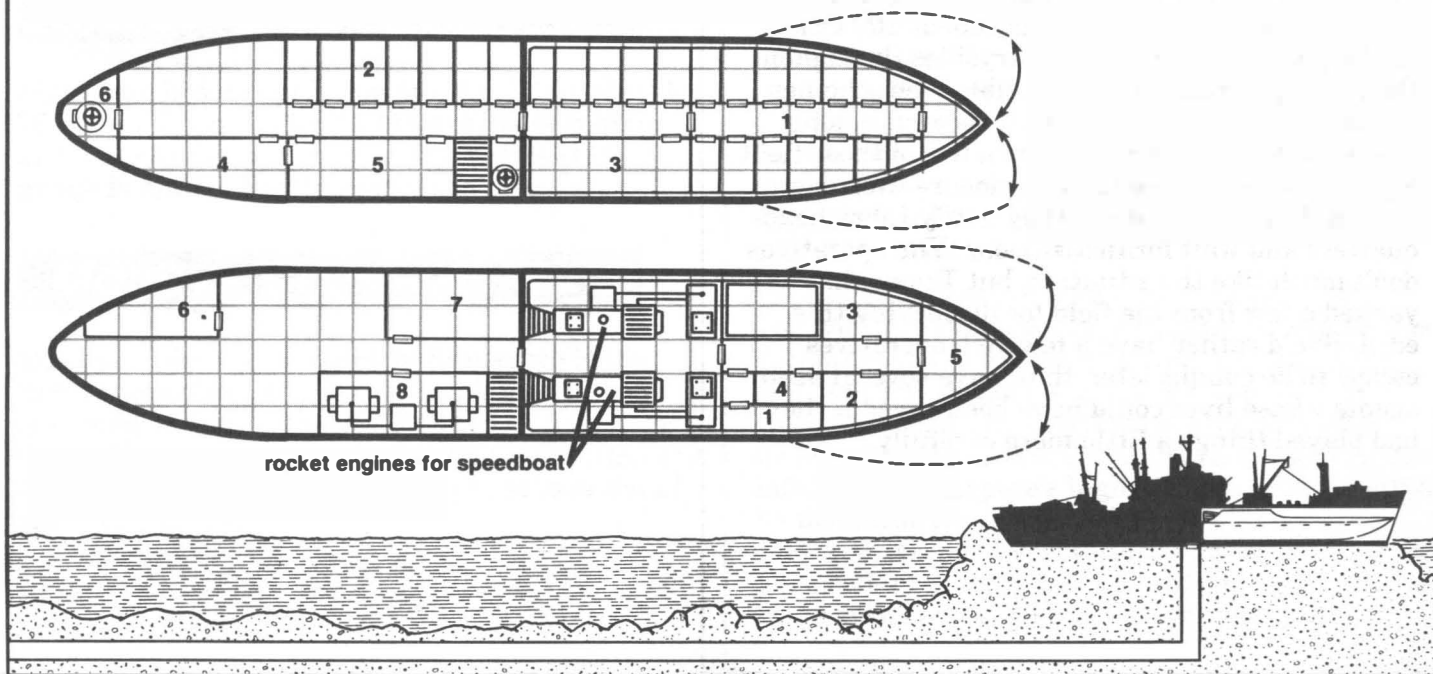
If a visiting agent in Singapore wants to meet with Libra Bureau headquarters, he or she must travel by monorail to Sentosa Island, just off the southern tip of Singapore Island. Sentosa is a busy place, half amusement park and half historic and cultural museum. The agent should be wearing a rose (of any color) visibly when entering the Coralarium. An Orion operative, under cover as a guide, will approach shortly and ask if the agent

would like to see anything in particular. If the agent says "Yes. Have you anything in pink?" the guide will smile and direct the agent to a hidden door on the side of a great coral tower. Through the door and down some stairs, the character will be offered a seat in what looks to be a plexiglass torpedo, itself in some sort of launching tube. Once secure, the agent will be shot through a three-mile tube, arriving a few minutes later at the *Majestic*. Visitors are not permitted on the top deck or the bridge of the speedboat; only agents permanently stationed at the headquarters know exactly where the place is located.

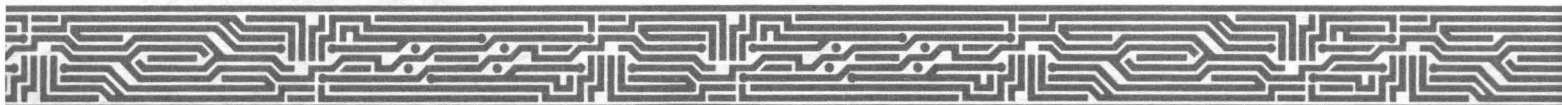
In case of dire emergency, the dock on Sentosa is securely sealed, and the tunnel is destroyed. If a visitor is not already on board the *Majestic*, he may find it a challenge to reach the headquarters under these circumstances. (The Orioncomm SW1 might be used to hail Libra Bureau in such an event.) Agents should note that Sentosa is a strictly daytime operation. The monorail does not run after sunset, and a character will find the place almost deserted. (Or perhaps not: the Web has

## The MAJESTIC

one square = 10'







deduced that the Libra Bureau headquarters is somewhere on Sentosa and sends regular search parties to try to locate it.)

The *Majestic* has a rotating crew of 50 non-command personnel, drawn from 75 agents in the region, each of whom works and lives on board the ship eight months out of the year. The four NPCs described above work 51 weeks a year on the *Majestic*. Operations at the headquarters involve the training and coordination of any missions in the region, as well as routine monitoring of any suspected Web activities and coordination with the projects of other Bureaus. Chief Tamuri plans few adventuristic forays into the region, and those she does plan are usually cautious to a fault.

Singapore in particular is a Web hot spot. Impressive amounts of heroin get through the ports, headed out to distribution centers the world over. Libra devotes a large amount of effort to stemming this pipeline, but the Web has always seemed to be a jump ahead, with two new plans ready for each one that Orion foils. Nevertheless, the hunter is tireless and Libra's slow moves are sure. The Web is certain to make a mistake sooner or later, and Tamuri's agents are certain to seize upon it when it happens.

There is more to the Asian bureau than a ship and anti-drug campaigns. There are about 100 Orion field agents in cities and countrysides throughout the region, monitoring for possible Web schemes and otherwise assisting operatives on missions. Under instructions from Tamuri, few of these field agents take initiative to bring down a Web operation on their own. Rather, they notify Libra headquarters and wait for instructions. The operatives don't much like the situation, but Tamuri has yanked a few from the field for disobeying this edict. She'd rather have a few Web operatives escape to be caught later, than have several dead agents whose lives could have been saved if they had played things a little more carefully.

## City File: Singapore

### Geography

Singapore is at the tip of the Malay Peninsula. It is approximately 137 kilometers north of the equator, making it the Asian city closest to that line of latitude. Singapore covers an area of approximately 650 square kilometers and is the main city-state, ruling over 54 other islets.

### Climate

Singapore is *wet*. The island lies in the paths of two monsoons, a northeast monsoon from December to March and a southwest monsoon from June to September. It receives an average of 96 inches of rain yearly. The temperature averages about 80 degrees a year with very little variation. Light clothing is recommended.

### The People

Singapore has a population of 2.4 million, of which 76.9% are Chinese, 14.6% Malays, 6.4% Indians and 2% other ethnic groups. The national language is Malay; the lingua franca, English.

### Money

The basic piece of currency in Singapore is the Singapore dollar, which was first issued in 1957. It is valued at approximately 2.09 to the American dollar. There is no limit on the amount of currency notes and traveler's checks brought into or out of the country.

### The Law

Singapore's police force is among the finest in the world. As well as regular police, the government has a sizable force of plainclothes detectives and intelligence men. The police are extremely easy going, but crack riot troops are kept in reserve. The years of religious rioting are almost entirely a thing of the past, however, and the riot squad's services have rarely been necessary. The government is assisted in defusing potential situations by an internal security act which enables them to jail indefinitely without trial anyone it chooses. Although Singapore has no "official" intelligence agency, they maintain a good relationship with the Japanese Secret Service. The government is incredibly free of corruption at all levels (double WIL for all Singapore officials against Bribery).

### Locales

As a major port city, much of Singapore's lifeblood flows from its docks. The docks themselves are for the most part of good quality thanks to the government's efforts to maintain them at a decent level (to the sum of 13,000 workers). The quality of the docks range from dismal wooden wharves (although rare) to ultra-modern automated docking facilities. Hundreds of different shipping organizations have offices in this area. It is quite easy for any number of criminals to obtain an office under false pretenses to use as either a base of operations for their evildoings, or as a place to contact henchmen or superiors.

Singapore is also known as the "Garden City", and with good reason. Over a dozen major gardens decorate the landscape, including the Biological Gardens, the Zoological Gardens, the Mandai Orchid Gardens, Seletar, Pierce and MacRitchie Reservoirs, and Bukit Timah Nature Reserve. The latter tops Singapore's highest point (Tin Hill) and its footpaths cover over 185 acres of jungle and evergreen tropical vegetation. The Bukit Timah is an excellent place to meet a contact, as its labyrinthine paths make it ideal for losing pursuers and

meeting contacts who wish to remain anonymous.

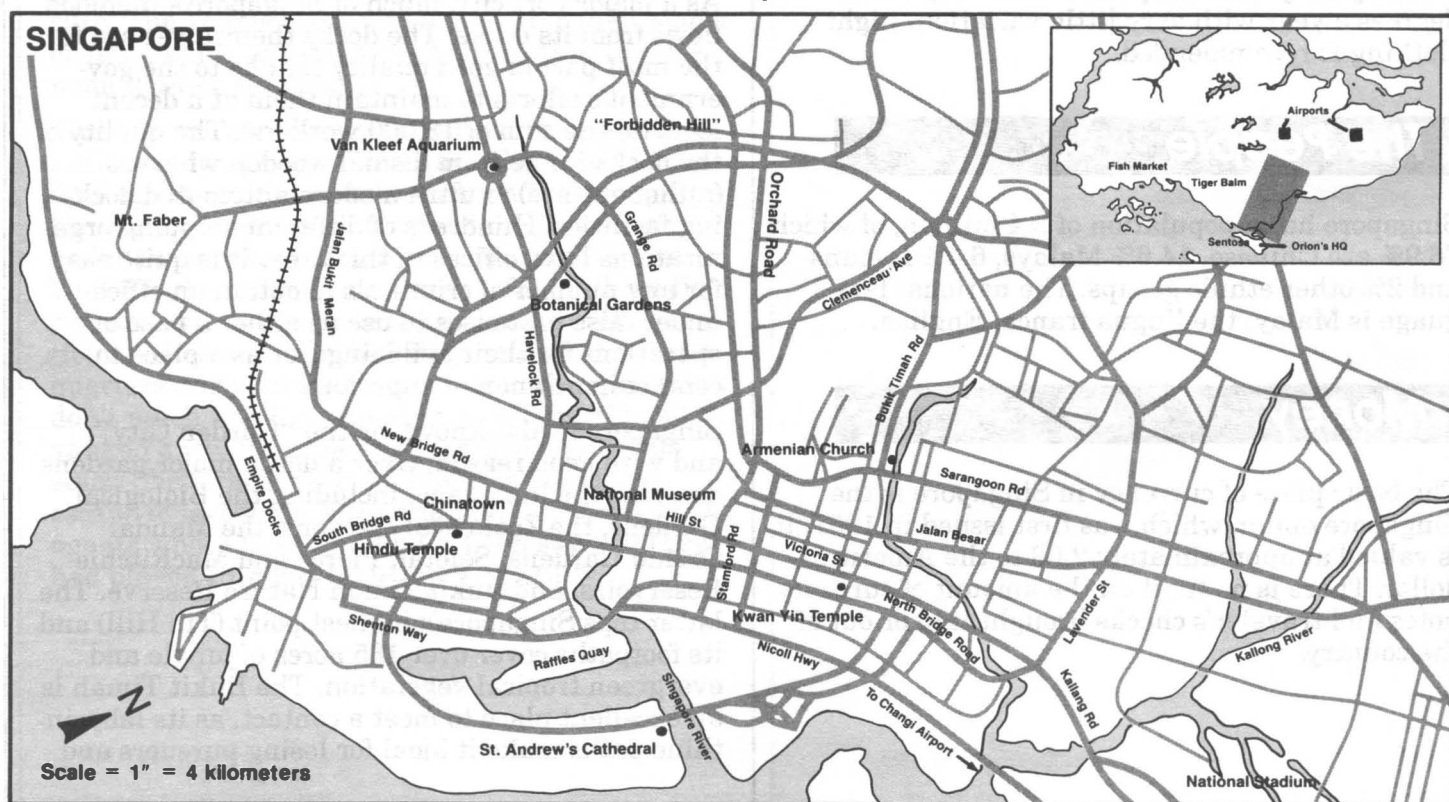
The Tiger Balm Gardens were created by two brothers who had made millions from Tiger Balm "medications". This eight-acre seaside garden contains dozens of grottoes with scenes animating myths and morals. Advertisements for Tiger Balm products (such as two sumo statues wrestling over a display) also abound.

As a melting pool for dozens of disparate cultures and religions, Singapore is a hodgepodge of religious beliefs and practices. Within the city can be found synagogues, cathedrals, mosques, churches, and Buddhist temples. While many of these spots are open to tourists and make good contact points, it should be noted that causing a disturbance will bring down not only the attention of the police, but the wrath of hundreds of religious worshippers.

For a touch of Singapore as it was in the 19th century, the place to go is Chinatown, which is located east of New Bridge Road on South Bridge Road. The buildings stand no higher than three

stories, but dozens of families are crowded into a building that would normally support only half that many. With this crowding the night life literally pours out into the streets and automotive traffic is reduced to a standstill. It is impossible to proceed down a street on foot without being stopped by at least a dozen "medicine men" selling quack Chinese medicines.

A locale to travel to for a rendezvous of special interest is the Jurong Fish Market. Each morning hundreds of merchants travel to the market to inspect over 200 tons of fish and determine which are fit for their purposes. Once they have done so, the bidding begins. Over a dozen separate auctions take place simultaneously, each bidder using special signals and calls which have been handed down from generation to generation. The noise alone is enough to foil any attempts at audio surveillance. If an agent is going to avoid attracting attention as a stranger, it is recommended that he go in the traditional garb of fisherman: yellow raincoat and rubber hat, with black rubber boots.



# Mission File: Asia

## LIB1. Rakshasa

**LOCATION:** India.

**SETUP:** The agents are sent to New Delhi to investigate a series of bizarre deaths involving highly placed government officials, including the minister of trade. Player characters arrive in India under cover identities as investigators with Centauri Shipping sent to ascertain the ramifications of the minister's death. During their investigations, the agents gain assistance from the British ambassador, Lord Edmond Wilfred-Smythe, an eccentric but kindly gentleman of the old school. Clues indicate that a new, high-tech Thugee assassin cult is responsible.

**THE PLOT THICKENS:** During their investigations the agents are attacked by the Thugees. Despite their impressive armaments the assassins are foiled. Any that are captured commit suicide before revealing information, but one of the chips in a piece of electronics equipment can be traced to a shipment stolen off the docks of Bombay several months ago.

The Thugees are armed with a variety of sophisticated weaponry and concealment devices. The Administrator might consider including the following:

*Holographic projector belt:* When properly programmed, this device allows the wearer to better blend in with particular surroundings. Anyone attempting to spot such a concealed individual must make a ¼ PER check. This stealth is lost if the wearer moves faster than walking speed, and it works only in reasonably well-lit areas, as the holographic laser light will be seen in darkness. The power pack on this item is sufficient for only 60 seconds of use.

*Garrotte gas:* This gas acts to cause the victim's

windpipe to swell to the point where he chokes to death. This acts as a 3D10/2 Poison with a WIL roll (not CON) to resist. This is delivered by a blow tube. The Thugee must be within 10' of the victim and make a normal roll to hit using Blowgun skill.

*Kris dagger:* This traditional Thugee weapon has been manufactured with a tungsten alloy. It has a CCV of 10 and is capable of slicing through quarter-inch concrete without losing its edge.

*Chakram:* This particular version of the Indian throwing disk is a heat-seeker. It has a weight of 3 pounds, Damage 1d6, and Range 40/40/100. It gives the wielder a +10 to hit and it returns to get two shots to hit the target before falling to the ground.

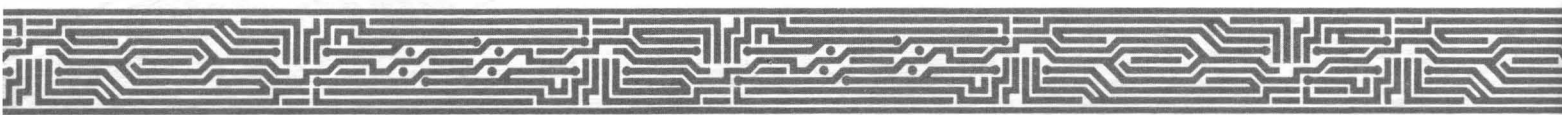
*Katar:* This weapon, originally wielded by shepherds to kill wolves, has been modified to deliver an electric shock. Besides acting as a hand-to-hand weapon with a CCV of 12, it also does a total of 1d8+2 damage upon hitting.

The agents reach Bombay and continue their investigations. While doing so one of the team is contacted by an old friend from their previous intelligence organization. The friend asks the agent to meet him at a secluded locale for information regarding the Thugees and "a bite to eat".

In truth, the meeting is a prelude for an all-out assault on the agents, intending to capture them for purposes of interrogation. This has been set up by the Thugees' leader, who goes by the codename "Rakshasa". This charismatic cult leader, his true identity unknown, is an expert at disguise and holographic technology and uses psychological skills, together with an impressive computer network, to uncover just those disguises that would lull his targets into a false sense of security.

Rakshasa, in the guise of the ghost of Wilfred-Smythe's old war commander, has convinced the diplomat that India rightfully belongs to the English. He has convinced Wilfred-Smythe to contribute his millions to a program dedicated to killing off the "native usurpers" so that Wilfred-Smythe might lead a counter-revolution and bring India back into the Empire. In reality, Rakshasa plans to kill Wilfred-Smythe as soon as his usefulness has ended.





The Thugees' next target is the prime minister himself. They are planning to kill him by rigging his microphone to spray the "garrote gas" into his face during a public speech to announce replacements for his deceased cabinet members. With the prime minister dead, Wilfred-Smythe will step in, claim that English military forces are needed to maintain control, and essentially usurp the government. Rakshasa will then kill Wilfred-Smythe and take his place.

The agents must escape Thuggee imprisonment, travel a gauntlet to return to New Delhi, and prevent the prime minister's assassination. Once they do this, Lord Wilfred-Smythe goes berserk, attempts to kill the prime minister himself (with little chance of success), and is taken away by the Indian authorities.

**WHAT NEXT?:** How highly placed is Rakshasa? How did he come across this advanced technology? Is he connected with the Web? If not, might his plans eventually come into conflict with those of the Web? What sort of revenge might Rakshasa plan on the agents? Will some of Wilfred-Smythe's supporters attempt to complete his plan, either with or without Rakshasa's help?

## **LIB2. No Tickee, No Brainee**

**LOCATION:** Singapore and the Indonesian island of Java.

**SET-UP:** During a brief "teaser" sequence, the characters' mission is compromised and the agents barely escape with their lives. While doing so they discover evidence which suggests a traitor within the Asian bureau's headquarters.

**THE PLOT THICKENS:** The agents travel to Singapore to investigate. As a cover, they are temporarily assigned to the Asian bureau by their immediate superiors. Any of the bureau NPCs (see the Bureau Dossier) are possible suspects. For example, Hu So Minh, the Singapore City Chief, had relatives in a village that was recently razed by Web trainees. Some of those relatives might have been taken as hostages to his good behavior.

Similar evidence points to the other suspects. Even the bureau chief, who was once captured and interrogated by Nathan Lunde, the Web's most accomplished brainwasher, is not above suspicion.

The agents know they are getting close when they are assigned to investigate a Web white slavery ring in Java. They discover that the assignment is a trap. Escaping, they discover that Dr. Lunde is indeed behind the infiltration, implying that the bureau chief is the traitor. Although the players defeat their captors, Lunde escapes.

The characters attempt to return to Singapore, only to find that they have been declared traitors themselves. When Orion agents start firing on them, they realize that they have been marked for death and only the revelation of the true traitor will save their lives.

**RESULTS:** The agents must reach the *Majestic* and confront Tamuri. Once she has consciously faced the reality of the situation, she can resist the brainwashing and restore order to the Libra Bureau. After a brief deprogramming session, she is freed from Dr. Lunde's insidious influence.

**WHAT NEXT?:** Was Tamuri's brainwashing completely eliminated, or did Web place "subprograms" into her mind for future reactivation? Has Dr. Lunde brainwashed other Orion operatives? Did he brainwash one of the PCs during their capture at Java? And finally, how does Lunde get his instructions to his subjects, and get information from them? The player characters trace this back to Lunde's Web operation and finally crush it.

## **LIB3. The Healing Touch**

**LOCATION:** Nepal, and possibly Pakistan and Afghanistan.

**SET-UP:** The agents intercept a Web directive authorizing the "procurement" of a Nepalese holy man reputed to have incredible healing powers. The Web believes the man to have true psychic abilities and plans to have him taken to the Web Psychic Research Institute for study.

**THE PLOT THICKENS:** The characters travel to Kathmandu, the capital of Nepal. They arrange transport by helicopter to the temple of the Most Holy Genghis, outside Bhojpur, in the eastern regions of Nepal.

While making travel arrangements the agents discover that a helicopter has already been rented in the name of a common Web pseudonym. Indeed, all of the available helicopters show signs of Web sabotage, forcing the player characters to make immediate repairs or lose valuable time.

Approaching Bhojpur, the agents are attacked by Web agents in the other rented helicopter. Assuming the player characters triumph, they arrive in Bhojpur and must proceed to the high mountain temple on foot. En route they are once more attacked by Web snipers. The gunshots from the resulting firefight set off an avalanche. The PCs will have to make DEX or Climbing skill rolls with a -10 modifier. If they fail this, they will have to make a -20 STR or Climbing skill roll. If they fail this second roll as well, they plunge to their deaths or are buried under tons of ice and snow.

Hobbling up to the temple at sunset, the agents discover that the Web is already visiting with the Most Holy Genghis. In this sacred temple guns do not fire, grenades do not explode, and most harmful chemical reactions (acid, thermite, poison, etc.) simply do not take place. Indeed, this seems a magical place. The only thing that doesn't seem magical is the Most Holy himself, who seems curiously reluctant to heal the agents' injuries.

The Web operatives, equal in number to the agents, may try to attack the player characters. At least ten lamas, each with Martial Arts (4), will sit on anyone attempting physical violence. Food (or the local equivalent) and lodging are provided for the night.

**RESULTS:** The Most Holy Genghis is a fraud. He is actually Howard Herschel from Sheboygan, a second-rate con man. He has been making a living off cheap theatrics, audience plants, and Bactine antiseptic. Unfortunately, nobody told the Web about this. They proceed to kidnap him at dawn and rendezvous with a helicopter that will take

them through Pakistan and Afghanistan into the Soviet Union, where their Institute is located. Only the quick reactions of the agents will save the Most Holy Howard from sure death at the hands of the notoriously humorless Web researchers.

**WHAT NEXT?:** Will the Web send another team if the first one does not discover the fraud? Does one of the guardian lamas possess mystical abilities? Will Howard show up in some other confidence scam and run afoul of the agents? (Your players will enjoy running into Mr. Herschel time and again.) Will the Web attempt to capture other individuals of reputed psychic ability?

## LIB4. Journey to the Center of the Earth

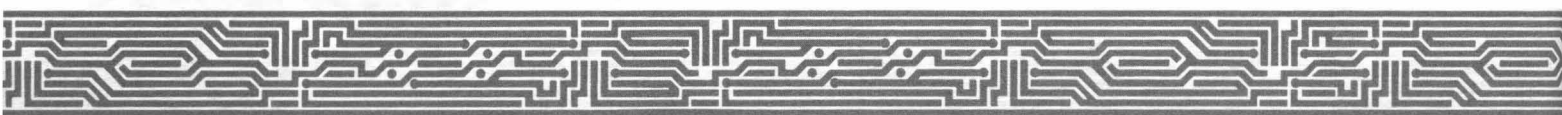
**LOCATION:** Cambodia.

**SETUP:** The player characters and Eung-sik Lee (the head technician from the *Majestic*) are on assignment to infiltrate an international Web nest in Cambodia, believed to be the base from which an enormous drug pipeline will soon emerge. Libra Bureau sent Lee along because first reports indicate the pipeline process to be sophisticated.

**THE PLOT THICKENS:** Before the agents can reach the site, Lee wanders off to investigate some suspicious movement in the jungles. It soon becomes apparent that he has been captured by the Cambodians and taken away for interrogation.

The party cannot allow the Cambodians to pressure Lee into revealing Orion's presence in the country, and they certainly can't let any Web moles in the police find out what Orion knows about the Web base. So Lee must be rescued.

The first step to the operation must be for the party to locate just where Lee has been taken. Local villagers might know, but player characters who don't speak Khmer might have a tough time asking directions. Lee's SW1 would provide handy longitude and latitude information (assuming the party has mapping equipment) as he is being taken to prison, but thereafter he will be indoors.



Once the agents have located Lee, they have only a short while to plan a break-out. The prison base is rather remote, but the 15 on-duty guards all carry 7.62mm AKMs. The Administrator should make provisions so that this prison break is a challenge to the unprepared agents.

If the party hasn't made their move by dawn of the next day, police interrogators will have begun breaking Lee, who was never cut out to be a field agent. By noon, he will have explained that he was working for Orion. By sundown, he will have spilled the whole mission. Shortly thereafter, he will be moved to a higher-security compound, out of the operatives' reach.

Assuming Lee is rescued, the party can again try to find the Web base. Sure enough, the Orion information was correct. Web's director of narcotics in Asia, Theodoro Alegheri, plans on using an enormous laser drill to bore a hole straight through the Earth's mantle and sending drugs to South America (precisely opposite Cambodia) by way of powerful Gauss fields which would open up a magnetic tunnel. Lee is reasonably sure that the plan is too far-fetched to actually work (the Coriolis force alone would shred anything sent through the Earth so close to the equator, he insists, and Gauss fields operate on magnetism, which is notoriously weak in the extremes of heat present at the Earth's core).

**RESULTS:** As the operation is solely observational in nature, the party has completed its mission. However, they may want to investigate the drill. Sure enough, it is a fraud, designed more for flashy special effects than for deep drilling. Alegheri is playing either Orion or his fellow Web directors for fools.

**WHAT NEXT?:** Just what is Alegheri's game? Is he trying to double-cross the Web? Or is the entire set-up a trap for Orion, perhaps a smokescreen for another smuggling operation? If the laser is not suited for drilling deep holes in the Earth, might it be useful for some other purpose beyond mere decoration?

## **LIB5. Back to Back**

**LOCATION:** Singapore, and the Andaman Sea, off the coast of Burma.

**SETUP:** The operatives stage a raid on a minor Web terrorist outpost in Singapore's Chinatown. Among the information Orion collects is the location of a Web submarine base, just beyond Burma's southern coastal waters. The agents are assigned to capture the submarines and find out what they're doing there.

**THE PLOT THICKENS:** The Web, realizing that their security has been compromised, deliberately leaks word of the subs to the Titan Team in Hong Kong. The Titan Chief, long disdainful of Mariko Tamuri's conservative handling of Libra Bureau, and manipulated by certain Web-aligned assistants, assigns a strike team to wipe out the submarines, which they do quite well. Tamuri is now faced with the embarrassing prospect of explaining an air raid four miles from Burma's shore, and the added difficulty of capturing the Web subs for study now that they've been sent to the ocean floor.

The player characters are assigned to investigate the subs and find out what can be found, most especially any information on computer tape. In the process, they must avoid Web divers setting off self-destruct charges in the submarines, assorted Burmese officials, and the occasional shark.

**RESULTS:** The subs are part of a Web conspiracy to sink merchant vessels in certain shipping lanes, disrupting international seaboard traffic. Information from the subs indicates where the other "Bermuda Triangle" spots are.

**WHAT NEXT?:** What of the Web moles in the Titan Team? Have they made Libra Bureau a particular target for weakening? Might Web agents with influence in the Burmese government try to discredit Orion or perhaps Hong Kong? And what was so important about those subs that Web would go to such trouble to make certain they were destroyed?

# Sagittarius Bureau

TOP SECRET/S.I.

## Far East

**Jurisdiction:** China, Mongolia, Taiwan, Japan, North and South Korea, the Philippines, and the Soviet territories south of the 60th parallel and east of the 60th meridian.

**Headquarters:** Tokyo, Japan.

**Passwords and Clues:** Narcissus, brown, 5, 7, Thursday.

## Bureau Dossier

### Background

After World War II, Orion's Far Eastern bureau seemed doomed. Its headquarters in Peking had barely survived Japanese occupation, and then China's Civil War began — bringing disaster. Chop Noy, an influential young Orion agent, lost his lands to Mao's forces and turned to the Web for support — taking his secrets with him. To avoid destruction, the Sagittarius Bureau snatched its headquarters from China and slipped into Tokyo along with General Douglas McArthur's occupation forces. But Orion's American directors accomplished nothing in Japan; they floundered in a series of social and political blunders. Eventually, Orion's leadership withdrew them and appointed a Japanese native, Kawamota Matsori, as Section Director in Tokyo. Under Kawamota, Sagittarius became an effective bureau at last.

The Kawamota family brought an entire village into Orion's service. Tokyo's alleyways contain several subcities which operate like independent villages with their own businesses, customs, and people. The Kawamota family, Orion's Japanese directors, already controlled such a hamlet in Tokyo's Shinjuku district, at 5, 7, Kawamota street. In order to keep this headquarters, Orion unofficially agreed to let Kawamota pass the directorship on to his son, thus making this position hereditary.

Kawamota's village is a peaceful place compared to the rest of the city, although the roar of Tokyo's traffic can be heard even here. The town supports stores, inns, a chicken farm, and even its own Shinto diety. This spirit is called Heikan Sama-Kami, God of the Closed Gates. Every Thursday, priests of Heikan lead raucous processions around Tokyo, carrying portable shrines. Orion's agents use these parades to smuggle things throughout the city, since the shrines can hold roughly as much as a refrigerator. Orion does not consider Kawamota's citizens security risks — none of them would be so dishonorable as to betray their ruling family. The Sagittarius Bureau controls 50 full-time Tokyo agents and roughly 150 ordinary citizens.

PCs can get almost anything they want in Kawamota's village except arms. Any identifiable weapon must be licensed in Japan. Gun laws are so strictly enforced in Tokyo that most Sagittarius agents imitate the ninja of ages past and depend on improvised weapons or deception. Ikumi Onsen, a prominent Tokyo businessman — and Economic Director of Japan's Web — has frequently tried to tempt Orion's agents into using illegal weapons in order to have them arrested. So far, he has failed, but Orion agents in Japan should be wary of anyone who offers them weaponry.

Sagittarius headquarters' main weakness is the fact that other buildings surround it. Agents cannot fit automobiles or other large items into the thin alleys of this ward. Furthermore, people in adjacent buildings can enter this headquarters simply by opening their back doors, and land is so valuable in Tokyo — sometimes costing \$1,000,000 for a tsubo, or 3.3 square meters — that Orion could not hope to buy every building around this complex. Neighbors will always threaten Sagittarius, so whenever one of the nearby buildings is offered for sale, Orion's Far East agency reopens a continuing mission codenamed "Operation Narcissus", and channels all its resources to controlling the new owners.



## Sagittarius Activities

New agents who wish to make contact with the Sagittarius Bureau for the first time should do so by wearing brown kimonos and visiting the priest of Heikan. They must identify themselves by saying "Thursday is a holy day," then approach the shrine and place their Orion I.D. cards as "offerings" in the deity's mouth. The ivory statuette on Heikan's shrine contains electronic equipment which scans the card.

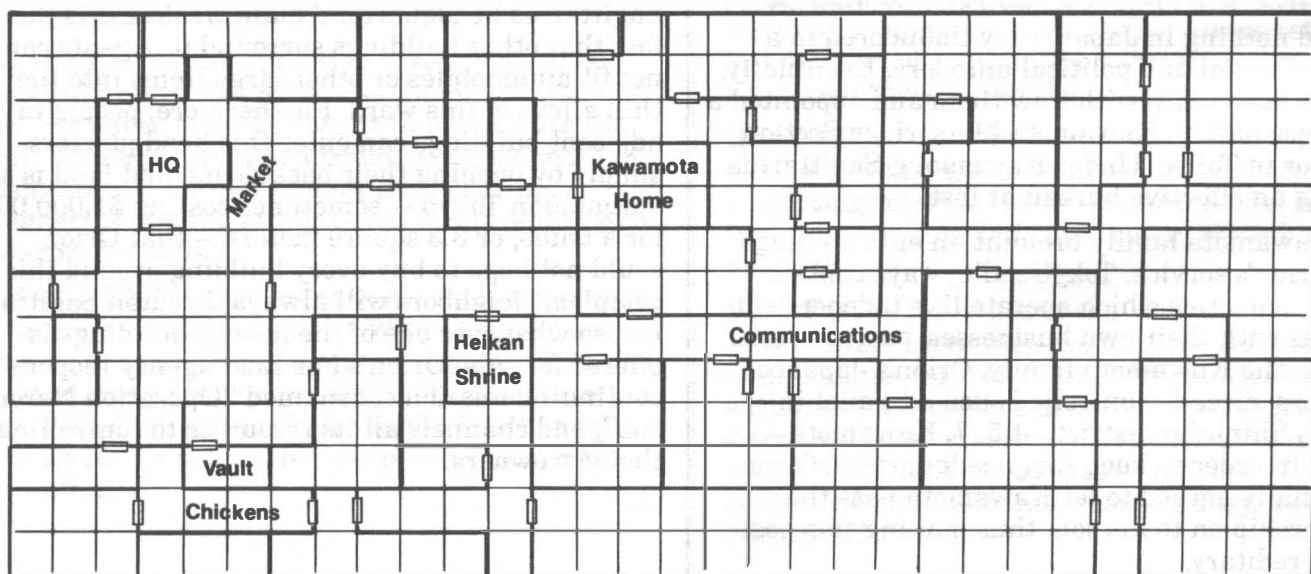
Kawamota also maintains an alliance with several families in the Yakuza, or Japanese Mafia. Although some of these families help the Web, others are steadfast friends of Orion. Unlike its Western counterpart, the Yakuza values its community and people. Police tolerate the Yakuza, and these gangsters help prevent all crime except their own. Stern codes of honor (zingi) rule the Yakuza and any gangster who disobeys them must show contrition by chopping off one finger joint, in a tradition known as enko zume. Yakuza control

prostitution, gambling, and loan sharking. Yakuza also silence spies who penetrate Kawamota's ward. The six Yakuza families which serve Orion have roughly 200 members altogether. There are 120 families in Tokyo, with roughly 30 members each. Over 3,000 Yakuza families exist in Japan.

China serves as a stage for the Web's most ambitious operations, aimed at creating a third force to oppose both the United States and the Soviet Union. However, both the Web and Orion have been baffled in China. During the 1960s, both agencies lost their Chinese sectors in an upheaval that neither Orion nor Web could control — the Great Proletarian Culture Revolution. Since then, several mysterious enemies have plagued their attempts to rebuild. Orion has yet another foe there. Chop Noy, the traitor, is an old man now, living in Taiwan, and still pursuing vengeful fantasies of recapturing mainland China. Unknown numbers of agents, from both the Web and Orion, serve him. He ruthlessly seeks weapons to arm his band of rebellious Chinese ethnic minorities.

1 square = 10'

5,3 KAWAMOTA (Orion HQ)



## City File: Tokyo

### History and Culture

When the Shogun Tokugawa Ieyasu defeated the emperor, Tokyo became the capital of all Japan. Now it ranks among the economic and technological capitals of the world. Visitors will be overwhelmed by Tokyo's traffic, brilliant signs, movies, comic books, and the utterly commercial, hedonistic atmosphere. But traces of ancient Japan remain. The Japanese maintain strict family bonds, fail to learn foreign languages, and mask their true thoughts behind smiles which are impossible for Westerners to fathom. Etiquette and honor remain essential in the East, and a great variety of religions exist in Japan, with Zen Buddhism and the traditional Shinto spirit-worship being the two most common. Most Japanese subscribe to many religions, seeing no contradiction in worshipping several gods at once.

### Law Enforcement

Tokyo probably has the world's most effective police forces, and its citizens cooperate completely with them. Furthermore, over 99% of all Japanese trials end in conviction. Fortunately for our less restrained agents, Japanese prison sentences are short and often replaced by fines or court-ordered apologies. A typical Tokyo police officer carries a .357 Magnum revolver and a handheld radio. An officer will almost always be available since not only do police patrol Tokyo in cars and periodically interview people at random, but miniature "police-boxes", or koban, have been placed throughout Tokyo. Tokyo detectives and riot squads use the most modern equipment. As well as body armor, tear gas, shields, and truncheons, Japanese riot police have developed several unique vehicles. One carries a robotic claw for removing barricades; another can drive a steel

tunnel into a building, providing shelter for invading SWAT teams. (Treat these vehicles as bulldozers for game purposes.) Tokyo has no notable slums, but teen-age gangs or demonstrators may harass people anywhere in the city.

### Transportation

Few cities are as crowded as Tokyo. Traffic jams and congestion force cars to travel at an estimated maximum speed of 11 mph, and one quarter that during the 8 a.m. to 9 a.m. rush hour. Buses charge 150 yen and taxis cost 470 yen for the first two km (1.2 miles), with an 80 yen increase for every 405 meters (roughly 1/5 mile) after that. Commuter trains, which travel both underground and on the surface, provide a faster way around the city, and tickets cost only 120 yen. These trains consistently run on schedule, but so many people use them that "subway packers" are hired to forcibly squeeze passengers in. Subways move at an average speed of 20 mph. Foreigners can easily become lost in Tokyo since all bus signs are in Japanese, and few streets have names other than that of a local family chief.

### Currency

As of Aug. 31, 1987, 142 yen equal \$1 US. This rate fluctuates, and you may simulate this by assuming that there is a 50% chance that the dollar will be worth 0.99 extra yen, and a 50% chance that it will buy 0.99 fewer. Japanese currency comes in coins of one, five, 10, 50, 100, and 500 yen. Japanese bills are issued for 1,000, 5,000, and 10,000 yen.

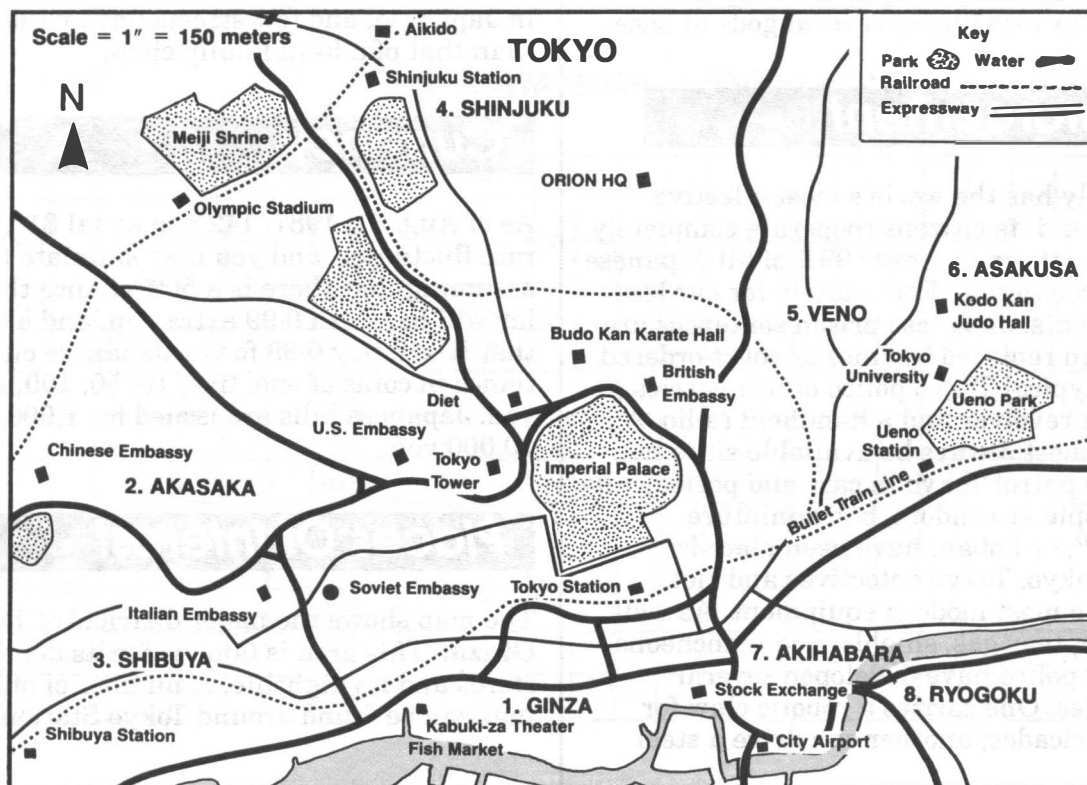
### Places Of Interest

The map shows the major districts of Tokyo: 1. **Ginza:** This area is famous for its department stores and its nightlife. A number of office buildings can be found around Tokyo Station. 2. **Akasa-**

ka: Spies will certainly be interested in this area since it is a center of diplomatic and government activity. Embassies, the Police Headquarters, and the Japanese Diet (Parliament) are located in Akasaka. The famous Jujin Hospital of Plastic Surgery is west of Akasaka. **3. Shibuya:** Shibuya is another amusement/shopping district, but, unlike the flashy Ginza, it features more traditional wares, such as flower bowls, fighting goldfish, and swords. Several karate studios are here, including the prominent Nippon Budokan. **4. Shinjuku:** This is another shopping and business district; it contains most of Tokyo's gigantic skyscrapers alongside its most quaint, beautiful, landscape gardens. Many masters of judo and aikido practice here. East of Shinjuku station is Kabukicho, the center of Japan's vice, prostitution, and Yakuza gangsters. **5. Ueno:** Ueno holds parks and museums, an oasis in busy Tokyo. **6. Asakusa:** Not to be confused with Akasaka, Asakusa is Tokyo's outlawed red-light district. **7. Akihabara:** This area offers many electronics shops and universities. **8. Ryogoku:** Many sumo stables can be found here.

## Military and Intelligence

Japan's military was nearly abolished after World War II. Despite this, all major espionage agencies operate in Tokyo, seeking information on its business and technology. The most powerful foreign agency in Tokyo is Communist China's Central Control Information, which uses students, journalists, and traveling businessmen as spies. CCI may be the world's oldest spy agency, since its roots can be traced back thousand of years. Japanese scientist have made great progress in the fields of superconductors, astronautics, electronics, and nuclear power. Toshiba's betrayal of submarine-quieting devices to the Soviet Union demonstrates how strategic Japan's knowledge is.



## Mission File: Far East

### SAG1. Operation Narcissus

**LOCATION:** Tokyo, Japan.

**PLOT:** A group of businessmen and spies compete to buy the Shino building — a skyscraper which stands directly over Sagittarius headquarters.

**GOALS:** Orion's agents must observe the bidders for the nearby building, unmask any Web agents, and keep them from buying it. The PCs should be discreet. If possible, they should help the other businessmen outbid the Web, so that no enemy knows that Orion agents were involved.

The Web's agents do not have enough money to outbid other buyers — so they plan to poison their rivals, and be the only bidders left.

### SAG1A. Merry Old Inn

**SET-UP:** The owner of the Shino building has met with three possible customers at the Mashito Ryokan, a traditional Japanese inn in Tokyo's Shibuya district. Whatever cover the PCs use to infiltrate the meeting, they will probably have to buy a room at the Ryokan. This costs 60,000 yen per night. When characters enter, they will be expected to leave their shoes outside and wear slippers provided by the inn. In the rooms, one leaves even these slippers behind and goes barefoot. As soon as guests check in, a servant brings green tea and indicates the way to the bath. This inn has traditional furnishings with sliding-panel walls and woven straw mats to replace chairs.

A short, frowning woman named Izuma Denko waits on the PCs. She is actually the Web Operations Manager funded by Ikumi Onsen. Of course, neither Denko nor the PCs recognize each other at

first. Throughout this adventure, keep track of what the PCs do that might alert Denko to their real intent, and adjust her actions accordingly. Treat Denko as having attributes of 45, skills in Pickpocketing (2), Business/Economics (3), and one luck point. She is slightly unsure of proper behavior for a servant and will usually act either too obsequious or too bold. This insecurity makes Denko quite unstable: she may poison characters who embarrass her.

In Japan, it would be considered pushy and rude to immediately start talking about business, so Shino's owner and the three bargainers spend the first evening bathing, eating, and discussing unimportant matters. By observing the three potential buyers, PCs will notice that two of them, Mr. Gojo and Mr. Mori, constantly talk to one another. The two have been long-time business partners, and they are nervous about their new position as rival bidders. The third man, Mr. Gama, seldom speaks without first glancing around the room. This seems to be a nervous habit, but he is actually taking hidden hand cues from Denko, who will always be hovering nearby, cleaning or waiting on someone. Gama Bakin is merely Denko's agent. Under cover as a maid, Denko can give him orders, but if he fails or is accused of some crime, she can simply find another pawn. All of these businessmen have attributes of 35.

During dinner, Togai, the chef, leers at a PC and jokingly warns that the fugu he is eating comes from the puffer fish, one of nature's most poisonous animals.

**THE PLOT THICKENS:** At about 10 p.m. that evening, both Mr. Gojo and Mr. Gama call for couriers, and the inn assigns two young servants to run their errands. If PCs tail the messengers, they may learn some interesting things. Mr. Gojo's message is to his office in the Ginza district. He wants his late-working secretary to research the known assets of the other bidders and compare them to his planned offer. Mr. Gama's messenger goes to the neon-lit Asakusa district and enters a cramped pachinko (vertical pinball) arcade. The manager asks him to wait, plays one of the machines, and returns with a message.



**RESULTS:** PCs who spy on Mr. Gojo's secretary will learn that Mr. Mori is likely to bid 700,000,000 yen, whereas Mr. Gojo has 900,000,000 yen available. Mr. Gojo's secretary cannot find any information on Mr. Gama. The pachinko parlor manager sends Mr. Gama a written note with the same information about Mr. Gojo and Mr. Mori's bids and recommends, "Consider rivals beyond salvage." This pachinko arcade is a Web communications center, and six punks defend it. They have the statistics of Generic Thugs. The pachinko machines have been wired to other parlors, and they can be used as telegraphs. Their clinking balls spell out Morse code messages.

**WHAT NEXT?:** The PCs may consider overnight whatever they have learned. As the businessmen go to their rooms, PCs will notice Denko snapping several harsh words at Togai, the cook, who has insulted her somehow. While all are asleep, Denko sneaks to the kitchen, steals a fugu ovary, and poisons several infinitesimal needles with it. Denko places these needles in the outdoor shoes of Mr. Mori, Mr. Gojo, Togai, and any PC she plans to kill. A character who puts on trapped shoes will automatically be poisoned. He can notice the needle only with a 1/4 INT check. Fugu venom acts suddenly. It can be treated as 5d10/1 poison, but the effects do not begin until one hour after injection.

## **SAG1B. I Regret to Inform You...**

**SETUP:** In the morning, the businessmen discuss real estate prices, and Mr. Gama makes several comments about the housing market which reveal that he knows nothing about economics. Denko, the maid, corrects him, to everyone's great shock. She goes pale, apologizes rudely, and sneaks away. As predicted, Mr. Mori offers 700,000,000 yen and Mr. Gojo tops that with a bid of 900,000,000. Mr. Gama refuses to bid, stalling all morning. He wastes time by continually buying more rounds of sake, and, at about 10:45 a.m., invites the others outside on a short excursion to view the inn's rock garden. On this trip, the vic-

tims don their poisoned shoes.

**THE PLOT THICKENS:** At 11 a.m., the chef dies. He is carted from the Ryokan in convulsions, stricken by fugu poison. Denko then enters the meeting-room and, in her gravest tones, informs everyone of what has happened. She warns that anybody who ate the fugu should go to the hospital. The inn manager and other staff huddle about, apologizing profusely and offering refunds to all guests. Mr. Gojo and all PCs have eaten fugu, unless some PC prevented it. Mr. Mori and Mr. Gama ate none. Any characters who admit to eating the puffer fish will be effectively removed from this adventure, since they will spend the next few hours having their stomachs pumped. At noon, all victims who put on their shoes for the sight-seeing trip (Mr. Mori, Mr. Gojo, and any poisoned PCs?) suffer the effects of a 5d10/1 poison. Stomach pumping does not help, since the victims received this toxin through a needle.

**RESULTS:** If the other businessmen were poisoned, only Mr. Gama can still bid. He offers 500,000,000 yen for the Shino building. Either Mr. Gojo or Mr. Mori could easily outbid that, if they were rescued. By saving one of the other two businessmen, the PCs would succeed on this mission. Otherwise, lawyers are consulted, deeds exchanged, and the building sold, all within a few hours.

**WHAT NEXT?:** If both Mr. Gojo and Mr. Mori are incapacitated, but the PCs stop Mr. Gama from bidding somehow, Denko will merely find another agent and discreetly buy the building. The PCs must capture Denko to stop this plot. If Orion's agents fail, they would surely need to go on adventures later to remove surveillance equipment from the Shino building or to force its new owners out.

## **SAG2. Operation Wishing Star**

**LOCATION:** A desert in Mongolia.

**PLOT:** The Soviet Union claims that one of its weather satellites has crashed in Mongolia — but,

for some reason, the Web is interested.

**GOALS:** Minutes after a Soviet satellite crashed in Mongolia, a Web agent parachuted to the site. PCs are sent to investigate and thwart whatever plans the Web has developed.

This satellite crash was not accidental. The Soviet Union, with permission from its Mongolian allies, has placed a seismographic device in the Mongol desert, to secretly monitor nuclear tests in China. They disguised this operation as a satellite accident, so the Chinese would not take measures to circumvent their instruments. Unfortunately, Web agents learned of this plan from a Soviet mole and developed a way to exploit it. They hope to set off a plastique charge near the seismograph, so that the Soviets assume that they have detected the test of an unknown new weapon. This will make the Soviets nervous, furthering the Web's goal of using China as an adversary for both the Soviet Union and the United States.

**SETUP:** In Mongolia, the PCs will have to cross gray, utterly dry deserts and find help from the local population. You might want to emphasize quaint bits of Mongolian culture, such as yurts (felt tents) and the fermented mare's milk (kumis) Mongols are so fond of drinking.

**THE PLOT THICKENS:** Explosives have already been planted around the "satellite" — but it has avenged itself. A Web agent lies nearby, shot by a computer-aimed heavy machinegun on the satellite. The security system has 100 rounds left, to fire at any nearby source of infrared energy, at skill 3. This weapon threatens anyone who dares to defuse the explosives.

**RESULTS:** The PCs must defuse the bomb to foil the Web's plot. If the explosive goes off, the Soviet Union begins a massive campaign of espionage to learn what China has tested, and Chinese officials respond with spies of their own. Then, Web agents could manipulate the two countries by selling disinformation to their spies.

**WHAT NEXT?:** Naturally, all international spy agencies, especially Communist China's Central Control of Information, would be fascinated with information on this launch, so the PCs might be

able to exploit their knowledge in future adventures.

## SAG3. Operation Rainy Spring


**LOCATION:** Xizang Autonomous Region (Tibet), People's Republic Of China.

**PLOT:** While the PCs attempt to establish an Orion safe house they receive a vital hint — from a dead man.

**GOALS:** Orion's agents must build a base in Western China. However, this mission was suggested by double agents serving Chop Noy (see the Sagittarius Bureau Dossier), attempting to dupe Orion into supplying them with weaponry.

**SETUP:** Good news has come from Tibet. A group of Orion agents there reports that their province has been granted new freedoms — making it ripe for a safe house/equipment depot. This would be Orion's first real base in China since its Chinese division vanished during the Great Proletarian Cultural Revolution in the 1960s. The PCs are sent to establish a safe house in the mountain. When they arrive in Tibet, the Orion agents who proposed this expedition are not there, but they make occasional calls over their Orioncomm watches, claiming to be on another, uninteresting mission. In the meantime, the PCs can prepare their base easily. The crags of mountainous Tibet offer many hiding places, and the Tibetan people are friendly, offering ritual feasts and extending their tongues politely.

**THE PLOT THICKENS:** The Orion agents who suggested that the PCs seek a base in Tibet continually exchange radio calls with the PCs. They ask for reports on the safe house's progress, and in return, hire black-market construction firms to work on the hideout. These NPC agents also provide lists of weapons and electronic gear that the base will need, which the PCs may smuggle in from Orion. Then, when the base is nearly complete, a man confronts the PCs, smiles, displaying one gold tooth, silently hands them a note, and



then vanishes. This man has a rank four Stealth skill and can spend one luck point to insure his escape. The letter warns that the new base is about to be robbed — by Orion's Tibetan agents.

**RESULTS:** Even as the stranger warned, Orion's own members betray the PCs for Chop Noy. They muster a party of several scores of outlaws and attack the next day, pillaging the safe house. A team of secret agents cannot hope to defeat this many attackers, but since the PCs were forewarned, they might be able to hide their sensitive equipment, or even have the attackers arrested.

**WHAT NEXT?:** The safe house in Tibet could recur in many adventures. So could a band of mountain brigands, armed with Orion's most advanced guns and espionage devices. When the PCs are debriefed, their superiors become extremely interested in the mysterious stranger's gold tooth. Fingerprints, lifted from the note, confirm their suspicions: the man is Wa-Pan-Yang, an Orion agent — who was thought killed in the Cultural Revolution. This eerie revelation can begin the next mission, Operation Living Dead.

## **SAG4. Operation Living Dead**

**LOCATION:** People's Republic Of China.

**PLOT:** The PCs investigate a mysterious spy agency in China — which is a lost branch of Orion itself.

**GOALS:** The PCs are assigned to learn why supposedly dead Orion agents have been appearing during recent missions.

**SET-UP:** China seems haunted. Orion's old agents continually appear there — even though they were assumed killed during the Cultural Revolution 30 years ago. A PC team is sent to track the dead people and learn how they still live.

**THE PLOT THICKENS:** In China, PCs find themselves competing for clues with the KGB. Soviet spies pursue the man with the golden tooth

for a different reason. They hope to learn what actually happened in a bizarre incident from China's past. In 1971, several Chinese generals launched a coup — and failed. They escaped in an airplane and won permission to enter the Soviet Union by promising tantalizing secrets: information on two global spy networks, called Orion and Web. But then, an unidentified airplane shot the generals down. The wreckage is still missing, but Soviet teams have finally found a spent missile from the event — and traced it to an unknown agency in China.

**RESULTS:** The PCs find an entire lost division of Orion. Orion's Chinese agents survived the Cultural Revolution by allying themselves with the one institution which stood above the chaos — China's military. Now, 20 years later, this lost division has still never communicated with the mainstream Sagittarius Bureau. They lost contact long before Orioncomm watches existed, and even yet they do not dare visit Sagittarius headquarters, lest enemies trail them.

The lost division had to give the generals membership lists. After all, the military needed to know whom to protect. Furthermore, the Chinese officers found it easy to extort more information from Orion after that. So when China's Orion's radio eavesdroppers overheard the generals offering secrets to the Soviets, they had to shoot them down.

**WHAT NEXT?:** The PCs have met new allies, but they must keep them secret. Orion may send the PCs to recover the general's airplane, in Operation Juggler, below.

## **SAG5. Operation Juggler**

**LOCATION:** A river island in the southeastern U.S.S.R., at the junction of China, the U.S.S.R., and Mongolia.

**PLOT:** Orion's blackest secrets lie in the wreck of an aircraft, between China and the Soviet Union. Both Orion and Soviet agents struggle to retrieve them.

**GOALS:** Orion's agents must sneak between the armies of Communist China and the Soviet Union to recover a vital microfilm.

**SETUP:** The background for this mission is given in Operation Rainy Spring and Operation Living Dead, above. This airplane was used by rebellious Chinese generals, hoping to trade their knowledge of Orion for refuge in the Soviet Union. Orion managed to shoot them down, and the microfilms were lost for over a decade. Orion must locate and recover the microfilmed secrets — before anyone else does.

**THE PLOT THICKENS:** The mission takes place in a no man's land, claimed by both China and the U.S.S.R. The PCs not only have to find the secrets — they must avoid starting a war. Patrols from either country may attack the PCs, since both nations assume that interlopers are spies for the other side. The Soviet military does not dare advance into contested territory without provocation — but they will use any exchange of gunfire as an excuse to launch border raids and make their own attempt at finding and seizing the aircraft.

**RESULTS:** The PCs must outwit the Chinese Army and Soviet Army to recover the secrets.

**WHAT NEXT?:** China and the Soviet Union have fought several touchy border skirmishes in recent years, and fighting here may start another one. If war begins, PCs may be sent to stop it before it gets to be a *big* war.

## **SAG6. Operation Fuzzbuster**

**LOCATION:** Seoul, South Korea.

**PLOT:** An Orion contact in riot-torn Korea helps the PCs uncover a Web agent — but loses vital equipment in the process.

**GOALS:** The PCs must prevent Web-inspired streetfighting in Seoul. Web agents in the South Korea police try to create instability and to trap the PCs during the rioting.

**SETUP:** One of Orion's deep-cover agents, a police secretary named Lee Jung, has sent some interesting news. The Chief of Police of Seoul's tenth ward, Kim Lei, is attempting to create riots for the Web. A party of PCs is sent to prevent street clashes — without attracting attention. Lee Jung is a middle-aged woman, still quite attractive. Although she often laughs, Lee is extremely sad, for reasons which are explained in Operation Other Side, below. By using Lee's clues, the PCs learn that Kim is planting illegal North Korean weaponry in the homes of student protesters and obtaining supplies of theatrical blood.

**THE PLOT THICKENS:** Two days into this mission, the PCs receive an urgent phone call from Lee. She says that Kim caught her photocopying his files, and although she escaped, he has captured her Orioncomm watch, identity card, and case. Astute PCs might wonder why the equipment did not explode, and this prepares them for certain events in Operation Other Side, below. Before the PCs can take action, they find themselves trapped in a riot which Kim Lei has created by faking shooting of police. Unless the PCs can escape the police lines, they will be arrested and either imprisoned or deported.

**RESULTS:** If the PCs discreetly release proof that Kim has been fabricating riots, he will be fired as Chief of Police. When the PCs finally escape the riot and reach Lee, she tells them that she believes she has found out what happened to her equipment. Kim Lei gave it to a smuggler — who took it into nearby North Korea.

**WHAT NEXT?:** If Kim stays in power, he will continue to spark riots for the Web in an attempt to ruin South Korea's emerging liberty. The Web has many agents in the South Korean military, who stand to lose much of their power in a democracy.



## **SAG7. Operation Other Side**

**LOCATION:** Haeju, North Korea.

**PLOT:** The PCs help one of their colleagues recover her Orion equipment — only to learn that she has other motives.

**GOALS:** The PCs are sent to help Lee Jung (described in Operation Fuzzbuster) recover her Orioncomm watch, card, and case.

**SET-UP:** Orion fears that the Web can tap its communication satellite. Korean Web agents have captured an Orioncomm watch and other top-secret gear and taken them to North Korea, one of the world's least penetrable states. The PCs, along with Lee Jung, must sneak across North Korea's perilous border to recover the equipment. In North Korea, agents find themselves in a nightmare world of zealous police, regimented collective farms, and shameless worship of the Great Architect of the Nation, Respected and Beloved Leader, Shining Sun of Korea, Party Secretary Kim Il-Sung. The smuggler that brought Orion's electronics into North Korea has a hideout in the mountains northeast of Haeju. As the PCs search for this smuggler, Lee vanishes.

**THE PLOT THICKENS:** The smuggler is an honest, mercenary sort, and for a slight fee, he will explain that nobody stole Orion's electronic gear. Lee gave it to him. She asked him to take it to a man named Yi Tam, who is the production director of a factory. Lee and Yi have often made use of this smuggler to send messages to one another, messages they carefully seal and warn him never to read. Yi has frequently asked to be taken into South Korea, but this smuggler refuses to divulge his secret trails for any price.

**RESULTS:** Yi and Lee are lovers, separated by the Korean War. Lee sent her Orion equipment north because she could think of no other way to ever meet Yi again. After the PCs helped her cross the border, she fled from them to join Yi. Having deciphered all this on their own, agents could smuggle the two back, recovering their gear, and

providing Orion with a chance to debrief Yi, who is an expert on North Korea's Communist Party. This would delight Orion superiors. However, the PCs, angered by such apparent deceit and betrayal, might attack Lee and Yi, causing their own disastrous arrest.

**WHAT NEXT?:** Any PCs who are imprisoned in North Korea will have to escape. They may meet interesting contacts in jail, such as American spies or more unusual prisoners. For example, the North Koreans once kidnapped a South Korean movie director, and later his beautiful star actress, to entertain Kim Il-Sung's son. If the PCs are successful in this adventure, Yi's information could lead to any number of Korean missions.

# Pisces Bureau

TOP SECRET/S.I.

## Oceania and Antarctica

**Jurisdiction:** All nations of the Pacific Ocean, Australia, New Zealand, New Guinea, and the Antarctic continent.

**Headquarters:** Sydney, Australia.

**Passwords and Clues:** Jonquil, gray, 2, 6, Friday.

## Bureau Dossier

There's nothing an Orion agent dreads more than being given a permanent duty assignment with the Pisces Bureau in Sydney, Australia. Though the bureau's area of jurisdiction is, geographically, Orion's greatest, as a practical matter it's the Foundation's least important office. The Web, whose local operations are headed by Donald "Big Donnie" Donaldson (who seems more concerned with playing the horses than furthering Web interests), traditionally has seen little opportunity for effectively furthering its goals in Oceania, and the Orion Foundation, when allocating resources, has responded in kind. Pisces Bureau activities are mostly restricted to communications interception and intelligence analysis, with very little in the way of covert operations.

Thus, a long-term assignment to the Pisces Bureau is regarded by most agents as the Orion Foundation's equivalent of Siberian exile. There's not a lot to do, and most good agents find the inactivity torturous. Further, there's the general perception that Pisces is the place where Orion puts its incompetents out to pasture. While that perception is not altogether accurate, it is, unfortunately, largely true. Agents who have been screwing up, but not screwing up enough to justify dismissal, or agents who are getting old, but not old enough to qualify for retirement, are routinely packed off to the Pisces Bureau to get them safely out of the way. Consequently, an assignment to Sydney is a scar on an agent's record, for any agent who has

ever drawn a Pisces Bureau assignment is regarded with suspicion by his peers.

Therefore, an agent who receives Pisces Bureau assignment papers, after going through the psychological stages of accepting a terminal disease, is left with a lingering feeling of self-doubt. Even the most highly praised agents, if they find themselves headed toward Oceania, immediately begin wondering what they have done to deserve it. Mentally, they re-examine their performances on their Orion missions, carefully searching for anything that might have served as a pretext for assignment to the Foundation's nether world. Most everybody finds something, real or imagined, that justifies the demotion, and so head to Sydney eager to demonstrate the abilities that will prove their superiors wrong. This eagerness, in turn, causes problems, for agents whose performances had been perfectly acceptable assume that their performances had been under par, and thus they tend to become either overly cautious or unreasonably daring in executing their few Pisces Bureau missions. Underlying all of this is the nagging suspicion of the competency of every other agent in the bureau.

Needless to say, morale at the Pisces Bureau is nonexistent. Not only does nobody want to be there, not only does nobody trust anybody else, but since the Pisces Bureau is pretty much given priority number 12 by the Orion Foundation, there is less staff, less equipment, and less everything else here than there is in any other bureau in the world. As far as an Orion Foundation career goes, the Pisces Bureau is the end of the line.

The situation at the Pisces Bureau would not be so desperate if strong leadership was in charge of it. But sadly, the bureau is headed by Sir Leslie Pilkington-Smythe. And though Sir Leslie's resume and reports read well enough that the Foundation has little cause to question his ability, his grasp of his present position is, at best, tenuous.

**Sir Leslie Pilkington-Smythe (Section Director):** Sir Leslie is part of a dying breed — a member of the last generation of English colonialists. Born into a privileged London family which

included a couple of former governors-general of India and Cecil Rhodes' closest advisor, Sir Leslie obtained a traditional upper-class English education (Rugby, Oxford) and upon graduation followed the family tradition and went abroad to seek his fortune. For Sir Leslie, that meant securing a job as an accountant/solicitor at a British trading company branch office in Sydney. Though it was the height of the Great Depression, Sir Leslie accorded himself well and had attained a degree of success when World War II broke out.

Sir Leslie immediately volunteered, and through his family's connections, got on at army command in Canberra. He was eventually assigned to intelligence, and in that capacity began planning missions for Attack Force Z. Sir Leslie approached his work with the sort of cheery bravado usually not seen outside an Errol Flynn movie, and his unbridled confidence was so contagious and overwhelming that somehow nobody noticed that every mission he ever planned was an unmitigated disaster in which everybody was either killed or captured. But Sir Leslie's reputation was secure, so secure that after the war, he was knighted for his efforts.

After the war, Sir Leslie traded on the good name he'd acquired, joining a prominent Sydney law firm as a senior partner and serving on several boards of directors in which he was paid to be a big name on the letterhead. Since all he was supposed to do was look impressive and regale would-be clients with war stories, he was wildly successful. As his stature grew, so did his accounting of his war record, until eventually most of New South Wales was convinced that Sir Leslie's expert intelligence analysis was the deciding factor at Midway. When the Orion Foundation began formulating plans to open a bureau in Sydney, the man who came most highly recommended to run the office was Sir Leslie.

Sadly, not only was Sir Leslie a rank incompetent, not only was he slowed by advancing age and dulled by creeping senility, but his years as a well-heeled gladder had turned him into a pompous oaf as well, far more concerned with appearances than with substance. Sir Leslie once visited a

wounded agent in the hospital, not to congratulate him on a job well done, but to chastise him for signing off on a report typed with improper margins. Since modern-day intelligence work is way beyond Sir Leslie's competence, he leaves most responsibilities with his two assistants, Rodney J. Fisher and Pete "Sharkey" MacPherson, and concerns himself only with the mundane nickel-and-dime matters. Meanwhile, Orion has no reason to suspect what's going on in Sydney, and horror stories from agents returning from the Pisces Bureau are routinely dismissed as wild talk from disgruntled employees unhappy with a job assignment.

STR	INT	REF	WIL	CON	MOV	DEX
46	39	22	56	47	20	27
Sex	Male					
Race	White					
Nationality	Great Britain					
Native Language	English (England)					
Age	72					

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

Advantages: Language Ability (2), Light Sleeper (2), Toughness (2).

Disadvantages: Clumsiness (2), Hearing Impairment (2), Vision Impairment (2).

Skills: Basic Firearms (1), Pistol (2), Rifle (3), Shotgun (3), Fishing (2), Horsemanship (3), Musical Instrument (Clarinet-3), Musical Instrument (Piano-1), Basic Liberal Arts (2), Business/Economics (4), Language (Latin-4), Language (Ancient Greek-4), Language (French-3), Language (Hebrew-3), Language (Italian-3), Language (Japanese-3), Language (German-2).

The Pisces Bureau is located near the sleazy Kings Cross area of Sydney, taking up the entire block on Otway Court, a short side street between Bourke and Forbes, a bit south of William Street. The Foundation has hoped to locate the office in a better neighborhood, says Paddington, but Sir Leslie insisted he could pick up the necessary property a whole lot cheaper in this run-down neighborhood and prevailed on that basis. The

complex is located almost entirely underground, extending four levels deep, and at street level all but two of the properties on the block have been razed or are vacant. Since the Pisces Bureau covers such a broad geographical area, intelligence reports come in at all times of the day, and the office has to be fully staffed on a 24-hour basis. As a result, the two viable properties in the area serve as day and night entrances to the Orion complex.

The day entrance is the Fisher Rescue Mission, a flophouse for transients. Even though anybody can get a warm bed and a hot meal here, no homeless person who has been on Sydney's streets more than a couple of weeks will venture into the place. Other than a steady stream of informants, there's hardly anyone using the mission's facilities, which is how Orion wants it. There's enough traffic that people can come and go without arousing suspicion, but not a lot of non-Foundation people hanging about. An agent using this entrance will seek out the man who appears to be in charge, an English do-gooding zealot named Rodney J. Fisher, and introduce himself as "Jean Grey". The contact will respond, "Why weren't you here Friday?" to which the agent will reply "My plane was two hours late and didn't arrive until six." The contact will then take the agent to an office in the back room, where he can use an I.D. card to gain access to the rest of the complex.

To the east of the Fisher Rescue Mission, past a vacant lot and a crumbling, long-defunct strip joint, is the night entrance, Sharkey's Tattoo Parlour. An agent using this entrance will ask the proprietor, a loud Aussie sea dog named Pete "Sharkey" MacPherson, for a tattoo. Sharkey will bring out a book of designs, and the agent will ask him if he's got anything in a jonquil. MacPherson will then flip the book to a yellow glob of a tattoo so hideous and unrecognizable that even the most drunken of sailors wouldn't want the design permanently embedded in his skin. The agent will select that tattoo and will be led to a booth in the back where he can use an Orion I.D. card to gain access to the rest of the complex.

Fisher and MacPherson are Sir Leslie's assistant

bureau chiefs (and thus, the people who for all practical purposes run the operation) and should make a superb team. Fisher has a brilliant analytical mind, and can take a few disparate scraps of intelligence and ascertain a Web plot. Further, since he's a master of disguise and foreign languages, and can slip in and out of character with ease, he's perfect for undercover intelligence-gathering. On the other hand, MacPherson doesn't have the patience to do anything but a sloppy job in intelligence analysis. And since he's 6' 4", 270 pounds, and has bright red hair and a torso full of tattoos, he's about as inconspicuous as a Rastafarian at a debutante ball, leaving him totally unsuited for undercover work. But if the mission calls for any sort of action, MacPherson's the guy you want running the show. There may not be anybody working for Orion who's more adept at planning, leading, and executing an overt operation than MacPherson. So working together, Fisher and MacPherson shouldn't miss.

Except they don't work together. They hate each other's guts.

The two are in a constant struggle to fill the power vacuum Sir Leslie leaves at Pisces Bureau. It's pretty much a draw, as Fisher holds sway with the old man (like him, English and an Oxford man), while MacPherson tends to have the sympathies of the rest of the staff. Not only are they always doing their best to get on one another's nerves (MacPherson is far more successful in this regard), they're also vigorously striving to subvert each other, usually to the detriment of Orion operations. Needless to say, this is just one more peculiarity that makes working out of Pisces Bureau so aggravating.

**Rodney J. Fisher (Assistant Director):** Though Fisher was born in Australia and holds an Australian passport, his parents were missionaries from England, and Fisher learned from them at an early age that Australia is populated by the progeny of the scum of England's prisons. That, combined with the fact his parents' work had the family moving all around the world, left Fisher with little allegiance to Australia.

When Fisher went to the England he'd never vis-



ited but still considered home to attend college, he thought he'd seen the last of Australia. He graduated from Oxford, caught on with MI-5, the British intelligence service, and was making quite a nice career out of it when his parents, whose work had led them back to Australia, died suddenly under mysterious circumstances. Taking a leave of absence, Fisher returned, only to find his parents' deaths ("Can't say I've ever seen sheep stampede like that, mate," the Back of Bourke cockie told him) and affairs so messy and potentially time-consuming that he tendered his resignation to MI-5 and took the job with Orion. But he doesn't like it one bit.

STR	INT	REF	WIL	CON	MOV	DEX
25	66	37	28	20	35	36

Sex	Male
Race	White
Nationality	Australian
Native Language	English (England)
Age	44

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

Advantages: Acting Ability (2), Bilingual Background (2), Language Ability (2).

Disadvantages: Allergies (2), Night Blindness (2), Vision Impairment (2).

Skills: Basic Firearms (1), Cryptography (5), Disguise (4), Forgery (3), Lockpicking (5), Safecracking (4), Acting (4), Mimicry (3), Speed Reading (3), Basic Liberal Arts (2), History/Political Science (4), Language (Portuguese-4), Language (Spanish-4), Language (Swahili-4), Language (French-3), Language (German-3), Language (Japanese-1).

**Pete "Sharkey" MacPherson (Assistant Director):** Nobody knows a whole lot about Pete "Sharkey" MacPherson, other than that he's Australian (something he goes to absurd lengths to emphasize) and weird. He does his job well, and since he does, nobody asks questions about his past, largely in fear of what they might learn.

In truth, MacPherson's from a prominent family in the Queensland outback — though he hasn't

seen the need to tell anybody at the bureau as much. MacPherson's one of those guys who will never tell the truth if he thinks he can get away with a tall tale, and so everybody has to pick and choose which stories about Sharkey to believe. It's generally assumed that he picked up the nickname Sharkey from working as a shark hunter off the Great Barrier Reef (he never did) and that he has ex-wives on three different continents (actually it's four). People are skeptical of his claim to have dropped out of Cambridge to join the French Foreign Legion (he did do that), or that he was scheduled to sing the lead role in "Boris Gudonov" at the Milan Opera House when one of his ex-wives served papers on him and he had to flee to North Africa on opening night (he did that, too). What's beyond dispute about MacPherson, oddly enough, is that he's the best tattoo artist in Australia.

STR	INT	REF	WIL	CON	MOV	DEX
60	47	71	42	55	46	63

Sex	Male
Race	White
Nationality	Australia
Native Language	English (Australia)
Age	47

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

Advantages: Artistic Ability (2), Athletic Ability (2), Eye-hand Coordination (3), Musical Ability (1), Presence (3).

Disadvantages: Deep Sleeper (2), Enemy (2), Gambling (2), Lechery (2), Traumatic Flashbacks (2), Unmistakable Feature (1).

Skills: Basic Firearms (1), Pistol (5), Rifle (5), Submachine Gun (4), Shotgun (3), Hand Grenade (4), Basic Heavy Weapons (1), Machine Gun (3), Rocket Launcher (2), Mortar (3), Basic Melee (1), Oriental Martial Arts (5), Fine Arts (3), Musical Instrument (Voice-5), Basic Liberal Arts (2).

## City File: Sydney, Australia

The area known as Sydney is located on either side of Port Jackson, a large harbor extending west from the Pacific Ocean in the southeastern corner of Australia. The actual city of Sydney is relatively small, about 15 square miles near Sydney Cove (a bay on the southern shore of Port Jackson now referred to as Circular Quay) with a population of about 80,000. "Sydney" has now come to refer to the entire Port Jackson area, a region comprising five separately administered cities, four shires, and 31 municipalities.

The First Fleet, a convoy of 11 ships carrying the 300 officers and seamen and 520 male and 197 female convicts who became Sydney's founders, arrived in Australia on January 18, 1788. The fleet was supposed to land at Botany Bay, but it was determined that the land was unsuitable for settlement, so the convoy continued north up the coast, until it reached Port Jackson and, on January 26, 1788, the settlers sailed into Sydney Cove (named for Home Secretary Viscount Sydney) and landed.

Sydney's original governor, Capt. Arthur Phillip, drew up a detailed plan for the construction of the city, but subsequent governors ignored it. So Sydney's streets were literally laid out by tired convicts who chose the least tiring routes, and the resulting narrow, winding arteries are a challenge to navigate in a motorized vehicle.

Australians, or at least Sydneysiders, seem to have a cultural distaste for renting, and the clamor for home ownership has caused the Sydney suburbs to sprawl all over the landscape. Transportation is a major problem in Sydney. While public transportation — bus, rail, and ferry — efficiently carries people between the suburbs and the city's center, getting from suburb to suburb is an often difficult proposition and is best done by car. Since most everybody in Sydney drives, traffic tends to snarl horrifically at choke points like the Harbour Bridge.

Architecturally, Sydney is at best a mixed bag. Though its most famous landmarks, the Sydney Opera House and the Harbour Bridge, are strategically located where they'll command the most attention — on either side of Sydney Cove — they're the exception rather than the rule. A few of the city's 18th-century buildings still stand in the area just west of the Harbour Bridge known as the Rocks, but most of the oldest buildings in Sydney were razed in the early 1900s in an effort to stem the plague. Furthermore, Sydney has the misfortune to have gone through its formative years during the Victorian Age, an architecturally insignificant period. Most of Sydney's important public buildings, including the Post Office, are representative products of this era.

Though Sydney runs along both shores of Port Jackson, most of the points of interest are on the south side, where the city and its suburbs seem to run west to east, rather than farther to the south. To the east, toward the Pacific Ocean, lie the more exclusive suburbs: Darling Point, Edgecliff, Bellevue Hill, Rose Bay, Vaucluse, Watson's Bay, and the most expensive of them all, Double Bay (derisively known as "Double Pay"). The working-class suburbs, as well as the factory and dock areas, tend to lie to the west. At one time, the longshore area of Sydney, still one of the world's busiest ports, was centered around Darling Harbour, which is south and east of the Rocks. However, urban renewal has to a large extent cleaned up Darling Harbour, and shipping activity is now scattered about Port Jackson. Though Sydney doesn't have any areas predominantly populated by a single ethnic group, what pass for ethnic neighborhoods are on the west side of Sydney as well. The city's tiny Chinatown is just south of Darling Harbour, while its Italian and Slavic neighborhoods are situated respectively in the western suburbs of Liverpool and Parramatta. Australia's native Aborigines don't constitute a particularly significant ethnic community in Sydney, and since Sydney is the country's most cosmopolitan and politically liberal city, prejudice toward the Aborigines is less a factor here than anywhere else in the country.

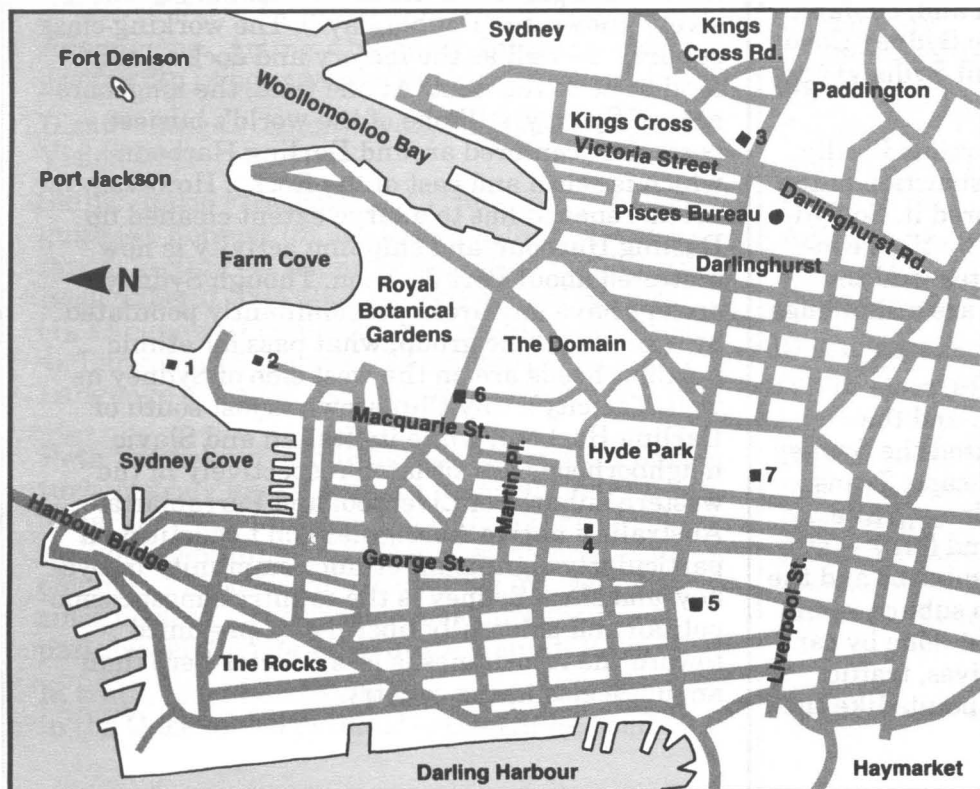
The sleazy part of Sydney, which for a large city isn't all that sleazy, is the Kings Cross area (which is also near the location of the Pisces Bureau). Though the Cross has its peep shows and street-walkers and "adult entertainment," it is fairly tame, and the violent crime rate is comparatively low. Kings Cross is also the home of Sydney's nightclub scene, which isn't all that gerat and is largely propped up by foreign tourists.

Like any large city, Sydney has a number of places where contacts can be made without arousing suspicion. On the north side of Port Jackson, just across the Harbour Bridge, is the city's most popular amusement park, Luna Park. The Royal Botanic Gardens, located in the city center on Farm Cove, is a living museum of exotic plants. Hyde Park offers several meeting places: a Japanese garden called Nagoya Park, Archibald Fountain, and on the south side, the Anzac War Memorial. Martin Place, between George and Macquarie Streets in the city center, is closed to vehicle traffic, making it another good spot. For those preferring something more private and

upscale, Sydney has two luxury hotels, the Inter-Continental on Macquarie Street and the Regent on George Street on the western end of Circular Quay.

Australia's national unit of currency is the Australian dollar, and, prior to the October 1987 stock market crash, it took about \$1.60 Australian to equal \$1 US. Coins are issued in denominations of one, two, five, 10, 20, and 50 cents, and one dollar, and bills are printed in denominations of two, five, 10, 20, 50, and 100 dollars.

Since Australia is a western democracy and doesn't pretend to be a superpower, secret police activity is as inobtrusive in Sydney as it is anywhere. And, since the crime rate in Sydney is lower than that of the United States, the regular police tend to be more easygoing than their American counterparts. Sydney has one major military base, the Garden Island naval depot, located near the tip of land between Woolloomooloo and Rushcutter Bays; the depot is closed to the public.



### Sydney, Australia

1. Sydney Opera House
2. Government House
3. Kings Cross Station
4. Centrepont
5. Town Hall
6. Mitchell Library
7. ANZAC Memorial

Scale = 1" = 600 meters

# Mission File: Oceania and Antarctica

## PIS1. Old Man Out

**LOCATION:** Sydney, Australia.

**SETUP:** Split the PCs into two groups and have half of them summoned at 2:30 in the afternoon by Assistant Bureau Director Rodney J. Fisher, and the other half called at the same time by the other assistant bureau chief, Pete "Sharkey" MacPherson.

Fisher says to his group: "Sir Leslie's missing. It was lunchtime, about when the shifts change. MacPherson and his crew, as usual, were running late, and several of my people had already left. Anyway, Sir Leslie up and announced he was going down to the tobacconist for some cigars. Didn't even know the old boy smoked. But he up and left and there wasn't anybody around to stop him. He hasn't come back, and I assume he's missing. I hold that Aussie lout MacPherson responsible, so I'd like you to find Sir Leslie without telling him what you're doing."

MacPherson says to his contingent: "I come on at lunch, and what do I find? That that officious limey wanker Fisher has let his exalted senility wander off. We have Sir Leslie live here in the complex because everybody figures he can't find his way back. Guess he can't. But since I'm sick of listening to that blowhard Fisher carry on about how he runs this place, I'd like you blokes to find Sir Leslie without letting anything on to Fisher."

**THE PLOT THICKENS:** Fisher will give the names and addresses of several tobacco shops to his agents; at one of them, the clerk will remember that Sir Leslie bought a half dozen Jamaican cigars and a racing form, asked for a cab to take him to Doyle's (a seafood restaurant in the eastern suburb of Watson's Bay), and then began to ask

about the horses running at the Sydney Turf Club tonight. MacPherson will tell his team that Sir Leslie was spotted at Doyle's, and a busboy there will recall that he was asking for advice on tonight's racing card at the Turf Club.

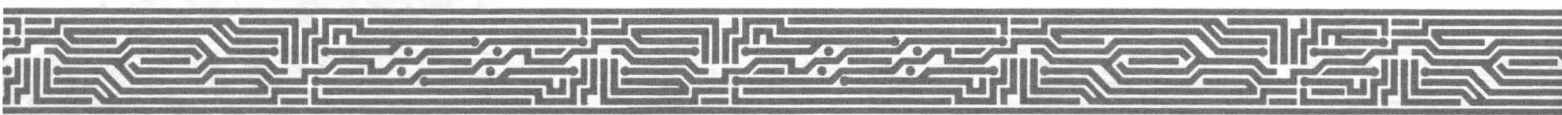
**RESULTS:** If the Administrator chooses, he can add additional stops to the trail, but the idea is to get everybody out to the Sydney Turf Club. (Keep track of the time each group uses; if the groups meet up somewhere along the line, they can — and probably should — decide to work together the rest of the way.) In the bar at the Turf Club, the PCs will learn that Sir Leslie left with one of the city's prominent horse players, "Big Donnie" Donaldson. Donaldson is the Web's head of local operations, and Orion files list his three known addresses as a penthouse suite in the Regent Hotel, a ski chalet in the Blue Mountains, and a horse station in the outback near Broken Hill, New South Wales.

**WHAT NEXT?:** If the PCs go to the penthouse first, they'll find the only access to it is via a private elevator. If the PCs manage to enter the suite, all they'll find will be Donaldson and several of his thugs. Donaldson will tell the PCs they're trespassing and will call the police, and after the PCs are packed off to jail, he'll alert his men at the other two locations.

If the PCs go to the ski chalet, they'll find it overlooks a sheer cliff and the only access to it is via a telecabin. If the PCs manage to enter, they'll find half a dozen Web agents running a counterfeiting operation and several million dollars in fake U.S., Australian, and Japanese notes. The Web agents will know nothing of Sir Leslie's disappearance, but will say that's the sort of operation Donaldson would likely run from his ranch. These agents won't be able to warn any others about the Orion agents.

If the PCs go to the station, they'll find a farmhouse in the middle of a vast, desolate grassland, with a horse corral on one side. Eight armed sentries, who will shoot at anything, stand outside the house. There are another half dozen armed men inside the house, as well as a pair of Web operatives who are administering truth serum to





Sir Leslie and interrogating him. Since Sir Leslie's growing senile and can't remember much, it will take the Web three full days to get anything out of him. If the PCs can rescue Sir Leslie within that time, no Orion secrets will be leaked.

## **PIS2. Cold War**

**LOCATION:** Queen Maud Land, Antarctica.

**SET-UP:** Intelligence has determined that Belgium's Antarctic research facility, Roi Baudouin in Queen Maud Land, has been infiltrated by two or more Web agents and is now being subverted toward Web ends. The work structure of the base would allow the Web to use the facility without completely controlling it; scientists at the base conduct their research independently, and the support personnel, under the command of the scientists, execute their duties unquestioningly. The base first came under suspicion a year and a half ago when its marine biologist and meteorologist died in a helicopter crash. Those suspicions were further confirmed a week ago when the geologist died of exposure.

Orion is uncertain as to the number or the identity of the Web agents, or the nature of the research they are conducting. However, at least one of the new scientists, either the meteorologist, Charles Bourguay, or the marine biologist, Rene LeBlanc, is a Web agent, and at least one member of the support staff (whoever originally sabotaged the helicopter) is working for the Web as well.

**THE PLOT THICKENS:** The PCs will pose as the new geologist and an American seismology crew he's bringing in to help with the research. If none of the PCs have both Geology (4) skill and French or Flemish, an NPC with those skills should be assigned to the group to insure the cover. The remaining PCs should be given a crash course in seismology.

**RESULTS:** In addition to the three scientists mentioned, there are a research physician and nine support workers at Roi Baudouin (a cook, a radio operator, a helicopter pilot, and six research

assistants). LeBlanc, the marine biologist, is a Web agent and is working on a plot to poison the forage fish in the southern oceans and thus disrupt commercial fishing, and if the PCs don't stop him within 10 days of arriving, he'll complete the plan. The number and identities of the other Web agents are left to the Administrator. All Web agents will be suspicious of the new arrivals and will attempt to eliminate them as discreetly as possible.

**WHAT NEXT?:** Once the PCs have foiled LeBlanc's plot, they might discover evidence that points to a similar plan to be conducted in the North Atlantic Ocean. Contact with Capricorn or Gemini Bureaus would then be in order.

## **PIS3. Nuclear Bombshell**

**LOCATION:** Mururoa Island, French Polynesia.

**SET-UP:** The French plan to resume nuclear tests on Mururoa Island in French Polynesia, and the Web has infiltrated the protesters, who will be out in force. The protesters have organized a flotilla which will be on location near Mururoa to try to disrupt the test, and a major part of the French fleet will be there to chase them off. The fear is that the Web can somehow cause the test to proceed as scheduled with all those ships in the test area. Not only would the carnage be substantial, but the Web could further its interests in the resulting political chaos in France.

**THE PLOT THICKENS:** The loosely organized coalition of groups which has arranged this protest has chartered an aging Liberian freighter, the Portsmouth, to use as a command ship. The PCs will be put on the Portsmouth, posing as the leaders of yet another of these groups, the Friends of Mankind.

**RESULTS:** Heading the operation for the Web, which has programmed France's mainframe computer to insure that the test begins at its originally scheduled time, is a charismatic environmental radical named Gunter Blatt. Blatt, who's on the

Portsmouth, will be in constant radio contact with six speedboats manned by his most devoted (and suicidal) followers. These zealots will provoke the French forces by firing upon them with rocket-propelled grenades, thus ensuring that craft are in the test area. Once the melee begins, Bladt will disable the engines of the Portsmouth and make his escape via a lifeboat equipped with a powerful outboard motor.

**WHAT NEXT?:** The protest flotilla will take two weeks to move from port in New Zealand to the test area. If the agents can ascertain Bladt's identity and reveal his intentions to the others within that time, then the protest will be called off. If Bladt determines the PCs' identities, he will denounce them as French secret agents, and the PCs will be scorned by all the protesters. (This action, however, would reveal Bladt's identity to the real French agents aboard, and the PCs could still work through them to neutralize Bladt.)

## **PIS4. Claim Jumpers**

**LOCATION:** Coober Pedy, Australia.

**SETUP:** The agents are summoned at 2 a.m. on a Saturday morning for a briefing by Assistant Bureau Director Pete "Sharkey" MacPherson, who says:

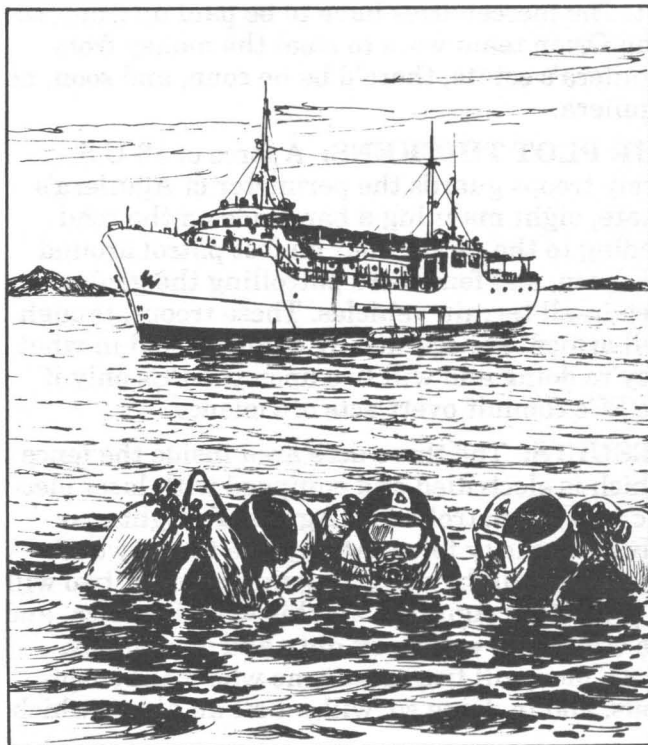
"Sorry to wake you blokes up, but we haven't much time. A mate of mine, has a pub out in Coober Pedy, called me today to say me some rat-bag who'd been fossicking out in the Musgraves came into his place with the biggest gold nugget he'd ever seen. My mate asks this bloke, Ezra Youmans, where he got the rock, and the old geezer kinda cackled and grinned and said the world would know when he registered the claim Monday."

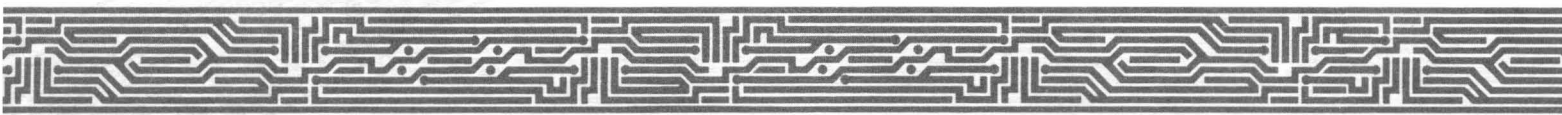
**THE PLOT THICKENS:** "Anyway, a couple of hours ago, I'm reading the cop shop bullies and see Youmans got his brains squashed out by some hit-and-run driver. I called my mate back up, and he told me that the coppers hadn't found any claim papers on Youmans's body, that Youmans

lived in a shack way out in the never-never with his daughter, and that there'd been a lot of heavily armed men in town since the geezer bought it."

**RESULTS:** "It's probably nothing, just a bunch of screaming ockers out popping roo. But we can't let what could be a big gold deposit fall into the Web's hands. So you're flying straight away to Coober Pedy. My mate, Wild Bill Nunnally, will meet you there with transportation and anything else you need and will take you out to Youmans' shack. But hurry. If we don't resolve this by Sunday night, then Monday morning, the Web's likely to register the claim."

**WHAT NEXT?:** Upon arriving at Youmans's shack, the agents find the place besieged by 15 to 20 Web operatives. While they will be fairly easy to disperse, the more immediate problem will be for the agents to convince Youmans's 24-year-old daughter, Glenda, who's well armed and an even better shot, that they are her friends. Once that is done, the agents will have to help Glenda find where Youmans hid the claim papers, fight off a counterattack by the Web operatives, and safely





escort her to Adelaide to register the claim Monday morning.

## **PIS5. Trouble in Paradise**

**LOCATION:** Kauai, Hawaii.

**SET-UP:** Emanuel Aguilera, the recently deposed Philippine president, is a longtime Web operative who was draining the country's economy to fund Web operations. He took an estimated \$55 million with him into exile in Hawaii, which he has to keep on his estate on Kauai. Aguilera, however, didn't have time to recover the big money before fleeing, and, under Web pressure, is organizing another coup attempt so he can return to the Philippines and reclaim an estimated \$80 billion in gold bullion he has hidden. This coup attempt should succeed, seeing as how the previous attempts have left the civilian government weakened. But hiring the mercenaries for this new coup attempt will cost Aguilera all the cash he has left. The mercenaries have to be paid up front, so if an Orion team were to steal the money from Aguilera's estate, there'd be no coup, and soon, no Aguilera.

**THE PLOT THICKENS:** A force of 16 U.S. Army troops guards the perimeter of Aguilera's estate, eight manning a barricade on the road leading to the estate, four on foot patrol around the fence, and four more patrolling the general area in all-terrain vehicles. These troops, though well-armed, are essentially disinterested in what they're doing and will fire upon the PCs only if the PCs commit overt acts of violence.

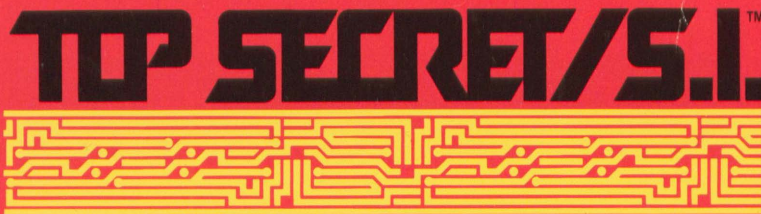
**RESULTS:** The three-acre area inside the fence (which is electrified and equipped with laser electric eyes), is patrolled by Aguilera's eight-man private security force. At any one time, two of these men will be patrolling the grounds, two will be protecting Aguilera and his wife, Beatriz, and the other four will be off duty and on standby. These men will fire on anyone who looks suspicious, and in doing so, will set off an alarm which

will alert the men on standby and the troops outside.

**WHAT NEXT?:** If the PCs cannot find the safe (it's under the dishwasher), Beatriz, if threatened, will tell where it is. Opening the safe will set off an alarm alerting anybody who hasn't yet been alerted, and the PCs will have to arrange a means of escape from Kauai in order to elude U.S. military forces.







*Official Game Accessory*

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