TOP SECRET™

TSR GAMES

AN ESPIONAGE ROLE PLAYING GAME FOR 3 OR MORE PLAYERS, AGES 12 TO ADULT.

FOREWORD

Welcome to the world of espionage. This is the world of James Bond, Modesty Blaise, Jim Phelps, Derek Flint, John Steed, and Emma Peel. It is a world in which every move could be your last, and so you live fast and die hard. Secret agents drive sports cars, escort beautiful women, and gamble away fortunes—at least, they do so in the world of TOP SECRET!

In the last several years there have been quite a few role playing games produced, covering subjects as diverse as bunnies and bugbears, musketeers and mutants, and even spacemen and cowboys. Most of these games are quite good, but there was one era missing—today! No one had yet come up with rules for a modern role playing game, set not in the hazy future or dim past, but in the crystal-clear world of the here and now.

Right on cue, Merle Rasmussen came to TSR with TOP SECRET. The game moved swiftly, and it fired the enthusiasm of everyone who play tested it. After two years of editing, evaluating, improving, and refining by the editorial staff of TSR and the patient author, we proudly present to you TOP SECRET—the role playing game of espionage!

As with ADVANCED DUNGEONS & DRAGONS™, this game is free-form and can be readily adapted by the individual gamemaster to suit the needs of his or her particular campaign. There are many Optional Rules included in this booklet, and the referee is free to use any or all of these, or to add his or her own rules. The idea, after all, is for the gamemaster and his or her players to have fun. Let your imagination run free, and recall the excitement of the spy thrillers at the movies or on TV. Read on, then, and don't worry—that man in the trench coat across the room is probably one of ours. Probably . . . .

Allen Hammack

Editor of TOP SECRET

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Any questions on the rules of TOP SECRET must be accompanied by a stamped self-addressed return envelope and addressed to: TOP SECRET Questions, c/o TSR Games, POB 756, Lake Geneva, WI 53147.

TOP SECRET™

AN ESPIONAGE ROLE PLAYING GAME

By Merle M. Rasmussen
Edited by Allen Hammack

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INTRODUCTION

UNAUTHORIZED READERS: CAN YOU AFFORD TO KNOW?

BEGIN MESSAGE

TO: Prospective Participants

BY AUTHORITY OF: Director of Administrations MR

PURPOSE: Contained in the following pages are the procedures to be followed in carrying out directives under the authority of this unnamed organization from the date of employment until retirement or death.

MESSAGE: By methods variously entitled Character Construction, The Briefing, The Mission, etc., the agent must be properly and thoroughly trained. The complete agent should be able to handle himself or herself in any situation by properly developing his or her skills, using his or her imagination fully, and following the rules of this most deadly game.

The prospective employee must first decide whether he or she wishes to be an Administrator, handing out assignments and designing missions and environments, or a Field Agent. If the choice is to be an agent, the Section he or she wishes to work for must then be chosen: Section 2, Investigation; Section 3, Confiscation; or Section 00, Assassination. He or she receives a job assignment from the chosen bureau (although Section 1, Administration, oversees all of this), and also receives information concerning the assigned target. Next, the agent selects the necessary equipment to fulfill the job assignment. The agent is transported to the mission site where he or she must locate and identify the target before completing the assignment. The agent must then attempt to get away, avoiding both the enemy and the police. It should be noted that while the police forces of many of the countries we will be dealing with would cooperate if you were known to be a part of our supra-national organization, such identification is forbidden unless express permission is obtained from the administrator prior to the mission.

Lastly comes the payoff period at which time the agent receives monetary rewards for the services rendered. This money is virtually infinite and comes to the organization through a variety of sources. Permanent physical losses which may affect performance are also determined and the agent, after debriefing, may rest awhile before the next mission.

My personal congratulations to those agents who dare to risk their lives, fame, and fortune in the line of duty by entering our service. May I also add to novices on the payroll, beware! Our planet is filled with crime, double agents, independents, diabolical schemers, and disillusioned creatures that seek to rule the world through hideous plots and by deceptive means. It is your purpose to rid the world of these offensive characters, to set right the wrongs, to bring honor to the organization, and to improve yourself. Good luck! That is all.

Merle M. Rasmussen

Director of Administrations,

Merle M. Rasmussen

END MESSAGE
STOP
END PAGE

HOW TO USE THIS BOOK

TOP SECRET is a role playing campaign game. One (or more) of the participants acts as the referee (or Administrator) and designs exciting missions and the environments in which they will be performed (secret hideouts, a section of a city, etc.), as well as playing the role of the head of the spy organization to which the players belong. The players are the agents of this organization; by using dice, players randomly determine the characteristics of their agents, and then act out the role of the agent each has created. In each mission the agents gain experience (which increases the abilities of the agents), and are paid if the mission is successful (the money can be used to purchase sophisticated espionage equipment). An interconnected series of such missions is called a campaign.

The main idea, then, is for each player to create a persona for his or her character, and then to react to game situations (as presented by the Administrator) according to the agent's personality rather than the player's own. Most people in the "real world" would, quite sensibly, run for cover and call the police if someone was shooting at them. In this game, however, such an occurrence is not uncommon and a player's reaction might well be to return fire upon the opponent! Readers who have participated in other role-playing games will be familiar with this concept, and the mechanics of TOP SECRET are similar to these other games. The rules provide a nearly endless multi-level game that can move in any direction the Administrator wishes: real-life Adventure, science fiction, even fantasy (once the U.N.C.L.E. agents encountered an actual vampire!).

The Administrator (abbreviated as "Admin") is the participant who must do the most work. He or she must provide the mental and physical labor of completing the game within the framework provided. As this game takes place almost entirely within the mind, the Admin should have a good imagination with which to "color" the adventure so that it will seem real to the players. Creativity and a sense of fair play are also necessary for the Admin—risk must be carefully balanced with reward, and the situations designed must not be so deadly that no one will want to play the game!

Since "new" characters are, by game mechanics, relatively weak and inexperienced, the Admin should plan to present smaller risks and correspondingly small rewards at the beginning of the campaign, and increase the risks and rewards as the player characters become more powerful and experienced. A good example of an environment for beginning-level characters is shown in the introductory module included with this game.

The players cannot begin the game until the Admin has completed his or her design work. Once the referee has made the necessary preparations, the players create their game personae, called player characters, as described under CHARACTER CONSTRUCTION. After a character has been established, the player is responsible for keeping records of his or her character's attributes and possessions, as well as notes and maps concerning areas which that character has explored. Much of this information can be conveniently recorded on a photocopy of the TOP SECRET AGENT'S DOSSIER, included as a perforated sheet in the rear of this book.

Unlike many games, the players will not necessarily be competing against one another, but often against a common enemy. While the Admin must play the role of the various people the agents will encounter (guards, police, bystanders, victims, and the like), it is important that the Admin remain **completely neutral**; the Admin is not playing against the characters, but is in charge of running the world the characters live in. There is no defined "winner" as in most other games, but rather, anyone who survives to go on to the next mission has played successfully—everyone who participates and enjoys the game (live or die) has won the real victory! The big advantage of role-playing games over real life is that if someone makes a mistake and their character dies, the player just creates a new one and starts again. . . .

The format of TOP SECRET allows for two different (but related) styles of play: running a preplanned adventure from a module like the one that is included with the game, or letting the Admin design his or her own scenario. It is a good idea to play the included adventure module before designing one's own, because in the module the reader will find good examples of how to run the game, how to design the environment, types of non-player characters to populate the environment with, and so forth.

After the rules become familiar, groups playing TOP SECRET may wish to have additional Admins in the campaign. There is no reason why this cannot be done, with each Admin running a separate organization with its own agents. Whether they cooperate (such as the various branches of British intelligence) or whether they compete (for example, the CIA and the KGB) would be up to the players. Guidelines for this sort of campaign expansion are detailed in the CAMPAIGN RULES

HOW TO USE THE DICE

The reader may or may not have used the polyhedral dice system before. It looks strange at first, but it is actually easy to understand. Each die has 20 sides, numbered 0 through 9 twice; however, they will be considered as being numbered 1 through 10, with 0 counting as the 10. Thus, rolling one die will generate a number between 1 and 10, and when this is needed the rules will read "roll a 10-sided die" for clarity.

To obtain a 1-20 result, first cast one die for a 1-10 roll, then a second die. If the second die reads 1-5, add nothing; if it reads 6-10, add 10 to give a number from 11-20. Similar adjustments of various rolls can provide all sorts of probability results.

The other way to use these dice is to generate a number between 1 and 100. When this result is needed, the rules will read "roll percentile dice". Rolling both dice at once, count the colored die as the tens digit and the white die as the ones digit. Therefore, if the colored die showed a 3 and the white die is 5, a value of 35 will have been generated. If a colored 0 and a white 2 were the result, a value of 02 (or just 2) would be read. A throw of 00 would be read as 100.

ADDITIONAL EQUIPMENT

The Administrator will find that regular graph paper (4 or 5 lines per inch) will be most useful in designing floor plans of buildings the agents will enter, or even a section of a city (if the agent must search for something). Sheet protectors for frequently used maps and notebooks or attache cases (non-exploding, please!) to keep all of the papers and records together are options the Admin may want to consider. Plenty of paper and pencils should be handy.

NUMBER OF PLAYERS

Unlike many role-playing games, TOP SECRET is best with a smaller number of players. This is because espionage, by its very nature, involves secretive operations; while one or two agents might sneak into a guarded building with relative ease, a party of ten or twelve wouldn't have much of a chance! Therefore, the simple, straightforward missions are ideally suited to a minimum of players: the Admin, of course, and perhaps one or two agents.

However, with a little thought, situations can be envisioned where a large number of players could have an exciting adventure. Example: a neutral European casino resort is the site of a lavish party for the defecting Professor Badenov, the only man in the world who knows the secret of the M-ray, a weapon which can neutralize any anti-ballistic missile system. One team of agents has a clearly defined task; Prof. Badenov must be kidnapped and brought to their country. A team of agents from Badenov's former nation have a different assignment: capture and return him or make

sure that he doesn't leave the party alive. To muddy the waters even further, one of the stones on the Contessa Ambrigatti's necklace has been replaced with a fake stone in which is a microdot that the agents of a third group must have. Since none of the teams know the objectives of the others, it is clear that a lot of excitement could ensue!

The module adventures are designed to be adaptable to varying numbers of players, as in the example above. If only one or two people were playing, only the first group would be involved; if three to six were playing, the second team would be added, and so forth. Designing adventures in this way allows for an exciting game no matter how many players are involved!

CHARACTER CONSTRUCTION

PERSONAL TRAITS

Construction of a character in TOP SECRET is begun by rolling percentile dice to obtain a value from 1 to 100 for each of the 6 Primary Personal Traits:

PHYSICAL STRENGTH—This is a measurement of the overall muscular strength of the character.

CHARM—This trait embodies the character's ability to relate to other humans in the game.

WILLPOWER—This value is a measure of the perseverance and dedication of the character.

COURAGE—This is a measurement of how well the character reacts in the face of danger.

KNOWLEDGE—This value is a measurement of the general intelligence of the character.

COORDINATION—This trait reveals the degree of manual dexterity and quickness the character has.

Since it is desirable to give player characters an edge and to make them somewhat better than the average non-player character, the following bonuses are made to the die rolls for the Primary Personal Traits for player characters only:

IF THE DIE ROLL IS:	ADD THIS BONUS:
01-25	+25
26-50	+15
51-70	+10
71-90	+5
91-00	+0

Therefore, if a character's Charm die roll is 23, he or she adds +25 and it becomes 48. Likewise, if the die roll was 75, it would become 80; if the initial die roll was 92, nothing would be added and it would remain 92.

SPECIAL NOTE ON LOSSES OR THE REDUCTION OF PERSONAL TRAIT VALUES: Whenever, through combat or other effects, a reduction is called for in the area of any personal trait, the percentage reduction is taken as a portion of the existing value, not as a straight subtraction. For instance, if an effect causes a character with a Coordination of 60 to lose 20% of his Coordination, the new value is 48 [60 − (60 × .20) = 48], not 40 [60 − 20% = 40].

Next, the player should calculate and record the following Secondary Personal Traits, using the primary values just generated:

$$\text{OFFENSE} = \frac{\text{Coordination} + \text{Courage}}{2}$$: This trait reflects the agent's general combat ability.

$$\text{DECEPTION} = \frac{\text{Courage} + \text{Charm}}{2}$$: This trait is used to bluff, whether in fighting or in conversation.

$$\text{EVASION} = \frac{\text{Charm} + \text{Coordination}}{2}$$: Evasion is the physical ability to get out of trouble, and is useful when Deception fails.

$$\text{DEACTIVATION} = \frac{\text{Knowledge} + \text{Coordination}}{2}$$: Deactivation is a measure of the agent's skill and ability to deal with such things as alarms, traps, and concealed mechanisms.

$$\text{LIFE LEVEL} = \frac{\text{Physical Strength} + \text{Willpower}}{10}$$: This value is extremely important, for it is the character's physical ability to withstand damage. When a character's Life Level drops to zero or below, that character is either unconscious or dead, depending on what caused the damage.

MOVEMENT VALUE = Physical Strength + Willpower + Coordination: This trait is used to determine how far a character can move in one turn (see MOVEMENT).

Finally, the player should calculate for his or her character the Tertiary Personal Traits, which use both primary and secondary traits:

HAND-TO-HAND COMBAT VALUE = Evasion + Physical Strength: The use of this trait is fully explained in HAND-TO-HAND COMBAT.

WRESTLING VALUE = Offense + Physical Strength: This trait is useful in Possession and HTH Combat.

SURPRISE VALUE = Deception + Evasion: The greater this trait, the more likely the agent is to be able to surprise enemies.

ALL FRACTIONS ARE ROUNDED TO THE NEAREST WHOLE NUMBER. If a character's Offense was between 70.50 and 71.49, it would be rounded to 71; if that character's Offense was between 71.50 and 72.49, it would be rounded to 72, etc.

It is suggested that these characteristics be written down on a sheet of paper or, better yet, a photocopy of the TOP SECRET AGENT'S DOSSIER found on a perforated page in the rear of this booklet.

Only the previous characteristics are vital to the game; however, other traits may be added to "flesh out" the character:

HEIGHT—The base height for characters is 5'5" for females and 5'10" for males. For variations in height, use the tables below:

10-SIDED DIE ROLL	RESULT	BASE HEIGHT CHANGE
1	Short	Roll on Table I below
2-3	Below Average	Subtract 1"
4-5	Average	No change
6-7	Above Average	Add 1"
8-9	Tall	Add 2"
10	Very Tall	Roll on Table II below

| TABLE I.			TABLE II.	
10-SIDED DIE ROLL	RESULT		10-SIDED DIE ROLL	RESULT
1	Subtract 8''		1-3	Add 3''
2	Subtract 7''		4-6	Add 4''
3	Subtract 6''		7-8	Add 5''
4	Subtract 5''		9	Add 6''
5-6	Subtract 4''		10	Add 7''
7-8	Subtract 3''			
9-10	Subtract 2''			

AGE—Roll a 10-sided die 3 times, and add 12 years to the sum. This gives a starting age range of from 15 to 42 years old. The characters will age in relation to game time—if a mission took 4 months, that agent will have aged 4 months. For every 5 years over 50, the character will lose 1-10 points in both Physical Strength and Coordination (roll each separately), and any secondary or tertiary traits using these will be affected also.

HANDEDNESS—Use the actual handedness (right or left) of the individual player.

GLASSES—Roll a 10-sided die: 1-3 the character wears glasses, 4-10 the character does not wear glasses. If glasses are indicated, roll another 10-sided die: on a result of 1 that character cannot wear contact lenses. Roll percentile dice: the result is the percentage of that character's Coordination that is lost each time glasses or contacts are not worn. Example: agent GR-3 has a Coordination of 80, but must wear glasses. The percentile dice roll was 20, so GR-3's Coordination will be reduced by 20% of 80 (or 16), and therefore will have a Coordination of 64 whenever he does not wear glasses.

EXPERIENCE POINTS—These will be given out by the Administrator following successful missions. Since the Experience Points total will change as more missions are completed (reflecting increased skills gained with experience), this should be written in pencil. All characters begin with zero experience points.

OTHER STATISTICS—Weight, Sex, National Origin, etc., may be chosen by the player or by the Admin.
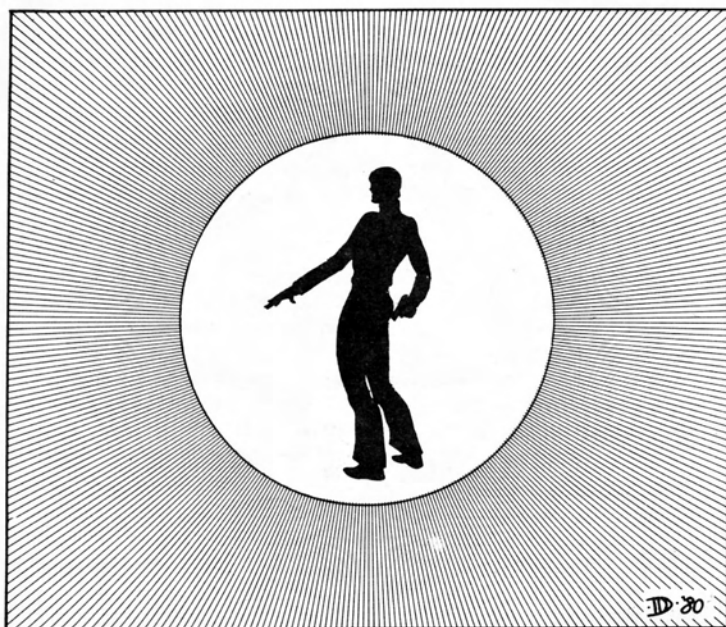
LANGUAGES

Each language is used on a skill level of 1-100, with 1 being almost unintelligible (one or two phrases), and 100 being extremely fluent (no accent, familiar with regional dialects). A rating of 75 is considered fluent. An agent can learn one language for each 25 points of Knowledge, so:

Knowledge Value	Maximum Number of Languages
01-25	1 (native tongue)
26-50	2 (1 plus native)
51-75	3 (2 plus native)
76-100	4 (3 plus native)
etc.	etc.

See APPENDIX THREE: MAJOR LANGUAGES OF THE WORLD for a selection of languages.

A player character or a non-player character agent has a rating of 73-100 (70 plus three 10-sided die rolls) in his or her native language. Straight percentile dice rolls give the character's fluency rating in other languages known, but the minimum rating must be at least 40; treat rolls of less than 40 as equal to 40. All characters have a fluency rating of zero in languages they do not know. Non-player characters (other than agents) have fluency ratings determined by straight percentile dice rolls for both native and non-native languages, but there must be a minimum rating of at least 40 in the character's native language; treat rolls of less than 40 as equal to 40.

There is one parameter which overrides all of these determinations: NO CHARACTER CAN EVER HAVE A NON-NATIVE FLUENCY RATING HIGHER THAN HIS OR HER NATIVE FLUENCY RATING. If the dice rolls ever indicate such a situation, the non-native rating is considered to be equal to the character's native rating. Example: Teng Huan has a Knowledge of 71, and thus knows his native Chinese plus two others; he opts for Russian and English. His three 10-sided die rolls were 8,2, and 6, so his native Chinese fluency rating is 86 (70 + 16). His percentile dice roll for Russian is 45, so that is his Russian fluency rating; but the dice result for English is 94, which is higher than his native fluency. The English rating is then reduced to 86. Teng is quite fluent in both Chinese and English and has an average knowledge of Russian.

When two characters are trying to communicate in a language that is native to neither of them, the sum of their fluency levels must equal 75 or better for verbal communication. If the language spoken is native to one of the speakers, the sum of the fluency ratings need only equal 60 or better for verbal communication.

A character who attempts to speak a non-native language in such a way as to imitate a native speaker (or a particular accent or dialect) has a base 50% chance of success, modified by the fluency ratings of the character and the listener(s). If the fluency rating of the speaker is higher than that of the listener with the highest fluency, the difference is added to 50% to increase the chance of success. If the speaker's fluency rating is lower than that of the listener, the difference is subtracted from 50% to decrease the chance of success. If the listener is a native, add +10 to the listener's fluency for detection purposes. If the listener is a native who knows the speaker's native language, add +15 to the listener's fluency rating. Example: Louis Languille, a French agent with an English fluency of 74, is attempting to get through U.S. Customs with a New England accent. The customs agent has a fluency of 58 and gets a bonus of +10 for being a native, so the result is a 68. 74 − 68 = +6, so Louis' chance of success is 50% + 6 = 56%. He rolls a 35, and has successfully fooled the customs official. Next he encounters a sky marshal with a rating of 81 who speaks French as well, so for detection purposes his fluency is 81 + 15 = 96. 74 − 96 = −22, so Louis' chance of success is 50% − 22 = 28%. Louis rolls a 33 and is unsuccessful, and the sky marshal would like to investigate further this man who allowed a trace of French accent to slip into his New England drawl.

Detection checks are made each 12 turns (one minute) of speech. A check would therefore be made at the 1st, 13th, and 25th turns of a three-minute speech. Only one check is made regardless of the number of listeners, using the listener with the highest chance of detection.

AREAS OF KNOWLEDGE

Every character possesses a primary Knowledge trait, and this reflects both general and specific knowledge in various fields. General knowledge is indicated by the Knowledge score itself, while specific Areas of Knowledge (AOK) are determined individually.

There are 37 different Areas of Knowledge. Specific areas of personal expertise are determined by dividing the Knowledge trait score by 10 and rounding up—this gives the number of Areas of Knowledge where the character possesses a subject familiarity (through personal experience and/or study) beyond that of his normal general knowledge. For instance, an agent with a Knowledge rating of 81-90 would possess 9 superior Areas of Knowledge.

The superior Areas of Knowledge are determined by rolling percentile dice as listed below (whenever a 75-00 is rolled, the player may make a choice instead). If a particular AOK is indicated more than once, roll again to eliminate the duplication.

01-02	Agriculture
03-04	Animal Science
05-06	Architecture
07-08	Arts & Crafts
09-10	Astronomy/Space Science
11-12	Biology/Biochemistry
13-14	Botany
15-16	Chemistry
17-18	Computer Science
19-20	Ecology/Earth Sciences
21-22	Economics/Finance
23-24	Education/Indoctrination
25-26	Engineering, Aeronautical
27-28	Engineering, Construction/Civil
29-30	Engineering, Electrical
31-32	Engineering, Hydraulic
33-34	Engineering, Industrial
35-36	Engineering, Mechanical
37-38	Engineering, Transportation
39-40	Fine Arts
41-42	Geography
43-44	Geology
45-46	Home Economics
47-48	Law
49-50	Literature
51-52	Mathematics/Accounting
53-54	Medicine/Physiology
55-56	Metallurgy
57-58	Military Science/Weaponry
59-60	Photography
61-62	Physical Education
63-64	Physics
65-66	Political Science/Ideology
67-68	Psychology
69-70	Religion
71-72	Social Sciences
73-74	World History/Current Affairs
75-00	Player's choice of above

The rating score for a specific superior Area of Knowledge is determined by a percentile dice roll, which is adjusted as follows:

01-20	+50
21-00	+30

This roll and adjustment will insure that superior Areas of Knowledge will range from 51 to 130, and exceed normal average knowledge in those fields.

The other more numerous Areas of Knowledge outside of a character's personal expertise will also have a rating score,

and this AOK score will uniformly begin at a figure which is one-half (round up) of the character's primary Knowledge score. For instance, if a character had a Knowledge trait score of 89, he or she would possess 9 superior Areas of Knowledge at the start (with a roll made for each) and the score for the remaining Areas of Knowledge would be a uniform 45.

During the course of the game, certain Areas of Knowledge are called into play in appropriate situations. An agent's specific knowledge in a particular field may make the difference between success and failure in understanding or communicating information, and can be especially crucial when attempting to bluff a knowledgeable contact or adversary (see the CONTACTS rule, Fooling).

BUREAU CLASSIFICATION

There are three bureaus or sections that operatives may work under: Investigation, Confiscation, and Assassination. When a character is created, each player will decide what bureau his or her agent will be working under. A character can only work for one bureau, and all experience gained must be applied to that bureau only. At any time, the character may decide to change to another bureau, however, the character loses all experience points and starts over again. A character may never return to a bureau he or she has previously left. All beginning characters are considered to be 1st Level with zero experience points.

SECTION 1—Administration. No agent can work in this section, as it is exclusively the province of the Admin.

SECTION 2—Investigation

Level	Designation	Experience Points Necessary
1	Informer	0
2	Scout	2000
3	Tail	4000
4	Examiner	6000
5	Interrogator	8000
6	Shadow	10,000
7	Sleuth	12,000
8	Inspector	14,000
9	Spy	17,000
10	Investigator	20,000

10,000 experience points must be earned for every level above 10th.

SECTION 3—Confiscation

Level	Designation	Experience Points Necessary
1	Shoplifter	0
2	Pilferer	400
3	Swindler	1200
4	Crook	2400
5	Burglar	4000
6	Second-story man	6000
7	Thief	8000
8	Con man	11,000
9	Purloiner	15,000
10	Confiscator	20,000

10,000 experience points must be earned for every level above 10th.

SECTION 00—Assassination

Level	Designation	Experience Points Necessary
1	Punk	0
2	Thug	500
3	Ruffian	1500
4	Hood	3000
5	Muscleman	5000
6	Killer	7500
7	Torpedo	10,000
8	Hit man	13,000
9	Mechanic	16,000
10	Assassin	20,000

10,000 experience points must be earned for every level above 10th.

EQUIPPING THE CHARACTER

Each character begins with $400. With this money the player purchases the equipment necessary for the mission. When missions are completed agents are paid, and this money can be used to buy personal equipment or anything else the character might desire. It should be noted that prices given here will not reflect retail prices, as the agent is allowed to purchase this equipment through the Organization.

Firearms' costs are listed in the WEAPONS CHART. Weights are included so that the Admin can figure ENCUMBRANCE (q.v.)..

General Outfitting

Item	Weight (# = pounds)	Cost
Attache case, empty	3#	$10
Backpack, waterproof	2#	$30
Belt	——	$5
Boots	2#	$30
Cane	1#	$10
Casual outfit	1#-3#	$50
Coat, heavy	2#-3#	$70
Flashlight	½#-2#	$5
Formal outfit	2#-4#	$200
Gloves	——	$10
Goggles	½#	$5
Hat		$20
Jacket	3#	$30
Jacket, leather	3#-4#	$70
Jumpsuit	1#-3#	$30
Money belt	——	$10
Notebook, locked	½#-2#	$10
Overcoat	2#-3#	$50
Purse, empty	1#-3#	$10

Item	Weight	Cost
Scarf	——	$5
Shoes	1#-2#	$30
Shoes, athletic	1#	$25
Ski suit	2#-4#	$60
Socks/stockings	——	$2
Suit, functional	2#-3#	$100
Suitcase, empty	10#	$50
Sweater	1#	$20
Swim suit	——	$3
Tackle box	2#-7#	$10
Umbrella	1#	$10
Underwear	——	$1
Work clothes	1#-3#	$30

Tools of the Trade

Item	Weight	Cost
Binoculars	1½#	$50
Bulletproof vest	4#-6#	$175
Bulletproof shield and helmet	5#	$150
Camera, 35mm	1#	$200
Chain, 10'	8#	$4
Crampons/climbing irons	2#	$15
Counterfeit money	——	10% of face value
Handcuffs	½#	$10
Infrared mini-camera	½#	$900
Lockpick set	——	$125
Lockpick set, electronic	1#	$500
Makeup kit	5#-10#	$35
Metal detector	5#-8#	$500
Parachute	8#-12#	$200
Photographic Film	——	$3
Piano wire, 10'	——	$3
Radioactive trace powder and geiger counter	4#	$600
Rope, 10'	2#	$2
Rubber gloves	——	$10
Scuba gear	15-25#	$250
Snow skis and poles	5#-8#	$200
Special costumes	——	$125
Steel cable, 10'	4#-6#	$4
Telescope, tripod mount	5#-15#	$100
Torch, metal-cutting	20-35#	$200
Wet suit	5#-10#	$100
Wire, electrical, 10'	1#	$1

Weapons and Ammunition

Item	Weight	Cost
Billy club	1½#	$10
Brass knuckles	½#	$3
Dart	——	$1
Firearms	(see Weapons Table)	
Holster (belt, shoulder, etc.)	½#	$5
Knife, hunting	½#	$5
Magazines, empty		
——Assault rifle	½#	$3
——Carbine	½#	$3
——Pistol	½#	$2
——Shotgun	1#	$3
——Submachine gun	1#	$6
——Thompson drum (50 shot)	1#	$7
Silencer (including modifications to gun)	½#	$50
Sling, shoulder or rifle	½#	$3
Stiletto	½#	$25
Switchblade	½#	$20
Telescopic sight, 4x	1#	$50
6x	1#	$100

Ammunition Costs (dollars per 50 round box; each box weighs one pound)

Caliber

Ammunition Type	.001-.100	.101-.200	.201-.300*	.301-.400**	.401-.500	.501-.600
Standard	1	1	1	1	1	1
Armor-piercing	1	1	2	3	4	5
Dum-dum	2	2	2	2	3	4
Gyrojet	5	5	5	6	7	8

*Includes 5.56 mm and 7.62 mm.
**Includes 9mm short and 9mm standard (Parabellum)

Note: Magnum and standard ammunition may be used in magnum weapons. Magnum ammunition cannot be used in standard weapons. Magnum ammunition costs $1 more per box in any caliber.

Gauge

Shot Size	10	12	16	20	28	.410 cal.
1-2	12	10	8	6	4	2
3-4	10	8	6	4	4	1
5-6	8	7	5	4	3	1
7-8	6	5	4	3	2	1

Special Weapons

Item	Weight	Cost
Air gun (pellet)	2#	$50
Anesthetic	—	$2
Boomerang	1#	$5
Dart gun	2#-3#	$250
Dynamite, 1 stick	½#	$10
Fusing cord	10#	$1
Earphones (vs. sonic traps)	½#	$100
Gas mask	2#	$15
Hand grenade	1#-2#	$20
Hypodermic needle and syringe	—	$1
Light intensifier goggles	2#	$200
Plastic explosive	1#	$50+
Plunger detonator	8#	$10
Poison	—	(see Poison: Use, Effects and Antidotes)
Radio detonator	1#	$50
Sabre/foil	2#-5#	$40
Sleeping gas capsule	—	$5
Smoke bomb capsule	—	$10
Speargun	2#-3#	$100
Sword cane	3#	$50
Thermite bomb	1#	$30
Timer detonator	1#	$10
Truth serum	—	$10

Communications

Item	Weight	Cost
All-wave radio (receiver and scanner)	10#	$10,000‡
Hidden transmit mike	—	$40 + item cost
Miniature tape recorder	1#	$25
Miniature radio transceiver hidden in fountain pen	—	$100*
Parabolic mike (long distance)	2#-5#	$350
Radio receiver	10#	$200‡
Telephone oscillograph	10#-20#	$500
Telephone scrambler	1#	$250
Telephone tap, transmitted	½#	$50*
Trail bug and direction finder	10#	$900*
Transmitter locater	100#-150#	$9,000*
Walkie-talkie	1#	$25
Wired mike (probe, drop, or contact)	½#	$20

*Range = 5 miles city, 20 miles rural.
‡No range limit with proper antenna.

SURVEILLANCE EQUIPMENT USE

The assorted surveillance equipment available has various capabilities and limitations, as follows:

Wired Probe Mike—Rigid probe should be connected to a receiver, transmitter, recorder, or amplifier.

Wired Drop Mike—Flexible wire should be connected to a receiver, transmitter, recorder, or amplifier.

Wired Contact Mike—Attached wire should be connected to a receiver, transmitter, recorder, or amplifier.

Transmit Mike—should have a receiver within 1 mile.

Parabolic, Long-Distance Mike—Picks up sound within ½ mile; includes earphone amplifiers; directional.

Light Intensifier Goggles—Treat darkness situations as daylight. If exposed to bright light with these goggles on, the agent will be blinded for 5 minutes.

Miniature Radio Transceiver, Fountain Pen—Can contact agent-to-agent or agent-to-headquarters.

Walkie-Talkie—Should be used within 1 mile of each other (½ mile in city).

Trail Bug and Direction Finder—Two trail bugs on the same frequency are confusing.

Radioactive Trace Powders and Geiger Counter—Powders must be ingested or sprinkled profusely to track a moving target. Range is limited to 25 feet.

Telephone Scramblers—Cannot be intercepted between terminals.

Telephone Tap, Transmitted—Must be installed internally within the telephone.

Telephone Oscillograph—Dialing sound must be recorded (e.g., with a telephone tap transmitter) for the number being called to be identified.

Any Other Devices—Should be self-explanatory, but limited by the Admin's judgment.

SPECIAL EQUIPMENT

Special equipment is any non-ordinary item not on the purchasing list in TOOLS OF THE TRADE. For example, a tie tack would not be considered special (even though not on the price list), but a tie tack that fired a poisoned dart would be. Similarly, any of the more famous spy items (like a sportscar that drops an oil slick) would, of course, fall into this category. The agent may order special custom-made equipment, but the Admin must use the strictest judgment here: can such a device conceivably be made?, what would be the cost of the prototype?, etc.

Cost of special equipment is almost entirely a judgmental matter. For instance, the Admin is told that an agent would like to order a .357 caliber pistol that fires one slug backwards unless a small safety is released, contains a transceiver on network channel ''D'', and has a small compass set into the grip. The Admin decides that this device could be made, even if the combination is a bit peculiar. The base item cost would be that of a semi-automatic pistol; for a custom job, double the price and estimate the cost at $500. Then, adding in the cost of design modifications for the reverse slug and the transceiver, the figure arrived at could be in the range of $1000 to $3000. If the Admin cannot estimate closer, use percentile dice: a low result (below 50) indicates a lower cost, while above 50 indicates a higher cost. The normal minimum on customized equipment would be 300% of the base item value.

It is recommended that until agents reach 4th level or higher, they should pay for their own special equipment. For high-level agents or special one-shot missions, the Organization might supply special equipment such as cars that convert to submarines, etc. (The Admin will not release such items to inexperienced agents, however.)

For a list of ideas for special equipment, see APPENDIX ONE: Q SECTION—SPECIAL DEVICES DIVISION.

GAME SYSTEMS

DISTANCE IN THE GAME

When the maps of the Admin or the players are drawn on graph paper, it will be convenient to consider 1 square as equal to a 10 foot by 10 foot area regardless of the scale, although paper with 4 or 5 lines to the inch is generally found to be the most readable and convenient. If miniatures are used, 1 inch equals 10 feet is an acceptable scale.

TIME IN THE GAME

The Admin must carefully keep track of time in TOP SECRET. The game will be using different time scales at different points in the game; for example, an uneventful trip of several days may be concluded in a few minutes while a gun battle of only a few seconds duration in game time may actually take much longer in ''real'' time to resolve. The following guidelines should help:

(1) When nothing is happening (i.e., the game is not in session), game time equals real time; if three days have passed since the last game, three days of game time have passed, too.

(2) When conversation is actually occurring between players or between player and Admin, the actual time of speaking is the game time occupied. This does not include players' instructions or questions to the Admin, as the appropriate character actions could take more or less game time. The Admin should use judgment in these cases to determine the game time spent.

(3) When events must occur before any action can be taken, or when the Admin must prepare materials, time passes at the pace set by the Admin. Example: if agent G7 finds out that a lot of Eastern agents frequent a particular warehouse, he may want to investigate it. If this was a random answer or for some other reason the Admin did not have a diagram of the warehouse ready, he or she would

have to prepare one. During this period the agents would not be penalized the two or three days it might take the Admin to design this new adventure.

(4) For movement and combat purposes, **1 turn = 5 seconds**. Each **turn** is composed of five **phases**, each one second long.

Paper and pencil can be used to tally time, and the Admin should monitor its passage as he sees fit, but keeping in mind that exploring, mapping, and examining various things takes up considerable time—with the larger the area and the greater the care taken in examining, the more time consumed. Wasted time is also a factor which should be noted, as players may waste time arguing or needlessly discussing unimportant matters or by simply blundering around aimlessly. On the other hand, time can pass quickly if operatives move rapidly through areas which have been previously explored and mapped. In all cases, the Admin should use his good judgment and common sense.

Generally, eight hours of each twenty-four must be spent resting and sleeping, and prudent agents will sleep in shifts with a guard always awake if they must do so in the course of a mission. As a general rule, three checks will be made each ''night'' for possible wandering human targets unless the characters are passing the night in a safe and secure place.

Passage of three days—or 72 hours—will mean the healing of 1 lost Life Level point for each character who has suffered a loss and who has spent the time in recuperation and not in other activities.
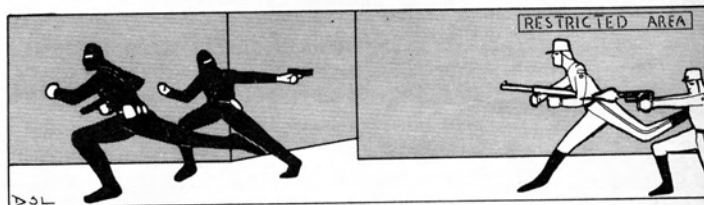
MOVEMENT

In the CHARACTER CONSTRUCTION section, each player calculated a Movement Value by adding the character's Physical Strength, Willpower, and Coordination traits together. In the table below find in which range the character's Movement Value falls; that column shows the distance that can be covered by that character in one turn (5 seconds).

CHARACTER MOVEMENT RATE TABLE (Feet/Turn)

MOVEMENT VALUE RANGE	0-120	121-220	221-300	301 +
FITNESS RATING	Weakling	Average	Strong	Super
TYPE OF MOVEMENT				
Crawling*	5 ft.	10 ft.	15 ft.	20 ft.
Walking*	20 ft.	25 ft.	30 ft.	35 ft.
Running*	60 ft.	75 ft.	90 ft.	105 ft.
Running and dodging*	35 ft.	40 ft.	45 ft.	50 ft.
Wading, waist to neck deep	5 ft.	10 ft.	15 ft.	20 ft.
Swimming**	10 ft.	15 ft.	20 ft.	25 ft.

*When moving uphill or over very rough terrain, reduce the distance covered by 3/4 the amount shown.

**When swimming with fins, add 5 ft./turn to the distance covered.

Example: A character with a Physical Strength of 75, a Willpower of 80, and a Coordination of 55 has a Movement Value of 210. This puts him or her into the ''Average'' column, and thus this character would be able to run up to 75 feet in one turn (5 seconds). It should be noted that no player character can be in the ''Super'' rating initially; this is for tough non-player characters the Admin may wish to design and for experienced player characters who have increased one or more of their traits beyond 100 (see the section on INCREASING CHARACTER ABILITIES).

ENCUMBRANCE

The character movement rates given previously assume that the character is unencumbered, i.e., he or she is carrying not more than 10 pounds of equipment, including clothing, weapons, loot, etc. For movement purposes, a character is said to be Encumbered when he or she is carrying more than 10 pounds but less than one-half the total weight that character is allowed to carry. A character is said to be Heavily Encumbered when he or she is carrying one-half to the maximum total weight allowable for that character. The Physical Strength of a character equals the amount of weight (in pounds) that a character can carry (see CHARACTER CONSTRUCTION: Physical Strength).

An Encumbered character moves at one-half (½) the speed indicated on the CHARACTER MOVEMENT RATE TABLE.

A Heavily Encumbered character moves at one-fourth (¼) the speed indicated on the CHARACTER MOVEMENT RATE TABLE.

Special adjudication by the Admin will be necessary in some Swimming situations based on the buoyancy, drag, and weight of the objects being carried.

VEHICLE MOVEMENT

Animals which are ridden have a maximum speed of 25 M.P.H. (180 feet/turn).

Initiating vehicle movement takes 2 turns (10 seconds): the first turn is used in starting the vehicle; the second turn is used to accelerate the vehicle to cruising speed (½ maximum ground or water speed). On the third turn the vehicle can operate at maximum ground or water speed. Thus, it will take airplanes four turns to get airborne: one to start the engines, the second to taxi at ½ ground speed, the third to taxi at full ground speed, and the fourth to fly at any speed between stall and maximum. Note that having the vehicle's engine running will eliminate the first step and save one turn.

Example: a police car is parked on a runway near a light twin-engine plane. The police jump into their car at the same time the escaping spy jumps into his plane. The first turn is spent starting the engines of the two vehicles. In the next turn the police car can move 440 ft. (½ maximum); the plane can only move 350 ft. On the third turn the police car moves 880 ft., while the plane moves 700; the police have moved 1320 ft. while the spy has moved 1050 ft. On the fourth turn the police still move 880 ft., while the spy moves 1390 ft. The spy's plane has now traveled 2440 ft. and is airborne while the police car has only traveled 2200 ft. If the police had swerved in front of the plane on the second or third turns, they could have cut him off!

Due to the great variation in rates of climb, dive, and structural stability of aircraft, these factors will be left for the Admin to decide.

VEHICLE MOVEMENT RATE TABLE

TYPE OF VEHICLE	COST (U.S. Dollars)	MAXIMUM VELOCITY (M.P.H.)	(Feet/Turn)
AUTOMOBILES			
Domestic 4-passenger	6,000	110	810
Sportscar (2-passenger)	10,000+	155	1140
Limousine	15,000	115	840
Police Car	——	120	880
SPECIALTY VEHICLES			
Jeep (4-wheel drive)	7,500	65	480
Snowmobile	2,000	65	480
TWO-WHEEL VEHICLES			
Bicycle	125	35	260
Motorcycle	1,500	100	730
Police Motorcycle	——	110	810
LARGER VEHICLES			
Van	6,000	90	660
Motor Home	25,000	85	620
Pickup Truck	7,000	95	700
Truck	10,000	75	550
Semi-trailer Truck	60,000	85	620
WATERBORNE VEHICLES			
Canoe	150	15	110
Rubber Raft (paddled)	200	5	35
Rowboat	300	12	90
Speedboat	9,000	65	480
Police Boat	——	80	590
Yacht	75,000	55	400
Hydrofoil	25,000	90	660
Mini-submarine*	50,000	40/50*	290/370
AIRBORNE VEHICLES			
Helicopter	30,000**	120	880
Police Helicopter	——	120	880
Light twin-prop plane	20,000***	95/190†	700/1390
Police Airplane	——	95/190†	700/1390
Small jet (seats 6)	250,000	100/500†	730/3670
Amphibious Airplane	25,000***	85/170†	620/1250
Cargo Plane‡	150,000	100/170†	730/1250
Hang Glider with tow rope	2,000	5/65†	40/480

*First number is underwater speed, second number is surface speed.

**Seats 2; for seats 4 add $10,000.

***Seats 2; for seats 4 add $5,000.

†First number is stall speed; vehicle will not remain in the air at slower speed. Second number is maximum airspeed.

‡Carries up to 1500 cubic feet of cargo or 2 autos.

Note: To convert movement in miles per hour (M.P.H.) to feet per turn, multiply the speed in miles per hour by 7.3; the result is an approximation of the speed in feet per turn.

THE MISSION

JOBSITE TRANSPORT

Unless the agent chooses to buy commercial transportation tickets or to rent or drive a vehicle alone to the jobsite, the agent can assume that the Organization transports him or her close to the jobsite by helicopter ladder, swimming from a nearby boat, walking from a parked vehicle, or parachuting into a region. If the agent wishes, that vehicle will wait for the agent or meet him or her at another predetermined location and time.

PREPARING A MISSION

The TABLE OF MISSIONS is set up so as to provide both a guideline for experience points and rewards to be given the agent upon mission completion, and enough information to allow for "ad-lib" or spur-of-the-moment missions. Example: an agent is assigned, whether in an elaborate modular setting or by the Admin's choice this session, to protect a defecting spy. Briefing information is A, B, and C, so the agent should be told by the Admin the identity of the defector, his last known location, and his destination—i.e., where the agent will pick him up. The Admin will not tell the agent the Withheld Information, which in this case is the number of people present at the pickup site, the number of guards present at the pickup site, and the chance the defector has of being armed. These factors will be decided by the Admin if they are not predetermined, as in a module. If desired, the Optional Rule COMPLICATIONS can be used. If it is, in this case, there is a chance of a police investigation as well as revenge by the injured party—in this example, the country the spy is defecting from. Experience points and money will be explained in later sections (see THE PAY OFF).

TABLE OF MISSIONS MISSION	BASE EXPERIENCE POINTS	100 point BUREAU BONUS	BASE MISSION PAYMENT	$25 BUREAU BONUS	HUMAN INVOLVED	BRIEFING INFORMATION	WITHHELD INFORMATION	POSSIBLE COMPLICATIONS
Assassination,		X	$100		yes	A,B	E,G,I	K
ultraclean	500			X				
clean	300							
messy	100							
Mugging,		X	$50		yes	A,B	E,G,I	K,L
clean	100			X				
messy	50							
Defection Protection	200	X	$25		yes	A,B,C	E,G,I	K,L
Blackmail	10 per $500	X	1%		yes	A,B,C	E,G,I	K,L,M
Extortion	150	X	$15		yes	A,B,D	E,G,I	K,L,M
Kidnapping	250	X	2%		yes	A,B,H	E,G,I	K,L,M,O
Arson	100	X	$40		sometimes	B	E,F	K,L,O
Bombing	150	X	$45		sometimes	B	E,F	K,L,O
Prison Break-in	400	X	$40		yes	A,B	E,F,G,I	K,O
Jail Break-in	200	X	$30		yes	A,B	E,G,I	K,O
Rescue	300	X	$45		yes	A,B	E,F,G,I	L,O
Hijacking	75	Y	$20		sometimes	B,D	E,F	K,L,O
Skyjacking	150	Y	$30		sometimes	B,C,D	E,F	K,L,O
Piracy	150	Y	$25		sometimes	B,D	E,F	K,L,O
Transportation of Goods	100	Y	$20			B,C,D	E,G	M
Stealing,		Y	$60			B,D	E,F,G	K,L,O
clean	250			Y				
messy	125							
Use of Counterfeit Money	125	Y	$5		sometimes	A,B,D	E,G,I	K,L
Breaking and Entering	50	Z	$10			B	E,F	K,L,O
Desensitizing Alarms	150	Z	$15			B	E,F	K,L,O
Animal Handling	25	Z	$5			B,D	E,F	L,O
Lying by Assignment	50	Z	$5		yes	A,B	E,G,I	L
Tailing	1 per move taken	Z	$25		yes	A,B,J	E,G,I	N,O
Surveillance	75	Z	$15		yes	A,B	E,F,G,I	N,O
Communication	200	Z	$15		yes	A,B	E,G,I	M
Full Investigation	400	Z	$30	Z	yes	A,B	E,F,G,I	N,O
			VARIOUS UNASSIGNED MISSIONS					
Killing Civilians (unarmed)	25	X	$0		yes	—	—	K
Harming Civilians (unarmed)	10	X	$0		yes	—	—	K,L
Killing Arms Bearers (Police, guards, etc.)	50	X	$0		yes	—	—	K
Harming Arms Bearers	25	X	$0		yes	—	—	K,L

TABLE OF MISSIONS KEY

A—Identity of human target.
B—Latest location known of target.
C—Destination of target.
D—Identity of object target.
E—Number of persons present at target site.

F—Security system.
G—Number of guards present at target site.
H—Amount of ransom to demand.
I—Target has chance of being armed.
J—How long to continue tailing.

K—Police investigation.*
L—Revenge by injured target(s).*
M—Possible interception.*
N—Surveillance problems.*
O—Occupational hazard.*

* There is a section detailing each of these in COMPLICATIONS.

X—Only agents working this mission for the ASSASSINATION BUREAU (Section 00) may claim this bonus.
Y—Only agents working this mission for the CONFISCATION BUREAU (Section 3) may claim this bonus.
Z—Only agents working this mission for the INVESTIGATION BUREAU (Section 2) may claim this bonus.

DEFINITION OF AGENT MISSIONS

Assassination—The elimination of a human target from the game by reducing the target's Life Level to zero. An ultra-clean assassination uses only one blow or shot; a clean assassination uses more than one blow or shot, and a messy assassination describes the event when harm or death results to characters besides the target.

Mugging—To injure or harm a human target by reducing its Life Level. A clean mugging reduces the target's Life Level, but does not kill the target; a messy mugging is when the target is killed or non-target characters are harmed or killed during the mugging.

Defection Protection—The transporting of a human target from one location to a destination without the target being assassinated, being captured by adversaries, or escaping/disappearing.

Blackmail—To threaten a human target with public exposure or criminal prosecution for the purpose of gaining payment. The agent must first place the target in a potentially incriminating situation and then threaten to expose with pictures, stolen objects, tape recordings, etc.

Extortion—To obtain something from a human target by force or by some means of illegal ingenuity. Blackmail or mugging tactics can be used.

Kidnapping—To capture and hold a human target until a ransom is paid.

Arson—To burn a structure or vehicle.

Bombing—To use an explosive against a structure or vehicle; or, incidentally, as a means of assassination.

Prison Break-In—To enter a prison to either rescue or eliminate a human target within.

Jail Break-In—The same as a prison break-in, except that it occurs at a jail rather than a prison.

Rescue—To remove, without assassination, a human target from his place of captivity to somewhere else (excluding jails or prisons).

Hijacking—To steal a vehicle in order to loot its cargo.

Skyjacking—To force an air vehicle to land someplace other than its intended destination.

Piracy—To steal a water vehicle or to steal from one; in the looser sense of the definition, most crimes on the high seas can be considered as piracy.

Transportation of Goods—To transport an object target from a given location to a destination.

Stealing—To remove an object target from its location. Clean stealing is done without the assassination or mugging of someone; messy stealing involves theft where someone is harmed or killed.

Use of Counterfeit Money—To give to someone counterfeit currency or to replace authentic currency with counterfeit currency in some manner, usually through buying or depositing it in a bank.

Breaking and Entering—The act of breaking open and entering a locked/secured structure or vehicle.

Desensitizing Alarms—To render any or all warning devices inoperative.

Lying by Assignment—To tell specific falsehoods to a chosen human target.

Tailing—To follow or keep watch on a human target no matter where they go over a series of moves.

Surveillance—To stake out a specific location and watch for selected human or object targets.

Communication—To send or deliver a message to a selected human target.

Full Investigation—To collect all the possible information about a selected human target by tailing, surveillance, and by using contacts.

Collecting Data—Recording the events of a mission and all that the agent finds out.

Labwork—Use of scientific or technological means to get information.

Counterfeiting—To produce illegitimate currency or documents.

Selling—To give a specific good or service in return for monetary payment.

Killing—To eliminate a character by any means.

Harming—To mug, wound, gas, or forcibly direct any character.

OBJECT TARGETS

Some suggested object targets that can be used for the various assignments include: documents, money, jewels, inventions, paintings, formulae, rare specimens, blueprints, and vehicles. The form of the object can vary greatly—for example, documents can be full size or reduced to microfilm.

HUMAN TARGETS

A suggested list of human targets for the various missions follows: foreign dignitary, foreign agent, traitor, defector, double agent, sleeper agent, organized crime figure, politician, diplomat, religious figure, head of state, scientist, and informant. The list of possibilities is, of course, endless . . . .

ABILITIES OF NON-PLAYER CHARACTERS

When it becomes necessary to determine a trait or rating for any non-player character, the Admin may simply roll percentile dice for a straight value; that is, not adding any of the player character bonuses. To determine Life Level for civilians, roll one 10-sided die unless they have some special abilities that would increase these: an acrobat or athlete, for example, would be in the higher category. For these special civilians and all non-player agents for whom complete stats are not available or desired, roll two 10-sided dice and add the results to get that character's Life Level.

CIVILIANS ARE CONSIDERED TO BE ZERO LEVEL as regards experience points, attack matrices, etc. Special civilians, such as diplomats or celebrities, can be considered to be above zero level for the purpose of determining experience points for players (see CALCULATING EXPERIENCE POINTS).

CONTACTS

Contacts are non-player characters that an agent communicates with. For an agent to get unusual information from a contact, the two must meet in a non-combat situation—bullets and fists cannot be flying while the agent and the contact are trying to communicate verbally! Usually, both parties must speak the same language, be within speaking range, and located face-to-face. The agent begins by choosing one of the nine methods of contact and tells the Admin which one he or she has chosen. The nine methods are listed below with the corresponding Traits which will be considered. It is usually best to choose the method of contact which corresponds to that agent's highest Trait value. If the agent has a lot of cash on hand, Bribing is an effective (but expensive) method of gaining information.

CONTACT METHOD	TRAIT COMPARED
Force	Physical Strength plus HTH weapon value (if any)
Fool	Knowledge first, then specific Area of Knowledge
Fascinate	Charm
Dazzle	Coordination
Scare	Courage plus HTH weapon value (if any)
Impress	Offense
Con	Deception
Lure	Evasion
Bribe	Cash value divided by Willpower of contact

The Admin then finds the contact's Trait value (randomly or pre-determined) for the method of contact chosen by the agent and locates that value on the horizontal axis of the CONTACT REACTION TABLE, adjusting for drawn Hand-to-Hand

CONTACT REACTION TABLE

AGENT'S TRAIT VALUE	\\ CONTACT'S TRAIT VALUE 1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100	101-110	111-120	121-130	131-140	141-150
1- 10	F	F	F	F	F	G	G	G	G	H	H	H	I	I	I
11- 20	E	F	F	F	F	F	F	G	G	G	G	H	H	H	I
21- 30	E	E	F	F	F	F	F	F	G	G	G	G	H	H	H
31- 40	E	E	E	F	F	F	F	F	F	G	G	G	G	H	H
41- 50	E	E	E	E	F	F	F	F	F	G	G	G	G	H	H
51- 60	E	E	E	E	E	F	F	F	F	G	G	G	G	G	H
61- 70	D	E	E	E	E	E	F	F	F	F	F	G	G	G	G
71- 80	D	D	E	E	E	E	E	F	F	F	F	G	G	G	G
81- 90	D	D	D	E	E	E	E	E	F	F	F	F	G	G	G
91-100	D	D	D	D	E	E	E	E	F	F	F	F	F	G	G
101-110	C	D	D	D	D	E	E	E	E	F	F	F	F	F	F
111-120	C	C	D	D	D	D	E	E	E	E	F	F	F	F	F
121-130	C	C	C	D	D	D	D	E	E	E	E	E	F	F	F
131-140	B	C	C	C	D	D	D	D	E	E	E	E	E	F	F
141-150	B	B	C	C	C	D	D	D	D	E	E	E	E	E	E
151-160	A	B	B	C	C	C	D	D	D	D	E	E	E	E	E
161-170	A	A	B	B	C	C	C	D	D	D	D	E	E	E	E
171-180	A	A	A	B	B	C	C	C	D	D	D	D	D	E	E
181-190	A	A	A	A	B	B	C	C	C	D	D	D	D	D	E
191-200	A	A	A	A	A	B	B	C	C	C	D	D	D	D	D
201 and higher	A	A	A	A	A	A	B	B	C	C	C	C	D	D	D

weapon values for Forcing and Scaring if a shootout does not ensue.

The agent's Trait value is located on the vertical axis. Where the lines from these coordinates cross, there will be a letter; this letter corresponds to a reaction listed in the key. Only one method of contact can be used per agent per meeting per contact, although two or more agents can try to use the same method of contact against one target. The Trait values of the agents are added together and the sum is compared against the single contact's Trait value, even if other contacts or characters are nearby.

If the reaction to a method of contact is for the contact to not listen and to walk away, the contacting agent cannot attempt another method of contact. The target will continue to walk away from or otherwise ignore the agent.

Fooling

If an agent wants to FOOL a contact, the general Knowledge traits are first compared, and if the interaction continues, specific Areas of Knowledge (q.v.) are compared. Example: an Oriental martial arts expert agent walks into a French chef's kitchen. The agent announces to the Admin, "I'm going to try to FOOL the chef into telling me what's in the food he's cooking, so my buddies can sneak into the basement." The chef's Knowledge is randomly determined to be 37. The Admin finds the value on the horizontal axis in the 31-40 range. The agent's Knowledge is 126 and is found on the vertical axis in the 121-130 range. The lines from these coordinates cross at the letter D. This result means that the chef will listen to the agent, and half the time (the Admin successfully rolls a 35) will try to answer any questions the agent might have. The chef has been FOOLED in this case, but if the agent continues, specific Areas of Knowledge will be compared (in this particular case, the AOK for Home Economics).

The agent, trying to distract the chef, points into the salad bowl and says, "I know a little about the culinary arts myself. I'm sorry to be the one to tell you this, but do you see how much lettuce you've bruised by cutting instead of tearing?"

The chef's Area of Knowledge for Home Economics (the closest thing to cooking) is randomly determined to be 129 (he is an expert after all!). The agent's Home Economics value is only 63. Using the same coordinate system, the result is found to be G. This means another die roll is made by

the Admin; the result is 25, which would normally result in the contact hurrying away. Since the chef would not leave the kitchen, he demands that the agent leave. The chef has not been fooled but insulted, and the agent cannot attempt to communicate with him any more that day.

NOTE: just rolling the dice in this kind of situation is insufficient; the player must still actually "talk" to the contact, and not just say, "I'm trying to Fool him."

CONTACT REACTION KEY

KEY CODE	RESULT
A	Contact will listen to the agent, try to answer anything the agent asks, and try to do anything the agent requests.
B	Contact will listen to the agent, try to answer anything the agent asks, and will try to do anything the agent requests 50% of the time (01-50 on percentile dice).
C	Contact will listen to the agent, and will try to answer anything the agent asks.
D	Contact will listen to the agent, and 50% of the time (01-50 on percentile dice) will try to answer anything the agent asks.
E	Contact will listen to the agent, then (Admin's die roll) will walk away (01-33); will ask the agent to leave (34-66); or will ask the agent to shut up (67-00).
F	Contact will not listen to the agent, and (Admin's die roll) will walk away (01-33); will ask the Agent to leave (34-66); or, will ask the agent to shut up (67-00).
G	Contact will not listen to the agent and (Admin's die roll) will hurry away (01-33); will demand that the agent leave (34-66); or will demand that the agent shut up (67-00).
H	Contact will not listen to the agent, and (Admin's die roll) will hurry away (01-25); will demand that the agent leave (26-50) or shut up (51-75); or, will attempt to engage in Hand-to-hand combat (76-00).
I	Contact will not listen to the agent, and will attempt to engage in Hand-to-hand combat.

Bribing

If an agent plans to BRIBE a contact, he or she must hand to the contact a specific amount of money. The Admin then divides the dollar amount by the contact's Willpower. The resulting quotient corresponds to a letter on the CONTACT REACTION KEY, so going to the Table is unnecessary. If the reaction is to answer questions, the contact will answer 1-5 questions before needing to be bribed again. Roll a 10-sided die: 1-2, contact answers 1 question; 3-4, contact answers 2 questions, etc.
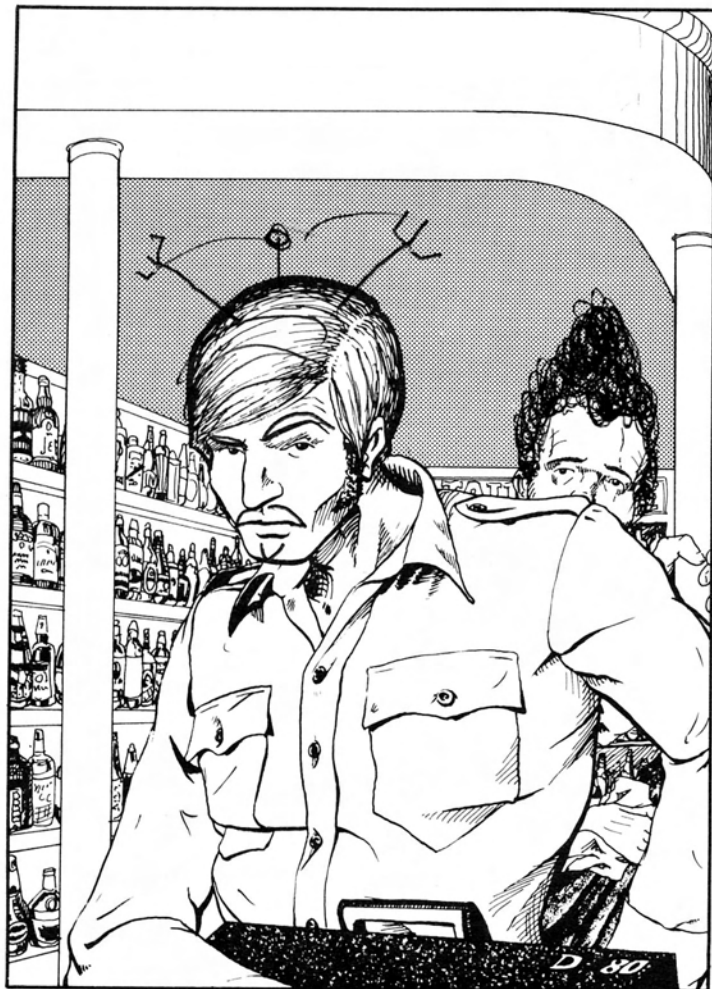
$$\text{BRIBE FACTOR} = \frac{\text{Monetary Bribe Offered (\$)}}{\text{Contact's Willpower value}}$$

BRIBE FACTOR	REACTION KEY CODE
0-1.00	E
1.01-5.00	D
5.01-10.00	C
10.01-50.00	B
50.01 and higher	A

RANDOM ANSWERS

If no one really knows the answer to a yes-no question and the Admin isn't prepared to make one up, roll a 10-sided die for the answer: 1-5 means yes, and 6-10 means no. For random organizations, codes, or locations, select from the tables that are included below. If desired, random locations can be generated by using percentile dice with those tables.

Because of the randomness of the system, conflicting answers may result from overuse. Of course, lies are possible. . . .

RANDOM LOCATION TABLES

INDOORS (01-50)		OUTDOORS (51-00)	
01-03	bar	01-04	circus
04-06	hotel	05-08	top of skyscraper
07-09	casino	09-12	cave
10-12	office	13-16	catacombs/cemetery
13-15	elevator	17-20	park
16-18	restroom	21-24	street corner
19-21	museum	25-28	sewer/canal
22-23	art gallery	29-32	newsstand
24	church	33-36	pool
25-27	school	37-40	rifle range
28-30	university	41-44	archery range
31-33	hospital	45	race track, dog
34-36	factory	46-47	race track, horse
37-39	private home	48	race track, car
40-42	palace	49-50	forest preserve
43-45	fortress	51-56	monument
46-48	castle	57-60	stadium
49-51	mansion	61-64	beach
52-53	massage parlor	65-68	telephone booth
54	gymnasium	69-72	tunnel
55-57	retail shop	73-76	woods/jungle
58-60	sauna	77-80	golf resort
61-63	billiard parlor	81	other resort
64-66	monastery	82-84	aquarium/zoo
67-69	commune	85-88	mountaintop
70-72	laboratory	89-92	desert/rain forest
73-74	penny arcade	93-96	grass plains/tundra
75	occult shop	97-98	at sea—yacht
76	bomb shelter	99	at sea—other
77-78	bus depot	00	arctic/antarctic
79-80	train depot		
81-82	farmhouse		
83-84	barn		
85-87	stable		
88-90	theater		
91-93	prison		
94-96	restaurant		
97-99	library		
00	embassy		

The Admin simply selects an answer from the appropriate table (or, if desired, rolls percentile dice to determine random locations); he or she must then interpret the answer as the situation dictates. Example: assume the agent is a "friendly" one—that is, aligned with the Western countries as opposed to Warsaw Pact countries. He catches a wounded fleeing suspect and forces him to spill the beans. The Admin picks an organization from APPENDIX FOUR (NSA), then rolls percentile dice and gets a 23 (Indoors) and a 75 (occult shop). The Admin tells the agent that all the suspect can gasp out before he dies is "NSA"—and the name of an occult shop downtown. Does this mean that the suspect actually worked for the National Security Agency and was trying to infiltrate the occult shop? Or, could it mean that the man was in the employ of the shop and they have some dastardly plot against the NSA cooked up? Even the Administrator may not know at this point, and depending on what actions the agent takes to investigate the matter the trail may lead nowhere or to an exciting mini-scenario generated on the spur of the moment by a couple of random answers!

GUARDS

Guards are defined as armed private protectors of object and human targets. Their weapons can be keyed by the Admin or distributed randomly using the following section, ENEMY WEAPONRY (RANDOM DETERMINATION). Guards will protect their target to the death and will not flee. They will occasionally wear protection as indicated below (roll percentile dice):

PROTECTION DETERMINATION FOR GUARDS

01-05 bulletproof helmet and bulletproof vest
06-09 bulletproof vest only
10-14 bulletproof shield only
  15   bulletproof vest and bulletproof shield
16-00 none

ENEMY WEAPONRY (RANDOM DETERMINATION)

Roll percentile dice to indicate the appropriate armament for non-player characters that have not been keyed by the Admin. Assume one full ammunition magazine or load per weapon and shoulder holsters or slings are carried.

01-10 .22 double-action self-load handgun (c)*
11-20 .357 snub-nosed, swing-out revolver (i)
21-30 9mm P-08 Luger self-load handgun (f)
31-40 .45 U.S. Gov. self-load handgun (l)
41-50 5.56mm NATO M-16 (v)
51-60 .30 semi-automatic M1 carbine (M)
61-70 9mm short Sterling MK-4 submachine gun (u)
71-80 .45 M3 submachine gun (r)
81-90 12-gauge improved cylinder semi-automatic shotgun (aa)
91-00 .410 improved cylinder semi-automatic shotgun (ee)
* () refers to QUICK REFERENCE CODE, page 21

AMMUNITION FOR RIFLES, SUBMACHINE GUNS, AND PISTOLS

01-70 standard
71-80 armor-piercing
81-95 dum-dum
96-00 gyrojet

AMMUNITION FOR SHOTGUNS

01-25 shot size 2
26-50 shot size 4
51-75 shot size 6
76-00 shot size 8

POLICE

Police are defined as the local law enforcement agency. Police cannot enter a building or board a vessel (air or water) without permission of the owner unless an obvious crime is being committed there at the time. Police cannot enter regions other than where they are assigned. Each individual police unit has communication with all other regional police units. Agents can assume that police will fire on anyone that attacks them or does not stop when ordered to.

How the agent begins the escape determines what type of police vehicles may chase the agent. Roll percentile dice to determine types:

AGENT BEGINS ESCAPE:	RANDOM VEHICLE TYPE:
On foot	01-20 on foot, 21-90 automobile, 91-00 motorcycle
With land vehicle	01-90 automobile, 91-95 motorcycle, 96-99 helicopter, 00 airplane
With water vehicle	01-75 boat, 76-94 helicopter, 95-00 airplane
With air vehicle	01-55 helicopter, 56-00 airplane

Roll a 10-sided die for the number of vehicles in pursuit; however, a maximum of two helicopters or one airplane will pursue. Assume two officers to each vehicle except for motorcycles, which carry only one. Vehicles may be of mixed type, if desired.

POLICE WEAPONRY (RANDOM DETERMINATION)

Weaponry that police carry is extremely variable depending on the situation, location, etc. The Admin may key the weapons of the police, or may use the following tables to randomly determine what they carry. Note that special groups should have appropriate weapons; for example, riot squads would always carry shields, helmets, and billy clubs in addition to anything else; SWAT teams would have a full selection of weapons; detectives would probably only be carrying a pistol, and so on.

For police on foot, roll only on the first table (personal armament); for police in vehicles, also roll on the POLICE WEAPONRY CARRIED IN VEHICLES table. Motorcycles carry no extra weapons.

POLICE WEAPONRY CARRIED ON SELF

01	A,B,C,D,G
02-06	B,C,D,G
07-10	C,D,G
11-60	D,G
61-80	E,G
81-90	F,G
91-94	G
95-00	G,H

A —Bulletproof shield
B —Bulletproof helmet
C —Bulletproof vest
D —.357 Police Magnum revolver (j), extra ammunition
E —9mm FN Browning High-Powered self-load pistol (e), extra ammunition (magazines)
F —.45 U.S. Gov. self-load (l), extra ammunition (magazines)
G —Billy club (rr)
H —Mace canister

POLICE WEAPONRY CARRIED IN VEHICLE

01-30	A
31-55	A,D
56-75	B,D
76-85	C,D
86-00	E

A —12-gauge full choke pump-action shotgun (aa); ammo is shot size 2
B —5.56mm M-16 assault rifle (o); extra ammunition
C —.45 Thompson submachine gun (q); extra 20-shot magazines
D —Tear gas canisters (2), fired by tear gas rifle also in vehicle
E —Nothing except personal armament

Anyone captured by the police will be searched (see SEARCHES). If the character resists arrest or the search, he or she will probably get cuffed. For each resistance roll percentile dice to find out if the character is cuffed, and if so, what type of cuffing:

POLICE CUFFING TABLE

01-10	No cuffing
11-20	Gagged, wrists cuffed (reduce Coordination 20%)
21-80	Wrists cuffed only (reduce Coordination 20%)
81-90	Wrists and ankles cuffed (reduce Coordination 54%)
91-00	Ankles cuffed only (reduce Coordination 34%)

Example: Agent Cathal has a Coordination of 85. He resists arrest by the police, and the die roll is 18, so he is gagged and his wrists are cuffed. His Coordination is reduced 20%; 20% of 85 is 17, so Cathal's Coordination (85 − 17) is now 68.

SEARCHES

When captured by anyone, a search will be conducted of the captive's person. Initially, any contents of the hands will be removed and any non-worn object (such as a suitcase) will be placed out of reach or the captive will be moved away from them (in an automobile, to another room, etc.). Next, the agent will be frisked, and any object larger than a .22 caliber bullet will be removed from the body. At the jail, the agent's shoe strings and belt will also be removed to prevent self-inflicted injury. If taken to an actual prison an entire change of clothes will be made. If the captive is not taken to jail or prison further searches are up to the captor.

Any belongings the agent possesses will also be searched. If two or more identity papers, passports, or visas are found it will be assumed that some or all of them are either stolen or counterfeit.

Counterfeit money, identity papers, passports, or visas are detected in the following manner: first, determine the searcher's knowledge value randomly. Next, subtract 50 from this value; the result is the percentage chance the searcher has of detecting the counterfeit items.

Searches are usually conducted with weapons drawn and pointed at the person being searched.

(Note: Inside one's shoes or mouth seem to be the best places to smuggle objects.)

THE PAYOFF

REST & RECUPERATION

When an agent evades pursuit and escapes to a "safe" zone, R&R can occur. Under hospital care, the agent will recover one Life Level point for each day spent in the hospital. Resting without hospital care will restore one Life Level point every three days. If at any time an agent moves more than a nominal distance (i.e., out of the building), the day is counted as no rest and no Life Level points are restored.

As soon as an agent begins R&R, experience points and job payment may be calculated and awarded. In addition, any Permanent Losses are determined and noted (if the optional TEMPORARY LOSSES and PERMANENT LOSSES rules are being used): finally, experience points are used to improve character abilities. These procedures are detailed in the following sections.

CALCULATING EXPERIENCE POINTS

Experience points are awarded by adding the Base Experience Points value for the mission(s) completed to the 100 point Bureau Bonus if the agent is entitled to it; this total is then divided by the agent's experience level. For example, a 5th level assassin assassinates a human target in an ultraclean manner. The listed value is 500 experience points. He is working in the Assassination Bureau, so he gets the 100 point bonus. The 600 experience points are divided by 5 (the assassin's level). The assassin is awarded 120 experience points for the job.

CALCULATING JOB PAYMENT

For jobs involving a human, multiply the agent's experience level by the involved human's experience level. This product is then multiplied by the result of a die roll (1-10). Multiply the new product by the Base Mission Payment (plus Bureau Bonus, if any). This result is what should be paid to the agent for this job. Civilians are considered to have an experience level of zero; however, a prominent non-agent (a diplomat, for example) would be considered as above zero level—the Admin must decide how much higher.

$$PAYMENT = A \times H \times D \times (P + B)$$

A — Agent's level
H — Human target's level
D — Result of 10-sided die roll
P — Base Mission Payment
B — $25 Bureau Bonus (if applicable)

Example: A 5th level assassin cleanly mugs a first level agent. The die result is a 4. Since the assassin works in Section 00 (Assassinations), it is seen from the TABLE OF MISSIONS that he does receive the $25 Bureau Bonus which is added to the $50 Base Payment for a Clean Mugging. Multiplied together, 5 × 1 × 4 × $75 = $1500. $1500 should be paid to the agent for this job.

For jobs not involving a human, use the same formula but leave out the human's experience level (H).

EXPERIENCE AND PAYMENT FOR MORE THAN ONE AGENT

Experience points are awarded to each character as a result of what he or she did during the mission, and are divided among those participating in the action. Example: three spies (Anatoly, Marya, and Alexi) complete their assassination mission. In the course of the mission, Anatoly killed two 2nd-level guards (arms bearers), Marya killed one guard, Marya desensitized an alarm, Alexi passed counterfeit money, and both Marya and Alexi had a hand in assassinating their target. Anatoly would receive experience for the guards he killed, Marya would get experience for the guard she eliminated, the alarm she put out of commission, and half the experience for the assassination; Alexi would receive full experience for the counterfeit money and half the experience for the shared assassination.

Payment is handled somewhat differently. For teams of up to four agents, each agent is payed in full for any action he or she engaged in. In the previous example, Marya would receive full payment (based on _her_ level) for killing an arms bearer, desensitizing the alarm, and assassinating the target. Alexi would receive full payment for passing the counterfeit money and for the assassination, based on his experience level; and Anatoly would receive payment for killing two arms bearers, _and_ for the assassination. Even though he did not actually shoot at the target, the assassination _was_ the mission, and he participated in the plan—which was a team operation. Full payment would not be given to someone who never

risked his or her character: a getaway driver who never enters the building to be robbed, or someone who hangs back when there is danger confronting the rest of the team. The Admin's judgment is of paramount importance, and the Admin can withhold any or all payment from characters who do not contribute to the team.

Teams of five or more agents (including non-player characters) will not receive full payment, since with all the support the mission becomes easier. If five agents participate in one action, payment would be calculated on the basis of the four highest-level agents participating and then divided equally among the five. If six agents participated, the payments for the four highest-rated agents would be totalled and divided equally among the _six_ agents, etc. This will always apply to the overall mission: even if from a team of 10 agents only one shoots the target, each agent will get 4/10 of the assassination payment.

This does not apply to individual actions and actions involving four or less agents, excepting the overall mission. If a team of 6 agents on an extortion mission split up, and 4 agents killed a guard while 2 agents desensitized an alarm, the 4 agents would each get full payment for the guard while both of the 2 agents would receive full payment for the alarm desensitization.

IMPROVEMENT OF CHARACTER ABILITIES

Scores of the six Primary Character Traits (and thereby the Secondary and Tertiary traits and values) can be improved and/or restored in the following manner. Total the experience points earned by the player, and divide the total by 100 (rounding down); the result is the number of points that may be added to any or all of the character's traits in any combination. Example: the first mission earns "The Silencer" only 75 experience points; 75 is less than 100 so she can not improve any of her scores. On the next mission she receives 350 points, so with a total of 425 points she can add 4 points to her traits. She chooses to add 3 points to her Physical Strength (to help improve her Life Level), and 1 point to her Coordination (to strengthen her Offense rating). Since she has only used 400 of the 425 possible points, 25 points are "unspent" and carried over to the next improvement. On her third mission "The Silencer" nets 510 points, so overall she has 935 points and has become a second level assassin (500 points necessary). However, only 510 points (from the recent mission) plus 25 points ("unspent" and accumulated) are available for improvement; the total of 535 means that 5 points can be added and 35 points will remain unspent. She decides to spend all 5 points to help restore Coordination, which was reduced by Permanent Losses on the last job.

Note that "spending" points for trait improvement in no way uses up or reduces the total experience points for level advancement. Records should be kept both of total overall experience points and of experience points available for character improvement (see the CHARACTER RECORD SHEET).

There is no limit on how far abilities may increase, except for specific Areas of Knowledge (AOK's). Scores of over 100 are possible, and quite probably will be necessary as the agent proceeds to higher levels in his or her bureau, for the better the agent, the tougher the challenges must be.

Adding to the Knowledge trait is handled somewhat differently. There is still no limit on the general Knowledge score (i.e., it can exceed 100), but for each point of Knowledge added, 5 points of specific knowledge are received and may be added to the agent's score in any _one_ specific knowledge area (see **CHARACTER CONSTRUCTION**, AREAS OF KNOWLEDGE). The Knowledge value can be increased in either a superior AOK or a normal AOK. An AOK score for player characters can never exceed 150.
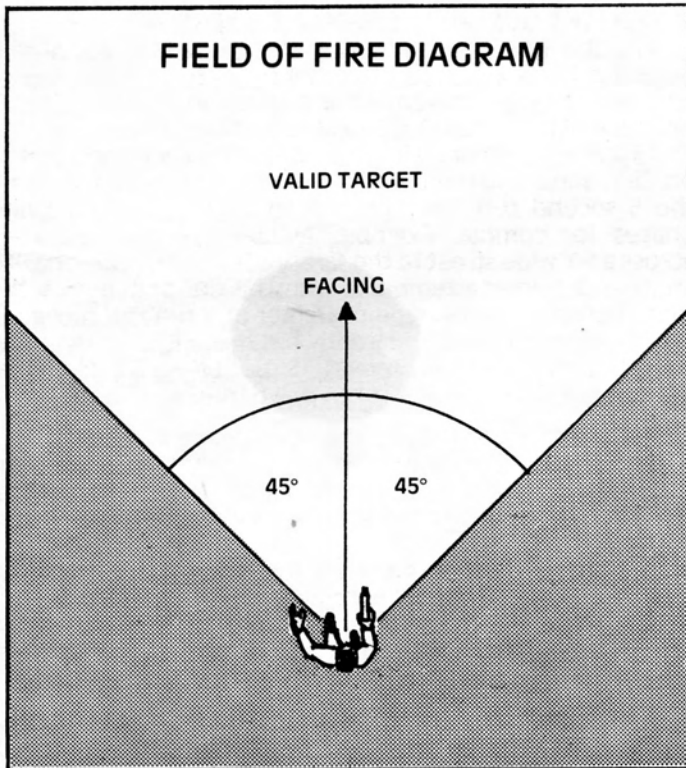
COMBAT

GENERAL COMBAT INFORMATION

Combat is divided into two distinct types: Projectile Combat (including gunfire) and Hand-to-hand Combat (HTH). Each of these will be dealt with separately in the sections following. In addition, a special type of HTH combat called Possession Combat is used when opponents are struggling over some item or when their abilities are being compared to determine which fighter will initially be the attacker.

Normally, combat will precede movement. However, if at any point during the move conditions for combat are met, it can occur. Example: one player has written orders for his character to observe a particular street and to shoot at any enemies he sees. Another player's orders for that turn are that her character will run across that same street, gun drawn. Obviously, as soon as the woman becomes visible combat will occur, so she is not bound by her previous order but may choose to stop and defend herself.

FIELD OF FIRE

A character may fire at targets within 45° of either side of the direction he or she is facing. It takes only one phase (1 second) to change facing to any direction whatsoever, barring unusual circumstances (such as restricted movement). Vertical separation of shooter and target has no effect except for normal range increase.

FIELD OF FIRE DIAGRAM

VALID TARGET

FACING

45°   45°

SEQUENCE OF PLAY

The sequence of play for TOP SECRET is as follows:

1) If either of the characters wishes to fight for possession of an item and they start the turn within 5' of each other, POSSESSION COMBAT can occur.
2) If neither wishes Possession Combat, but either wishes to engage in Hand-to-hand Combat and they start the turn at 10' or closer, then HAND-TO-HAND COMBAT can occur.

3) If neither character wishes to engage in Possession or Hand-to-hand Combat, or if the characters are too far away from each other, then PROJECTILE COMBAT can occur if either character wishes.
4) If neither character wishes to engage in combat, then both characters can MOVE normally.

For movement while engaged in HTH or Projectile Combat, see the rules concerning that type of combat.

SURPRISE

When one or more characters encounter other characters, some of the characters may be surprised, causing them to momentarily delay their reaction. Surprise values are compared, with characters in a group taking the lowest value in the group as the group's value. If the difference in values is 0-25, neither party is surprised; if the difference is 26-50, the party with the lower value is surprised; and, if the difference is 51 or greater, the party with the lower value is completely surprised. Surprise affects who gets the first shot in projectile combat and who becomes the initial attacker in Hand-to-hand combat.

If one character simply happens upon another, their Surprise values are simply compared directly to give the difference in values. If a character is waiting and steps out in front or to the side of another, that first character adds +25 to his or her Surprise value for this turn only, and then Surprise values are compared. If a character is prepared and waiting and attacks another character from above or behind, the attacking character gets to add +50 to his or her Surprise value for this turn only, and then Surprise values are compared.

If a character has completely surprised another, the attacker may employ the optional SNEAK ATTACK rule if desired, as long as the victim is within short range or less. If a character is surprised or completely surprised, that character cannot use the optional CALLED SHOTS rule in his or her first turn.

The normal use of Surprise values assumes that characters are exercising caution and are remaining relatively quiet prior to an encounter. If this is not the case, the Administrator can adjust the Surprise values accordingly.

PROJECTILE COMBAT

FIRST SHOT DETERMINATION

Unless one party involved in the combat is completely surprised, this procedure to determine who gets the first shot and the subsequent order of firing must be followed. If a character completely surprises an opponent, the surprising character will automatically get the first shot. Furthermore, if the victim is at point blank range or at short range, the attacker may choose to SNEAK ATTACK (if that Optional Rule is being used). After the ambusher has taken his or her "free" shot by either of these means, the standard first shot determination method described below is used to determine order of firing.

To determine which character gets the first shot and the order of firing for the other characters, take the Offense value of each character involved and add or subtract the appropriate modifiers from the FIRST SHOT DETERMINATION CHART. When all of the modifiers that are applicable are added to or subtracted from the Offense value, the resulting number is the Net Speed for that character. Compare the Net Speeds of all the characters involved in the fight. The character with the highest Net Speed fires the first shot, the character with the second highest total shoots second, the character with the next highest total shoots third, and so on until all characters have fired once. This ends the first phase.

If any of the modifiers have been changed, then Net Speeds must be recalculated to determine if the order of firing has been changed. Most commonly, these modifier changes will involve one or more characters getting wounded; however, note that the SURPRISE FACTOR modifiers apply only during the first phase, and that the DRAWING modifiers apply only during the phase the weapon is drawn. Assuming guns are drawn and battle is commenced, only WEAPON SPEED, WOUNDS, and MOVEMENT will modify the order of firing.

When the new order of firing has been determined, shooting proceeds as before: the character with the highest Net Speed shoots first, the next highest shoots second, etc. When all surviving characters have fired their second shot, the second phase is over and the order of firing for the third phase can be determined. At the end of five phases, or at the end of any phase in which no character fired, the turn is over. This represents a momentary pause in firing where the shooters can recover, so all HIT DETERMINATION modifiers revert back to the base figures. Note that DRAWING and SURPRISE FACTOR modifiers would not necessarily be in effect again because of this, but only if they are applicable.

FIRST SHOT DETERMINATION CHART

DRAWING
(1st phase weapon is drawn only)

Waistband, front	−2
Hip holster	−4
Coat pocket (same side)	−5
Cross-draw hip	−6
Shoulder holster	−8
Shirt pocket	−8
Pants pocket (same side front)	−10
Shoulder sling	−10
Waistband, back	−12
Pants pocket (either side rear)	−12
Neckband	−14
Pants pocket (opposite side front)	−14
Ankle or Shoe holster	−16
Other	Admin's Judgement

AIMING

Normal	0
Hipshooting	+10

SURPRISE FACTOR
(1st Phase Only)

Giving opponent the first move	−3
Shooter surprised (including target appearing suddenly in the field of vision)	−5
Shooter completely surprised (including returning fire from above, behind, or sneak attack)	−10

WEAPON SPEED

Very Slow	−10
Slow	−5
Below Average	−3
Average	0
Fast	+5
Very Fast	+10

SHOOTER'S MOVEMENT

Walking	0
Crawling	0
Running	−20
Running and Dodging	−25
In or On Moving Vehicle	−10
Wading	−5

AUTOMATIC WEAPONS

If a character has an automatic or semi-automatic weapon (indicated by a RATE greater than 1 on the WEAPONS CHART), he or she may elect to fire more than one shot per phase. The RATE gives the maximum number of shots that weapon may fire per phase. An agent with a .45 caliber M3 submachine gun (r), for example, could fire from one to five shots each phase when it was his or her turn.

Any time multiple shots are taken with automatic weapons, one-half of the shots occur at the agent's position in the order of firing, and the remainder occur after everyone has fired for that phase. If the agent with the M3 wanted to fire 5 shots, he or she would shoot twice at the proper time and then fire the remaining three shots at the end of the phase. As indicated, fractions are rounded against the shooter, so if the agent fired three shots, one would occur at the proper time, and two would be fired at the end of the phase (assuming the agent is still alive).

If more than one character is firing multiple shots with some shots occurring at the end of the phase, the character who would normally shoot first in the order of firing would fire one of his or her remaining shots, then the character with the next highest Net Speed would shoot one of his or hers, and so on until all characters firing automatics had shot one of their remainder. The process would be repeated with the second and third remaining shots, if any.

Any time a character goes unconscious or is killed, that character stops firing his or her weapon immediately. This is true even with automatic weapons.

MOVEMENT DURING PROJECTILE COMBAT

Any character may be moving at any rate of speed during Projectile Combat, subject to other restrictions. The bonuses and penalties of movement are given in the FIRST SHOT DETERMINATION and HIT DETERMINATION sections.

Movement occurs after combat. Any shooting for the phase is done, and then the characters are moved. At any time the 5-second turn may be broken up into five 1-second phases for combat. Example: an average character runs across a 50' wide street to the safety of the other corner while another character attempts to swing his rifle and shoot at the first character. An average character at a run can move 75' (see MOVEMENT), and apparently has made it to cover. However, the character only moves 15' per phase (75'/5 phases per turn), so the move is broken down thusly:

(1st phase)—"A" runs 15'; "B" swings and aims rifle.
(2nd phase)—A runs another 15', but before this can occur B can and does shoot at A (movement is after combat); if A survives, he has travelled 30'.
(3rd phase)—B shoots again; if A survives, he has made 45' of the 50' necessary to cross the street.
(4th phase)—B shoots again; if A survives, he has escaped to safety. If A was armed, he could have returned fire at any point during the battle.

A character may complete a move of any sort and drop prone at the end of the move, or at any point during it. A character may fire while dropping prone, although there is a penalty (see HIT DETERMINATION CHART). Getting up from a prone position for any movement except crawling requires one full phase, during which the character cannot fire.

HOW TO USE THE WEAPONS CHART

The WEAPONS CHART is a listing of many types of firearms and other weapons that are either currently in use in some parts of the world, or figure prominently in fictional spy literature. The ratings are subjective, but are based on actual performance figures found in references listed in the bibliography as well as others. Some factors have been modified to conform with game mechanics and to enhance playability. The Optional Rule GUN DESIGN shows how to create statistics and ratings for any weapons the reader would like to add to the chart.

QUICK REFERENCE CODE—This is to assist Admins in keying weapons for non-player characters. Simply use the one- or two-letter code instead of the lengthy name of the weapon.

WEAPON—This gives a general description of the weapon, including bore size and grouped by weapon type (pistol, rifle, etc.). For some weapons the name of a real weapon is given, and the country that weapon is or was produced in is indicated in parentheses. Weapon statistics are not unique; that is, there may be two totally different weapons that perform identically within this game system. When more than one version of a weapon was available, the most recent or most famous one was selected.

PWV—The Projectile Weapon Value is the number which is added to the shooter's Offense to give the base percentage chance of hitting the target. This chance is then modified by range and other factors. The PWV is calculated by using the weapon ratings Accuracy, Concealment, Firepower, Power, and Reliability (see the Optional Rule GUN DESIGN for further details).

PB—Point Blank range is from 0-3 feet.
S—Short range is from 4-50 feet.
M—Medium range is from 51-600 feet.
L—Long range is from 601-3000 feet.
RM—Range Modifier is the modification to the PWV when the target falls within that range.
WS—The Weapon Speed is used in FIRST SHOT DETERMINATION to determine the order of firing. It is a measure of the bulkiness of the weapon, the quickness of its mechanisms, and the ease with which it can be aimed.
RATE—The Rate is the maximum number of shots that can be fired per phase with that weapon.
AMMO—This is the ammunition supply, i.e., the maximum number of rounds that can be fired without reloading.
COST—This is the price of the weapon to characters, given in U.S. dollars.
DECP—This figure is the amount by which the bearer's Deception is changed. NC means that the weapon cannot be concealed.
A—The Accuracy rating is based on the length of the barrel. See the Optional Rule GUN DESIGN for details on this, as well as for the other four gun ratings.
C—The concealment is in inverse proportion to the Accuracy, and is based on barrel length and other factors.
F—The Firepower rating is based on the ammunition capacity and the rate of fire of the weapon.
P—The Power rating is based on the size of the projectile that the weapon fires.
R—The Reliability rating is based on the degree of hesitation between the time the trigger is pulled and the actual shot.
HWV—The Hand-to-hand Weapon Value is important only when dealing with contacts or when engaged in HTH Combat.

WEAPONS CHART

PWV—Projectile Weapon Value
PB—Point Blank (0-3 ft.) (0-1 m.)
S—Short (4-50 ft.) (2-15 m.)
M—Medium (51-600 ft.) (16-190 m.)
L—Long (601-3000 ft.) (191-915 m.)
RM—Range Modifier
X—Weapon cannot be used at this range
WS—Weapon Speed (VF = Very Fast, F = Fast, A = Average, BA = Below Average, S = Slow)
HWV—Hand-to-hand Weapon Value

RATE—Maximum number of shots fired per phase
AMMO—Maximum number of shots fired before reload
COST—Monetary value in U.S. dollars
DECP—Deception change of armsbearer
NC—Weapon is not concealable
A—Accuracy rating*
C—Concealment rating*
F—Firepower rating*
P—Power rating*
R—Reliability rating*

* See Optional rule GUN DESIGN.

Quick Reference Code	WEAPON	PWV	PB	S	M	L	WS	RATE	AMMO	COST	DECP	A	C	F	P	R	HWV
	PISTOLS																
a	.22 ball point pen, 1-shot	14	0	−50	X	X	A	1	1	140	0	1	6	1	3	1	2
b	.22 small frame, swing-out revolver	23	0	−40	−145	X	F	1	6	300	−2	5	5	3	3	6	4
c	.22 double-action self-load	23	0	−45	−145	X	F	1	8	325	−2	6	5	4	3	5	4
d	.22 pocket self-load Beretta (Italy)	35	0	−50	−150	X	VF	1	6	350	−2	3	5	5	3	4	4
e	9mm FN Browning High-Powered self-load (Belgium)	47	0	−50	−150	X	VF	1	13	375	−4	3	4	5	6	6	4
f	9mm P-08 Luger self-load (Germany)	47	0	−55	−145	X	VF	1	8	350	−4	3	4	5	6	6	4
g	9mm Walther P-38 U.N.C.L.E. short-barrel self-load (Germany)	42	0	−60	−160	X	VF	1	8	350	−3	2	5	5	6	6	4
h	9mm short Walther PPK self-load (Germany)	37	0	−45	−145	X	VF	1	7	325	−3	3	5	5	5	6	4
i	.357 snub-nosed, swing-out revolver	31	0	−50	−160	X	VF	1	5	300	−2	3	5	3	4	6	4
j	.357 Police Magnum swing-out revolver	40	0	−40	−135	X	F	1	6	345	−4	4	4	4	5	6	4
k	.45 U.S. Gov. revolver	28	0	−45	−140	X	F	1	6	265	−8	3	2	4	6	6	4
l	.45 U.S. Gov. self-load	45	0	−45	−145	X	F	1	8	295	−8	2	2	5	6	6	4

Quick Reference Code	WEAPON	PWV	PB	S	M	L	WS	RATE	AMMO	COST	DECP	A	C	F	P	R	HWV
					RANGE MODIFIER												
	CARBINES																
m	.30 M1 semi-automatic	71	+5	−6	−69	−145	S	2	16	300	NC	20	0	5	3	6	10
	RIFLES																
n	.22 Galil semi-automatic (Israel)	75	0	−2	−23	−60	S	2	10	325	NC	22	0	5	3	6	16
o	.30 Johnson semi-automatic	83	+5	−4	−46	−120	S	2	16	300	NC	26	0	5	3	6	16
p	.303 Lee-Enfield bolt-action (U.K.)	64	+5	−3	−44	−116	S	1	16	275	NC	26	0	4	3	6	16
	SUBMACHINE GUNS																
q	.45 Thompson	84	+5	−27	−95	−287	BA	5	20, 50	300	NC	13	0	6	5	1	12
r	.45 M3	78	+5	−22	−80	−240	BA	4	30	300	NC	10	0	6	5	1	12
s	9mm Schmeisser MP-40 (Germany)	78	0	−25	−85	−250	BA	4	32	300	NC	10	0	6	5	1	12
t	9mm Uzi (Israel)	78	0	−20	−110	X	BA	4	25, 32, 40	300	NC	10	0	6	5	1	12
u	9mm short Sterling MK-4 (U.K.)	75	0	−15	−120	X	BA	4	32**	300	NC	10	0	5	5	1	12
	ASSAULT RIFLES																
v	5.56mm NATO M-16	79	+5	−8	−50	−160	S	3	20	325	NC	16	0	5	4	2	14
w	7.62mm NATO FAL (Belgium)‡	88	+5	−10	−50	−150	S	3	20	325	NC	16	0	5	4	2	15
x	7.62mm AKM (U.S.S.R.)‡	85	+5	−10	−60	−175	S	3	10, 20, 30	325	NC	16	0	5	4	2	14
y	5.56mm NATO CAR-15	75	0	−5	−80	−200	S	3	30	325	NC	14	0	4	4	2	13

SHOTGUNS (Semi-automatic shotguns cost $100 more; RATE increases to 2; F increases to 5; PWV increases by +15)
(Sawed-off shotguns are usable only at point-blank and short range. Add +10 to the RM at point-blank range and −5 to the RM at short range. The DECP rating becomes −10, and the HWV becomes 13.)

Quick Reference Code	WEAPON	PWV	PB	S	M	L	WS	RATE	AMMO	COST	DECP	A	C	F	P	R	HWV
z	10 gauge variable-choke pump:	84					S	1	5	400	NC	24	0	2	7	6	16
	full choke		+10	−4	−67†	X											
	modified choke		+10	−4	−60†	X											
	improved cylinder		+10	−4	−54†	X											
aa	12 gauge variable-choke pump:	80					S	1	5	375	NC	24	0	2	6	6	16
	full choke		+9	−5	−80†	X											
	modified choke		+9	−5	−72†	X											
	improved cylinder		+9	−5	−65†	X											
bb	16-gauge variable-choke pump:	76					S	1	5	375	NC	24	0	2	6	6	16
	full choke		+8	−7	−107†	X											
	modified choke		+8	−6	−96†	X											
	improved cylinder		+8	−5	−86†	X											
cc	20 gauge variable-choke pump:	72					S	1	5	375	NC	24	0	2	6	6	16
	full choke		+7	−8	−133†	X											
	modified choke		+7	−7	−120†	X											
	improved cylinder		+7	−6	−108†	X											
dd	28 gauge variable-choke pump:	68					S	1	5	375	NC	24	0	2	6	6	16
	full choke		+6	−12	−187†	X											
	modified choke		+6	−11	−168†	X											
	improved cylinder		+6	−10	−151†	X											
ee	.410 caliber variable-choke pump:	64					S	1	5	350	NC	24	0	2	5	6	16
	full choke		+5	−28	−450	X											
	modified choke		+5	−25	−405	X											
	improved cylinder		+5	−23	−365	X											
	OTHER WEAPON TYPES (RATE becomes number of attacks per **turn**)																
ff	Speargun, manual	3	+5	−54	−196	X	S	1	1	50	NC	-	-	-	-	-	10
gg	Switchblade, thrown	−12	−5	−44	X	X	BA	1	-	25	−1	-	-	-	-	-	10
hh	Stiletto, thrown	−15	−5	−47	X	X	A	1	-	20	−2	-	-	-	-	-	14
ii	Throwing Knife, thrown	−8	−5	−40	−150	X	BA	1	-	10	−6	-	-	-	-	-	35
jj	Hunting Knife, thrown	−10	−5	−42	−150	X	S	1	-	15	−6	-	-	-	-	-	52
kk	Axe, thrown	−16	0	−48	−108	X	S	1	-	10	NC	-	-	-	-	-	150
ll	Spear, thrown	−17	0	−30	−109	X	S	1	-	-	NC	-	-	-	-	-	40

**Because of the Sterling's side-mounted magazine, users will frequently strap a spare magazine overlapping and in opposition to the feeding magazine for quick reloading. It will take players doing this 3 phases to replace a magazine.

‡Note: 7.62mm NATO rounds and Soviet 7.62mm rounds are <u>not</u> interchangeable!

†Note: The Range Modifier for all shotguns at medium range is as follows—at 51-150 feet the subtraction listed is halved, at 150-300 feet the subtraction is as shown, and shotguns have no effect beyond 300 feet.

Quick Reference Code	WEAPON	PWV	RANGE MODIFIER				WS	RATE	AMMO	COST	DECP	A	C	F	P	R	HWV
			PB	S	M	L											
mm	Bow, fired***	5	0	−5	−75	−180	S	1	1	50	NC	-	-	-	-	-	−15
nn	Crossbow, fired****	10	0	−3	−38	X	A	1/6	1	75	NC	-	-	-	-	-	−14
oo	Flame Thrower, fired*****	4	0	−33	X	X	S	1/3	500	250	NC	-	-	-	-	-	20
pp	Sword, thrown	−18	0	−50	X	X	S	1	-	30	NC	-	-	-	-	-	250
qq	Foil/Saber/Epee, thrown	−20	0	−55	X	X	BA	1	-	25	NC	-	-	-	-	-	150
rr	Billy club, thrown	−8	0	−50	−150	X	S	1	-	10	−5	-	-	-	-	-	6
ss	Boomerang, non-return	−10	0	−20	−200	X	BA	1	-	15	NC	-	-	-	-	-	5
tt	Blowgun	−5	0	−25	X	X	A	½	1	10	−1	-	-	-	-	-	0
uu	Dart Gun	10	0	−30	X	X	F	1	Varies	Varies	−3	-	-	-	-	-	10

***Longbow and compound bow only can fire at Long Range. Other bows treat as "X".
****It takes 6 phases to reload a crossbow.
*****A flamethrower may only be fired once every 3 phases.

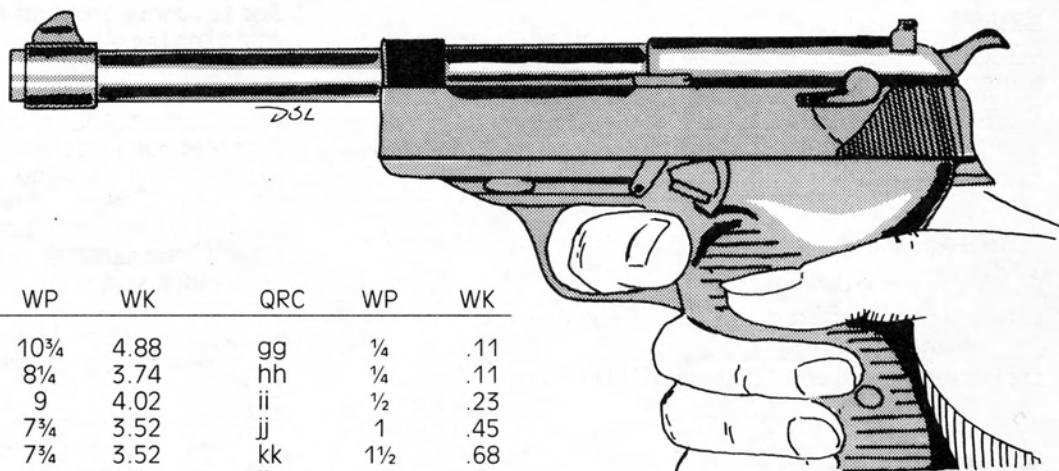## TABLE OF WEAPON WEIGHTS

(QRC = Quick Reference code;
WP = Weight in Pounds;
WK = Weight in Kilograms)

QRC	WP	WK	QRC	WP	WK	QRC	WP	WK
a	¼	.11	q	10¾	4.88	gg	¼	.11
b	¾	.35	r	8¼	3.74	hh	¼	.11
c	¾	.35	s	9	4.02	ii	½	.23
d	½	.23	t	7¾	3.52	jj	1	.45
e	2	.91	u	7¾	3.52	kk	1½	.68
f	2	.91	v	6¼	2.84	ll	2½	1.10
g	2	.91	w	9½	4.31	mm	1	.45
h	1½	.68	x	9½	4.31	nn	6	2.72
i	1½	.68	y	6½	2.95	oo	15	6.81
j	2¼	1.02	z	13	5.90	pp	3	1.36
k	2½	1.10	aa	12½	5.68	qq	½	.23
l	2½	1.10	bb	11	4.99	rr	1	.45
m	5½	2.50	cc	10	4.54	ss	½	.23
n	8	3.63	dd	9½	4.31	tt	¼	.11
o	8¼	3.74	ee	9	4.09	uu	¾	.35
p	8¼	3.74	ff	6½	2.95			

HIT DETERMINATION

Whenever a character uses a projectile weapon (such as a gun, bow, speargun, etc.) a roll of the percentile dice will determine whether or not he or she has succeeded in hitting the intended target. The character's base chance of hitting is his or her Offense added to the Projectile Weapon Value of his or her weapon. This number is then modified by the range of the target as well as other factors.

The various modifiers are listed below. Starting with the Offense value of the character, add the Projectile Weapon value of that particular weapon and then add the bonuses and subtract the penalties appropriate to the situation for each shot made. The result will be the percentage chance of striking the target.

Once the chance of a hit has been calculated, the percentile dice are rolled, generating a number from 1 to 100. If the number rolled is less than the percentage chance for hitting, a hit has been scored and the General Injury Determination table must be consulted. If the number rolled is equal to the percentage chance of hitting the target, the target's weapon is hit and the Hit Weapon table is consulted (if the target has no weapon, the target's clothes are hit and there is

no effect). If the number rolled is greater than the percentage chance of hitting the target, the shot is a miss. A separate roll is taken for **each** shot fired, including automatic weapons.

Regardless of all modifications to the percentage chance of hitting, as long as the target is in range the shooter will always have at least a 5% chance of hitting and will never have greater than a 95% chance of hitting. That is, even if the calculated chance to hit is less than 5% or even 0% or a negative chance, a roll of 01-05 on percentile dice indicates a hit. Correspondingly, even if the modifiers indicate a 96% chance to hit or a 100% or greater chance to hit, a roll of 96-00 will not hit. Rolls of 99 or 00 can mean a misfire or a jam (see MISFIRES AND JAMS). Note that if the target is out of range for the weapon (more than 3000 feet for any gun, or indicated by an "X" in the RM column on the WEAPONS CHART), the shooter no longer has the automatic 5% chance of scoring a hit. Obviously, a sawed-off shotgun couldn't hit a target effectively at long range (601-3000 ft.).

The following factors will modify the character's base chance to hit as additions and/or subtractions. **Note that all bonuses and penalties are cumulative.**

HIT DETERMINATION CHART

MOVEMENT OF SHOOTER

Stationary	0
Stationary and prone	+5
Walking	−5
Wading	−10
Crawling	−10
Running and dodging	−30
Running	−20
Vehicular Movement	−10 plus −1 per mph of speed
Drops Prone	−20

MOVEMENT OF TARGET

Walking	−5
Wading	−5
Crawling	−5
Running	−10
Running and dodging	−20
Vehicular Movement	−10 plus −1 per mph of speed
Drops Prone	−5

WOUNDS

Character firing is not wounded	0
Character firing is wounded, but Life Level is more than ½ normal	−5
Character firing is wounded and Life Level is ½ or below	−20

MISCELLANEOUS

Weapon at rest on solid object (not possible the phase weapon is first aimed at target)	+10
Second consecutive shot by one character*	−10
Each additional consecutive shot by one character*	−10 per shot (cumulative)
Shooting with the wrong hand (with left hand if right-handed, etc.)	−10
Shooter wounded in gun arm/hand	−5 per injury point
Firing two weapons	−30
Hipshooting	−10
Target obscured (50% or less of target is visible or prone)	−10
Using gyrojet ammunition	+10

*Note that if at any point a character takes a "steadying phase", all consecutive shot penalties revert back to zero.

AUTOMATIC WEAPONS

(Character firing more than one shot per turn with certain types of weapons must take additional penalties.) This table includes the −10 per shot per turn, but all other modifiers are cumulative with these.)

SHOT #	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th+
WEAPON TYPE Automatic; Submachine	0	−11	−22	−33	−46	−63	−85	−100	−150	−200
Semi-automatic; Pump-action	0	−11	−21	−32	−44	−57	−73	−96	−130	−180

At first there is likely to be some confusion over when certain modifiers to HIT DETERMINATION apply and when they do not. The following guidelines cover some of the more obvious points; the Admin should use judgment and common sense in other cases.

SHOOTER STATIONARY—The shooter must remain stationary throughout the entire phase. If the character begins and ends the phase stationary and prone, he or she may use the +5 bonus.

DROP PRONE—The −20 is cumulative with any other movement penalties the shooter may have; if the shooter runs and drops prone, he or she has a −40 penalty.

VEHICULAR MOVEMENT—If the shooter was travelling 20 mph and the target was stationary, the shooter would incur a penalty of −30 (−10 plus 20 × −1). If the shooter was moving 20 mph and the target was moving 10 mph in a direction away from the shooter, it would be the same as if the shooter was moving 30 mph and the target was stationary (−10 plus 30 × −1); the penalty is −40. If the shooter was moving 20 mph and the target was moving at 10 mph in the same direction, the result is the same as if the shooter was only moving 10 mph. For tangents and non-parallel courses, the Admin can estimate the penalty.

WEAPON AT REST ON SOLID OBJECT—This means bracing the weapon against a rock, a fence, the crook of a tree branch, etc. It does not apply to holding the weapon sideways against a corner, or resting with an elbow in a kneeling or sitting position—the resting place must be solid. Also, simply dropping prone does not automatically give the shooter this bonus—there must be a suitable spot to rest the weapon where the character has dropped. The injunction stating that the bonus is not possible in the phase the weapon is first aimed at the target applies to changing targets. If an agent had a rifle propped on a rock and killed the target, she could not immediately switch to another target and receive the bonus. It takes one phase to switch targets (she cannot shoot); in the second phase she can shoot but will not get the "at rest" bonus; in the third phase she can shoot and will get the "at rest" bonus.

Automatic weapons (or any other weapons fired with a rate greater than "1") used in a rapid-fire manner do not receive this bonus unless mechanically braced (such as on a tripod or similar permanent mount).

SECOND AND ADDITIONAL CONSECUTIVE SHOTS—If an agent fires a non-automatic weapon in consecutive phases, there are penalties because the repeated firing is jarring the original aim. On the second shot; the agent would add all of the other modifiers together and then subtract −10. On the third shot, −20 would be subtracted from the total; on the fourth shot, −30 would be subtracted, and so on (−10 for each additional shot without pausing).

There is a special table for automatic weapons which incorporates greater penalties to represent the tremendous power of these weapons. Do not subtract the −10 each shot from this table—it is already included.

Any character may at any time elect to have a "steadying phase", during which he or she will not shoot. This has the effect of removing all consecutive shot penalties from hit determination—in essence, the character is starting over again. If a character had fired once in each of three consecutive phases, he or she would normally have a −30 for the next shot. If the character took the next phase to steady his or her gun, there would be no repeated-shot subtraction when he or she fired the next shot. If the character fired again in the phase immediately after that shot, the penalty would be at −10 again (as if it were only the second shot).

Automatic weapons are treated in the same manner. If an agent with a submachine gun fires four times, the fifth shot would normally be at −46. If the agent took the next phase to steady, the penalties for his or her next four shots would be 0, −11, −22, and −33.

SHOOTER WOUNDED IN GUN HAND/ARM—If the shooter suffers a wound causing three or more points of damage in the hand he or she is shooting with, the shooter would suffer a penalty of −15.

HIPSHOOTING—This means firing straight from any holster draw. The move gives the shooter an edge on speed, but hurts his or her accuracy. A shooter can move from hip-shooting in one phase to normal firing in the next without penalty.

TARGET OBSCURED OR PRONE—Whether a target is sufficiently obscured is up to the Admin's judgment. A typical example of such obscurement would be revealing head, upper chest, and shoulders to shoot out of a window—this character has sufficient cover. A character does not get the bonus for being prone in the same phase that he or she drops prone.

HIT WEAPONS

If a weapon is hit by gunfire (whether by chance or the Optional Rule "Called Shots"), roll percentile dice on the Hit Weapons table to find out what occurs:

HIT WEAPONS TABLE

DIE ROLL	RESULTS
01-05	A,B,C
06-80	A,B,D
81-84	A,D
85	A,E
86-00	F

RESULTS KEY

A—The weapon is damaged beyond normal usage. Guns will not fire.

B—The weapon is dropped or shot loose from bearer's grasp.

C—Deflection of projectile is into weapon bearer. Consult the General Injury Determination chart.

D—Deflection of projectile is away from weapon bearer. If others are present consult Intercept Chart, "Shooting Into".

E—Deflection of projectile ricochets projectile into shooter. Consult the General Injury Determination chart.

F—Projectile is lodged in weapon. Does not affect proper use.

MISFIRES AND JAMS

Even though any projectile weapon will automatically miss on a roll of 96-00 (because no one can have greater than a 95% chance to hit), certain fluke results may also occur. All guns except revolvers will **misfire** on a roll of 99 and **jam** on a roll of 00 during the hit determination dice roll during combat. Revolvers will misfire on a roll of 99 or 00, but will not jam.

A misfire in an automatic or semi-automatic weapon will stop the magazine feed; the slide (or equivalent) must be worked in order to chamber the next shell. This manual operation will occupy the next two phases, and the character must have both hands free and cannot be swimming or running and dodging. The weapon will be able to fire normally in the third phase after it misfired.

A misfire in a revolver, pump-action, or bolt-action weapon will simply cause one "missed shot" with no effect on the order of firing. The next shot may be taken normally, although the misfire will count as −10 from hit determination for more than one shot this turn and as +5 for first shot determination for aiming at the same target for more than one consecutive phase.

A jam will make the weapon unable to fire for that phase plus at least two more phases. Beginning on the third phase, each character has a chance to clear a jam equal to his or her Coordination value; on the fourth phase, the chance to clear is equal to the Coordination value +10; on the fifth phase, Coordination + 20, etc. If a character had a Coordination of 65 and got a jam, the following would occur: he would not be able to try to clear for two phases; in the Combat portion of the third phase after he jammed he would have a 65% chance

to clear (roll percentile dice); in the fourth phase he would have a 75% chance to clear, and so on. It is possible to have a 100% chance to clear, in which case the weapon is automatically cleared.

Note—a gun can never be fired in the phase it was cleared. Also, no matter what a character's Coordination is, a jammed gun will be out of action for at least two phases after the phase it jammed.

GENERAL INJURY DETERMINATION

Roll percentile dice to find the injury location:

Dice Result	Location
01-09	head/neck
10-16	right arm
17-18	right hand
19-25	left arm
26-27	left hand
28-46	chest (or upper back)
47-64	abdomen (or lower back)
65-79	right leg
80-82	right foot
83-97	left leg
98-00	left foot

If the target has the advantage of hard protective cover (such as a brick wall, solid furniture, etc.), a hit scored in a body area which is behind the protective cover will actually result in a miss—even though a hit was originally indicated. As a rule of thumb, a person firing a pistol over a wall will expose their head and gun arm. A person firing a rifle over a wall or around a corner will expose the head, both arms, and (if around a corner) one leg. These guidelines and common sense can be used to judge other situations not covered here.

If a hit has been scored in an unprotected area, roll two ten-sided dice: the first will indicate the type of damage and the second will indicate the seriousness of the wound—1 through 5 = light, 6 through 10 = serious. Subtract these injury points from the victim's Life Level. If the Life Level reaches 0 the character is dead and cannot be revived.

10-SIDED DIE ROLL	TYPE OF WOUND	AMOUNT OF DAMAGE (LIGHT)	(SERIOUS)
1-2	Abrasion	1 point	2 points
3-4	Incision	3 points	4 points
5-6	Laceration	5 points	6 points
7-8	Puncture	7 points	8 points
9	Fracture	9 points	10 points
10	Internal Damage	11 points	12 points

In the Optional Rules, the type of bullet used and the location of the injury are taken into further consideration when calculating damage. See OPTIONAL SPECIFIC INJURY DETERMINATION.

RELOADING

Replacing a magazine on a self-load, semi-automatic, pump, submachine, or assault weapon takes 4 phases. The character doing this must have both hands free and cannot be Swimming or Running and Dodging; all other movement rates are permissible.

Reloading a magazine takes two phases for each round reloaded. Reloading a speargun or revolver takes ten phases. Although reloading a revolver can be done at a Walk movement rate or slower, reloading a magazine or a speargun requires that the reloading character be stationary. In addition, all of these require that both hands be free.

EXAMPLE OF PROJECTILE COMBAT

"Ice Miller", a top Western assassin, is walking down a secluded street in Vienna. Suddenly the doors of a sports coupe 75 feet away open, and out step Boris Vasily and Anton Dnevr, known Eastern agents. Ice starts to draw his gun when he hears a shot crack the stillness of the night. He whirls, looking behind and above—there he sees a silhouette on a roof, a sniper! He has been ambushed!

AGENT	WEAPON	OFFENSE	PWV	LIFE LEVEL
Ice	9mm FN Browning self-load (e)	95	47	14
Boris	9mm Uzi (t)	65	78	9
Anton	.45 self-load (l)	70	45	12
Sniper	.303 Lee-Enfield bolt-action (p)	65	64	8

The sniper has completely surprised Ice, and automatically gets the first shot. Offense (65) + PWV (64) − Movement of Target (Walking = −5) − Range Modifier (Rooftop 100' away = Medium Range = −44) = +80; the sniper has an 80% chance to hit Ice this shot. The sniper rolls a 92, and the shot has missed.

Ice decides to return fire on the sniper, since he had turned to face him. (If Ice had decided to shoot at the two men, he would have wasted another phase turning around.) To determine a Net Speed for Ice, add his Offense (95) + Weapon Speed Modifier (Very Fast = +10) − Surprise Factor (returning fire from behind = −10) − Drawing (Shoulder holster = −8) = 87. The sniper's Net Speed is his Offense (65) + Weapon Speed Modifier (Slow = −5) = 60. Boris and Anton, who intend to shoot Ice in the back, have Net Speeds of 62 and 75, respectively. The order of fire this phase will be Ice, Anton, Boris, and then the sniper.

The hit determination for Ice is as follows: Offense (95) + PWV (47) − Movement (Run & Dodge = −30) − Range (Medium Range = −150) = −38. The negative number means Ice has only a 5% chance to hit, but he rolls an 03, hitting the sniper! Consulting GENERAL INJURY DETERMINATION, rolls of 42, 9, and 6 indicate the bullet has hit the chest, causing a serious fracture for 10 points of damage (the first roll is always location, the second is always wound type, and the last is always the seriousness). The sniper's Life Level is only 8, so he is dead and does not get to fire.

Anton's shot is next. Offense (70) + PWV (45) + Target Movement (Running & Dodging = −20) − Range Modifier (85' = Medium Range = −145) = −50, another 5% chance. Anton rolls 25, a miss. It is clear that the characters with pistols must either shoot moving or close to short range if they want better chances of hitting their targets!

Boris elects to fire 4 shots with his Uzi. The chance to hit with the first shot is as follows: Offense (65) + PWV (78) + Target Movement (−20) − Range Modifier (−110) = 13. There is a 13% chance to hit on the first shot, but the Automatic Weapons Modifier takes the numbers to 2, −20, and −31 on successive shots; therefore, the percentage chances are 13%, 5%, 5%, 5%. A disgruntled Boris misses all four shots.

During the last phase Ice had informed the Admin that he was running and dodging back the direction he came, hoping to avoid the deadly short range of the submachine gun. Upon being informed that it will take 5 phases (5 seconds) to reach the street corner and safety, Ice decides to wheel and drop prone. Because he had to turn around before he dropped, Ice will not be able to shoot this phase.

Boris realizes that if he keeps firing the Uzi the kickback (as reflected in the Automatic Weapons Modifiers) will increase so much that he will have virtually no chance of hitting the target, so he elects not to fire this phase (steadying his aim), and to drop prone as well. Anton decides to fire again.

The hit determination is as follows: Offense (70) + PWV (45) + Target Movement (Drops Prone = −5) − 2nd Shot/Turn (−10) − Range Modifier (−145) = −45; still a 5% chance. Anton rolls 05, the exact number needed, so the Hit Weapons

Table is consulted. A roll of 88 results in the bullet lodging in Ice's gun without affecting its normal usage. The second phase is now over. Anton, realizing he must get closer to hit, decides to run forward, not firing. His "Strong" Fitness Rating means that he can move 90'/turn, or 18'/phase. It will therefore take two phases of running until Anton is closer than 50 feet, and he will not be able to fire at close range until the third phase (movement occurs after combat). Ice, realizing this, chooses to fire at Boris; Boris elects to fire 4 shots at Ice.

Net Speeds are checked, and the only modifiers on either side are Offense and Weapon Speed Modifiers; Ice's Net Speed is 105, and Boris has a Net Speed of 62.

Hit Determination for Ice is checked: Offense (95) + PWV (47) + Shooter Prone (+5) − Target Prone (−10) − Range Modifier (−150) = −13; still only a 5% chance to hit. Ice rolls 03, indicating a hit, but the location roll puts the bullet in the abdomen, which is impossible for a prone shooter to hit in a prone target. The Admin says the bullet strikes the street next to Boris and ricochets away.

Boris' Hit Determination is as follows: Offense (65) + PWV (78) + Shooter Prone (+5) − Target Prone (−10) − Range Modifier (−110) = 28% for the first shot, 17% for the second, 6% for the third, and −5 for the fourth (=5%). The subtractions were due to the Automatic Weapons modifiers. Boris rolls 25 (hit), 84 (miss), 09 (hit), and 47 (miss). Rolls of 24, 4, and 7 show that the first bullet hit the left arm causing a serious incision for 4 points, and rolls of 85, 6, and 2 result in the left leg being hit for a light laceration of 5 points. Ice loses 9 Life Level points, bringing him below half and leaving him with only 5 points remaining.

Anton runs for his second phase. Ice decides to switch targets to Anton, so Ice does not fire this phase. Boris realizes that any further shots would also be at the 5% chance and decides not to fire (this will bring him back to the 28% chance for the first shot next time). Since no one fired this phase, the turn is over. This does not mean that any additional time has passed, only that all modifiers for firing multiple shots revert to zero; everyone is taking a moment to steady their aim.

All three characters wish to fire this phase, so Net Speeds are calculated. For Ice, Offense (95) + Weapon Speed Modifier (+10) − Wounds (Life Level ½ or under = −20) = 85. Since Anton was running last phase (when he entered Short Range), there is a movement modifier for him. Anton's Net Speed is Offense (70) + Weapon Speed Modifier (+5) − Movement Modifier (Running = −20) = 55. The Net Speed for Boris is Offense (65) + Weapon Speed Modifier (−3) = 62. The order of firing for this phase will be Ice, Boris, Anton.

Hit determination for Ice is as follows: Offense (95) + PWV (47) + Shooter Prone (+5) − Wounds (Life Level ½ or below = −20) − Range Modifier (Short Range = −50) = 77% chance to hit. Ice rolls 53, and Anton has been hit. Injury Determination rolls of 17, 5, and 3 indicate a light laceration of the right hand causing 5 points of damage.

Boris has the second shot. Since he is firing 4 times again, half of the shots will occur at the end of the phase (after Anton). Boris' hit determination chance is: Offense (65) + PWV (78) + Shooter Prone (+5) − Target Prone (−10) − Range Modifier (−110) = 28% for the first shot, then the same sequence as before (17%, 6%, 5%). On the two shots that occur now, Boris rolls 35 and 18, both misses.

Anton's shot is next. His chance to hit is Offense (70) + PWV (45) − Wounds (Life Level over ½ = −5) − Target Prone (−10) − Range Modifier (Short Range = −45) = 55% chance to hit. Anton rolls 99, which results in a misfire—Anton will not be able to fire for the next two phases while he manually chambers the next shell! He decides to use the next phase to run back to Medium Range, where he won't be quite as obvious a target. Note that the movement (running) which occurs in this phase will determine speed and accuracy modifiers for combat in the next phase.

Now come the final two shots for Boris, at 6% and 5%. He

rolls 93 and 01, the latter being an obvious hit. Injury determination rolls of 08, 9, and 9 result in a serious fracture in the head/neck region, causing 10 points of damage. This takes Ice below a Life Level of zero, and so he is dead. Anton heaves a sigh of relief, for he knows that he would have been shot at again by Ice, and another hit probably would have killed him.

HAND-TO-HAND COMBAT

Hand-to-hand (HTH) Combat can occur when the opponents are within 10' of each other at the start of a turn and neither wants to fight over possession of an item. If at this time either wants to engage in HTH Combat, it must occur.

Whenever one fighter seizes an opportunity to gain the initiative, it is said that this fighter has gained the Advantage. When a fighter has the Advantage, that fighter becomes the attacker and may choose which type of HTH Combat to engage in, if he or she wishes to fight. A character with the Advantage may also try to parley or to flee, although the latter gives the defender a free strike if the defender desires it.

The Surprise values for the fighters are compared; the fighter with the higher total becomes the attacker. If one fighter has surprised another (see SURPRISE), the surprising fighter gets a bonus of +10 added to his or her Surprise rating for this first turn only. If one character has completely surprised another, the surprising character gets a bonus of +25 to his or her Surprise value for the first turn.

The attacker consults the ALLOWABLE COMBAT TABLE, and determines which type(s) of combat he or she may use. The attacker then announces to the defender the type of combat chosen. Next, the attacker chooses and writes down one Offensive Maneuver from the far left column on the announced Combat Table as directed by the WRITTEN MANEUVERS GUIDELINES.

The defender now chooses two Defensive Maneuvers from the top horizontal row of the announced Combat Table, and, like the attacker, writes the selections down. NOTE: a defender choosing Feint, Clinch, or Retreat cannot choose a second defense; he or she is committed towards that one maneuver. In addition, one character cannot choose Clinch as a defense on two consecutive turns.

Attacker and defender reveal their maneuvers simultaneously, and the maneuvers are matrixed on the Combat Table. Two results are obtained (because of the two defensive maneuvers), and the defender chooses one of them; only that result will apply. If the result is a HIT, the number of injury points the defender has received is calculated, taking into account any Combat Table modifiers on the INJURY MODIFIERS TABLE. The appropriate number of injury points should be subtracted from the defender's Life Level. If a character's Life Level reaches zero from HTH Combat, that character is unconscious for 1-100 minutes (percentile dice roll).

An unconscious character can be killed in one turn using HTH Combat. The attacker simply states to the Admin that he or she is going to kill the unconscious character and, one turn later (assuming no interruptions!), the character is dead. Naturally, the killer must be standing next to the victim for the full turn.

If an unconscious fighter revives, that fighter will be at a Life Level of one; he or she will recover one Life Level point (lost through HTH Combat) each hour thereafter.

After the injury (if any) is resolved, that turn (5 seconds) of HTH Combat is over. The fighter who gains or maintains the Advantage is the attacker. If the defender wishes to engage in Possession Combat for some item this will happen; otherwise, the attacker has the choice of whether to continue HTH combat, engage in Projectile Combat, etc.

MOVEMENT DURING HAND-TO-HAND COMBAT

While fighters are actively engaged in HTH Combat, no movement takes place other than what is indicated by Combat Results. After a successful retreat to at least 10' away from the opponent, normal movement may occur.

POSSESSION COMBAT

The procedure for Possession Combat can be used when two opponents are struggling over a weapon or some other item. The characters must be within 5 feet to initiate Possession Combat. If either fighter wishes Possession Combat to take place, it must occur; however, two turns of Possession Combat cannot be fought back-to-back except as a combat result (thus no endless cycles).

1) Combat for possession of a weapon or other item proceeds as follows: compare the fighter's Wrestling values. Subtract the lower value from the higher value to find the difference in values; if there is no difference, randomly designate one fighter as "A" and the other as "B". Find the difference in values in the column on the left, roll percentile dice, and read across the row to locate the result in the appropriate column. The column in which the dice result is found designates which fighter gains possession of the weapon or item.

2) Some combat results use this table to determine which fighter "possesses" the Advantage. When the table is used in this manner, the opponents' Hand-to-hand ratings are compared to find the difference in values; dice are rolled as before to determine who has the Advantage for the next turn.

3) When a Feint is used in combat, some results call for the fighters' Deception ratings to be compared for the difference in values. Dice are then rolled normally and the result indicates which fighter "faked out" the other.

Merely winning possession of a weapon or item does not insure that the possessor will have the Advantage. Add each fighter's Offense rating to the HTH value of his or her weapon (if any), and compare these totals to find the difference in values; follow the procedure in case 2) above to determine who has the Advantage and will therefore decide what will occur (HTH combat, Projectile Combat, flight, negotiation, etc.).

POSSESSION COMBAT TABLE

| | DICE RESULT | |
DIFFERENCE IN VALUES	In possession of lower value fighter "A"	In possession of higher value fighter "B"
0	01-50	51-00
1-10	01-45	46-00
11-20	01-40	41-00
21-30	01-35	36-00
31-40	01-30	31-00
41-50	01-25	26-00
51-60	01-20	21-00
61-70	01-15	16-00
71-80	01-10	11-00
81-90	01-05	06-00
over 90	—	01-00

Example: agents Mikaelos and Roberts are in an alley;

Mikaelos has the drop on Roberts, keeping him covered with his revolver. Suddenly Roberts seizes his chance (since Mikaelos is within five feet), and struggles with Mikaelos for the gun. Roberts' Wrestling value is 140, while Mikaelos' is 97. The difference in values is 43, and a percentile dice roll of 26 means that Roberts (the higher-valued fighter) has the gun. Now the Admin would determine which agent had the Advantage, and that agent would have his choice of virtually any action except more Possession Combat, since that would be two consecutive turns of Possession Combat and is not allowed.

TYPES OF ALLOWABLE COMBAT

If Area of Knowledge values are above the indicated minimum level for either Physical Education or Military Science (see AREAS OF KNOWLEDGE) for a particular type of combat, the character can use any type of combat up to and including that level. For example, a fighter with a Physical Education AOK value of 67 can use Boxing, Wrestling, and Non-trained types of combat, but has not yet learned how to use Judo and Karate. The defender can and must choose defensive maneuvers on the particular HTH Combat Table chosen by the attacker, whether or not it is considered "allowable" for that player's own attack abilities.

ALLOWABLE COMBAT TABLE

TYPES OF COMBAT	PHYSICAL EDUCATION KNOWLEDGE LEVEL	MILITARY SCIENCE KNOWLEDGE LEVEL
Non-trained	0	0
Wrestling	35	25
Boxing or Swordplay	65	50
Judo	90	75
Martial Arts Striking	125	100

INJURY MODIFIERS

These modifiers alter the injury points sustained when the defensive character is hit; most are dependent on the offensive fighter's traits.

OFFENSIVE FIGHTER'S FITNESS RATING (see MOVEMENT)		OFFENSIVE FIGHTER'S HTH WEAPON VALUE (Does not apply during Wrestling, Judo, or Martial Arts Striking combat)	
Weakling	−1	Less than 25	0
		25-50	+1
Average	0	51-100	+2
		101-150	+3
Strong	+1	151-200	+4
		201-300	+5
Super	+2	More than 300	+6

OFFENSIVE FIGHTER'S LIMB USE

Weak arm (usually left)	−1	DEFENSIVE FIGHTER USES
Strong arm (usually right)	0	A DEFENSIVE MANEUVER
Weak leg	−1	ON A COMBAT CHART
Strong leg	0	BEYOND HIS/HER
Wearing boxing gloves	−2	ALLOWABLE COMBAT
Wearing karate padding	−2	KNOWLEDGE +3

WRITTEN MANEUVERS GUIDELINES

All offensive maneuvers should be written as follows: first, the side the attack comes from, i.e., right or left (this does not apply during Non-trained Holds, any Wrestling, or any Judo combat); the maneuver itself (listed in the column at left); and any INJURY MODIFIERS which apply. Example: "Right hook to head +2". Clinch and Feint maneuvers do not need to have a side specified.

All defensive maneuvers should be written as follows: If the defender believes one or more Situations are applicable, they can be abbreviated as on the COMBAT TABLE (S1, for example) if they are selected as defensive maneuvers. If a specific defensive maneuver is selected, the following can be written: the side the defender wishes to protect from attack (does not apply during Non-trained Holds, Wrestling Holddown, Wrestling Holds and Throws, Judo Throws, or Judo Locks and Holds Combat)—i.e., right or left—and the name of the maneuver. Clinch and Feint maneuvers do not need to have a side specified. Example: Right Parry. A defender cannot select as his or her two choices both sides of the same defensive maneuver, i.e., Block Left and Block Right could not be accomplished simultaneously. Different sides for different maneuvers, however, may be chosen; Block Left and Parry Right would be legal.

When the offensive and defensive maneuvers are revealed simultaneously and both fighters have written maneuvers which require side choice, two rights or two lefts means Same Side; a right and a left means Opposite Side.

COMBAT TABLE EXPLANATIONS AND RESULTS

The following explanations are of abbreviations, codes, and words found on the various combat tables. In general, the attacker will announce the type of combat he or she will be employing, the appropriate combat table is found, the attacker secretly selects an attack, and the defender secretly selects two defenses. The attacker reveals the attack chosen, and the defender decides which of the two defenses he or she would like to apply. Matrixing the attack with the defense gives one or more letters, which are the combat results. If the attack is successful, the Admin checks to see how much damage is sustained by the defender; this can vary from V (very light) to Z (extreme). This damage may be modified by combat results or by certain other situations (listed under INJURY MODIFIERS).

COMBAT RESULTS

A—Indicates a hit; the attack is successful. Under DAMAGE, determine the number of points to be subtracted from the defender's Life Level. This result may be modified by the INJURY MODIFIERS table.

A−n—Indicates a hit; n is the number from 1 to 14. Under DAMAGE, determine the number of points to be subtracted from the defender's Life Level, and reduce that amount of damage by n points. This result may also be modified by the INJURY MODIFIERS table.

A+n—Indicates a hit; n is a number from 1 to 14. Under DAMAGE, determine the number of points to be subtracted from the defender's Life Level, and increase that amount of damage by n points. This result may also be modified by the INJURY MODIFIERS table.

B—The attack is unsuccessful. No injuries occur.

C—The attacker keeps the Advantage and may attack next turn.

D—The defender gains the Advantage and may attack next turn.

E—Compare the fighters' Hand-to-hand values. The higher value minus the lower value is the difference in values. Use the POSSESSION COMBAT TABLE to see which fighter is "in possession of the situation." The fighter "in possession" gains the Advantage, and can push away the opponent in order to attack next turn. The loser suffers 0-2 points of damage (result V), and cannot choose Clinch as a defense on the next turn.

F—Compare the fighters' Hand-to-hand values. When two fighters clinch simultaneously the fighter with the higher value becomes the attacker without going to the POSSESSION COMBAT TABLE. If their values are the same, go to the zero row of the table and randomly

designate one fighter as "A" and the other as "B". In either event the loser suffers 0-2 points of damage (result V), and cannot choose Clinch as a defense on the next turn.

G—Compare the fighters' Deception values. The higher value minus the lower value is the difference in values. Use the POSSESSION COMBAT TABLE to determine which fighter is "in possession of the situation." The fighter "in possession" gains the Advantage and becomes the attacker next turn, at which time he or she gains a +1 on damage if a hit is scored. In addition, the fighter who was "faked out" gets only one defensive maneuver in that turn.

H—Compare the fighters' Deception values directly. When two fighters feint simultaneously the one with the higher Deception value becomes the attacker without going to the POSSESSION COMBAT TABLE. If the values are the same, go to the zero row of the table and randomly designate one fighter as "A" and the other as "B". The fighter who becomes the attacker gains the Advantage and receives a +1 on damage if he or she scores a hit in the next turn. In addition, the fighter who defends gets only one defensive maneuver in the next turn.

I—The hold is broken. No injury occurs and the attacker maintains the Advantage.

J—The hold is broken and reversed; no injuries occur. The defender gains the Advantage and can attack next turn.

K—Compare the fighters' Wrestling values. The fighter with the higher value controls the take-down. If the totals are the same no take-down occurs.

L—The attacker keeps the Advantage and gains +100 to his or her Offense value for the following hold only.

M—The catch is successful. The defender gains the Advantage and becomes the attacker; if fighting continues immediately on the JUDO THROWS COMBAT TABLE, the other fighter gets only one defensive maneuver in that turn.

O—The attack misses, but as the defender steps back the attacker gets a Free Strike, and the defender will sustain the number of injury points indicated by result W, plus INJURY MODIFIERS if any. Compare the Evasion values of the fighters: if the attacker's value is higher, he or she keeps the Advantage and may perform any of the actions thereby available. If the defender's Evasion is higher, he or she successfully retreats 6' away; neither fighter has the Advantage; the defender may not initiate Hand-to-hand Combat next turn (though of course he or she may defend), but he or she may engage in projectile combat, flee, etc.

P—This is essentially the same result as O, except that because the attacker didn't commit fully to an attack, he or she is able to respond better to the retreat; add +10 to the attacker's Evasion for this turn only.

Q—The clinch prevents the retreat. The attacker gets a Free Strike, so the defender will sustain the number of injury points indicated by result W, plus INJURY MODIFIERS (if any). The attacker keeps the Advantage and may attack next turn.

R—When both fighters choose to retreat, they are, of course, successful. The fighters are 10' away from each other, and may engage in Projectile or HTH Combat just as if they were beginning the fight, except that there will be no surprise. Neither fighter has the Advantage.

S1—A defense called "Situation One". This can be applied when the defender's Hand-to-hand value is less than or equal to two times the Offense value of the attacker.

S2—A defense called "Situation Two". This can be applied when the defender's Hand-to-hand value is greater

than two times the Offense value of the attacker.

S3—A defense called "Situation Three". This can be applied when the defender's Hand-to-hand value is greater than three times the Offense value of the attacker.

S4—A defense called "Situation Four". This can be applied if the defender's Physical Strength value is greater than or equal to the attacker's Physical Strength plus 100.

T—The attacker's retreat is successful, he or she is 6' away from the defender. Neither fighter has the Advantage, but they can engage in Projectile or HTH Combat just as if they were beginning the fight, except that there will be no surprise.

U—This is essentially the same result as E, except that +10 will be added to the attacker's Hand-to-hand value for this turn only. This is because the attacker had the Advantage and thus made the first move.

V—Very Light damage, ranging from 0-2 points. Roll percentile dice to determine the exact amount of damage; then make any changes required by combat results or INJURY MODIFIERS.

Percentile Dice Roll	Damage
01-33	0
34-66	1 point
67-00	2 points

W—Light damage, ranging from 1-4 points. Roll percentile dice to determine the exact amount of damage; then make any changes required by combat results or INJURY MODIFIERS.

Percentile Dice Roll	Damage
01-25	1 point
26-50	2 points
51-75	3 points
76-00	4 points

X—Moderate damage, ranging from 3-7 points. Roll percentile dice to determine the exact amount of damage; then make any changes required by combat results or INJURY MODIFIERS.

Percentile Dice Roll	Damage
01-20	3 points
21-40	4 points
41-60	5 points
61-80	6 points
81-00	7 points

Y—Severe damage, ranging from 5-10 points. Roll percentile dice to determine the exact amount of damage; then make any changes required by combat results or INJURY MODIFIERS.

Percentile Dice Roll	Damage
01-15	5 points
16-30	6 points
31-50	7 points
51-70	8 points
71-85	9 points
86-00	10 points

Z—Extreme damage, ranging from 8-17 points. Roll percentile dice to determine the exact amount of damage; then make any changes required by combat results or INJURY MODIFIERS.

Percentile Dice Roll	Damage
01-10	8 points
11-20	9 points
21-30	10 points
31-40	11 points
41-50	12 points
51-60	13 points
61-70	14 points
71-80	15 points
81-90	16 points
91-00	17 points

NON-TRAINED STRIKING COMBAT TABLE

| OFFENSIVE MANEUVER | DAMAGE | DEFENSIVE MANEUVER | | | | |
		Same Side Protect	Opposite Side Protect	Feint	Clinch	Retreat
Slap to: Head/Neck	V	A,C	B,D	A,C	E	O
Chest	V	A,C	B,D	A,C	E	O
Abdomen	V	A,C	B,D	A,C	E	O
Arm	V	A,C	B,D	A,C	E	O
Leg	V	A,C	B,D	A,C	E	O
Gouge to: Head/Neck	W	A,C	B,D	A,C	E	O
Chest	V	A,C	B,D	A,C	E	O
Abdomen	V	A,C	B,D	A,C	E	O
Arm	V	A,C	B,D	A,C	E	O
Leg	V	A,C	B,D	A,C	E	O
Tear to: Head/Neck	W	A,C	B,D	A,C	E	O
Chest	W	A,C	B,D	A,C	E	O
Abdomen	W	A,C	B,D	A,C	E	O
Arm	V	A,C	B,D	A,C	E	O
Leg	V	A,C	B,D	A,C	E	O
Kick to: Head/Neck*	X	A,C	B,D	A,C	E	O
Chest*	X	A,C	B,D	A,C	E	O
Abdomen	W	A,C	B,D	A,C	E	O
Arm*	V	A,C	B,D	A,C	E	O
Leg	W	A,C	B,D	A,C	E	O

*Possible only if opponent is sitting, kneeling, prone, etc.

Feint	—	G	G	H	E	P
Clinch	—	E	E	E	F	Q
Retreat	—	T	T	T	U	R

NON-TRAINED HOLDS COMBAT TABLE

| OFFENSIVE MANEUVER | DAMAGE | DEFENSIVE MANEUVER (No side specification necessary) | | | | | |
		S1	S2	S3	Feint	Clinch	Retreat
Hand Over Mouth	—	A,C	I,C	J,D	A,C	E	O
Bear Hug	X	A−1,C	I,C	J,D	A−1,C	E	O
Arm Around Neck	Y	A−1,C	I,C	J,D	A−1,C	E	O
Hands On Throat	X	A−1,C	I,C	J,D	A−1,C	E	O
Arm Behind Back	X	A,C	I,C	J,D	A,C	E	O
Bite to: Head/Neck	W	A,C	I,C	J,D	A,C	E	O
Chest	V	A,C	I,C	J,D	A,C	E	O
Abdomen	V	A,C	I,C	J,D	A,C	E	O
Arm	V	A,C	I,C	J,D	A,C	E	O
Leg	V	A,C	I,C	J,D	A,C	E	O
Feint	—	G	G	G	H	E	P
Clinch	—	E	E	E	E	F	Q
Retreat	—	T	T	T	T	U	R

WRESTLING TAKE-DOWN COMBAT TABLE

| OFFENSIVE MANEUVER | DEFENSIVE MANEUVER | | | |
	Take-down	Feint	Clinch	Retreat
Take-down	K	K	E	O
Clinch	G	H	E	Q
Feint	E	E	F	P
Retreat	O	T	U	R

WRESTLING TAKE-DOWN INJURY DETERMINATION

If no take-down occurred, no injuries are received and HOLD-DOWN COMBAT, HOLDS AND THROWS COMBAT, and JUDO HOLDS AND LOCKS COMBAT cannot occur. If a take-down occurred (result K), compare the fighters' Wrestling ratings and find the difference between these values. If the difference is from 1 to 50, the fighter with the higher value has the Advantage and is the attacker but no injuries are received. If the difference is from 51 to 100, the higher-valued fighter is the attacker and the defender sustains one injury point. If the difference is greater than 100, the higher-valued fighter is the attacker and the defender sustains 2 injury points. HOLD-DOWN COMBAT, HOLDS AND THROWS COMBAT, or JUDO HOLDS AND LOCKS COMBAT can now occur.

WRESTLING HOLD-DOWN COMBAT TABLE

(Note: A take-down must have just occurred before this table can be used.)

OFFENSIVE MANEUVER	S1	S2	S3	Feint	Clinch	Retreat
DEFENSIVE MANEUVER (No side specification necessary)						
Legal Hold-Down using: Arms	A,L	I,C	J,D	A,C	E	O
Legs	A,L	I,C	J,D	A,C	E	O
Feint	G	G	G	H	E	P
Clinch	A,L	I,C	J,D	E	F	Q
Retreat	T	T	T	T	U	R

WRESTLING HOLD-DOWN INJURY DETERMINATION

Compare the opponent's Wrestling ratings and find the difference between the two values. If there is no difference between the values or if the difference is from 1 to 50, the defender receives no injuries; if the difference is from 51 to 100, the defender sustains one injury point; and if the difference is greater than 100, the defender sustains two injury points.

WRESTLING HOLDS AND THROWS COMBAT TABLE

(Note: A take-down or hold-down must have just occurred before this table can be used. No hold can be used twice in succession.)

OFFENSIVE MANEUVER (Area of Body Affected)	DAMAGE	S1	S2	S3	Feint	Clinch	Retreat
					DEFENSIVE MANEUVER (No side specification necessary)		
LEGAL PINNING HOLDS:							
Half-Nelson (Head/Neck)	V	A,C	I,C	J,D	A,C	E	O
Three-Quarters Nelson (Head/Neck)	V	A+1,C	I,C	J,D	A+1,C	E	O
Reverse Nelson (Head/Neck)	V	A,C	I,C	J,D	A,C	E	O
Scissors (Abdomen)	V	A+1,C	I,C	J,D	A+1,C	E	O
Cradle Hold (Abdomen)	V	A,C	I,C	J,D	A,C	E	O
Leg Split (Leg)	V	A,C	I,C	J,D	A,C	E	O
Jacknife (Abdomen)	V	A,C	I,C	J,D	A,C	E	O
Guillotine (Head/Neck)	V	A+1,C	I,C	J,D	A+1,C	E	O
Headlock (Head/Neck)	V	A,C	I,C	J,D	A,C	E	O
ILLEGAL HOLDS AND THROWS:							
Hammerlock Above Right Angle (Arm)	X	A−1,C	I,C	J,D	A−1,C	E	O
Twisting Hammerlock (Arm)	X	A,C	I,C	J,D	A,C	E	O
Straight Head Scissors (Head/Neck)	X	A+1,C	I,C	J,D	A+1,C	E	O
Full Nelson (Head/Neck)	X	A+1,C	I,C	J,D	A+1,C	E	O
Strangle Hold (Head/Neck)	Y	A,C	I,C	J,D	A,C	E	O
Toe Hold (Leg)	W	A+1,C	I,C	J,D	A+1,C	E	O
Twisting Knee Lock (Leg)	X	A−1,C	I,C	J,D	A−1,C	E	O
Key Lock (Arm)	X	A,C	I,C	J,D	A,C	E	O
Overhead Double-Bar (Arm)	X	A,C	I,C	J,D	A,C	E	O
Front Headlock (Head/Neck)	X	A+1,C	I,C	J,D	A+1,C	E	O
All Other Headlocks (Head/Neck)	X	A+1,C	I,C	J,D	A+1,C	E	O
Flying Mare (Abdomen)	X	A+1,C	I,C	J,D	A+1,C	E	O
Body Slam (Chest)	X	A+2,C	I,C	J,D	A+2,C	E	O
Feint	—	G	G	G	H	E	P
Clinch	—	E	E	E	E	F	Q
Retreat	—	T	T	T	T	U	R

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BOXING OR SWORDPLAY COMBAT TABLE

DEFENSIVE MANEUVER

OFFENSIVE MANEUVER	DAMAGE	Same Side Parrying	Opposite Side Parrying	Same Side Blocking	Opposite Side Blocking	Same Side Slipping	Opposite Side Slipping	Duck	Bob	Weave	Feint	Clinch	Retreat
Jab to Head (Lunge)	Y	A,C	B,D	A,C	B,D	A,C	B,C	B,D	A−8,D	A−8,C	A,C	E	O
Jab to Abdomen (Lunge)	X	A,C	A,C	A,C	A,C	B,D	B,D	A+6,C	A+6,C	A−6,D	A,C	E	O
Hook to Head (Cut)	Y	A,C	A−6,D	A,C	B,C	A,C	A−9,C	B,D	A−9,D	A−5,C	A,C	E	O
Cross to Head (Fleche)	Y	A,C	A−5,D	A,C	A−5,C	A,C	B,C	B,D	A−9,D	A−9,C	A,C	E	O
Uppercut to Head*	Y	A+1,C	A−5,C	A+1,C	A−2,C	A−8,C	A−5,D	A−5,D	A−2,D	A−6,C	A+1,C	E	O
One-Two Punch*	Z	A−9,D	A−9,D	A−9,C	A−9,C	A−9,D	A−9,D	B,D	A−14,D	A−14,C	A,C	E	O
RoundHouse	Z	A−2,C	A−5,D	A−2,C	A−9,C	A−2,C	A−9,C	B,D	A−12,D	A−12,C	A−2,C	E	O

*Cannot be used in swordplay.

FOULS													
Elbowing	Y	A,C	B,D	A,C	B,C	A,C	B,D	B,D	A−6,C	A−6,C	A,C	E	O
Below Belt	Y	A−1,C	A−1,C	A−1,C	A−1,C	B,D	B,D	A+2,C	A−6,C	A−6,C	A−1,C	E	O
Shouldering	X	A,C	B,D	A,C	A,D	A,D	B,D	B,D	A−3,C	A−4,C	A,C	E	O
Butting Head	X	A,D	B,D	A,D	A,D	A,D	B,D	A−2,C	A−3,C	A−4,C	A,C	E	O
Heeling	Y	A−1,C	B,D	A−1,C	B,D	A−1,C	B,D	B,D	A−6,C	A−6,C	A−1,C	E	O
Thumbing	Y	A−2,C	B,D	A−2,C	B,D	A−2,C	B,D	B,D	A−7,C	A−7,C	A−2,C	E	O
Rabbit Punch	Z	A−2,C	B,D	A−2,C	B,C	A−2,C	B,D	A−2,C	A−8,C	A−8,C	A−2,C	E	O
Kidney Punch	X	A+1,C	B,D	A+1,C	B,C	A+1,C	A+1,C	A+1,C	A+1,C	A−3,C	A+1,C	E	O
Stepping on Foot	V	A,C	A,C	A,C	A,C	A,C	B,D	A,C	A,C	B,D	A,C	E	O
Feint	—	G	G	G	G	G	G	G	G	G	H	E	P
Clinch	—	E	E	E	E	E	E	E	E	E	E	F	Q
Retreat	—	T	T	T	T	T	T	T	T	T	T	U	R

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JUDO THROWS COMBAT TABLE

OFFENSIVE MANEUVER	DAMAGE	Backward Breakfall	Sideways Breakfall	Forward Breakfall	Forward Roll Breakfall	Feint	Clinch	Retreat
		DEFENSIVE MANEUVER (No side specification necessary)						
Ankle Throw	V	A,C	B,D	A,C	A,C	A,C	E	O
Ankle Throw followed by a Lock	V	A+3,C	B,C	A+3,C	A+3,C	A+3,C	E	O
Hand Throw to Front	V	A,C	B,C	B,D	A,C	A,C	E	O
Hand Throw to Front followed by a Lock	V	A+3,C	B,C	B,C	A+3,C	A+3,C	E	O
Hand Throw to Rear	V	B,D	A−1,C	A,C	A,C	A,C	E	O
Hand Throw to Rear followed by a Lock	V	B,D	A+3,C	A+3,C	A+3,C	A+3,C	E	O
Hip Throw	W	A−2,C	B,D	A−2,C	A,C	A,C	E	O
Hip Throw followed by a Lock	W	A+3,C	B,C	A+3,C	A+3,C	A+3,C	E	O
Leg Throw	V	A−1,C	B,D	A−1,C	A,C	A,C	E	O
Leg Throw followed by Lock	V	A+3,C	B,C	A+3,C	A+3,C	A+3,C	E	O
Shoulder Throw	W	A−1,C	B,D	A−1,C	A,C	A,C	E	O
Shoulder Throw followed by a Lock	W	A+3,C	B,C	A+3,C	A+3,C	A+3,C	E	O
Sacrifice Throw	W	A−1,C	A−2,C	A,C	B,D	A,C	E	O
Sacrifice Throw followed by a Lock	W	A+3,C	A+3,C	A+3,C	B,C	A+3,C	E	O
Feint	—	G	G	G	G	H	E	P
Clinch	—	E	E	E	E	E	F	Q
Retreat	—	T	T	T	T	T	U	R

JUDO HOLDS AND LOCKS COMBAT TABLE
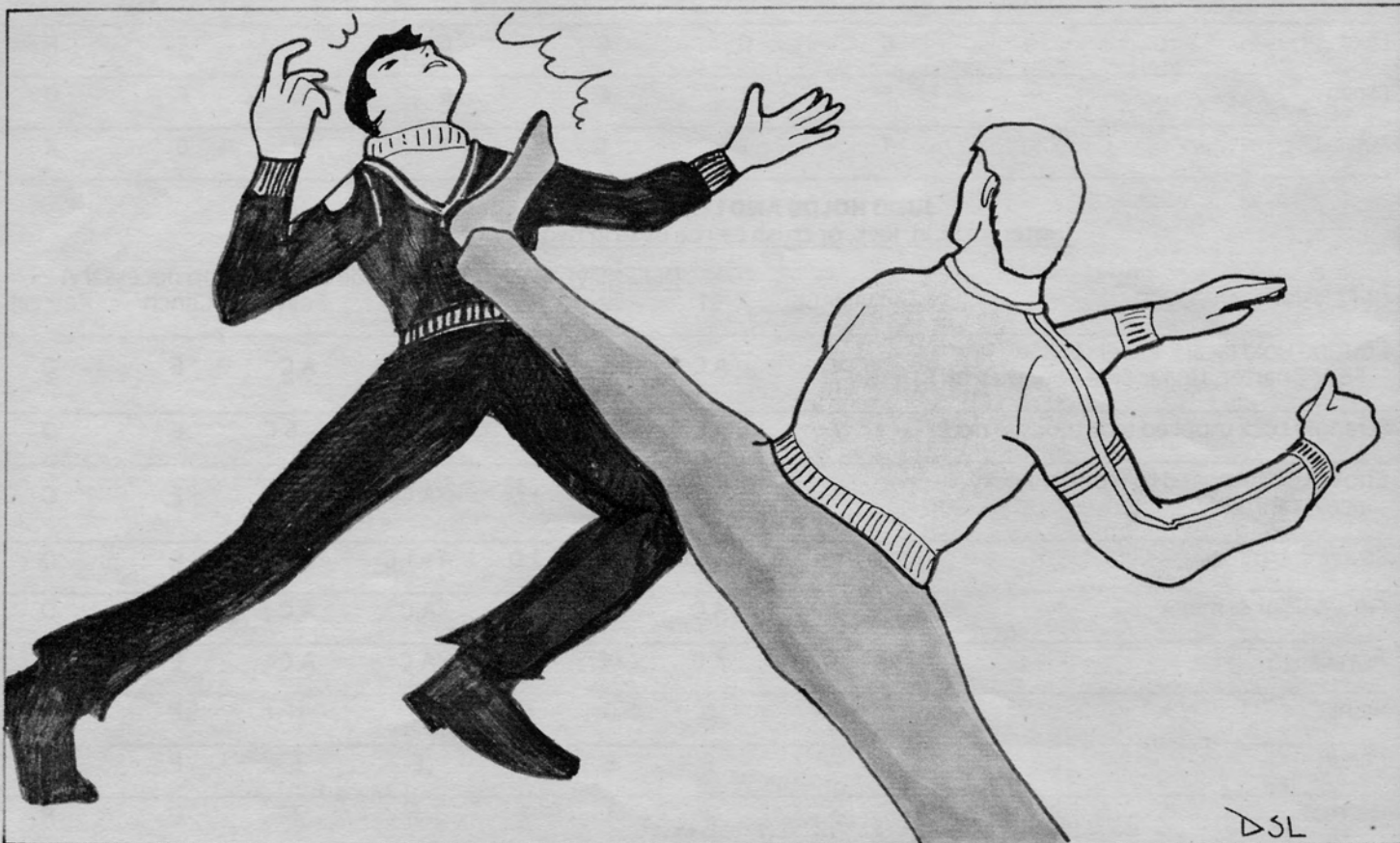(Note: No hold, lock, or crush can be used in two consecutive turns.)

OFFENSIVE MANEUVER	DAMAGE	S1	S2	S3	S4	Feint	Clinch	Retreat
		DEFENSIVE MANEUVER (No side specification necessary)						
Routine Hold (Scarf, Reverse Scarf, Side Four Quarter, Upper Side Four Quarter)	V	A,C	I,C	J,D	A,C	A,C	E	O
Strangle Lock (Applied to arteries in neck)	Y	A,C	I,C	J,D	B,D	A−6,C	E	O
Choke Lock (Applied to front of neck across throat)	X	A,C	I,C	J,D	A,C	A−5,C	E	O
Straight Armlock	V	A+1,C	I,C	J,D	A+1,C	A+1,C	E	O
Figure Four Armlock	W	A,C	I,C	J,D	A,C	A,C	E	O
Arm Crush	X	A,C	I,C	J,D	A,C	A,C	E	O
Feint	—	G	G	G	G	H	E	P
Clinch	—	E	E	E	E	E	F	Q
Retreat	—	T	T	T	T	T	U	R

MARTIAL ARTS STRIKING COMBAT TABLE

(Note: A fighter in Martial Arts Striking Combat may choose two defensive maneuvers on opposite sides providing one is done with an arm and the other with a leg. Example: "Arm catch left, Leg block right." For Hand and Foot offensive maneuvers, the specific type of attack must be noted as listed under MARTIAL ARTS STRIKING INJURY TABLE (e.g., "Right Handsword to back of neck."). Any of the attacks listed can be used against any of the vital points listed. The last five maneuvers are Special Defensive Maneuvers—a character choosing one of these maneuvers cannot choose an additional defensive maneuver that turn.)

INJURY-PRODUCING BODY PART	Same Side Parrying	Opposite Side Parrying	Same Side Blocking	Opposite Side Blocking	Same Side Catching	Opposite Side Catching	Ducking	Leaping	Feinting	Clinching	Retreat
ARM DEFENSIVE MANEUVER							**SPECIAL DEFENSIVE MANEUVERS**				
Hand	A,C	B,D	A,C	B,C	A,C	B,M	B,D	A+3,C	A,C	E	O
Elbow	A,C	B,D	A,C	B,C	A,C	B,M	B,D	A+3,C	A,C	E	O
Knee	A,C	B,D	A,C	B,C	A,C	B,M	A+6,C	B,D	A,C	E	O
Foot	A,C	B,D	A,C	B,C	A,C	B,M	A+6,C	B,D	A,C	E	O
LEG DEFENSIVE MANEUVER											
Hand	A,C	A,C	A,C	A,C	A+4,C	B,D	B,D	A+3,C	A,C	E	O
Elbow	A,C	A,C	A,C	A,C	A+5,C	B,D	B,D	A+3,C	A,C	E	O
Knee	A,C	B,D	A,C	B,D	A+5,C	B,D	A+6,C	B,D	A,C	E	O
Foot	A,C	B,D	A,C	B,D	A+6,C	B,D	A+6,C	B,D	A,C	E	O
GENERAL DEFENSIVE MANEUVER											
Feint	G	G	G	G	G	G	G	G	H	E	P
Clinch	E	E	E	E	E	E	E	E	E	F	Q
Retreat	T	T	T	T	T	T	T	T	T	U	R

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MARTIAL ARTS STRIKING INJURY TABLE

(Note: The fighter matrixes the type of attack with the vital point target to find the appropriate damage table.)

BODY AREA ATTACKED	HAND									ELBOW.	KNEE	FOOT		
	Fingertips	Fist	Handsword	Heel of Palm	One-knuckle Punch	Bent Wrist	Two-finger Spear	One-finger Spear	Handspear	Elbow	Knee	Ball of Foot	Heel	Footsword
Top of Head	W	Y	Z	Y	X	Y	W	V	Z	Y	Y	Y	Y	Z
Temple	Z	Z	Z	Z	Y	Z	Y	Y	Z	Z	Z	Z	Z	Z
Eyes	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z
Nose	Y	Z	Z	Z	Y	Y	Y	X	Z	Z	Z	Z	Y	Z
Below Ear	Y	Z	Z	Z	Y	Y	Y	X	Z	Z	Z	Z	Y	Z
Below Nose	Y	Z	Z	Z	Y	Y	Y	X	Z	Z	Z	Z	Y	Z
Back of Neck	X	Z	Z	Y	X	Z	W	W	Z	Y	Y	Z	Y	Z
Adam's Apple	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z
Chin	X	Z	Z	Y	X	Z	W	W	Z	Y	Y	Z	Y	Z
Other parts of Head	W	Y	Z	Y	X	X	V	V	Y	Y	Y	Y	X	Z
CHEST: Chest or Upper Back	V	Y	Y	X	W	X	V	V	Y	X	X	Y	X	Y
Lower Ribs	X	Y	Z	Y	X	Y	X	X	Z	Y	Y	Y	Y	Z
Solar Plexus	Y	Z	Z	Z	Y	Y	Y	X	Z	Z	Z	Z	Y	Z
ABDOMEN: Below Navel	Y	Z	Z	Y	X	Y	X	X	Z	Y	Y	Z	Y	Z
Groin	Y	Z	Z	Z	Y	Z	Y	Y	Z	Z	Z	Z	Z	Z
Other Parts of Abdomen or Lower Back	X	Y	Y	X	W	X	W	W	Y	X	X	Y	X	Y
LEG: Kneejoint	X	Y	Z	Y	X	X	X	W	Y	Y	Y	Y	X	Z
Rest of Leg and Foot	W	X	Y	X	V	W	V	V	X	X	X	X	W	Y
ARM AND HAND	W	X	Y	X	V	W	V	V	X	X	X	X	W	Y
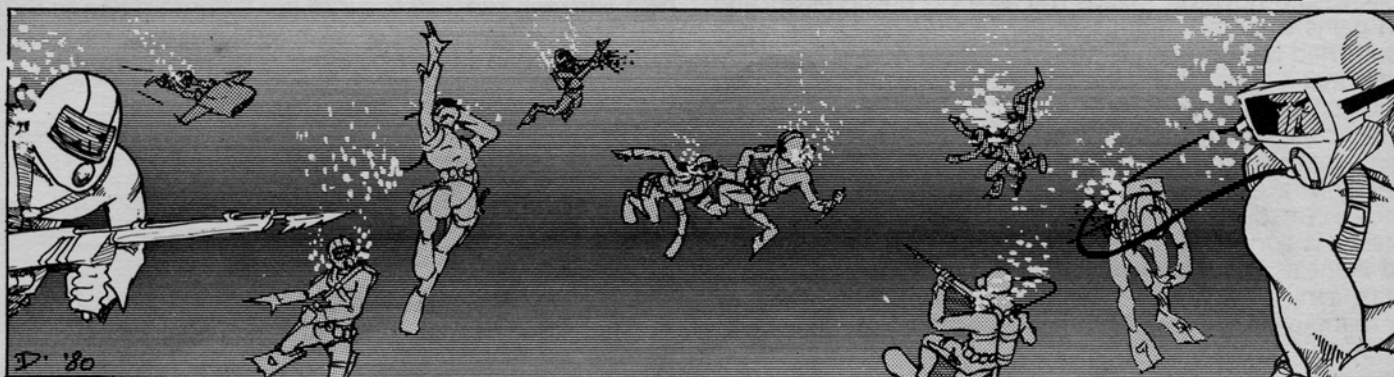
EXAMPLE OF HAND-TO-HAND COMBAT

Karl Todtmachter is walking to the sidewalk cafe in Sprechenhaltestelle to pass the microdot plans of the Moscow microwave installations to his contact. He will never get there, for the beautiful and seductive Natasha Ilyitch has orders to intercept the transfer.

	HTH COMBAT	WRESTLING	OFFENSE	SURPRISE	LIFE LEVEL	PHYSICAL EDUCATION AOK	MILITARY SCIENCE AOK
AGENT							
Karl	85	94	85	75	18	85	35
Natasha	72	61	80	80	12	39	100

Natasha steps out from her hiding place too soon, and thus does not surprise Karl or get to make a sneak attack. Karl recognizes her and is on guard, so normal HTH combat procedure is followed. Surprise values are compared, and Natasha's is greater (80) than Karl's (75) even without the surprise bonus she might have gained; Natasha therefore has the Advantage and chooses to attack.

Natasha announces that she will attack on the Martial Arts Striking Combat Table (her Military Science Area of Knowledge rating is high enough to enable her to attack on any table, and Martial Arts generally does the most damage). Karl knows that since the highest type of fighting he is allowed is Boxing/Swordplay, she will add +3 to damage if she hits because he must defend against a type of combat that he is not accustomed to; he knows he must go on the offensive as soon as possible.

Karl writes down his two defensive maneuvers: Arm Catch Right and Duck. Natasha announces that her attack will be Right Knee to the Groin. Matrixing these on the Martial Arts Striking Combat Table, the Admin discovers that a Knee/Ducking result would be a hit with +6 on damage, while the Knee/Catching result would be a hit with normal damage (Refer to the Same Side Catching column because it was the right knee and a catch right—the same side). Karl chooses the less damaging Catching result. Checking the Martial Arts Striking Injury Table, a Knee to the Groin results in damage Z, 8-17 points. Percentile dice are rolled by the Admin, and a result of 23 indicates that Karl has taken 10 points of damage. Note: the amount of damage inflicted is revealed to the attacker, but never the number of Life Level points the victim has remaining. Injury Modifiers are checked, and +3 is added to the damage because Karl is defending on a combat table he doesn't know; the total damage is 13 points, so Karl is down to 5 Life Level points. Since Natasha got a result of C when the attack and defense were matrixed, she keeps the Advantage and elects to attack next turn. She announces that she will attack again on the Martial Arts Striking Combat Table.

Karl writes down his defensive maneuvers: Leg Block Left and Leaping. Natasha announces her attack is a Right Footsword Below the Ear (she is going for the quick finish!). Matrixing these reveal that a Footsword/Leaping result would be a hit, and the damage would be at +3; a Foot/Opposite Side Block result, however means the attack is unsuccessful and Karl gains the Advantage. Naturally, Karl chooses the latter result. Had Natasha connected, she would have suffered an additional −1 penalty since she was using her left leg (as indicated in Injury Modifiers).

Karl chooses to attack with Wrestling, since he has a strong rating in that. The first Wrestling attack is always on the Wrestling Take-Down Combat Table, and from there can proceed to Wrestling Hold-Down or Wrestling Holds and Throws. Natasha is confident of her abilities, and selects Take-down and Feint as her maneuvers. Karl selects a Take-down, and Natasha must opt for the K result (take-down), since either of her maneuvers will give this result. Consulting the section on

Wrestling Take-down Injury Determination, it is found that the difference in Wrestling ratings is 33, so Karl remains the attacker but no injuries occur.

Karl announces that he will now use the Wrestling Holds and Throws Combat Table. Natasha doesn't think that her HTH Combat value is greater than two times Karl's Offense value, so as her two maneuvers she selects S1 and Feint. Karl knows he is fighting for his life, so he announces as his attack the "illegal" Strangle Hold. The matrix results show a successful attack against either defense, so the damage is Y, 5-10 points. A roll of 59 indicates 8 points of damage to Natasha, leaving her with 4.

Karl has maintained the Advantage, and announces that he will now attack using the Boxing Table. Natasha selects as her defensive maneuvers Slip Left and Weave. Karl attacks with a Right Uppercut, and the matrixing reveals that both results will hit. With the Slip defense, however, Natasha will gain the advantage for next turn, and so she selects that result. The damage will be Y-5 (as indicated on the Combat Table); the roll is a 33, so Natasha takes 2 points of damage (7-5) and is still conscious.

Having regained the Advantage, Natasha decides the combat will be on the Judo Throws Combat Table. Karl writes down his defensive maneuvers as Backward Breakfall and Sideways Breakfall. Natasha attacks with a Sacrifice Throw, and neither defensive maneuver can stop her. Choosing the sideways fall, however, reduces the damage by two points, so that's the one he selects.

The damage base, then, is W (1-4 points); −2, as indicated on the table (due to a partially successful defense); and +3, because Karl is defending against a higher combat type than he can use. The Admin's die roll is 95, so the damage is 4 − 2 + 3 = 5, exactly the number of points Karl had remaining. Karl slumps unconscious, and the deadly Natasha quickly dispatches him. The entire combat has taken only 6 turns (30 seconds), plus one extra turn to kill the unconscious loser.

MORE THAN TWO FIGHTERS IN HTH COMBAT

It is possible to simultaneously attack with two characters against one defender, but no more than two can attack at once. If there are more than two attackers, the two with the highest Surprise ratings will get to attack.

In a two-on-one situation where both of the attackers have higher Surprise values than the defender, the attackers independently select which type of combat they will be using. the defender then has the choice of choosing one defense against each type of combat, or choosing two defenses against one type of combat and letting the other attacker get in a free strike, doing damage as indicated by the base damage letter, with Injury Modifications (if any).

If the defender has a higher Surprise value than one attacker or gains the Advantage on one attacker but not the other, the defender may either choose to defend against the attacker with the Advantage or to attack the fighter without the Advantage and give the attacking fighter a free strike. If the defender chooses to just defend against the attacker, the fighter without the Advantage cannot attack this turn, but next turn will add +20 to his or her Surprise rating to reflect the fact that the defender is ignoring him to some extent in order to defend against the other attacker.
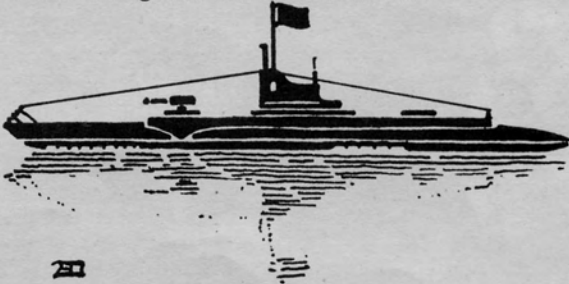
HAND-TO-HAND VALUES FOR ADDITIONAL WEAPONS

WEAPON	HTH WEAPON VALUE	WEAPON	HTH WEAPON VALUE
Shoe	2	Grenade	7
Steel-toed Boot	4	Bomb	8
Belt	3	Capsule	2
Purse	3	Canister	5
Pen or Pencil	1	Rope, 10 feet	8
Umbrella	6	Piano Wire, 10 feet	10
Oar or Paddle	15	Steel Cable, 10 feet	10
Brass Knuckles	3	Chain, 10 feet	14
Death Ring, empty	2	Hypodermic needle	1
Arrow	3	Gas Mask, off	3
Briefcase	5	Cable or Bolt Cutter	15
Suitcase	4	Headphones, off	3
Tackle Box	4	Lock Pick Set or Keys	12
Handcuffs, off	3	Walkie-talkie	5
Goggles, off	2	Geiger Counter	4
Flashlight, metal	6	Metal Detector, portable	14
Tape Recorder, regular size	5	Camera, regular size	4

For any other weapons, find a similar one here or in the WEAPONS CHART and estimate value.

MISCELLANEOUS RULES

DAMAGE FROM FALLING

A character falling from a height will probably sustain some injury. A fall from 5' or less will not cause injury, and a fall from 5' to 10' in distance has but a 5% chance of causing damage, which is calculated on result W from HTH Combat Results. A fall from 11' to 20' would do 1-10 points of damage (roll a 10-sided die); a fall from 21' to 30' would do 2-20 points of damage (roll two 10-sided dice and add together), etc. Even if the damage sustained indicates the character has died, there will always be at least a 5% chance that the character has survived (01-05 on percentile dice). This percentage can be modified by the Admin if the circumstances so dictate. A character who survives an otherwise fatal fall by the percentage roll is considered to have one Life Level point remaining.

Any time a character is injured in a fall, he or she will be stunned. A stunned character will be unable to perform any function for a number of phases equal to the number of injury points he or she received.

MISCELLANEOUS NON-PLAYER CHARACTERS

Unless the Admin or a player is in actual control of designed and keyed characters such as bodyguards, technicians, etc., all other characters will generally be unarmed. Such civilians include shopkeepers, entertainers, pedestrians, pilots, shoppers, students, and public servants, to name a few. These characters can inhabit the homes, businesses, fields, vehicles, and streets of the well-designed environment.

In stress-centered situations such as robberies or sidewalk shootouts, these non-player characters behave erratically (except for those in authority, like bank presidents or police). By rolling percentile dice for each observer, their reaction can be determined. If the dice result is less than their Courage (predetermined or rolled randomly on the spur of the moment), they will behave aggressively. If the dice result is equal to or greater than their Courage, they will run for cover to cower and stay put until the situation subsides. Aggressive characters must be checked for cowardice in each successive turn. For characters in authority subtract 25 from the die roll before comparing it to their Courage. The Admin will be in charge of manipulating these miscellaneous characters or may assign players not involved with this mission to handle them.

BULLETPROOF EQUIPMENT

Bulletproof equipment is common espionage and security paraphernalia. The Admin will have to know how to deal with such things as bulletproof glass for vehicles (and other windows) and bulletproof vests for personnel.

1. Shield (hand-carried only)—In combat, subtract the following modifiers from the chance to hit depending on the range and shell type:

AMMUNITION TYPE

RANGE	Non-armor-piercing bullets	Armor-piercing bullets	Shotgun pellets
Point Blank	−21	−11	−33
Short	−20	−10	−30
Medium	−1	−1	−2
Long	0	0	−1

Bulletproof shields in Hand-to-hand Combat add +4 to the HTH value of the character holding one whether attacking or defending. Bulletproof shields are limited to one in each hand; they penalize the Coordination of the holder by −30% each. Shields offer no protection from explosive devices.

2. Vests (worn properly)—With injuries located in the chest or upper back the possible injury points are reduced by 20%, i.e., damage is 80% of the full value, for ammunition above .32 caliber. For ammunition of .32 caliber or below (or shotgun pellets), the wound will be reduced to 1 injury point. Vests are useless against explosives, and always reduce the Coordination of the wearer by 5%.

3. Helmets (worn properly)—For injuries located in the head/neck region, the possible injury points are reduced by 25%, i.e., the wearer suffers only 75% of the normal damage when the ammunition is above .32 caliber. For .32 caliber or below (or shotgun pellets), no injury will occur. Helmets are useless against explosives, and there is no effect on Coordination.

4. Glass (cannot be carried)—Bulletproof glass can be used anywhere regular glass is used. Regular bullets and shotgun pellets cannot penetrate it. Armor-piercing shells, explosives, and metal-cutting torches can all pass through it, at normal effectiveness.

Example: a character wearing a bulletproof vest and carrying a bulletproof shield normally has a Coordination of 70. 35% of 70 is 24½, so the encumbered character's Coordination is reduced to 45½ (round up to 46).

UNCONSCIOUSNESS

The following chart can be used to determine the length of unconsciousness due to any cause, and is specifically referred to for some results due to anesthetics, tear gas, Temporary Losses, et al. A 10-sided die is rolled, and the result is matrixed with the current Life Level value of the victim. The number indicated shows the duration (in minutes) of the unconsciousness. Each minute is 12 turns long.

Unconsciousness Chart
(minutes)

Roll 1-10	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22+
1	8	7	6	5	4	3	2	1
2	16	14	12	10	8	6	4	2
3	24	21	18	15	12	9	6	3
4	32	28	24	20	16	12	8	4
5	40	35	30	25	20	15	10	5
6	48	42	36	30	24	18	12	6
7	56	49	42	35	28	21	14	7
8	64	56	48	40	32	24	16	8
9	72	63	54	45	36	27	18	9
0	80	70	60	50	40	30	20	10

SECURITY SYSTEMS (Alarms, Traps And Locks)

Obviously, some security systems are better than others. Many security systems have a concealment value, which varies from 1-50, depending upon how well the alarm, trap, safe, etc., is concealed. All security systems have a percentage value which indicates their worth and efficiency. The better the alarm, trap or lock, the higher its percentage rating (1-100%). The concealment value and percentage rating are always listed with the system description. For example, a window alarm with a concealment of 13 and a rating of 67% would be listed as window alarm, 13/67.

Though some alarm systems are obvious and out in the open in order to dissuade potential intruders from meddling, alarms and traps, and even safes and lock mechanisms, can be concealed. As mentioned above, all non-obvious security systems have a concealment value of from 1-50. An agent's chance to discover a concealed system (if searching) is equal to the agent's Deactivation value minus the system's concealment value. There is never less than a 5% chance of discovering a hidden system (01-05), and there is always at least a 5% chance of missing one (96-00). As a rule, an attempt to find a concealed system can only be made if an agent takes the time to search the proper location closely and carefully.

When attempting to deactivate an alarm or trap or open a lock or safe, an agent compares his or her Deactivation value with the device's percentage rating. The agent's percentage chance to deactivate is equal to his or her Deactivation value plus or minus the difference between that value and the device's percentage rating. If the Deactivation value is greater than the percentage rating, the difference is added, but if it is less, the difference is subtracted. Thus, an agent with a Deactivation value of 54 attempting to deactivate a window alarm with a 67% rating would have a 41% chance of doing so (54 − [67 − 54 = 13] = 41), and must roll a 41 or below to deactivate. There is always a minimum 5% chance to deactivate, and thus any score of 01-05 indicates deactivation. Each agent may make one attempt to deactivate a system (or open a lock). Each attempt takes 12 turns (1 minute), except for the simpler locks or devices, which take less time (Admin's decision).

If an agent fails his or her deactivation roll on an alarm or trap, and in so doing rolls greater than or equal to 25% above his or her chance to deactivate, he or she accidentally triggers the security system! If the agent in the example above rolled a 66% or higher, the window alarm would be set off. There is always a 5% chance of triggering any security system, and

thus any roll of 96-00 always indicates that the alarm and/or trap has been set off; this will occur in the middle of the attempt.

Electrical or mechanical alarms which are not deactivated or circumvented will be tripped at the appropriate time (when an electric eye's light beam is first broken, for instance) unless an 01 is rolled, in which case the unit is malfunctioning or for some other reason has not been triggered.

Some alarms (50% unless predetermined) are silent so as not to alert the intruders to the fact that their presence is known, while others will sound an audible signal, cause lights to illuminate or flash, etc. Alarms which are activated will alert any human and/or animal guards, who will then take appropriate action.

Below are examples of some standard alarm systems, given here for the aid of the gamemaster who needs quick information. These are followed by some standard lock and safe values.

House-style door-tripped siren alarm	15/20
Sensitive-tape window alarm	—/25
Electric eye beams	20/25
Pressure pad	25/45
Thermal detector	40/50
Sonic motion detector	40/75
Automobile door	—/10
Basic house door key lock	—/20
Key padlock or common lock box	—/25
Key operated dead bolt lock	—/30
Combination padlock	—/30
Average wall safe	10/45
Fine wall safe	25/60
Bank vault	—/85
High security door (thumbprint or voiceprint)	—/90

LOCKPICK SETS

There are two types of lockpick sets in TOP SECRET: a mechanical type employing a tension bar and pick, and an electronic one that amplifies and analyzes tumbler sounds. Obviously, the first type is good only against key-operated locks, and the second functions only with tumbler (combination) locks.

A mechanical lockpick set increases the agent's Deactivation value by 20 points when the agent is attempting to open a key-operated lock. If the agent has a Deactivation value of 55, it is increased to 75 if the agent has a pick.

An electronic lockpick set increases the agent's Deactivation value by 25 points when the agent is attempting to open a combination lock. This device has a memory which allows it to store the combination once it has found it.

FORCED ENTRY

There will be times when an agent cannot or does not wish to deactivate a security system or open a lock on a door or window. If the agent wishes, he or she may attempt to force open the door or window, assuming the agent has the leverage to use his or her full strength. This would include kicking or shouldering a door or forcing open a ground-level window, but would exclude opening locks on safes or forcing a door or window from an unbalanced position (such as hanging onto a rope with one hand while trying to open a second-story window).

One or two agents may attempt to force an object. Roll percentile dice to determine the random difficulty of opening the door or window. If the Physical Strength total of the agent or agents equals or is greater than two times the random difficulty just determined, the object can be forced open. Agents may attempt to force the object any number of times, but each attempt requires one turn (5 seconds). No more than two agents can attempt to force any one object at one time.

Whenever a door or window with an alarm system is forced, it is 98% likely (03-00) that the alarm will be triggered. The Admin may wish to assign difficulty ratings to keyed buildings, rather than have them randomly determined. Here are some guidelines for typical doors and windows:

OBJECT	DIFFICULTY RATING
Apartment door*	15-45
House door*	20-55
Window	10-40
Fire door*	30-70
Security door*	40-90
Pneumatic steel door	70-95

*Add +20 to Difficulty if equipped with one-way dead-bolt.

If an agent wishes to use a firearm to shoot the lock off a door, percentile dice are rolled. If the result is less than the Projectile Weapon Value (PWV) of the weapon as listed on the Weapons Chart, the lock is shot off. If the die roll is exactly equal to the PWV, the bullet ricochets into a nearby character: if the agent is alone, it automatically hits him or her; if there is more than one character nearby, the Admin randomly determines the victim. The section on GENERAL INJURY DETERMINATION is then consulted to find the extent of the wound. If the die roll is greater than the PWV, the lock still holds with no damage. Note that only the base PWV is used for this procedure, with no other modifiers. AN AGENT MUST BE AT POINT-BLANK RANGE TO ATTEMPT TO SHOOT A LOCK OFF.

Steel doors or pneumatic doors do not have a vulnerable lock mechanism, and thus are unaffected by gunfire unless the firearm is using armor-piercing shells. Shooting the lock off a door with an alarm system will still have a 98% chance of triggering the alarm.

EXPLOSIVES

In the course of players' espionage activities, they may find it necessary or desirable to make use of explosives. In intelligence work, this will most often be plastic explosives, or plastique. Plastic explosives are more stable, more versatile, and pack more punch than dynamite. They are also a great deal more expensive and difficult to obtain.

In order to give some idea of the relative amounts of explosives needed for various jobs, wall thickness and type are used here as a gauge. The amount of explosives shown is that needed to blow a hole in the wall large enough for a person to crawl through.

Wall	Dynamite	Plastique
Wood, 1''	½ stick (or one hand grenade)	1 ounce
Wood and plaster, 2'', or aluminum (''tin''), ½''	1 stick	2 ounces
Wood and plaster, 3''	2 sticks	4 ounces
Brick, 6''	4 sticks	8 ounces
Concrete, 1'	8 sticks	1 pound
Steel-reinforced concrete, 1', or armor plate (steel), 2''	12 sticks	20 ounces

The above assumes that the explosive has been affixed or placed next to the wall. Confining explosives increases their power, so if certain preparations have been made (such as drilling holes into the material to contain the explosives), only one fourth of the amount shown will be needed. If explosives are affixed to a wall, it would be wise to remember that most of the force of the explosion will be directed outward, away from the wall, and this will damage everything in the blast radius.

Damage to personnel can be figured as follows. Each stick of dynamite (or 2 ounces of plastique, or one fragmentation grenade) will inflict 16 points of damage to anyone within 10 feet of the explosion. This decreases to one-fourth at double distance (4 points to any within 11'-20'), and one-sixteenth at quadruple distance (1 point to any within 21'-40'). These distances assume the explosion is unconfined or unobstructed by hard cover.

At the Admin's option, the amount of plastique necessary to penetrate a wall may be reduced by 1/3 if a special shaped charge is used. Unlike normal charges, this funnel-shaped device will not make a large hole, being only 3'' to 8'' wide instead. Damage from the backblast is 2/3 normal per 2 ounces within 10' (i.e. 12 points), ¼ of this at 11 to 20 feet (3 points), and none beyond. Since a shaped charge is made to punch through a wall, damage is normal on the other side. Shaped charges are mainly useful for penetrating thick walls or armor plate. They cost twice as much as normal plastique.

Hiding completely behind hard cover will reduce damage by (up to) 15 points. Prone position or soft cover will reduce damage by (up to) 8 points.

Window glass will shatter if close enough to any explosion to take more than 1 point of damage. Any persons within 5' of the glass on the opposite side from the explosion will suffer 1-4 points of damage from the flying fragments.

Underwater, the concussion effect of the explosions is increased, while the range is decreased: each stick of dynamite will inflict 24 points of damage to any within 10 feet, 6 points to any within 11-20', and no damage beyond this radius. Fragmentation grenades will inflict 16 points of damage to any within 10 feet, and no damage to any beyond that radius.

Characters caught near an explosion will be deafened for a number of phases (or seconds) equal to the points of damage the character suffers. Ear plugs or similar protections will halve this period.

Explosive fuses can be detonated in several possible ways. These include electronic detonation by wire (plunger or circuit closer), radio signal, or timer. The Admin must remember to make sure that the number of explosive charges an agent sets does not exceed the agent's supply of the appropriate fuse/detonators.

The above are only guidelines for the use of explosives. The gamemaster's judgment will have to prevail in individual circumstances. By their very nature, explosives' effects are often quite variable. The Admin may want to secretly roll a die to see just how well explosives work, using a six-sided die: 1 = poorly, 2-5 = as expected, 6 = overkill!

UNDERWATER COMBAT

Obviously, most projectile weapons will not work underwater. Spearguns (CO_2 or manual) will perform at the ranges given on the WEAPONS CHART, and special crossbows can be made to function underwater (add $150 to cost). Any other projectile weapons that are modified for underwater use will have their ranges decreased by 75%—this includes throwing spears, etc., underwater. A character could throw a sword only 13 feet before going from short range to medium range.

Underwater HTH combat is different in that the defender only gets to select one defensive maneuver; the water drag slows down the defender's reaction to the attack. Damage from any type of striking attack is reduced by 25%. Damage from any type of throw is reduced by 75%; if the damage indicated is 4 points, it becomes 1 point.

If an opponent is wearing scuba gear and an agent wishes to cut the opponent's air hose with a knife, the agent attacks on the NON-TRAINED STRIKING COMBAT TABLE; a successful Gouge to Head/Neck means the knife is on the air hose, and if the damage result is 3 or more points, the air hose is cut. If an agent wishes to tear the face mask off of an opponent, the same procedure is followed; if the damage is 3 or more points, the mask is torn off and that character's Offense is reduced by 50%: if the victim's Offense was normally 82, it would be reduced to 41. All damage to the air hose or mask

must come on the same blow; the effects are not cumulative. Note that this damage is to the equipment only, not to the character.

A character whose air is cut off has but 30 seconds to find an air source before passing out. A character ascending from underwater at a rate of greater than 2 feet per second (10 feet per turn) has a base 25% chance to suffer nitrogen narcosis (the bends), modified by +5% for each foot per second faster than 2 the character increases. Any character suffering the bends will be incapacitated unless properly treated.

GRENADES

Grenades can be thrown up to 100'. The percentage chance of being on target is inversely proportional to the range, so a character would have a 95% chance of being on target at a 5' range and only a 5% chance of being on target at 95' away. "On target" is defined as hitting the object it was aimed at, or going through a window or opening if they were the target; also, the grenade will not scatter. If the grenade is not on target, it will scatter thusly (roll a 10-sided die): 1—25' short; 2—20' short; 3—10' short; 4—15' short, 10' right; 5—15' short, 10' left; 6—25' right; 7—25' left; 8—10' long, 10' right; 9—10' long, 10' left; 0—20' long.

In the open, grenades will do 1-10 points of damage to everyone within a 10' radius; in a 2000 sq. ft. room (20' x 10' x 10'), grenades will do 1-10 points to everyone within a 20' radius; in a smaller room or area, the damage will double (2-20 points).

AROUSING HUMAN OR ANIMAL GUARDS

Whenever intruders attempt to penetrate a secured area, there is a risk of tripping an alarm or similar warning device (see SECURITY SYSTEMS) or otherwise alerting human or animal guards. In every such case, it is up to the players to state what precautions or actions are being taken in any secured area. It is assumed that characters will exercise some caution and will attempt to remain as quiet as possible; if they do not do so, then their presence will almost certainly be evident.

Electrical or mechanical alarms which are not deactivated or circumvented will be tripped at the appropriate time (when an electric eye's light beam is first broken, for instance) unless an 01 is rolled, in which case the unit is malfunctioning or for some other reason has not been triggered. Alarms which are activated by intruders will alert any human and/or animal guards, who will then take appropriate action. Keep in mind that some alarm systems (50% unless predetermined) will not make a noticeable signal to alert intruders to the fact that they have been triggered.

Each agent's SURPRISE value is used to determine the chance of arousing the attention of human or animal guards in a secured area. A check must be made for every agent in the guarded area for every 15 seconds they are in the area. Guarded areas are those places where guards are located, have access to, maintain active camera surveillance, or patrol. Large areas which have only occasionally patrolling guards can have a periodic routine determined by the Administrator; in such a case, the immediate area is considered secured only when the patrolling guards are nearby.

There are four categories to describe the relative security of any guarded area, from Solitary Guard to Heavily Guarded. The Solitary Guard category refers to a single human or animal guard in the area, while Heavily Guarded means tight security with numerous guards present. The two categories in between describe conditions between the two extremes. The Administrator can decide how to classify a particular area based on the conditions of the environment: how many guards are present, their state of alertness, the importance or value of the guarded material, objects, or locale, etc. Agents can outline particular ways they will attempt to avoid guards

(including distraction), and the Administrator can adjust accordingly.

The table below provides a number rating for each of the four guardedness categories, with a separate column for human and animal guards. To determine the chance of discovery when a guarded area is penetrated by non-authorized personnel, each agent's SURPRISE value is compared to the number given in the proper place in the column—if both human and animal guards are present, a check must be made for each. An agent's chance of avoiding discovery is equal to the agent's SURPRISE value minus the number shown. However, there is always at least a 5% chance (01-05) of escaping detection if the percentage is less than that otherwise, and always a 5% (96-00) chance of being detected if the percentage is otherwise greater than 95%.

Human guards that are alerted will react according to the situation: seeking to identify and attack the intruders, calling for assistance, activating special security devices, etc. Animal guards will react less predictably, and unless specifically trained, will require a percentile dice roll on the ANIMAL GUARD REACTION table. It is assumed that most animal guards will be canine; if this is not the case, the Administrator can handle the situation as he or she sees fit.

INTRUDER DISCOVERY TABLE

	Human Guard**	Animal Guard
Solitary Guard	50	45
Lightly Guarded	70	65
Moderately Guarded	90	95
Heavily Guarded	110	125

**The following modifiers are considered for human guards only:

Darkness, without spotlights or other special illumination	−30
Darkness, with spotlights or other special illumination	−15
Some cover for obscuring intruders	−10
Considerable cover for obscuring intruders	−20
Non-alarm surveillance devices in use (television cameras, etc.)	+20
Recent penetration of secured area (within 48 hours) or guards pre-alerted	+20

Whenever a small noise (such as a relatively quiet mugging of a guard or a shot with a silencer-equipped pistol) is made, an additional check is taken for the agent(s) undertaking the action.

ANIMAL GUARD REACTION TABLE

(Roll once or more as appropriate depending upon situation and intruders' actions; animals will react accordingly.)

01-05	Animal(s) will become alert but will not move or make noise
06-15	Animal(s) will become nervous but will stay where they are without making noise
16-25	Animal(s) will become nervous and make noise, but will stay where they are
26-30	Animal(s) will approach intruder(s) but will not make noise
31-35	Animal(s) will approach intruder(s) and make noise
36-45	Animal(s) will approach intruder(s) and make loud noises, but will not attack
46-00	Animal(s) will approach intruder(s) and attack

PATH OBSTRUCTIONS

A path obstruction is any person or object that the agent places between himself or herself and pursuing enemies in vehicles. The following table shows the value needed for the first vehicle in the line of pursuers to be stopped. Percentile dice are rolled to generate a random value. If this value is ever higher than the table value for the specific type of pursuer, a pursuing vehicle must stop, at least temporarily. The "Next Vehicle" value is added to the randomly generated number for each vehicle after the first (cumulative). Example: police are chasing an agent. The agent releases an oil slick. The die roll is 37, and the value for an oil slick is 45, so the first police car gets through. Five is added to 37 making it 42, which is still less than 45; the second police car gets through. Five is added to 42 making it 47, so the third police car (and all those behind it) slides to a stop, because 47 is greater than 45. The oil in each case spread farther and farther, accounting for the increasing danger.

PATH OBSTRUCTIONS TABLE

TYPE OF PURSUERS

OBSTRUCTION	Police	Private Guards or Enemy Agents	Private Investigators	NEXT VEHICLE
Smoke Screen	60	70	65	+2
Visual Deterrent	50	60	55	+3
Explosive Deterrent	45	55	50	+15
Human Being	40	60	50	+10
Live Animal	60	90	80	+1
Oil Slick	45	55	50	+5
Flaming Oil	35	45	40	+3
Burning Object	37	47	37	+5
Anti-Tire Device	65	75	60	+2
Collision-sized Object	40	50	45	+7
Other	As determined by the Administrator			

Explanation of Obstructions

Smoke Screen—this special device is entirely consumed when used, and it is usually found in smoke bomb capsule form. A smoke screen usually dissipates slowly as each vehicle or person passes through it.

Visual Deterrent—this general term is used when the obstruction does not fit any other category. Examples: fog, substance on windshield, etc.

Explosive Deterrent—this occurs when explosive devices are used as obstructions. See EXPLOSIVE USE AGAINST VEHICLES.

Human Being—can be either living or dead, standing, lying, falling, swimming, etc.

Live Animal—can be standing, lying, running, flying, swimming, etc. Insects must be in a swarm.

Oil Slick—this special device is entirely consumed when used, and of course can only be used once per mission. Oil slicks have a tendency to spread. In the air and on the water this serves as a visual deterrent.

Flaming Oil—this occurs when oil slicks are ignited. An agent has only one chance to ignite a slick while being pursued; there is a 50% chance of ignition when an open flame is used, and a 90% chance when a pyrotechnic or incendiary device is used.

Burning Object—a general term encompassing obstructions that are on fire but are not explosive deterrents or flaming oil.

Anti-Tire Device—this refers to any device meant to destroy or damage tires by running over rather than by collision.

Collision-sized Object—this is any object that is solid and is larger than 1' x 1' x 1'. It can be used in the air, on water, or on land.

EXPLOSIVE USE AGAINST VEHICLES

In the case of a chase where an explosive deterrent is used and it successfully stops a pursuing vehicle, two outcomes are possible. Roll a ten-sided die: 1-5 = out of fear the vehicles swerve or come to a halt out of range of the explosive; 6-10, the explosive detonates while a vehicle is within its effective range. If the vehicle is within the effective range and is moving, roll percentile dice and consult the chart below to see what happens:

EXPLOSIVE USE AGAINST VEHICLES CHART

TYPE OF VEHICLE	DIE ROLL			
	01-25	26-50	51-75	76-00
Land Vehicle	speed reduced 50%	loss of control	cannot move	Explodes
Water Vehicle	speed reduced 50%	loss of control	will sink	Explodes
Air Vehicle	begins diving	loss of control	will crash	Explodes

If air vehicles begin a **dive**, roll a ten-sided die to see which of the following occur: 1-5, the only chance of survival is to parachute to safety, the vehicle is destroyed; 6-8, the vehicle can be directed to hit a chosen target on land or water below, with both the vehicle and its passengers being destroyed; 9-0, the vehicle makes a safe emergency ditching or landing (see "sinking" rules below if ditched).

If any vehicle has a **loss of control** roll a ten-sided die to determine which of the following occur: 1-2, engine stops and vehicle slows to a stop (air vehicles stall and begin diving; see **dive** rules above); 3-8, passengers must escape before the vehicle crashes; 9-0, the driver regains control of the vehicle but its speed is reduced 50%.

If any vehicle **will sink** or if an air vehicle has been ditched in water, roll a ten-sided die for the consequences: 1-5, passengers may board an attached rescue raft or cling to floating debris; 6-7, animal(s) attack in water (if dangerous creatures exist in these waters), 50% chance of death unless rescued within 10 minutes; 8-9, there is no buoyant support and burning gas and oil are floating on the surface, 80% chance of death; 0, there is no buoyant support, non-swimmers (25% of civilians) will drown unless rescued within 5 minutes, swimmers (including agents of any level) will drown unless rescued within 5 hours.

If an air or land vehicle **explodes**, that vehicle and its passengers are destroyed. If a water vehicle **explodes**, the vehicle is destroyed and the passengers follow the **will sink** rules above.

The above rules apply to vehicles an agent has placed an explosive in whether a chase occurs or not. If the vehicle is not moving when the explosive detonates, then the following chart applies:

EXPLOSIVE USE AGAINST STATIONARY VEHICLES CHART

TYPE OF VEHICLE	DICE RESULT		
	01-33	34-66	67-00
Land Vehicle	Will not move	Will have no control if driven	Explodes
Water vehicle	Will not move	Will sink if on water	Explodes
Air Vehicle	Will not move	Will crash if flown	Explodes

One flotation device or bombproof device is used up or destroyed with each individual explosion.

BULLET USE AGAINST VEHICLES

When attempting to shoot at an air, land, or water vehicle, standard Projectile Combat procedures are used for hit determination. The Admin should remember to include all "to hit" modifiers, especially distance (including altitude differences) and motion, both for the target vehicle and for the shooter. If the shooter is attempting to hit a specific part of the vehicle (including a passenger), use the optional CALLED SHOTS rule; otherwise, roll percentile dice for damage on the table below if the bullet hits the vehicle:

BULLET USE AGAINST VEHICLES TABLE

	No Damage	Speed Reduced 50%	Begins Diving	Loss Of Control	Cannot Move	Will Sink	Will Crash	Explodes
LAND VEHICLE	01-60	61-75	—	76-85	86-95	—	96-98	99-00
WATER VEHICLE	01-60	61-70	—	71-80	81-90	91-95	96-98	99-00
AIR VEHICLE	01-75	76-80	81-85	86-90	—	—	91-97	98-00

Armor-piercing bullets add +10 to die roll.
Dum-dum bullets subtract −20 from die roll.

Explanations of the various results can be found in the previous section, EXPLOSIVE USE AGAINST VEHICLES. Note that both sections are designed for moderately sized, motorized vehicles—a bullet would be ineffective against a sailboat, a destroyer, or a B-52, for example. The Admin must decide whether or not the target vehicle is appropriate for use with this procedure.

The results given in the table apply generally only if the vehicle is moving. A stationary vehicle with its motor running can explode or sink, but other results will not take place until the vehicle moves. A plane on the ground (stationary or taxiing) that receives a Begins Diving, Loss Of Control, or Will Crash result cannot take off.

If a player uses the CALLED SHOTS rule and successfully hits the specific area he or she was shooting for, the Admin must exercise judgment. A successful shot at the tires of a car, for example, would have a good chance to make the car reduce speed, lose control, or crash, but could not make it explode. A simple guideline for the Admin to go by is to add +20 to the damage roll when a Called Shot is successful, reducing any result that is contradictory to the next lowest result: if a bullet hitting a tire received a result of Explodes, it would be reduced to a result of Will Crash.

GAMBLING

Any challenge involving wagers and an element of chance can be considered gambling. Although much is left up to the Admin in setting odds, any known or developed game of chance can be played using the agent's money, belongings, or life. . . .

FENCING PURLOINED GOODS

If no buyer, including the organization the agent is working for, wishes to buy any merchandise (especially stolen goods) from the agent, the agent can try to fence the goods on either the open market or the black market:

FENCING MERCHANDISE TABLE

	RESULT OF DICE ROLL							
	01-10	11-20	21-30	31-40	41-50	51-60	61-70	71-00
MARKET CHOICE								
Open	A	B	C	D	E	F	G	H
Black	C	D	E	F	I	J	H	G

A—Will pay 90% of item's full value
B—Will pay 80% of item's full value
C—Will pay 70% of item's full value
D—Will pay 60% of item's full value
E—Will pay 50% of item's full value
F—Will pay 40% of item's full value
G—Will not buy item*
H—Will not buy item; if item is stolen, will report this to police later*
I—Will pay 30% of item's full value
J—Will pay 20% of item's full value

*The Admin must not let the agent know which of these two results actually occurred. The fence will not endanger himself, but will refuse to buy the item and may later inform the authorities.

Only one roll per item may be made on each market, and both prices may be obtained before the merchandise is sold. If the item's value cannot be found on the TOOLS OF THE TRADE pricelist, then the SPECIAL EQUIPMENT guidelines should be considered. Note that fences generally cannot be coerced or forced into buying merchandise, and their place of business will be well-protected. (An "item", for purposes of fencing, will be considered as each dissimilar unit of merchandise. Thus, a watch and a gun would be considered two items and separate rolls would be made, whereas a bag of jewelry would be considered one item with a lump value equal to the sum of all the individual pieces.)

DISGUISES

An agent's Deception is increased temporarily by the amounts shown in the table below as long as the personal disguise is worn, the agent is within the disguised vehicle, or the disguised weapon or equipment is carried. The following types of disguise may be used:

WEAPON 1% PERSONAL 2% EQUIPMENT 1% VEHICLE 2%

Roll a ten-sided die and multiply the result times the appropriate percentage; this result will be the increase in Deception while the disguise is present (+1 to +20). Disguised devices cost 200% of normal pricelist costs. Vehicle speeds may be increased by a maximum of 5 m.p.h.; for costs follow the SPECIAL EQUIPMENT guidelines. Example: an agent wishes to purchase a 9mm Luger, disguised to look like a gas pump nozzle. The normal cost is $350, but the disguised weapon will cost $700. The die roll is a 3, so +3% (3 × 1%) is added to the normal Deception modifier of −4; the disguised Luger only subtracts −1 from the agent's Deception value.

Cosmetic surgery will increase the agent's Charm as well as his or her Deception by 1% for each $1000 spent on the operation. Example: a $5000 operation will increase the agent's Charm by 5% and his or her Deception by 5%. Any one agent can have a maximum of three cosmetic operations.

Look-alikes or doubles are considered as disguised. Twins are considered look-alikes when posing as their match, not themselves.

ALCOHOL

For each mixed drink the effect is 1/10 that of a depressant poison (See POISONS: USE, EFFECTS, AND ANTIDOTES). However, the effects are only temporary, lasting at the ratio of 1 drink to 20 minutes. There is no antidote useful or needed except time. The Admin may handle this as desired.

ANESTHETICS

Anesthetics have peculiar effects on characters; each dose affects a character like alcohol plus the two additional effects described below. With each dosage there is a 10% chance of unconsciousness for the victim; see the UNCONSCIOUSNESS CHART (Miscellaneous Rules) for rules referring to duration of the unconsciousness. Example: 3 doses administered would mean a 30% chance of unconsciousness for the victim.

In addition, if a character is injured when the anesthetic is administered, that character's Physical Strength will be restored by 1-100% (roll percentile dice) for each dose administered. Note that the character's Physical Strength cannot exceed his or her original strength before the injury and that the temporary restoration is only effective until the anesthetic wears off, i.e., 20 minutes per dose.

Anesthetics can be administered in many forms, the most common being by hypodermic or gas.

GASES

All capsules or canisters of any type of gas (mace, sleeping gas, tear gas, smoke, anesthetic) contain enough gas to affect a 30' × 30' × 10' high room (i.e., 9000 cubic ft.); if in a well-ventilated room or open area, only half the full area will be affected (4500 cubic ft.). Mace, sleeping gas, and anesthetic gas are all colorless; smoke and tear gas are opaque. Sleeping gas is odorless; although the other gases have odors, by the time they are detected it is usually too late.

Gases which come in canisters are tear gas and mace. The canisters are cylindrical metal objects about 6" long by 2" in diameter. They are activated by pulling a pin (similar to a grenade) or, when fired by a tear gas gun, by contact.

Gases which come in capsules are smoke, anesthetics, and sleeping gas. The capsules are spheres of very thin glass approximately 1" in diameter which break when dropped or thrown. They are packaged in a foam-lined case about the size of a thick paperback book. Each case holds 6 capsules.

DURATION OF GASES TABLE

Closed unventilated area	30 minutes
Ventilated room	15 minutes
Open area	5 minutes
Windy, open area	1 minute

Tear Gas and Mace

Each released canister reduces Coordination temporarily by 1/3. Three canisters will have the same effect as sleeping gas (one capsule): the UNCONSCIOUSNESS CHART in the Miscellaneous Rules Section will determine the duration of the unconsciousness.

Smoke Screens

One smoke capsule reduces the Coordination of persons within the smoke by 1-100% (roll percentile dice) for ten minutes. Gas masks and lights have no effect.

Sleeping Gas Capsules

For individuals, add the character's Physical Strength and Willpower; subtract 150 from that sum. The result is the percentage chance that the character can stay awake if one capsule of gas is used. If two are used, subtract 300, etc. Roll percentile dice; if the dice result is less than or equal to the chance of staying awake, the character is unaffected.

Duration of sleep will be determined by the UNCONSCIOUSNESS CHART from the Miscellaneous Rules section. Additional capsules will prolong sleep (roll on the UNCONSCIOUSNESS CHART for each one) unless the victim is moved elsewhere to fresh air, in which case only the initial unconsciousness duration will apply.

Gas Mask or Scuba Mask Use During Gassing

The character must state that the mask is on before the gassing or the wearer may be subject to the effects of the gas. A character attempting to put on a mask for protection during a gassing has a 50% chance of being affected: 01-50, the mask is on in time and the character is protected; 51-100, there is no protection for the wearer.

A scuba mask must be of the full-face sort to be of benefit during a gas attack. All gases must be inhaled to be effective (i.e., they are not absorbed through the skin) unless specially prepared ($200 per canister). The exception to this is tear gas, which will affect the eyes if not protected. For the effects of gases on a crowd, see the INTERCEPT CHART.

TRUTH SERUM

For each dosage of truth serum, reduce the victim's Willpower by a random number from 1-100 (roll percentile dice). If the Willpower remains above 50, there is no effect. If the value is from 25 to 49, the victim will tell whatever he or she knows willingly for 5 minutes. If the value falls below 25, the character lapses into unconsciousness. The duration of the unconsciousness can be determined by using the UNCONSCIOUSNESS CHART in the Miscellaneous rules section. When the victim wakes up, the Willpower value returns to normal.

DESIGNING AN ENVIRONMENT

DESIGNING AN ENVIRONMENT

Environments can range from single buildings to maximum security installations, moonscapes, entire villages, or sections of a city. Much depends on the needs, energy, and imagination of the Admin and his or her players. If only a hideout to be infiltrated or destroyed is wanted, a single structure can be drawn. If a search or surveillance assignment is made, a small section of a city or village may be designed. The number of times the environment will be used should decide how much detail is warranted.

Interiors of buildings should include the rooms, entrances, exits, attics, and basements accessible to players as they move about indoors. Floorplans should include enough detail to indicate any chairs or devices which can be moved or used as weapons or cover. In designing an environment the key words are imagination and detail. The more detail included, the more real the adventure will seem to the Admin and his or her players. Imagination will enhance the suspense.

Designing by the admin as well as "mapping" by the players will be easier if graph paper is used. One square = 10 feet is a convenient scale, and will simplify directions and dimensions given by the Admin as players "discover" what lies in buildings and rooms. Consider the top of the paper as "North", and diagramming becomes easy. For instance: the player opens a door and asks, "How big is the room?" The Admin, after consulting his or her key, announces that the room is 30' x 30' (3 squares on each side), the door entered is in the middle of the south side, and there is another door in the northernmost square of the east wall. Now that the Admin has described the dimensions and the only other obvious exit from the room, the player decides to take a bit longer and look around. From the key (designed earlier by the Admin), the Admin now tells the player that the room is walled with wood paneling and contains a shag carpet, and over in
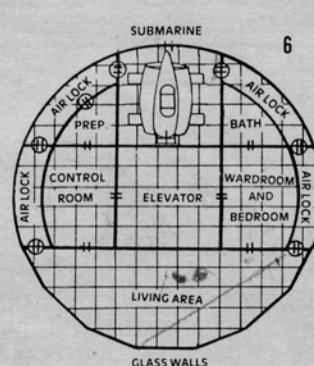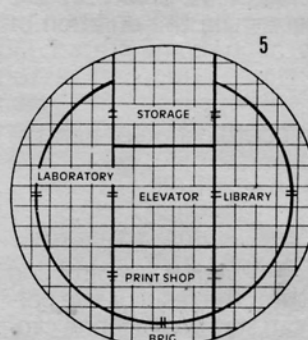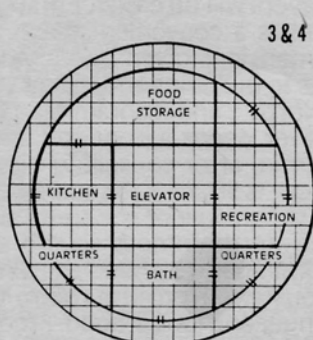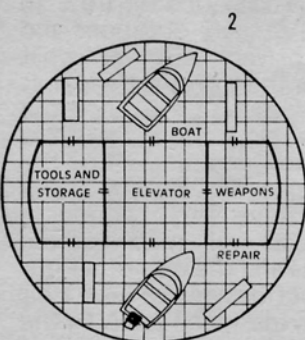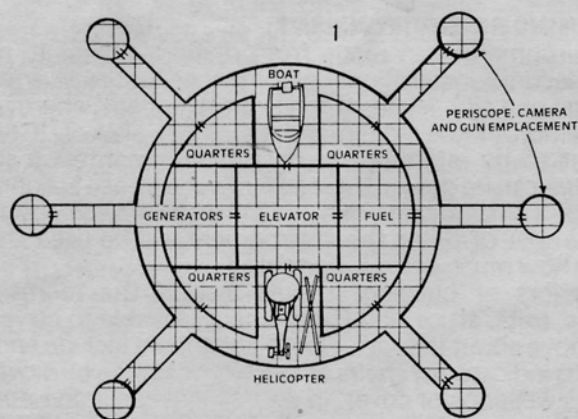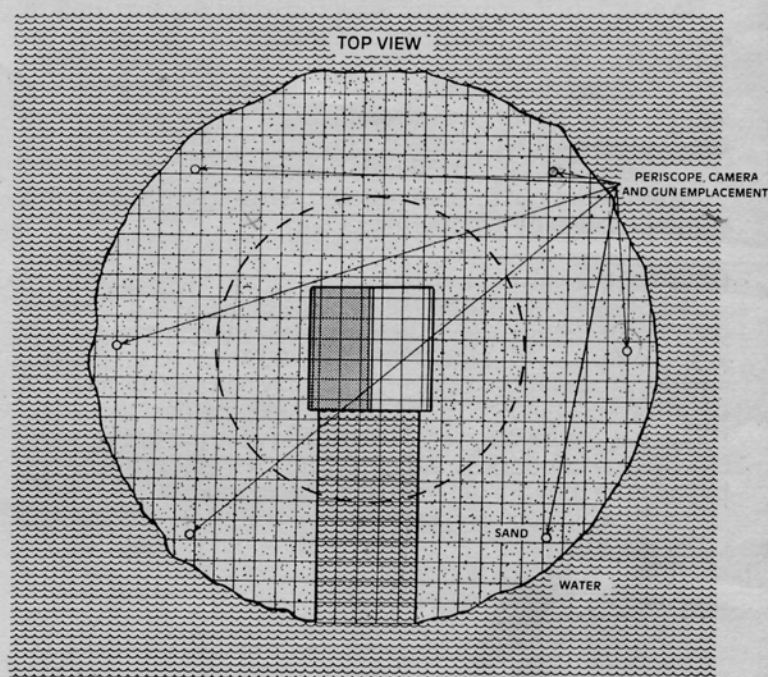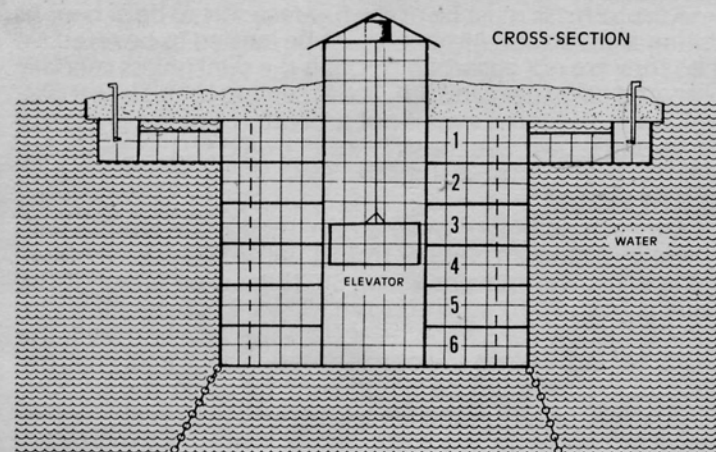
the southeast corner (to the right as the agent enters the room) is a large, executive-style desk with well sculptured brass eagle bookends. What the Admin does not reveal (but hopefully the player will discover) is that if the southernmost bookend is rotated to the left, the central panel in the western wall will slide up to reveal a secret room with a safe and other interesting objects!

As examples of designed environments, look at the module included with this game and the sketchy hideout and island complex illustrated here. Interiors to the structure have been designed in the event that an agent infiltrates the

complex. Remember that layouts should only be revealed in parts as the agent moves within the areas and sees them personally.

In this scenario, a master criminal is producing counterfeit currency with which to flood the world's economies. He has let his location be known and has set a trap. The Admin has created non-player characters (such as guards and technicians) and placed them within the island in assigned positions. Agents can attempt to enter the complex by water, land, or air. The master criminal waits deep inside his deadly labyrinth for the highly suspicious prey. . . .

CROSS-SECTION

WATER

ELEVATOR

1
2
3
4
5
6

TOP VIEW

PERISCOPE, CAMERA
AND GUN EMPLACEMENT.

SAND

WATER

1

BOAT

PERISCOPE, CAMERA
AND GUN EMPLACEMENT

QUARTERS   QUARTERS

GENERATORS   ELEVATOR   FUEL

QUARTERS   QUARTERS

HELICOPTER

2

BOAT

TOOLS AND
STORAGE   ELEVATOR   WEAPONS

REPAIR

3 & 4

FOOD
STORAGE

KITCHEN   ELEVATOR

RECREATION

QUARTERS   QUARTERS

BATH

5

STORAGE

LABORATORY

ELEVATOR   LIBRARY

PRINT SHOP

BRIG

SUBMARINE   6

AIR LOCK   AIR LOCK

PREP   BATH

AIR LOCK   CONTROL   AIR LOCK
           ROOM   ELEVATOR   WARDROOM
                                AND
                                BEDROOM

LIVING AREA

GLASS WALLS

OPTIONAL RULES

FAME AND FORTUNE

When a character is generated the Admin will secretly roll a 10-sided die; the result is the number of Fortune points (or ''luck'') the agent will have in his or her career. In a life-or-death situation the agent may expend one fortune point to reduce a fatal wound to the point where the agent still has one Life Level point remaining. Example: Sven Borge, wounded and with 5 Life Level points remaining, is shot by Robert Von Altmark; the result is a serious puncture, causing 8 points of damage. This would normally kill Sven, but he immediately announces that he wishes to expend a Fortune point; the Admin checks his or her secret record of the agent, finds that he does have some Fortune points left, and reduces the injury to a serious incision causing only 4 injury points. All temporary losses, etc., are calculated from the modified result of 4 points. In Hand-to-hand combat an agent can expend one Fortune point to remain one point above unconsciousness.

Fortune points can never be regenerated or replaced—once they are used, they are gone forever and every espionage agent fears the day that his or her luck will run out! The problem is that the agent doesn't know that he or she is out of luck until it's too late. . . .

Fame points are used exactly the same way Fortune points are, but Fame points are a factor of how successful the agent is. One Fame point is received for each level the agent has obtained; a first level agent has one Fame point, a fourth level agent will have gained four Fame points, etc. Fame points may be accumulated—thus, a third level agent who hasn't used any Fame points would have three available. Each agent knows how many Fame points are available to him or her. Agents may choose whether to call on Fame or Fortune points when necessary.

ARREST BY POLICE

Police will always interfere when there are major breaches of the law, and even a top agent may be captured by the local constabulary. What will happen to an agent in the hands of the Law?

The agent has one chance to escape by getaway. Roll percentile dice and compare the result to the agent's Evasion. If the agent's Evasion value is higher, he or she has escaped and the police will pursue (see POLICE).

If the escape fails, the agent goes to trial. Percentile dice are rolled and compared to the agent's Charm. If the agent's Charm is higher the agent is set free; if the Charm is equal to or less than the die roll the agent is sent to prison for 1-100 (roll percentile dice) years.

The agent now has one chance to escape. The Admin rolls percentile dice; the result is the number of days the agent must remain in jail until the opportunity to escape arises. The agent's Surprise Value is divided by two, and this result is compared to another percentile dice roll. If the agent's value is higher, he or she has escaped and the police will pursue; if the die roll is equal to or greater than the agent's value, the escape is unsuccessful and the agent is out of the game until the required number of years pass or an outside prison break-in frees him or her. The agent can never have more than a 90% chance of escape, i.e., a dice roll of 91-00 means the agent has not escaped regardless of his or her Surprise Value.
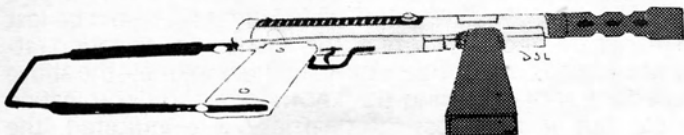
CALLED SHOTS

Called shots must be stated verbally or written down by the player as a part of the move so that the Admin knows when they are being attempted. Human or object targets may be aimed at. Body parts (e.g., right hand) and object parts (e.g., left rear tire) must be stated specifically. Add the agent's Offense value to his or her weapon value (PWV) and add or subtract the range modifier. Subtract 50 from this result to get a Called Shot Value (CSV). This value is the percentage chance that the target the agent is aiming at will be hit. Roll percentile dice, and if the result is less than or equal to the Called Shot Value, the target is hit. If the Called Shot Value (CSV) is zero, the shot hits another target not called for in the general direction of the called shot (Example: a head shot is called, the CSV = 0, and the Admin rules that the shot hits the target's chest instead.). If the Called Shot Value is less than zero, the shot is an automatic miss. The Admin may then determine its flight path and rule on the chance that it might hit an accidental target.

OPTIONAL SPECIFIC INJURY DETERMINATION

In addition to the GENERAL INJURY DETERMINATION results, the following modifiers (taking into account ammunition type and wound location) may be added if desired. These numbers modify the number of injury points sustained.

LOCATION	INJURY POINTS MODIFICATION
Head/Neck	+3
Chest	+2
Abdomen	+1

PISTOL, RIFLE, AND SUBMACHINE GUN AMMUNITION INJURY MODIFIERS

(Magnum ammunition adds +2 to damage)

	CALIBER					
	.001-.100	.101-.200	.201-.300*	.301-.400**	.401-.500	.501-.600
AMMUNITION TYPE						
Standard	−2	−1	0	+1	+2	+3
Armor-Piercing	−1	0	+1	+1	+1	+2
Dum-Dum	0	+1	+2	+3	+4	+5
Gyrojet***	−1	0	+1	+2	+3	+4

*Includes 5.56mm and 7.62mm ammunition.

**Includes 9mm short and 9mm standard (Parabellum) ammunition.

***Gyrojet ammunition adds +10 to shooter's chance to hit target.

SHOTGUN AMMUNITION DAMAGE

	CHOKE											
	FULL CHOKE				MODIFIED CHOKE				IMPROVED CYLINDER			
	Shot size				Shot size				Shot size			
	1-2	3-4	5-6	7-8	1-2	3-4	5-6	7-8	1-2	3-4	5-6	7-8
GAUGE												
10	+11	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1	0
12	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1	0	−1
16	+8	+7	+6	+5	+4	+3	+2	+1	+2	+1	0	−1
20	+7	+6	+5	+4	+3	+2	+1	0	+1	0	−1	−2
28	+5	+4	+3	+2	+2	+1	0	−1	+1	0	−1	−2
.410	+2	+1	0	−1	+1	0	−1	−2	0	−1	−2	−2

TEMPORARY LOSSES

If desired, the following section can be used to determine losses which happen instantaneously upon injury. Although this is a more realistic system than the one described in the Basic Rules, it can slow the game down, so it is presented as an option.

The Admin can choose to check Temporary Losses at the end of each phase or at the end of each turn. Each wound is checked individually and the losses are cumulative. These losses are in effect until the character escapes to Rest & Recuperation, at which time all losses are removed, although some damage may become permanent (see PERMANENT LOSSES).

To use the Temporary Losses Chart, determine what type of wound was inflicted (see GENERAL INJURY DETERMINATION): Abrasion, Laceration, etc., and whether the wound was Serious or Light. Find the type of injury on the left-hand vertical axis, and move across to the right until the column with the appropriate injury location is reached. Look on the "L" or "S" column, depending on whether the wound was Light or Serious, and there will be two numbers separated by a slash. The first number is the percentage of that character's Physical Strength that will be lost, and the second number is the percentage of that character's Coordination that will be lost. Note that reductions in these Primary Traits will also affect the values of some Secondary and Tertiary Traits.

TEMPORARY LOSSES CHART

L = Light Wound   S = Serious Wound
Percent Loss of Physical Strength/Percent Loss of Coordination

| | Injury Location | | | | | | | | | |
| | Main Weapon Arm or Hand | | Other Arm or Hand | | Either Leg or Foot | | Abdomen | | Chest | |
TYPE OF INJURY	L	S	L	S	L	S	L	S	L	S
Abrasion	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0
Incision	0/3	1/5	0/2	1/4	1/1	3/3	1/1	2/2	1/0	3/1
Laceration	1/5	3/10	1/4	3/8	2/2	5/5	2/2	4/4	3/1	6/3
Puncture	3/8	5/15	3/6	5/12	5/5	9/9	4/3	8/6	6/3	12/5
Fracture	5/10	10/20	5/8	10/16	9/9	17/18	8/4	15/8	9/4	18/7
Internal Damage	5/13	10/25	5/10	10/20	9/9	17/18	8/5	15/10	12/5	24/9

As an example, suppose a character suffered a Serious Laceration in the Leg. According to the chart, he or she would suffer a 5% drop in the traits Physical Strength and Coordination; if the character's Physical Strength was 100 and his or her Coordination was 50, the traits would be reduced to 95 and 47, respectively (since 5% of 100 is 5 and 5% of 50 is 2.5—round to 3). If the character had received a Serious Puncture of the non-weapon hand, that character would have lost 5% of his or her Physical Strength and 12% of his or her Coordination.

HEAD/NECK TEMPORARY LOSS CHART

| | % CHANCE OF: | | | % LOSS OF: | |
	Blindness	Deafness	Unconsciousness	Knowledge	Coordination
TYPE OF INJURY					
Abrasion	0	0	0	0	0
Incision	0	0	0	0	1%
Laceration	1%	0	0	0	5%
Puncture	5%	1%	25%	5%	10%
Fracture	10%	5%	50%	10%	25%
Internal Damage	15%	10%	75%	25%	50%

Example: if the wound is a fracture, the victim would have a 10% chance of blindness (01-10 on percentile dice), a 5% chance of deafness (01-05 on percentile dice), a 50% chance of unconsciousness (01-50 on percentile dice), and would automatically sustain a 10% loss in his or her Knowledge value and a 25% loss of his or her Coordination value.

If unconsciousness is indicated, check the UNCONSCIOUSNESS CHART to see how many minutes the victim is unconscious.

All Temporary Losses take place immediately.

PERMANENT LOSSES

When a character has escaped to Rest & Recuperation, the Admin may determine which (if any) of the Temporary Losses suffered will be permanent by use of the following chart:

PERMANENT LOSSES CHART

TYPE OF INJURY	% OF LOSS THAT IS PERMANENT
Abrasion	0
Incision	10
Laceration	20
Puncture	30
Fracture	40
Internal Damage	50

Losses are rounded down. Example: a serious incision in the main weapon arm indicates a temporary loss of 1% of Physical Strength and 5% of Coordination. The PERMANENT LOSSES CHART indicates that 10% of these losses are permanent; 10% of 1 is 0.1, and 10% of 5 is 0.5—both of which are less than 1, so no damage is permanent. If the agent suffered serious internal damage to that arm (Temporary Losses 10% Physical Strength and 25% Coordination), the permanent losses would be 50% of 10 = 5.0, and 50% of 25 = 12.5; so 5 points of the agent's Physical Strength rating would be lost permanently, and 12 points of the agent's Coordination rating would also be dropped. For Head/Neck injuries, the above procedure applies to find the Knowledge and Coordination losses, but if blindness or deafness was indicated, the PERMANENT LOSSES CHART gives the percentage chance that those afflictions are permanent (roll each separately).

GUN DESIGN

All projectile launchers using a barrel will be defined as guns. Each gun can be identified by its five characteristics: Accuracy, Concealment, Firepower, Power, and Reliability. Commercially available guns can be purchased as shown in TOOLS OF THE TRADE.

Basic gun design is as follows: each of the five gun traits range from 1 to 6 as shown below. To design a gun, simply choose 5 trait ratings which total 20 or less. Note that the phrase "equivalent to" when used to describe the traits means that the weapon acts like or fires the same as what is listed corresponding to the rating, not that the weapon is and appears as it is rated. Example: the Accuracy rating of 2 for a .45 self-loading pistol does not mean that the gun has a 2-inch barrel, but rather that in comparison to other weapons and in combination with its other four ratings the .45 pistol fires as if it had a 2-inch barrel.

Accuracy

RATING	EQUIVALENT TO:	COMMENTS
0	no barrel	point blank range use only
1	1-inch barrel	Projectile Weapon Value (PWV) −10
2	2-inch barrel	PWV −8
3	2½-inch barrel	PWV −6
4	3-inch barrel	PWV −2
5	3½-inch barrel	PWV −2
6	4-inch barrel	PWV 0

Each inch addition or subtraction to a standard gun's barrel length costs $5. (Standard pistol barrel length is 4 inches). For each inch over 4 inches in length add +2 to the PWV and subtract −2 from the agent's Deception value. For barrel lengths of 4 inches or less, see the Accuracy and Concealment tables. Note that as Accuracy increases, Concealment must decrease. Example: an Accuracy of 5 is equivalent to a 3½-inch barrel, and a 3½-inch barrel in Concealment gives a rating of 2.

Concealment

RATING	EQUIVALENT TO:	COMMENTS
0	rifle, shotgun, or submachine gun barrel	no concealment (NC)
1	4-inch barrel	−10 from agent's Deception
2	3½-inch barrel	−8 from agent's Deception
3	3-inch barrel	−6 from agent's Deception
4	2½-inch barrel	−4 from agent's Deception
5	2-inch barrel	−2 from agent's Deception
6	snubnose	no change in Deception

Firepower

RATING	EQUIVALENT TO:	COMMENTS
0	unable to fire	Projectile Weapon Value (PWV) 0
1	1-shot pistol or manual	PWV −6
2	2-shot pistol or pump-action	PWV −5
3	5-shot revolver	PWV −2
4	6-shot revolver	PWV −1
5	semi-automatic	PWV +13
6	automatic	PWV +25

Power

RATING	EQUIVALENT TO:	COMMENTS
0	no bore; unable to fire	Projectile Weapon Value (PWV) 0
1	.001-.100 caliber	PWV +10
2	.101-.200 caliber	PWV +20
3	.201-.300 caliber*	PWV +30
4	.301-.400 caliber**	PWV +40
5	.401-.500 caliber	PWV +50
6	.501-.600 caliber	PWV +40 (kick disadvantage)

*Includes 5.56 mm and 7.62mm ammunition.
**Includes 9mm short and 9mm standard (Parabellum) ammunition.

Reliability

RATING	EQUIVALENT TO:	COMMENTS
0	will not fire	Projectile Weapon value (PWV) 0
1	hesitation	PWV −5
2	hesitation	PWV −4
3	hesitation	PWV −3
4	hesitation	PWV −2
5	hesitation	PWV −1
6	sure to fire	PWV 0

WEAPON MODIFICATIONS AND ACCESSORIES

Stocks cost $20 each and can only be added to handguns and submachine guns. They increase the PWV by +10, but decrease the agent's Deception; in folded or detached form they reduce the Deception value by −6, if unfolded or attached they reduce Deception by −12.

A standard barrel extension and muzzle brake is available for the P-38 for $25; for any other weapon these modifications will cost $50. The barrel extension/muzzle brake adds +20 to the weapon's PWV and changes the Deception to No Concealment (NC). The P-38 combination includes a silencer for an additional $30.

Any pistol or rifle can be equipped with a silencer ($50). These reduce the PWV by −10 and reduce the bearer's Deception by −10. A silencer in combination with a barrel extension would add a total of +10 to the PWV, therefore.

Telescopic sights are available in 4X and 6X, and can be applied to any rifle or carbine equipped to take them. Scopes have no effect at point-blank or short ranges, but at medium or long range they increase the weapon's PWV by +40 (4X) or +60 (6X). They cost $50 and $100, respectively, and cannot be used for automatic fire—i.e., the weapon must be fired at a Rate of 1.

Applying a silencer, stock, or barrel extension/muzzle brake takes two turns each (ten seconds). The character cannot be moving faster than a walk, and cannot engage in HTH or Projectile Combat while attempting to apply the accessory. A telescopic sight must be affixed and sighted in before the mission, or it is only half as effective (PWV + 20 or +30). Applying a telescopic sight takes 6 turns (30 seconds).

For each .001 caliber change from a standard caliber in a weapon, $100 will be added to the price. Standard calibers are .22, 5.56mm, 7.62mm, .30, .303, 9mm, .357, .38, and .45. Larger changes in guns may be made for $10 per .010 caliber change. A .010 caliber increase up to .500 caliber increases PWV by 1. From .501 to .600, a .010 caliber change decreases PWV by −1. No guns are allowed beyond .60 caliber, as they would be mounted anti-aircraft weapons.

Ammunition within .001 caliber of what a weapon is bored can be used in that weapon. A difference of .002 larger or smaller will cause jamming or non-firing of the weapon. Magnum ammunition can only be used in magnum pistols. Standard load ammunition can also be used in magnum pistols. Increasing standard weaponry to accomodate magnum ammunition costs $100; magnum weapons can be converted to standard load for $100. Carbines cannot use rifle or submachine gun ammunition. Shotgun shells can be used only by shotguns. Standard ammunition is made of lead. For custom-made bullets made from other metals or bullets in non-standard calibers, multiply the regular 50-round box price by 25. For poison-coated bullets multiply the cost of a single dose times the price of a 50-round box. The poison's damage is combined with the bullet's damage. Metals other than lead cause no additional damage. Treat ice bullets the same as lead except that they must be refrigerated and may melt before firing; the cost is twice that of standard lead shells.

MULTIPLE TARGETS

A character using an automatic weapon with a Rate of 3 or more may "spray" or spread the bullets to more than one target. Switching to another target costs one missed shot. Example: if a submachine gun was firing at a Rate of 5, the shooter could fire 3 shots at the first target, the 4th shot would miss in the target change, and the 5th shot could be at the second target. The shooter could also have fired 1-1-3 or 2-1-2 if desired. If the shooter had fired at a Rate of 4, the shots would have been 2-1-1 or 1-1-2; if at a Rate of 3, 1-1-1 (or 3-0-0, firing at one target) would have been the only choices; and, if firing at a Rate of 2 or 1, it would be impossible to shoot at a second target this phase.

A character is never required to shoot at multiple targets, nor must he or she always use the maximum Rate for their weapon. A weapon with a Rate of 5 can be fired at a Rate of 5, 4, 3, 2, or 1. Note: that all targets must be within the shooter's field of fire (45° to either side) at the start of the phase. If a character with an M3 submachine gun had enemies 45° to the right, straight ahead, and 45° to the left, the character could, if desired, fire 1-1-1-1-1, resulting in one shot at each target and two missed shots.

Important: the decision to spray multiple targets must be made before the shooter makes any Hit Determination rolls; i.e., a character could not make one shot, wound or kill a target, and then decide to spray another target. The decision must be made at the beginning of the shooter's combat, specifying which targets and how many shots at each.

Note: whenever a character decides to shoot at more than one target in the same phase, each shot will suffer a non-cumulative −10 penalty in addition to all other modifiers. Whether the spray is three shots 1-1-1, five shots 3-1-1, five shots 2-1-2, etc., the modifier is still the only −10 for each shot. This is in addition to the Automatic Weapons penalty for successive shots, so if a character sprayed four shots with a submachine gun, the penalty (not taking into account any other modifiers) would be −10, −21, −32, −43.

COMPLICATIONS

If the Admin does not have pursuit, complications, etc., built into the scenario, the following sections may be used for random results. These should not be used in keyed, programmed scenarios, but only in random situations the Admin has not planned for.

Complications are the uncalled for, uncalculated problems which can occur with each mission no matter how well planned. The TABLE OF MISSIONS lists the possible complications which could occur depending on the choice of mission.

Take the agent's level and multiply it by 10. Roll percentile dice to arrive at a random complication value from 1-100 and subtract the calculated product from this complication value. Find this new value under the appropriate complication table(s) according to the TABLE OF MISSIONS.

POLICE INVESTIGATION (K)

40 or less	Nothing found
41-65	Weapon used known
66-79	Pay off crooked cops (01-100 x $100) or be arrested anywhere
80-86	Motive known
87-89	Total physical description known unless a disguise was used, agent cannot return to region of job or capture is automatic.
90	Agent is captured and sent to local police where job took place.

CHANCE OF REVENGE (L)

40 or less	No revenge
41-65	Private investigation of agent; private investigator is now tailing agent
66-79	All of the agent's belongings not on person are stolen
80-86	All of the agent's belongings not on person are destroyed
87-89	Agent is captured by the enemy; attempted extermination
90	Automatic death of agent; no chance of escape

CHANCE OF INTERCEPTION (M)

40 or less	No interception
41-65	Agent is discovered
66-79	Message is jammed
80-86	Message (and mission) are known by police; Police Investigation follows
87-89	Half of the message is broadcast to all (enemies, police, etc.)
90	Total message is broadcast to all (enemies, police, etc.)

SURVEILLANCE (N)

65 or less	No problems
66-79	Target knows he or she is being watched
80-86	Target knows who is watching him or her; chance of Revenge
87-90	Agent loses track of target (no trace); mission fails

OCCUPATIONAL HAZARD (O)

20 or less	Agent's morals are offended; Courage is reduced by 10%
21-30	Agent's conscience is bothered; Willpower is reduced by 10%
31-40	Agent suffers an illness; Physical Strength is reduced by 10%
41-50	Agent is injured; Physical Strength is reduced by 20%
51-60	One piece of agent's equipment is damaged and won't work (agent's choice)
61-70	Five pieces of agent's equipment are damaged and won't work (agent's choice)
71-80	One piece of agent's equipment is lost (Admin's choice)
81-90	Five pieces of agent's equipment are lost (agent's choice)

(Losses suffered here are considered temporary and may be recovered at R&R.)

CAPTURE BY THE ENEMY

Roll percentile dice to see what the enemy decides to do with the agent:

01-05	Will allow agent to buy his or her way out, otherwise will attempt to exterminate. Price is 1-100 (Percentile dice) x $500
06-08	Will allow agent to bargain (use CONTACTS and CONTACT REACTION TABLE); if unsuccessful, will try to exterminate
09-10	Will frame agent and turn over to police to be put on trial or sent to prison.
11-100	Will attempt to kill agent using METHODS OF EXTERMINATION

SNEAK ATTACK

Often an agent will want to attack from a place of concealment. The following table shows the percentage chance for success under near-optimum conditions. Near-optimum conditions are defined as when the target is completely trusting, is asleep and unguarded, is drunk or unconscious and unguarded, tied and not moving, or when the attack comes from a place of concealment such as around a corner or in a doorway. The Admin may adjust the percentages for less-than-optimum conditions (such as a bright moon, dry leaves underfoot, etc.).

The SNEAK ATTACK CHART shows the percentage chance for a successful attack at point blank range. For sneak attacks at short range, decrease the chance of success by 20%— a 1st level agent attacking a 0 level civilian would only have a 30% chance of success at short range.

If the attack is successful, roll on the SNEAK ATTACK DAMAGE TABLE below. If the attack is not successful, no injuries are sustained and normal combat can begin.

SNEAK ATTACK CHART

LEVEL OF AGENT	0*	1	2	3	4	5	6	7	8	9	+10
1	50	40	30	20	10	0	0	0	0	0	0
2	60	50	40	30	20	10	0	0	0	0	0
3	70	60	50	40	30	20	10	0	0	0	0
4	80	70	60	50	40	30	20	10	0	0	0
5	90	80	70	60	50	40	30	20	10	0	0
6	91	90	80	70	60	50	40	30	20	10	0
7	92	91	90	80	70	60	50	40	30	20	10
8	93	92	91	90	80	70	60	50	40	30	20
9	94	93	92	91	90	80	70	60	50	40	30
10+	95	94	93	92	91	90	80	70	60	50	40

LEVEL OF TARGET across the top.

*A zero-level character is a civilian.

SNEAK ATTACK DAMAGE TABLE

ATTACK MODE	A	B	C	D	E	F	G	H	I	J
Projectile Weapon	01-15	16-20	21-25	31-39	40-49	50-59	60-75	76-90	91-00	
Striking Empty-Handed	01-25	26-40	41-59	60-75	76-85	86-95	96-97	98-99	00	
Striking with Hand-held Weapon	01-10	11-25	26-40	41-50	51-60	61-69	70-79	80-89	90-95	96-00
Leaping Upon from Above	01-25	26-40	41-55	56-65	66-75	76-90	91-97	98	99	00
Strangulation from Behind	01-20	21-35	36-55	56-75	76-85	86-90	91-95	96-97	98-99	00
Tackling	01-40	41-65	66-90	91-94	95	96	97	98	99	00

RESULT across the top.

SNEAK ATTACK INJURY DETERMINATION

RESULT	NUMBER OF INJURY POINTS VICTIM SUSTAINS
A	No Damage
B	1
C	2
D	3
E	4
F	5
G	6
H	7
I	8
J	Victim is killed

LIGHTING

It may be assumed that there are from 1-10 light sources in any indoor situation (roll a 10-sided die). For each light source, roll percentile dice to determine the percentage chance of hitting it. If the character rolls less than or equal to that chance, the light is hit and it goes out. If all light sources in a windowless room go out, the game proceeds with darkness modifications; movement is at 1/4 normal, projectile combat is at −100 from the chance to hit.

ROBOTS, CLONES, AND ALIEN BEINGS

Although such rules are for very advanced playing and much is left up to the Admin to decide upon, the Life Level of these types of beings can be calculated as follows: roll two ten-sided dice and add the numbers together. This will produce a Life Level between 2 and 20. In some cases the same technique can be used to determine the amount of damage (number of injury points) the being can inflict during an attack.

POISONS: USE, EFFECTS, AND ANTIDOTES

	TYPE OF POISON					
	Deliriant	Inebriant	Convulsionary	Depressant	Asthenic	Irritant
Cost per dosage	$410	$420	$310	$620	$520	$510
Time To Take Effect (minutes)	1-20	1-20	1-10	1-20	1-100	1-100
Antidote Cost	$ 41	$ 42	$ 31	$ 62	$ 52	$ 51
TRAIT AFFECTED*						
Physical Strength	YES	YES	NO	YES	YES	NO
Knowledge	YES	NO	NO	NO	YES	NO
Willpower	NO	YES	YES	YES	YES	YES
Charm	NO	NO	NO	YES	YES	YES
Coordination	YES	YES	YES	YES	NO	YES

*Courage is not affected by most types of poison, but is <u>increased</u> by inebriants.

Poisons are measured in arbitrary amounts called dosages. For each trait affected by a particular poison roll percentile dice; this random amount is the percentage loss of each trait for a single dosage. Example: for a convulsionary poison, roll the dice twice to determine percentage losses in both Willpower and Coordination.

Life Level, Offense, and other secondary values may have to be recalculated for each dosage if antidotes are unavailable immediately. Several dosages of poisons and/or antidotes can be used but <u>each dose is administered and calculated separately.</u> If a character's Life Level is reduced to zero, he or she is dead.

Antidotes or getting to medical care (usually a hospital) within 1 hour after poisoning will regain some of the lost traits back. The ratio is one proper antidote dosage per one specific poison. Example: after receiving one dose of Convulsionary poison, antidote percentile dice are rolled and the result is 47. This means that 47% of the lost Willpower and 47% of the lost Coordination values are restored. Antidotes must be taken <u>after</u> the poisoning or within 15 minutes before the poisoning to have an effect. Truth serum, anesthetics, and alcohol have no beneficial effects against poisons. Assuming the victim survives, any remaining lost traits will be restored at the rate of 10 per week. For example, if an agent's Coordination rating was reduced from 94 to 56 and he had received no treatment, at the end of the next week his Coordination would be back up to 66. It would take 3 additional weeks for him to be restored fully to 94.

ANIMALS

For each individual animal encountered in the game, roll 2 ten-sided dice and add the associated ANIMAL TABLE value below to each result. The first result becomes its Life Level and the second result becomes the number of injury points it inflicts when it attacks. Values of zero and below become a one (1). Humans fighting with animals get no surprise bonuses and can usually only fight two animals at one time.

ANIMAL TABLE

Shark	+9	Snake	−3
Barracuda	+7	Dog	+2
Piranha	−3	Wolf	+3
Crocodile	+9	Bear	+5
Leopard	+3	Talking Bird	−4
Ocelot	+3	Falcon	−2
Gorilla	+6	Other	Admin must decide

GUARDS & SECURITY DEVICES

When not predetermined, percentile dice can be rolled to determine protection of a secured area: 01-45 indicates guards only, no additional systems; 45-70 means animal guards in addition to the humans; 71-90 indicates an electrical system in addition to the humans; and 91-00 means that there are electrical <u>and</u> animal systems in addition to the humans. Once the category (or categories) has been determined, roll percentile dice for each one indicated (or choose appropriately) to determine the specific type of system. For animals consult the ANIMALS section for damage inflicted and Life Level.

HUMAN

01-30	One guard
31-40	Two guards
41-50	Three guards
51-70	Four guards; two patrol and two stationary
71-80	Many patrolling; one passes any given point every 10 minutes
81-90	Many patrolling; one passes any given point every 5 minutes
91-00	Floodlights on constantly; one guard every 100 feet

ANIMALS

01-10	German shepherds
11-30	Doberman pinschers
31-40	Irish wolfhounds
41-50	Great Danes
51-65	Mongrels
66-70	Crocodiles
71-73	Leopards
74-76	Ocelots
77-80	Piranha
81-83	Talking birds
84-88	Poisonous snakes
89-91	Wolves
92-93	Gorillas
94-95	Geese
96	Bears
97-99	Falcons
00	Other

ELECTRICAL

01-20	electric eyes
21-30	computer-targeted laser beams*
31-50	pressure-sensitive pads
51-70	visible light cameras (closed-circuit)
71-80	infrared cameras (closed-circuit)
81-90	sensitive tapes (window alarms)
91-00	electrification of fences, floors, etc.

*Laser beam effects will vary greatly, from 1-10 injury points per blast (Admin's decision or roll a 10-sided die).

ROBBERIES AND CASH DISCOVERIES

For banks, businesses, and stores roll percentile dice twice and multiply the two results times each other for the dollar amounts present ($1-10,000). For personal theft, pickpocketing, etc., roll percentile dice and multiply that result times the result of a ten-sided die roll for the dollar amounts ($1-100).

METHODS OF EXTERMINATION

Roll percentile dice to determine the attempted execution method. The agent's Willpower must exceed the survival value or the agent dies. The Survival Results apply if the agent survives, and the effects are permanent; however, they can be increased (see IMPROVING CHARACTER ABILITIES).

EXECUTION TABLE

DIE ROLL	METHOD	APPROXIMATE TIME	SURVIVAL VALUE	SURVIVAL RESULTS (Percentage of trait remaining)
01-04	Air injected into veins	1 Minute	100	Knowledge 95% Strength 95%
05-08	Bloodletting	5-15 Minutes	130	Knowledge 75% Coordination 95%
09-12	Decapitation	Immediate	—	—
13-16	Drawing and quartering	10-120 Minutes	—	—
17-20	Drowning	2-5 Minutes	100	Knowledge 80% Strength 90%
21-24	Electrocution	10 seconds	150	Knowledge 55% Strength 60%
25-28	Firing squad	Immediate	+30 per gun firing	Knowledge 90%
29-32	Gassing	30 seconds	115	Knowledge 90% Coordination 90%
33-36	Hanging	Immediate	130	Knowledge 75% Coordination 75%
37-40	Impaling	1 minute to 10 hours	120	Knowledge 85% Strength 90%
41-44	Incineration	30-60 seconds	150	Knowledge 55% Strength 60%
45-48	Pendulum blade	Variable	60 first time +60 each time after	Knowledge 40% Strength 45%
49-52	Poisoning	Variable	see POISONS	see POISONS
53-56	Run over with land vehicle	Variable	60 first time +60 each time after	Knowledge 45% Coordination 50% Strength 45%
57-60	Scorpion sting	15-30 Minutes	110	Knowledge 95% Coordination 85%
61-64	Snake bite	15-60 Minutes	120	Knowledge 85% Coordination 95%
65-68	Spider bite	15-60 Minutes	115	Knowledge 90% Coordination 90%
69-72	Stoning	2-10 Minutes	95	Knowledge 90% Coordination 70%
73-76	Strangulation	1-2 Minutes	135	Knowledge 70% Coordination 90%
77-80	Suffocation	1-2 Minutes	140	Knowledge 65% Coordination 85%
81-84	Tarantula bite	30-60 Minutes	100	Knowledge 95% Coordination 75%
85-88	Throat slit	30 seconds	135	Knowledge 70% Coordination 90%
89-92	Thrown from a height	Immediate	+30 per 10' fallen	Knowledge 20% Strength 25%
93-96	Thrown to animals	Variable	see ANIMALS	see ANIMALS
97-99	Ultrasonic bombardment	2 Minutes	100	Knowledge 95% Coordination 75%
00	Other	Variable	Admin's decision	Admin's decision

(NOTE: Any trait not mentioned in SURVIVAL RESULTS is unaffected.)

CAMPAIGN RULES

The Basic and Optional sections of the game describe how to create and operate a character and how to construct environments. These campaign rules will show how to design an entire espionage network, or "octopus".

THE COMPONENTS
Characters
There are four types of characters in a network. They can be substituted for one another but may be over- or under-qualified in a different position. The four types are as follows:

Administrators (A). These chief executives are often aided by senior colleagues. At the core of a network a single person or a board exist. If this Administration is eliminated the network crumbles. If it is dismembered or captured the network stagnates, unable to grow or repair itself until the member is reinstated to the proper position.

After a game ends in which the Administration is still alive and uncaptured it can try to reinstate its network or replenish its reserves before the next encounter.

There is a way to keep networks from crumbling or stagnating. In these cases the past administration is replaced by the infiltrating character.

Operators (O). These "case" or "desk" officers usually operate under a cover which is termed "inside" or "legal". These operators work below the administration and above the agents in the field. Operators often are in charge of several agents, departments, or regions and usually never appear in the same country or region which they are in control of; thus agents can rarely identify their master.

Spies (S) or Agents. These characters do the actual "dirty work" for an organization. Spies operate "outside" or "illegally" and have a reputation for causing a great deal of havoc and aggressively defending their network even to the point of their own destruction.

Cut-outs (C). These busy characters do a lot of the "leg work" for an organization. The cut-outs serve as "go-betweens" used extensively by administrators, spies, operators, and other cut-outs. Although more expendable than spies, cut-outs are good for security, for if captured all they can say is that someone told them to do something or to give something to somebody else.

COMMUNICATION LINKS
There are six types of communication used between the characters of a network. These links are listed below.

Direct two-way. (←—→) Either character linked by a direct two-way to another character can travel directly to the other and can communicate face to face. Locations and indentities are known by both members.

Direct one-way. (—→) One character, the one from which the arrow points (points away from), can at any time locate and communicate face to face with the character that the arrow points to. The character pointed to cannot locate the other at any time but can communicate face to face when contacted.

Transmitted two-way. (←-W-→) Either character linked by a transmitted two-way to another character can contact the other at any time and communicate by radio, telephone, laser, and other electromagnetic radiators or wire-linked devices without coming into direct face to face contact.

Transmitted one-way. (-W-→) One character, the one from which the arrow points, can at any time communicate by electromagnetic radiators or wire-linked devices with the character that the arrow points to. The character pointed to cannot contact the other by device at anytime but can communicate after being contacted.

Drop two-way. (←---→). Either character linked by a drop two-way to another character can leave an object or message at a predetermined site at any time, where either character can pick up the drop at any time. No face to face contact occurs.

Drop one-way. (---→) One character, the one from which the arrow points, can at any time leave an object or message at a predetermined site for the character that the arrow points to. The character pointed to cannot reciprocate.

THE STRUCTURE
There are two fundamental structures which serve as the basis for all network designs. These structures are referred to as Static and Mobile.

Under the Static System characters are assigned to set locations from which they communicate with the same characters by the same methods, repeatedly.

Under the Mobile System characters can change the locations from which they communicate with changing characters (possibly by different methods), repeatedly.

MULTIPLE ADMINISTRATORS
It is quite feasible to set up a campaign where there are two or more Admins, each with a separate organization competing against the others. There must still be an overall coordinator, but the admins would handle all matters within their organizations. One such playtest campaign involved Eastern and Western intelligence operations in Europe, with a few independent adventurers (like wealthy industrialists) thrown in as players. The two Admins built their organizations without any knowledge of what the other was doing, and agents were assigned to steal plans, foment unrest, assassinate targets, etc. When the Coordinator noted two enemy agents at the same locale simultaneously, the players were notified and the drama was played out, sometimes leading to no contact and sometimes to a fierce gun battle!

CAMPAIGN COSTS
When constructing an espionage establishment, some costs not covered earlier must be considered. The following list provides guidelines for those players wishing to do so.

CONSTRUCTION:

ITEM	COST
Free-standing building	$10/sq. ft.
Below-ground floor	$25/sq. ft.
Steel walls (interior or exterior)	$200/ft. of wall
Normal doors	no charge
Secret doors	$5000 each
Special steel doors	$8000 each
Elevators, each	$10,000 per floor or level
Portcullis-type grille (fixed), with locking door.	$200 each
Bulletproof glass	$25/sq. ft.

Minimum Building Requirements:

20' x 20' living area per person
10' x 10' office space per person
20' x 20' minimum communications room
Personal office suite for head person
Vehicle garage optional

40' x 40' lab area for each technician/analyst/specialist
(except drivers or pilots)
Equipment storage room
Jail cells, each 10' x 10'

ITEM	COST
Courtyard grounds (if any), minimum 5000 sq. ft.	$2/sq. ft.
Fencing/barricades:	
sandbags, per 3' high	$10/linear foot
chain link fence, 6' high	$40/linear foot
stone wall, 1' thick, 5' high	$100/linear foot
plus barbed wire	+ $10/linear foot
plus electrified	+ $50/linear foot
Mines:	
anti-personnel	$200/sq. ft.
anti-vehicle	$400/sq. ft.
Guard tower	$30,000
Guard post	$20,000 +
Spotlights, outdoor	$500 each
Surveillance equipment:	
basic system and monitor station	$60,000
TV camera	$10,000 each
sensor area (10' x 10')—	
choice of the following:	
light beam	$15,000
radar	$20,000
pressure	$10,000
heat	$15,000
sonic	$15,000
Traps:	
gas (choice of type)	$20,000
electrical	$30,000
ultrasonic	$50,000
mechanical	$20,000

Vaults and Safes—see SECURITY SYSTEMS. Type A locks have ratings of 91 or better, Type B have ratings from 70-90, and Type C have ratings from 50-69.

Vault	Type C	Type B	Type A
small (5' x 5')	$25,000	$50,000	$100,000
medium (10' x 10')	$50,000	$100,000	$200,000
large (20' x 20')	$100,000	$200,000	$400,000

Wall/Floor Safe	TYPE/CONCEALMENT VALUE		
	C/25	B/50	A/75
	$5000	$10,000	$20,000

ITEM	COST
Siren/klaxon/loudspeaker system	$5000
Diesel power generator	$25,000 each
Closed atmosphere air system	$40,000
Closed recycling water system	$75,000
Water/fuel/liquid storage tanks (1000 gal.)	$5000 each
Guard dogs (choice of breed)	$1000 each
Dog house (if more than 2 dogs)	$1000/dog

COMMUNICATIONS

Normal communications system (local and intra-bulding): transmits and receives radio, telephone, and telegraph/tele-type messages with scrambler/descrambler protection	$200,000
Video (TV) add-on	$25,000
Satellite communications add-on	$150,000 per station
Mobile communication system (radio)	
Vehicle (range: 100 miles)	$10,000
Personal (range: 25 miles)	$5000

PERSONNEL (Costs reflect 24-hour on-duty staff. No shift rotation is necessary.)

Clerks (must have 1 per 5 total employees)	$10,000 each
Couriers (limited)	$15,000 each
Guards (includes pistol and 2 gas grenades)	$20,000 each

Technicians/analysts/specialists (limit:10) All require labs except driver, pilot, linguist. Except for drivers and pilots, specialist personnel only rarely leave their assigned office locations.

	Good $50,000	Better $100,000	Best $200,000
Driver (anyone can function as "normal" driver)			
Pilot	Radiation expert		
Mechanic	Coding/decoding expert		
Animal Handler	Metallurgist		
Weapons expert	Microbiologist		
Economist	Chemist		
Medical doctor	Botanist		
Torture specialist	Cosmetologist		
Interrogator	Linguist (+2/+4/+6)		
Electronics expert	Locksmith		

This is only a representative listing. Experts can be enlisted from any field (see AREAS OF KNOWLEDGE).

	Good	Better	Best**
Contacts (limited) In cities of choice	$10,000	$20,000	$50,000
**Includes "safe house"			
Infiltrator In location of choice	$40,000	$80,000	$150,000

Keep in mind that the above are guidelines only. The scope of the campaign will dictate any adjustments or limits the Administrator or Coordinator wishes to make, including available funds.

APPENDIX ONE: Q SECTION— SPECIAL DEVICES DIVISION

After an agent has reached 4th level or higher, the Admin may consider financing special equipment and devices as mentioned earlier in the SPECIAL EQUIPMENT section in the Basic rules. This section is designed to inspire the creation of such devices by providing a list of some of the more obvious ones. Imagination can run wild, but remember to keep within the technological and temporal frame of the particular campaign being dealt with.
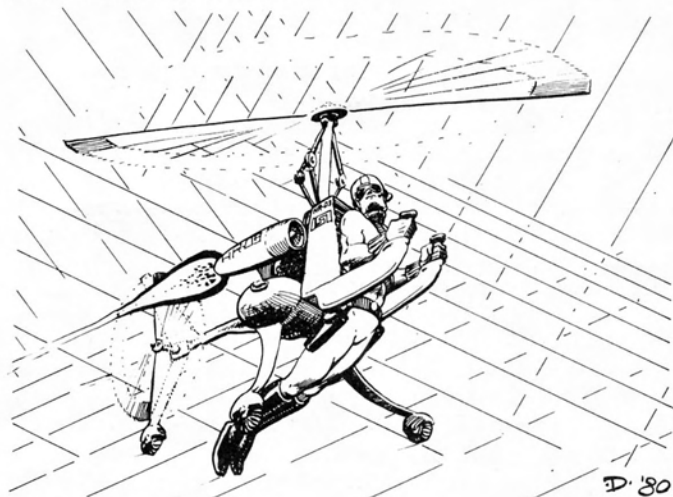
COMMUNICATION

The headquarters of the Organization will have a large, fixed multi-channel communications network with audio scramblers and computer coder/decoder. Regional offices will have smaller and more limited communication facilities. The agent may be given a 1-channel micro-transmitter, which may have audio transmission or simply a command signal transmission. The latter are used if the agent is likely to get caught, for they cannot be used by enemies. These devices can be hidden in wristwatches, pens, jewelry, etc.

SURVEILLANCE

When a tracking bug has been planted on a person or vehicle, the normal wristwatch receiver merely pulses louder and more frequently when near the transmitter; it is entirely non-directional. For special missions a vehicle-mounted cartographic/audio tracker may be used, which displays a map of the area and a blip where the transmitter is. These also display vectors indicating altitude difference, i.e., up, level, or down. These very sophisticated devices require a small computer to operate, which is why they must be vehicle-mounted. As long as a detailed map is programmed in (i.e., any public areas), tracking will be safe and automatic within the 5 mile range of the tracker. Since some limit must be placed on the computer's memory, it is suggested that 25 square miles of city area or 1000 square miles of rural area can be stored as maps. Beyond the preprogrammed area the tracker will only indicate direction, distance, and altitude difference of the transmitter.

ASSASSINATION

Knives—These can be concealed in shoe soles or attache cases, rigged to spring out when pressure is applied to a secret trigger. They can, of course, be reset manually and will once again appear as innocuous articles.

Garottes — The best are thin, tempered wires similar to cheese slicers. They can be mounted on retractors similar to tape measures and are very easily concealed in sleeves, etc. Surprise is the garotte's forte, having a HTH value of 20 when the victim is surprised, and 3 when there is no surprise.

Projectile Weapons—A wrist-mounted gun is one example. It is similar to a .22 ballpoint pen gun in characteristics, and is fired by flexing the wrist outwards. After 1 second, the gun (mounted on the inside of the wrist with a strap) fires its solitary projectile. The projectile is .22 caliber, and can be either a poison-tipped hollow-point shell (treat as dum-dum for damage) or an armor-piercing explosive shell. Virtually soundless and well-concealed, this is a useful weapon. The player must notify the Admin when he or she decides to change ammunition type.

Cigarette Gun—A small charge propels either of the two types of bullets mentioned in the wrist gun above. Hidden in a standard cigarette, 5 seconds after lighting the charge ignites and the projectile is fired. Accuracy, range, and other characteristics are the same as the wrist gun or .22 caliber ball point gun. The filters are marked with different patterns to distinguish which type of ammunition the cigarette contains.

Laser Gun—This weapon must be extremely rare. Portable weapons would carry a limited number of charges unless attached to a powerful energy source. Useful only in very unusual circumstances (outer space, for example).

Explosive Devices—Explosives can be rigged to detonate on a signal from photoelectric sensors, pressure pads, a timer, or from a remote control unit. Favorite disguises for bombs are letters, parcels, and briefcases. An agent's attache case may be rigged with anti-tampering devices that explode the case or release gas if the case is opened incorrectly.

SPECIAL VEHICLES

The Organization must authorize issue of these, since they will be beyond the reach of all but the most elite agents. Once again, these might be issued to lower agents if an especially critical and dangerous mission was assigned.

Motorcycles:
—Unguided rockets, firing forwards from both sides of the cycle
—Unguided rocket-powered sidecar which explodes on contact
—Submachine gun mounted on sidecar
—Smoke generator in its exhaust
—Twin caltrop (anti-tire device) dispensers from rear
—Communication and surveillance gear possible

Cars:
—Ejector seat in passenger position
—Bulletproof glass/solid rubber tires
—Shell-proof armored screen which can be raised from rear of car
—Stiffened chassis and bodywork to allow ramming
—Extendable/retractable scythe blades in hubcaps
—Submachine guns in front/rear bumpers
—Oil slick dropped from rear
—Smoke screen released from rear
—Windshield-obscuring spray (e.g., wet cement) from rear
—Guns in side mirrors
—Sealable rear compartment with gas dispenser
—Rotating license plates
—Communication and surveillance equipment possible
—Ability to become a boat
—Ability to become a submarine
—Ability to become an airplane
—Hidden space to conceal special equipment

(Note: all of these options cannot be on one vehicle, e.g., airplane/submarine/automobile combinations are not possible)

Boats:
—Hovercraft/amphibious ability
—Hydrofoil ability
· —Submarine ability
—Floating contact mines released from stern
—Homing torpedos fired from bow or stern
—Submarine or hydrofoil escape pod ejects from yacht
—Hang glider built into roof
—Surveillance and communication equipment possible
—Motorized underwater sleds for scuba divers with mounted CO_2 spearguns
—Jet-ski water-cycle devices for solo operations

Helicopters/Gyrocopters:
—Mounted submachine guns
—Homing rockets (infrared, radar-guided, unguided, etc.)
—Aerial balloon mines
—Flamethrower
—Communication and surveillance gear possible

MISCELLANEOUS

—Watches with rotating dials that act as circular saws
—Watches with very strong electromagnets
—Radiation detectors disguised as watches, cameras, radios, etc.
—Computer/X-ray lock-picking devices in pocket-sized cases
—Aerosol cans which act as flamethrowers, bombs, throw blinding clouds, or function normally depending on which way the nozzle is turned before activation

APPENDIX TWO:
HOW TO USE THE AGENT'S DOSSIER

Using photocopies of the Agent's Dossier is an easy way to keep track of the many traits and values that must be looked up in the course of a game. Although many of the areas on the sheet are self-explanatory, this section will elaborate on the less obvious ones.

CHARACTER NAME—The actual name of the character, such as Vladimir Nyevsky.

CODE NAME—Designated by the organization's Admin, this can be anything: 005, X-7, Condor, etc.

ALIAS—The cover name(s) of the character. Vladimir Nyevsky, KGB agent X-7, might have the cover name Paul Jones.

PRIMARY PERSONAL TRAITS—The indicated bonuses to the die rolls apply only to player characters.

VITAL STATISTICS—These are generated or selected as indicated in the section on CHARACTER CONSTRUCTION.

LANGUAGES—The name of the languages and the fluency rating are filled in where indicated. The player has the choice of which languages he or she knows, with the exception of the native tongue. If a character is from a country that is bilingual (Canada, for example), the player may select which of the two languages will be considered native. For a listing of major world languages, see APPENDIX THREE: MAJOR LANGUAGES OF THE WORLD. If a character learns more than 5 languages, additional ones can be listed in the blank Areas of Knowledge spaces on the back.

FAME POINTS—This number will be equal to the character's level minus the number of Fame Points he or she has expended.

FORTUNE POINTS—Only the Admin will know how many Fortune Points are left, but the player can record how many Fortune Points have been expended here.

EXPERIENCE POINTS—Line 6 (Experience points used to increase abilities) plus Line 7 (Unused experience points) should equal Line 2 (Total experience points). Example: on a character's first mission, she scores 525 experience points; "525" is entered on Line 2. She now has (525/100 = 5) points to increase her abilities with, expending 500 and not using 25. "500" would be entered on Line 6, and "25" would be entered on Line 7.

PWV—Enter the weapon's Projectile Weapon Value here.

BASE SPEED and BASE ACCURACY—These are the numbers to which other modifiers will be added or subtracted, to speed up combat calculations.

RANGE MODIFIER—Enter the range modifiers for this weapon at Point Blank/Short/Medium/Long ranges here, for quick reference.

RESIDENCE—Where the character resides in his or her base city.

COVER—The cover occupation of the character.

BRIEF PERSONAL HISTORY—This can be used for made-up biography or notes on missions the character has completed.

AREAS OF KNOWLEDGE—List the Area of Knowledge under AOK and the appropriate score under Value.

(Note: it is advisable to use pencil when filling out the Dossier because many of the values change frequently.)

APPENDIX THREE:
MAJOR LANGUAGES OF THE WORLD

The following appendix is designed to aid in selecting languages for characters. The listing is not intended to be complete and offers only a selection of groups with many languages (such as the North American Indian sampling). Still, this listing covers the majority of the languages currently spoken by large numbers of people.

FAMILY OR SUBGROUP	MAJOR LANGUAGES
Germanic:	Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish
Italic:	Latin
Romance:	French, Italian, Portuguese, Rumanian, Spanish
Celtic:	Irish Gaelic, Scottish Gaelic, Welsh
Hellenic:	Greek
Slavic:	Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukranian
Baltic:	Latvian, Lithuanian
Iranian:	Kurdish, Persian
Indic:	Bengali, Hindi, Nepali, Sanskrit
Finno-Ugric:	Estonian, Finnish, Hungarian
Turkic:	Tatar, Turkish
Mongolian:	Mongolian
Southern Caucasian:	Georgian
Sinitic:	Chinese
Tibeto-Burman:	Burmese, Tibetan
Thai:	Lao, Thai
Polynesian:	Hawaiian, Tahitian
Indonesian:	Indonesian, Malagasay, Malay
Eskimo-Aleut:	Aleut, Eskimo (Inuit)
Benue-Congo:	Bantu, Kiswahili
Semitic:	Arabic, Aramaic, Hebrew, Maltese
Egyptian:	Coptic
Chari-Nile:	Bushman, Hottentot, Nubian
North American Indian:	Cherokee, Cheyenne, Comanche, Maya, Sioux, Yuma
Independent:	Albanian, Armenian, Basque, Japanese, Khmer, Korean, Vietnamese
Creole:	French Creole, Taki-Taki
Artificial:	Esperanto, Interlingua

APPENDIX FOUR: ESPIONAGE-RELATED ORGANIZATIONS
KEY

A—Organization believed to have been founded before WWI.

B—Organization believed to have been founded during WWI (June 28, 1914-Nov. 11, 1918).

C—Organization believed to have been founded after WWI and before WWII (Sept. 1, 1939-Sept. 12, 1945).

D—Organization believed to have been founded during WWII.

E—Organization believed to have been founded after WWII.

F—Organization currently believed to be in existence.

Q—Organization whose exact founding date and/or current existence is questionable or unknown by this author.

T—Organizations believed to have practiced terrorism since 1968.

ESPIONAGE-RELATED ORGANIZATIONS

A2 (see USIB) = Q,F

Abwehr (German Army Intelligence Service) = C

AEC (Atomic Energy Commission)—U.S. = Q,F

ALF (Arab Liberation Front)—Israel, Terrorists = T,Q

ALN (National Liberation Action)—Brazil, Terrorists = T,Q

Amt Blank (West German Intelligence Agency)—kept track of Soviet networks = E,Q

Amtorg (Russian Trade Organization in America) = Q

Anfu (Chinese Movement)—controlled Chinese government = C,Q

ANYO (Arab Nationalist Youth Organization)—Libya, Terrorists = T,Q

ARPA (Defense Advanced Research Projects Agency)—computers and surveillance systems research sponsor, U.S. = E,F

BBC (British Broadcasting Company)—maintained a Monitoring Intelligence Bureau, WWII = Q,F

Berlin Vampires (German World War I counter-espionage group) = B

BfV (Bundesamt fur Verfassungsschutz, West German Federal Office for the Protection of the Constitution) = E

Black Chamber, The American (section 8 of Military Intelligence)—cryptology = C

Black Dragon Society (early powerful secret society)—Japan = A

Black September (Jihaz al-Amaliyat al-Khassa)—PLO organization founded in 1970 to commit terrorism while the PLO assumed a moderate image. = E,Q,T

BND (Bundesnachrichtendienst, West German Federal Intelligence Agency) = E

BOSS (Bureau of Special Services, New York City Police Department)—cooperates closely with CIA = E,F

BSC (British Security Co-ordination)—a British secret organization headquartered in New York = D

BVT (Office for the Preparation for the Return to the Netherlands)—Dutch Organization, WWII = D

C-4, Cuban Movement—U.S.-anti-Castro, Terrorists = T,Q

CENTO (Central Treaty Organization)—international defensive alliance = Q,F

CENTRE, The (Soviet Intelligence headquarters in Moscow) = Q,F

CFL (Corps Front Luxembourgeois)—second resistance organization set up in Grand Duchy, WWII, Luxembourg = D

Cheka (also Tcheka, Chrezvychavnaya Komissiva, Extraordinary Commission for the Struggle Against Counter-revolution and Sabotage)—secret service organized under the Bolsheviks, later became the GPU and then the OGPU (U.S.S.R.) = B

CIA (Central Intelligence Agency)—coordinates the intelligence activities of several Government departments and agencies in the interest of National Security (U.S.) = Q,F

CID (Dutch Military Intelligence Bureau)—Netherlands' WWII = D

Cinema (French network, WWII) = D

Cointelpro (FBI counterintelligence program against American citizens)—U.S. = Q

COREMO (Revolutionary Committee of Mozambique)—Terrorists = T,Q

C-S (Nationwide counter-espionage service)—France = D

CUKR (new name for SMERSH)—disguised as the internal security department of the Soviet Army = E,F

Danish Home Front (Danish Resistance)—WWII = D

Deuxieme Bureau (French Military Intelligence) = Q,F

DI-5 (was MI-5, now British Counter-espionage, Security Service)—first known as Special Intelligence Bureau = Q,F

DI-6 (was MI-6, now British espionage world wide)—known by foreigners as the British Secret Service = Q,F

DIA (Defense Intelligence Agency)—coordinates work of the Army, Navy, and Air Force Intelligence, (U.S.) = Q,F

DOD (Department of Defense)—U.S. = Q,F

DOD (Domestic Operations Division)—special section of CIA established in order to handle home front activities, U.S. = E,F

DOMS (Pentagon's Division of Military Support)—coordinates Armed Forces suppression of domestic insurrection, U.S. = Q

DST (Direction de la Securite du Territoire)—equivalent to the British MI-5, counter-espionage service, France. Founded in 1958. = E,F

ELF (Etritrean Liberation Front)—Ethiopia and Mediterranean Area, Terrorists = T,Q

ELN (National Liberation Army)—Columbia, Terrorists = T,Q

ERP(People's Revolutionary Army)—Argentina, Terrorists = T,Q

ETA (Freedom for Basque Homeland)—Spain, Terrorists = T,Q

FAL (Armed Liberation Forces)—Argentinian, Terrorists = T,Q

FALN (Armed Forces of National Liberation)—Puerto Rico, Terrorists = T,Q

FAP (Peronist Armed Forces)—Argentina, Terrorists = T,Q

FAR(Rebel Army Forces)—Guatemala, Terrorists = T,Q

FARC (Revolutionary Armed Forces of Colombia)—Terrorists = T,Q

FBI (Federal Bureau of Investigation)—investigates violations of law and is organized nationwide counter-espionage service, U.S. Founded in 1908 as the detective service of the Department of Justice = A,F

FFI (French Forces of the Interior)—resistance organization, WWII = D

FRAP (People's Revolutionary Armed Forces)—Mexico, Terrorists = T,Q

FLQ (Liberation Front of Quebec)—Terrorists = T,Q

FSLN (Sandinista National Liberation Front)—Nicaragua, Terrorists — T,Q

G-2 (Government—Section 2) Intelligence Department of U.S. Army and USMC = Q,F

Gestapo (Geheime Staatspolizei, secret police)—Germany, Counter-espionage = D

GPU (Gosudarstvennove Politicheskove Uprevlenve, State Political Administration)—later OGPU, U.S.S.R.—successor to Cheka, founded 1922 = C

GRU (Glarnoye Razvedvatelnoye Uprevlenve, Chief Intelligence Administration of the General Staff of the Red Army)—Military Intelligence, U.S.S.R. = Q,F

GUKR (same as SMERSH)—see CUKR, U.S.S.R.

Hagganah (Chief underground organization in Palestine before Israel gained independence) = A

Hashomer (Watchman, original defense organization in Palestine before Israel gained independence) = A

Home Front (chief resistance movement)—WWII, Norway = D

HUA (Chief Administration for Intelligence)--East Germany = E,Q

IDIU (Inter-Divisional Information Unit)—attempted to coordinate domestic intelligence activities and centralize information into computerized form in Justice Department, U.S. = Q

IGRA (Information Gathering and Retrieval System)—IRS intel-

ligence information storage during antiwar protest period on U.S. citizens, U.S. = Q

Index, The (Department of Russian Intelligence) = Q,F

INTERPOL (International Criminal Police Organization) = F,Q

IRA (Irish Republican Army, "Official" and "Provisional" wings)—Ireland/U. K., Terrorists = T,F

Irgun—Israeli organization founded in 1937 for mass immigration to British Palestine and retaliation for Arab attacks and British suppression. = C,Q

ISS (Israeli Secret Service) Founded in 1950. = E,F

JDL (Jewish Defense League)—U.S./Europe, Terrorists = T,Q

Kempei tai (Counter-espionage service)—Japan = D

KGB (Russian Intelligence, Board of State Security)—the combined espionage and counter-espionage organization of the USSR = Q,F

Kripo (Kriminalpolizei, ordinary criminal police)—Germany = D

Kundscharfsstelle (Counter-espionage agency, pre-World War I)—Austro-Hungary = A

MANO (Argentine Nationalist Organization Movement)—Terrorists = T,Q

MfS (Ministry of State Security)—East Germany. Founded 1953. = E

MGB (Ministry of State Security)—U.S.S.R. Successor to the NKGB when all commissariats were renamed ministries. Formed when NKVD split in 1941. = D

MI-5 (Military Intelligence, Section 5, now DI-5, British counter-espionage, Security Service, first known as Special Intelligence Bureau)—Popular name for the Directorate General of Security Service. Founded 1909 = A

MI-6 (Military Intelligence, Section 6, later DI-6, British espionage)—known later by foreigners as British Secret Service. = B

MI-8 (American section of military intelligence believed to deal in cryptology) = B

MI-9 (Military Intelligence, Section 9)—exact purpose unknown, U. K. = Q

Milorg (Norwegian Military Intelligence) = D

MIR (Movement of the Revolutionary Left)—Bolivia/Chile/Venezuela, Terrorists = T,Q

Mixed Bureau, The (Combined British and French Intelligence and counter-intelligence operation)—WWII = D

Modi'in (Army Intelligence Service)—Israel, 1950 = E,F

Mossad—Israeli organization founded in 1950 for espionage and special operations outside Israel. = E,F

MR-8 (Revolutionary Movement of October 8)—Brazil, Terrorists = T,Q

MVT (Military Preparation for the return to the Netherlands)—Dutch Organization, WWII = D

NASA (National Aeronautics and Space Administration)—U.S. = Q,F

NATO (North Atlantic Treaty Organization)—international defensive and economic alliance = Q,F

NCIC (FBI's National Crime Information Center)—computerized system used by local and state police departments, U.S. = Q

ND (Nachrichtendienst)—German Information Service, later called Abwehr, WWI and WWII. = Q

NID (Naval Intelligence Division)—British = Q

NAVD (Narodny Komisariat Vnutrennikh Dvel)—People's Commissariat for Internal Affairs, U.S.S.R. Total security organization which absorbed the OGPU in 1934. = C,Q

NSA (National Security Agency)—agency under the Department of Defense for intelligence and security, U.S.A. Founded in 1952. = E,F

NSC (National Security Council)—U.S. Founded in 1947. = E,F

NTS (Society of National Unity)—West Germany = Q

OAS (Organization of American States)—international defensive alliance. = Q,F

OAU (Organization of African Unity)—international economic and cultural alliance. = Q,F

Ochrana (Soviet Secret Police)—early, U.S.S.R. = A

OD (Orde Dienst)—Resistance Group, Netherlands, WWII = D

OGPU (Obevdeinnove Gosudartsvennov)—formerly GPU, U.S.S.R. United State Political Directorate; founded 1924. = C

ONI (Office of Naval Intelligence)—U.S. = Q

Oslo Guard, The (Norwegian Resistance)—Norwegian Home Front, WWII = D

OSS (Office of Strategic Services)—American wartime espionage and sabotage organization, U.S. Founded in 1942. = D,Q

PDFLP (Popular Democratic Front for the Liberation of Palestine)—Terrorists = T,Q

PFLP (Popular Front for the Liberation of Palestine)—Terrorists = T,Q

PFLP-GC (Popular Front for the Liberation of Palestine-General Command)—Terrorists = T,Q

PLA (Palestine Liberation Army)—Terrorists = T,Q

PLO (Palestine Liberation Organization)—Terrorists = T,F

PRP (People's Revolutionary Party)—Tanzania, Terrorists = T,Q

Princes, The (Danish military resistance organization)—Denmark, WWII = D

Red Brigade, The (Italian Marxist terrorists)—trained and supplied by Warsaw Pact countries = T, Q

Red Orchestra, The (Die Rote Kapelle)—name given by Germans to Soviet network working in Germany and in all Nazi-occupied Europe = D

Room 40 (Room 40 OB)—British coding and decoding, WWI = B

RSHA (Rechssicherheitshauptamt)—body set up to coordinate work of Gestapo, SD, and Kripo, Germany = D

SAD (Special Analysis Division)—under emergency preparedness program to develop ways to control information and impose censorship in U.S. = Q

SAS (Special Air Service)—Elite British Army branch used for counter-terrorist activity in Northern Ireland = E, F

Sapphire (KGB network in France)—post WWII = E

SAVAK—Iranian secret police = Q

SBI (State Bureau of Investigation)—parts of U.S. = Q,F

SBI (State Department Bureau of Intelligence and Research)—U.S. = Q

Scotland Yard (headquarters of the London Metropolitan Police) = Q,F

SD (Sicherheitsdienst, espionage group in SS)—Germany = D

SDECE (Service de Documentation Exteriure et de Coutre-espionage)—functions like the American CIA, France. Founded in 1958. = E,F

SEATO (Southeast Asia Treaty Organization)—international defensive alliance = Q,F

Secret Service, U.S. (Protective service for government officials and anti-counterfeiting) = Q,F

Service de Renseignements (French Secret Service) = Q,F

Shay (Sherut Yediot)—intelligence service, formed by union of Haganah and Hashomer, Israel. = Q

SHABAK (Sherut Bitachon Kali)—A.K.A. Shin bet, internal

security service responsible for counter-espionage within Israel; analogous to FBI and MI-5. = E,F

SIS (Secret Intelligence Service)—British = C,Q

SIS (Signal Intelligence Service)—U.S. coding and decoding service after the Black Chamber = C

SLA (Symbionese Liberation Army)—U.S., Terrorists = T,Q

SMERSH (Smiert Shpionen, Death to Spies)—Ninth Division for terror and diversion, department for removing the enemies of the Russian state outside the boundaries of Russia. During WWII, a Russian military counter-intelligence force with powers of summary execution. = D

SOE (Special Operations Executive)—British organization formed to carry out sabotage, equip and train underground resistance armies on a national basis, and to gather intelligence in the German occupied countries of Europe, WWII. Danish, Dutch, French, Norwegian. = D

South Moluccan Terrorists—Holland, want to return to "Dutch East Indies" = T,Q

Special Branch (Department of the London Metropolitan Police)—cooperates with MI-5, Now DI-5, in counter-espionage, British = Q,F

Special Service Staff—IRS Staff established to keep track of and disrupt protestors during antiwar protest period, U.S. = Q

Special Services (Fifth Bureau of the French General Staff, during wartime)—union of Service de Renseignements and counter-espionage = Q

SR (French Intelligence, WWI) = B

SS (Schutzstaffeln)—Military and police unit of Nazi party, Germany = C

Stern Group (Underground organization in Palestine before Israeli independence) = Q

Tcheka (see Cheka)

TPLA (Turkish People's Liberation Army)—Terrorists = T,Q

UN (United Nations)—international organization = E,F

URA (United Red Army)—Japan = T,Q

USAREUR (U.S. Army, Europe)—U.S. = E,F

USIB (United States, Intelligence Board)—weekly meeting board made up of advisory councils of the CIA for formulating opinions about other countries' activities = Q,F

VFK (Military Intelligence)—East Germany = E,Q

VPR (Popular Revolutionary Vanguard)—Brazil, Terrorists = T,Q

Ware Group (subversive group plotting to overthrow U.S. Government, 1930;s) = C

Warsaw Pact (international Communist defensive alliance) = Q,F

ZAPU—Rhodesia, terrorists = T, Q

APPENDIX FIVE: GLOSSARY OF ESPIONAGE-RELATED TERMS

These terms may have other meanings not recorded due to the very nature of espionage and its use of jargon having double meanings. Non-English words have been italicized. Technical names and phrases have been included to enhance game play and to define terms within the rules. Further definitions can be found under Methods of Extermination, Surveillance Equipment, Structure, communication Links, and Job Definitions.

ablation shield—Thermal protective coating designed to resist heat of reentry as ballistic missiles penetrate the earth's atmosphere.

ABM—Anti-ballistic missile.

abort—To cancel a mission, takeoff, landing, etc., at the last minute.

abseiling—Method of descending steep terrain by sliding down a rope.

accountants—Euphemistic term for "moderates".

action—The breech mechanism of a rifle or shotgun which locks the cartridge in the chamber. The most common actions in use today are the single, double, bolt, lever, pump, semiautomatic, and automatic.

ADF—Automatic direction finder. See "bird dog."

administrator—A chief executive of an intelligence agency. In TOP SECRET he or she serves as the game moderator or referee overseeing all facets of the gameplay.

AEC—Atomic Energy Commission.

AFAR—Azores Fixed Acoustic Range is an area of underwater submarine detectors used to counteract spy subs.

agent—An operative, spy, or fieldman of an intelligence agency who collects and transmits intelligence to his or her superiors and performs tasks he or she is assigned to. The one with access to the target.

agent in place—A spy who has legal access to secret material.

agent of influence—A spy in high places who can help shape events favorably for the opposition he serves, as well as supply valuable information.

agent provocateur—A person used to excite or stimulate an opposing faction to action favored by the side the provocateur is working for.

aikido (eye-KEY-doe)—"Way of spirit meeting"; Japanese method of self-defense which took root from a form of jujutsu. It was founded in 1942 by Morihei Uyeshiba.

amobarbital—A barbiturate with slightly longer lasting effects than sodium thiopental. See "truth drugs".

anchor—The point to which a fixed or belay rope (q.v.) is anchored.

ANP—Aircraft, nuclear propulsion.

antidote—Something that counteracts a poison. Most often it is used after the poison is applied. Occasionally preventative antidotes can be taken before the poisoning occurs.

apparat—A group, an organization. In intelligence work, a spy ring. See "rezidentura" (Russian).

armor-piercing—A bullet capable of passing through plate metal due to its hardened metal point.

ARPA—The Defense Advanced Research Projects Agency is a foremost sponsor of research into computers and surveillance systems.

ARPANET—An advanced computer network set up by ARPA to link universities, think tanks, and military research installations; it has served as a model for new telecommunications systems.

ASDIC—Underwater radar.

atewaza—Oriental word for the "art of attacking vital points".

auction—Euphemistic term for "election".

autoloading—See semiautomatic.

automatic—A firearm that will insert, fire, and eject continuously all cartridges in its magazine with a single, continuous trigger pull. This is the true machine gun, not to be confused with the semiautomatic rifles and shotguns which are at times erroneously called "automatics".

bag job—Surreptitious entry, usually to remove or photograph material.

ballistics—The study of what happens to moving projectiles, including their trajectory, force, impact, and penetration. The term is divided into "internal" ballistics (what happens inside the barrel before the bullet or shot leaves the muzzle) and "external" ballistics (what happens after the bullet or shot emerges from the barrel).

barrier—Micropored separation unit in gaseous diffusion plants.

belaying—Tying oneself to a firm anchor in order to safeguard all other climbers in a roped group.

biocybernetics—The study of ways to link men and computers now being sponsored by ARPA and other government agencies.

bird dog—Aviation term for an automatic direction finder (ADF) or radio compass.

black intelligence—Information obtained from undercover sources, usually through a spy.

black operator—An agent working covertly or undercover, as opposed to a white operator, who works openly.

black out—Temporary blindness from centrifugal pressure during steep turns especially during flight.

black propaganda—The dissemination of information, true or false, which purports to come from sources other than the real one.

blasting cap—An electrically triggered device with an explosive charge often used to detonate dynamite.

block—A legal boxing maneuver using open gloves, arms, elbows, or shoulders to stop opponent's punches.

to blow—To discover a spy's real identity; he is then said to have been blown.

blow back—Disclosure of espionage activity as the result of an unsuccessful attempt to recruit an agent.

BMEWS—Ballistic missile early warning system.

bob—In boxing, moving or jerking up and down.

bolt—A steel rod-like assembly which moves back and forth in a bolt action, sealing the cartridge in the chamber during firing.

broaden the summary—Euphemistic term for "confirm a report."

bugging—To secretly place listening devices. A small listening device or transmitter is called a "bug".

bug detector and locator—An electronic device used to find lost or hidden listening and/or transmitting instruments.

buy the ranch (farm)—Euphemistic aviation term for "crash fatally".

buzzing—Aviation term for diving close to the ground, especially near a building, vehicle, or people.

C—The initial traditionally used for the head of the British Secret Service, MI6.

caliber—Generally the diameter of the bore of a rifle before the rifling

grooves are cut. In the United States caliber is usually measured in hundredths of an inch (.22, .30, etc.); in England, caliber is usually measured in thousandths of an inch (.270, .455, etc.), and in Europe and Asia, caliber is measured in millimeters (7 or 10mm, etc.).

carbine—Generally a shortened version of a military rifle. Some classify carbines as high-powered pistols with a fraction of the energy and velocity of a rifle.

cartridge—In the modern sense this means the metallic cartridge which consists of the brass or copper case, the powder charge, the primer, and the bullet. Before development of the metallic cartridge the term was used, as its French derivation (*cartouche*) implies, for a roll or case of paper containing powder and shot. Modern cartridges are generally classified in three categories—centerfire metallics, rimfires, and shotshells. Centerfire metallics include all metal cartridges that have primers in the center of the base. Rimfires include all cartridges in which the priming powder is sealed in the soft rim around the base. Shotshells include all cartridges that contain ''shot,'' or small pellets instead of a single bullet.

case officer—Usually a desk officer who supervises several operations at once.

center—Moscow headquarters, used by both KGB and GRU agents in the field.

choke—The constriction in the end of a shotgun barrel by which the shot pattern is controlled. At 40 yards a certain percentage of shots are supposed to be delivered inside a 30-inch circle as follows:

Full choke—70 to 80 percent
Modified choke—55 to 65 per cent
Improved cylinder—45 to 50 percent

Variable chokes can be applied to barrels, giving the shooter a wider variety of killing pattern sizes.

chopper—Helicopter.

cipher—A system in which letters or letter pairs are used as its basic unit, or—more rarely—larger groups of letters. In a transposition cipher plain text letter order is rearranged according to an agreed formula. In a substitution cipher the letters of the plain text are replaced by other letters, numbers, or symbols.

city drop—A type of dead-letter drop located in some very public place, accessible to many. See ''dead drop.''

clean—Free of any incriminating materials.

climbing roped—If there is no fixed rope, climbers rope together on difficult or dangerous ground for safety, and can either all move together or move one at a time, so that one member of the team is constantly belayed.

clinch—To hold or hug your opponent; the act of holding is called clinching.

clip—A metal case designed to hold a number of cartridges for loading into the magazine of a rifle or handgun.

code—A word or a group of letters or numbers (code group) used to stand for another word or phrase. In a one-part code all its words and phrases are listed alphabetically against code groups that are also listed in alphabetical or numerical order, so only one list is needed to encode and decode a message. A two-part code has its code groups in random order against the alphabetical list of plain words and phrases for encoding messages, and a separate list with the code groups arranged in alphabetical or numerical order for decoding.

COINS—The code name of one of the communications links which connect computers in the various agencies of the U.S. intelligence community; the system is being upgraded to ARPANET standards.

Cointelpro—The FBI's counterintelligence program which resulted in the disruption and harassment of American citizens who were considered radical or extremist by the bureau's leadership.

comint—An abbreviation for ''communications intelligence.''

concentrate—What analysts evaluate after false and inaccurate information has been removed from ''raw information'' which has been ''sanitized'' to protect sources and communications.

confutation—Euphemistic term for ''defection''.

to confute—Euphemistic term for ''to defect''.

contact—A person through which information may be obtained.

to control or run—To supervise an agent.

control—In British parlance, the equivalent of a Russian *rezident*, but sometimes used for higher, administrative officials.

cordite—A double-base smokeless powder made of nitroglycerine and guncotton which is used in the form of long, stringy cords. Cordite is used extensively in Great Britain.

The Corporation—Used by the KGB and GRU for the local communist party in any particular country.

cost estimates—Euphemistic term for ''information'' or ''intelligence''.

counter—Prefix used on many words meaning anti- or against (i.e.—counterintelligence, counterespionage, counter terrorism, countercomint, counter elint)

country drop—A dead letter drop in some secluded place rarely frequented by anyone. See ''dead drop.''

cover—A believable false identity that gives an agent a legitimate reason for being in the place and the job he is in.

covert action—This term usually refers to the CIA's secret operations overseas, but it also applies to FBI operations like Cointelpro.

crampons—Steel spiked frames which can be fitted to boots to give a grip on ice and firm snow slopes.

credit investigation—Euphemistic term for ''coup d'etat.''

cross—Legal boxing maneuver consisting of a counter-blow crossing over the opponent's lead.

cross hairs—The sighting lines in a telescope sight.

cryptography—Secret writing such as codes and ciphers.

cut-out—A go-between in a clandestine operation, not necessarily a spy himself. An intermediary used as a security measure.

DAME, DASE—Terms used by Army Intelligence to refer to methods of defending against break-ins (DAME), and electronic surveillance (DASE); but agents who were trained in these methods say they were actually taught how to conduct burglaries and wiretaps.

to dangle—To offer the services of a spy who is a double agent.

dead drop or dead letter box—A hiding place for depositing and collecting messages and material.

dead stick landing—Landing an aircraft without power.

defect—To abandon an allegiance that one had previously espoused.

destructor unit—Device used to destroy the instrument it is installed in if the instrument is tampered with or may fall into the wrong hands.

deterrent—A material added to an explosive to reduce its burning rate.

disinformation—False or misleading material fed to the opposition to confuse its counterintelligence services or to create unrest in its country.

DOD—Department of Defense, U.S.A.

dojo (DOE-joe)—''Training hall''; an establishment in which the Japanese martial arts are taught.

double action—Firearms term indicating that the cylinder revolves when a shot is fired.

double agent—A spy who works for the opposition while pretending loyalty to those who employ him.

double-base powder—A rapidly burning powder made by absorbing nitroglycerine and nitrocellulose. Cordite is a double-base powder.

drilling—A three-barrel gun generally of German manufacture with a rifle barrel beneath two shotgun barrels.

dubok—Russian for a hollow oak tree; thus, a hiding place for secret documents.

duck—In boxing, to lower your head quickly, especially to avoid your opponent's fist.

dum-dum—A type of bullet which has the jacket stripped back from the point to uncover the lead core. The soft lead spreads as it strikes, punching a large hole through the target. Dum-dums are also known as ''expanding bullets.''

duplex—A type of cartridge containing two projectiles, thus increasing hit probability. A .30 caliber duplex cartridge fired at a target 100 yards away will place one projectile within a 5 inch radius circle and the other within a 40 inch radius circle 50-75% of the time.

dying of the measles—The CIA term for killing someone, usually a spy, and making the death look natural.

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elbowing—An illegal boxing maneuver usually employing the elbow against the opponent's throat.

elint—Abbreviation for electronics intelligence.

elsur—Electronic surveillance in three basic forms: bugging which picks up conversations via hidden microphones, wiretapping which picks up conversations directly from telephone lines, and radio interception which picks up messages sent by air—including long-distance phone calls relayed by microwave towers.

the ''Emily''—A spy who was originally spotted by a recruiter, of the same citizenship, who recognized his or her potential, and who was conditioned, recruited, and trained according to conventional principles of agent management.

engineers—Euphemistic term for ''military forces.''

espionage—The gathering of information through the use of spies.

expanding bullet—see ''dum-dum.''

exploding bullets—Specialized projectiles which burst upon impact. Their major drawback is that minor cover or even a pane of glass will stop them from striking their intended target. They are not suitable for general-purpose employment.

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false flag recruitment—Making an agent believe he is working for one country when he is actually working for another.

feint—In boxing or swordplay, a false attack designed to draw defensive action away from an intended target.

fence—A receiver of stolen goods.

ferret ships—Naval vessels whose electronic gear listens in on the opposition's tactical communication, especially line-of-sight microfrequencies undetectable beyond the horizon.

firing pin—The part of the breech mechanism which strikes the primer of the cartridge. The term is called ''striker'' in British parlance.

first-strike—An initial strategic attack involving the use of nuclear weapons.

fixed rope—On prolonged climbs up steep ground the lead climber, having run out the full length of rope, ties it to an appropriate anchor (q.v.), and subsequently all climbers move independently up and down the fixed rope, clipped on to it, using it either as a safety line or, on very steep ground, for direct progress. The rope is left in place for the duration of the climb.

flaps and seals—Surreptitious opening and resealing of letters, packages, and baggage that may contain interesting information.

flash hider—A muzzle attachment used to conceal telltale weapons' fire flash. Useful for snipers who wish to remain well hidden.

flat out—Aviation jargon for flying at full throttle.

fleche—"Arrow", a swordplay maneuver which commits the attacker to a single straight lunge at the target.

flechette—A metal dart with tail fins, often fired as a bullet with a fall away casing.

flying the beam—Aviation jargon for flying along a radio beam transmitted especially for aerial navigation.

flying the needles—Aviation jargon for instrument flight.

FOBS—Fractional orbital bombardment system.

FPA—The Federal Preparedness Agency, like its predecessor the Office of Emergency Preparedness, in charge of coordinating the government's readiness for emergency; it runs hidden headquarters like Mount Weather.

fragging—The use of a grenade against human targets, from "fragment."

front—A cover used by a business or agency to conceal its true activities.

fulminate of mercury—A highly sensitive explosive used for many years after its initial use in 1807 by the Scottish clergyman, Reverend Alexander Forsythe, as a means of igniting gunpowder with detonation by a blow

Gammas—One-time signal pads used for enciphering messages.

garotte—French word for a thin wire used for strangulation as well as a slashing weapon when whipped through the air.

gauge—Measurement of shotgun bores derived from the number of bore-sized balls of lead to the pound. For example, 12 balls which fit the bore of a 12-gauge shotgun weigh one pound.

george—Automatic pilot.

to get bloody—Euphemistic term for "arrest." See "illness."

to get dirty—Euphemistic term for "arrest." See "illness."

go-between—See "cut-out."

goju-ryu (GOH-jew-ryoo)—"Hard-soft way"; one of the four major Japanese karate systems.

grapple—A clawed implement formerly used to hold an enemy ship alongside for boarding now used as climbing gear as a thrown anchor.

gyrojet—A self-propelled projectile launched much like a miniature rocket. They hiss instead of bang and have 1/10 the kick of a .45 caliber pistol. At 100 feet the projectile travels twice as fast as a .45. Gyrojet pistols are light, insubstantial, and often made of two aluminum castings.

hangfire—Delay in firing a cartridge after hammer or striker has been released. See also "misfire", with which it should not be confused.

hard base—A missile site, such as Minuteman, built in the form of a concrete silo.

harvest—The National Security Agency's mammoth computer operation which harvests, correlates, and stores information gathered from electronic eavesdropping.

heeling—An illegal boxing maneuver using the inside of an open glove against an opponent's face.

hitchhiking—The exploitation of an informational channel such as student, labor, and other kinds of groups that the CIA cannot control.

hollow point—A bullet with a nose cavity designed to increase expansion on impact.

hook—In boxing, a legal maneuver of striking from the side with the elbow bent.

hot line—A reliable system of prompt high-level communication linking Moscow and Washington.

HYDRA—The Central Intelligence Agency put the information gathered during its domestic surveillance program into a computer system which it called HYDRA because the machine could process multiple streams of information.

ICBM—Intercontinental ballistic missile.

illegal—An agent who poses as a citizen of a country other than that of his birth in order to spy against it.

illness—Euphemistic term for "arrest"; to be "taken ill" is to "be arrested," or to have one's "cover blown."

incendiary bullets—Specialized projectiles which produce intensely hot flame upon impact. Their major drawback is that minor cover or a pane of glass will stop them from striking their intended target. They are not suitable for general-purpose employment.

infil/exfil operations—Illegal border crossing.

infirmary or hospital—Euphemistic terms for "prison."

intelligence—Raw information which has been evaluated to become finished in intelligence.

investment—Euphemistic term for "intervention."

IRBM—Intermediate range ballistic missile.

isshin-ryu (ISH-in-ryoo)—"One-heart way"; a hybrid form of unarmed combat founded in 1955, and based on several Okinawan karate styles.

istochnik—The source of information; the agent who must first be recruited. (Russian)

jab—In boxing, a punch straight to the head or body.

jeet kune do (jeet-coon-DOE)—"Way of the intercepting fist"; a collection of mental and physical concepts, observations of combat maneuvers, and philosophies of attitude gathered and developed by the late Bruce Lee.

judo (JEW-doe)—"Gentle way"; a Japanese method of self-defense developed from jujutsu which incorporates throws, grappling, and some striking techniques.

jujutsu (jew-JUT-sue)—"Gentle art"; a generic term applied to several native Japanese methods of unarmed and armed combat.

jumaring—A method of climbing a fixed rope with a jumar clamp, which can be slid up the rope, but locks on the rope to support weights when subjected to downward force.

karate (ka-RAW-tay)—"China hand" or "empty hand"; a form of unarmed combat which originated in Okinawa after being influenced by earlier Chinese martial arts.

kendo (KEN-doe)—"Sword way"; the modern art of Japanese fencing.

keyholing—The failure of a bullet to remain gyroscopically balanced in flight so that it enters the target sideways, leaving an elongated opening.

ki (key)—"Air" or "breath" or "spirit"; the centralized energy of the body which, through concentration and development of breath, can be applied to accomplish physical feats.

kiai (KEY-eye)—"Spirit meeting"; a loud shout of self-assertion.

kick—The force of a firearm against the shooter's shoulder or hand brought about by recoil as the projectile leaves the weapon.

korrektirovchik—The agent who recruits the *istochnik*. See "istochnik." (Russian)

kung-fu (kung-FOO)—"Skill" or "time" or "task" or "work"; a generic term used in the Western Hemisphere to represent the Chinese martial arts.

kwoon—"Training hall"; an establishment in which the Chinese martial arts are taught.

kyokushinkai (kyoh-KOO-shin-kye)—"Extreme truth association"; a hybrid style of Japanese karate founded by Mas Oyama.

landing hot—Aviation jargon for landing at too high a rate of speed.

laser beam listening device—Laser beam which bounces off a window pane and carries back the conversation within the room.

LASP—Low Altitude Surveillance Platform.

leak—A secret or accidental disclosure of confidential information.

legend—An illegal's cover story in all its details.

lever action—An action operated by a lever located on the underside of the frame. Generally, a secondary purpose of the lever is to serve as a trigger guard.

linear operation—As opposed to a network, a linear operation consists of one case officer who handles one resident, who handles one principal, who handles one agent, with one or more cutouts. In actuality, each superior controls several subordinates on different operations.

load—As a noun, one charge of powder and one projectile or, used loosely in the modern sense, a cartridge. As a verb, to prepare a gun for firing by inserting ammunition into it.

to load or charge—To place material in a dead drop.

lockpicking—To open a key-operated mechanism used to secure a door, lid, etc. without the proper key.

lunge—A sword attack in which the lead foot and the sword arm are simultaneously extended; if performed correctly, a rapid recovery can be made.

machbusting—Aviation jargon for flying faster than the speed of sound.

machine gun—A weapon which fires small-arms ammunition at a high rate of fire on the automatic principle. See automatic.

magazine—The part of a repeating firearm which holds the cartridge or shells in position ready to be impelled one at a time into the chamber. The magazine may be an integral part of a weapon or a separate device attached to the action.

magnum—A term derived from a Latin word meaning large or great and applied to cartridges of considerable power, such as the .300 Magnum rifle cartridge and 12-gauge, 3-inch Magnum shotshell.

manufacturers—Euphemistic term for any "anti-Western factions."

MAR—Missile acquisition radar.

martial arts—An encompassing term for the Asian fighting arts.

merc—An abbreviation for "mercenary soldier."

merchants—Euphemistic term for "intelligence officers."

message switching—New computer technology has made it possible for telecommunications networks to transmit and store messages across the country; the FBI wants to utilize this technology to coordinate state and local police data communications.

the "Mickey"—The "walk-in" spy who, because of special knowledge and experience, is able to get in touch with a foreign intelligence agency and offer his services without being spotted by counterintelligence controls.

microdot—A microscopic photograph transported on printed matter disguised as a period or dot.

microjets—A self-powered flechette. See "flechette."

microwave—From ovens to telephones, the technology of using microwaves is making life more efficient; but when microwaves are used to relay long-distance telephone calls it becomes very easy for anyone with the proper radio equipment to listen in.

Minuteman—A 3-stage solid-fueled ICBM.

MIRV—Multiple, independently targetable reentry vehicle.

the "miscellaneous agent"—One who does not fit the accepted patterns of an Emily, Mickey, Philby, or Willy.

misfire—Failure of a cartridge to discharge after the weapon's firing pin has struck the primer.

mole—Unofficial jargon coined in spy novels; it refers to an agent clandestinely placed within another country's intelligence agency.

Mount Weather—One of several underground bunkers which the U.S. government maintains in the mountains to the west of the nation's capital to be used as a headquarters in the event of an emergency.

mozhno—Soviet term for "swallow." A swallow is a member of a stable. See "sister."

moving drop—A dead letter drop unknown to the driver on a train, bus, subway, airplane, or delivery truck. See "dead drop."

MSR—Missile site radar.

mushroom—The shape many bullets assume when the forward position has expanded upon striking game. Expanding bullets are sometimes called "mushroom bullets."

music box—Euphemistic term for radio transmitter.

muzzle blast—The violent disturbance in the atmosphere after discharge of a weapon, caused by expansion of powder gases into the air.

muzzle brake—A device in the form of a slotted tube which is attached to the muzzle of a rifle to trap the escaping gases and utilize them as a counter-recoil force thus lessening the kick of the weapon.

muzzle flash—The bright flash at the muzzle of the firearm as a result of expansion of powder gases, burning powder grains and ignition of oxygen.

narc—An abbreviation for "narcotics officer."

nash—A fellow Russian agent. Literally, "one of ours."

NCIC—The FBI's National Crime Information Center is a computerized system which local and state police departments can use for such purposes as checking on wanted persons and stolen cars.

needle firing gun—High velocity, small projectiles tumble through the air and can kill outside vital spots via shock. Tumbling increases hit and kill probability and if fired several at a time increases both probabilities.

neighbors—See sosedi.

network—As opposed to a linear operation, a network connects agents to one another thus risking the security of all through the loose tongue of one.

Nike-X—U.S. ballistic missile defense system.

ninja (NIN-ja)—"Stealer in" or "spy"; a military spy of feudal Japan.

novator—The planner, the one in charge. (Russian)

nunchaku (nun-CHAW-koo)—One of the five sytematized weapons of Okinawa, a wooden flail that was originally a farming tool.

nuke—Nuclear slang for the inner core of a nuclear weapon.

one-two punch—A legal boxing maneuver often described as a left jab and a right cross delivered almost simultaneously.

orgy—Euphemistic term for "coup d'etat."

over-and-under gun—A firearm with two or more barrels placed one over the other

panic rack—Aviation jargon for "ejection seat."

pankration (pan-KRAY-shin)—"All powers"; an early Greek sport which developed as a combination of earlier forms of boxing and wrestling. It could very well be the first "total" martial art known to man.

PAR—Perimeter acquisition radar.

parol—A password and reply for recognition between agents. Often non-sensical to avoid mistaken identity.

parry—A legal boxing maneuver using the open glove to deflect the arm or fist of an opponent; or, in swordplay, a legal block using the defender's blade to knock away the attacker's blade.

pattern—Distribution of the shot in a shotgun charge. This is measured at a standard distance of 40 yards and in a 30-inch circle. For example, a full choke is supposed to throw a pattern of at least 70 per cent of the shot into a 30-inch circle at a distance of 40 yards.

peep—An undercover photographer.

peeps—Surreptitious photography used to blackmail someone for espionage purposes.

penetration—The distance traveled by a projectile into wood, ground, armor, or other substance before coming to a stop.

Pershing—U.S. Army ballistic missile equipped with a nuclear warhead and having a range of 400-500 miles.

the "Philby"—The long-term agent, recruited in his youth, who at the time of his recruitment was outside his assigned target and took years working his way into it.

piece—A missing item of information, specifically one needed to assess or understand other information already in hand.

plastic explosive—Pliable, adhesive compound applied as needed and detonated via blasting caps.

to play back—To feed false information to the opposition while at the same time drawing information by impersonating a captured spy on his or her radio.

poison—Any substance that causes injury or death, especially by chemical means.

Polaris—U.S. Navy 2-stage ballistic missile.

polygraph—Electric devices which monitor physiological changes in an individual who is being interrogated are widely used in an effort to detect lies; their accuracy, however, is questionable.

porpoising—Aviation jargon for the pitching motion sometimes experienced by aircraft at transsonic speeds.

Poseidon—U.S. Navy ballistic missile designed to replace Polaris.

powder—The general term for any firearm propellant. The two major types are black powder, which is a mechanical mixture of charcoal, sulphur and saltpeter, and smokeless powder, which is not actually powder but a cast form of nitrated organic compounds.

powder breeder—Nuclear reactor designed to produce power and breed nuclear fuel.

power commission—Euphemistic term for "United Nations."

powwow—Euphemistic term for "coup d' etat."

prang—Aviation jargon for "have an accident."

principal or principal agent—Someone who communicates with the agent directly from time to time—originally for purposes of recruitment and development, and later for purposes of morale and discipline. A principal hires and controls other spies.

private eye—An investigator hired by a private citizen.

projectile—Often loosely called a bullet. In ballistics, a bullet is a projectile only when it is in flight.

prussiking—A method of directly ascending a rope with the aid of prussik knots, or friction hitches, with foot loops.

rabbit punch—An illegal boxing maneuver executed by striking an opponent at the base of the back of the skull, much as rabbits are killed.

range—The distance traveled by a projectile from the weapon to the target. Pointblank range is the distance a projectile will travel before it drops to the extent that sight adjustment is required. Effective range is the greatest distance a projectile will travel with accuracy. Extreme range is the maximum distance a projectile will travel without regard to accuracy.

resident—An individual securely located in a country and position who serves as a link between the case officers and their espionage operations.

rezident—Soviet intelligence chief, equivalent to a station chief, in a Soviet Embassy, in charge of operations against the target country.

rezidentura—The group of agents working under the rezident; a spy ring. (Russian)

rifle—A firearm with a rifled barrel, designed to fire one projectile at a time and to be operated by one man from the shoulder with the use of both hands.

rigor mortis—Muscular stiffness following death.

roger—Okay or yes; specifically, "message received."

to roll up—To capture.

roof—Used by Russians to designate a Communist front organization which can be used for cover.

roundhouse—A legal boxing maneuver described as a punch delivered with a full swing of the arm.

runner (running belay)—An intermediate anchor point between the lead climber and the main belay, when the climbing rope runs through a carabiner attached to this anchor. The distance a leader would fall is thus reduced and security increased.

SABMIS—Sea-based antiballistic missile intercept system.

sabotage—The damaging of property or procedure so as to obstruct productivity or normal functioning.

safe cracking—To open a strong box or container holding valuables.

safe house, safe address—An unsuspected, unbugged meeting place.

safety—A device that blocks the firing mechanism of a firearm so it can't go off accidentally.

salesmen—Euphemistic term for "espionage agents."

Samos—Code name given to U.S. secret orbital reconnaissance system.

sanctification—Blackmail for the purpose of obtaining intelligence information or political favors.

to sanitize—To protect a cover by removing all clues to the true identity; also in general to remove anything from material that might indicate its source or places or people involved.

sawed-off shotgun, scatter gun—A shotgun whose barrel has been shortened in order to obtain a wide shot pattern.

scopolamine (hyoscine)—Belladonna alkaloid derived from Deadly Nightshade, Henbane, and Jimson Weed having a depressant action on the parasympathetic nerves. In larger doses the autonomic ganglia are affected and overdosages may be fatal. With morphine a semi-conscious state occurs suitable for interrogation. See "truth drugs."

scrambling—Electronic method of rearranging transmitted impulses so only compatible receivers can interpret the message properly.

screech—Low speed recording, transmitted at high speed, received at high speed, and then played back at low speed.

scrub—To cancel a flight.

SCUBA—Self-Contained Underwater Breathing Apparatus.

sear—The mechanism which is the link between the trigger and the firing pin, designed to hold the latter at full or half cock and release it when the trigger is pulled.

second strike—Nuclear strategic response to an enemy first-strike.

secret inks—Inks which are invisible until chemically treated to make the message written appear.

self-load—See semiautomatic.

sell at auction—Euphemistic term for "to influence an election."

semiautomatic—The modern mechanism in which the loaded and cocked firearm fires the cartridge, ejects the fired case, inserts a live cartridge and recocks the action all with one pull of the trigger. This mechanism is powered by the gases of the exploding propellant. Also called self-loading and autoloading. Not to be confused with automatic.

sense pad—Security device sensitive to pressure or weight changes.

sensi (SEN-say)—"Teacher"; and instructor of the Japanese martial arts.

Sentinel system—Name given to U.S. "thin" ballistic missile defense.

shoe—Euphemistic term for a "forged passport."

shoemaker—Euphemistic term for "the man who manufactures false passports."

shotgun—A shoulder arm with a smooth bore designed to fire small pellets, called shot, or rifled slugs.

shotokan (SHOW-toe-kawn)—"Shoto's house"; one of the four major Japanese karate systems. Its name was taken from the founder's pen name.

shuriken—An Oriental throwing star with sharpened edges and points.

sifu (SEE-foo)—"Teacher"; a male instructor of kung-fu. A female teacher is called simu (SEE-moo).

single action—Firearms term meaning that the hammer must be cocked to put the cylinder in line.

sister—A member of a CIA stable. See "*mozhno*."

skybolt—Missile designed to be launched from bombers for attacking strategic targets.

slack—The amount of movement in a trigger mechanism before it engages the sear or other release mechanism.

sleeper—A potential agent kept on tap for future use.

slip—A legal boxing maneuver in which boxers move their body to one side.

slipup list—A methodical collection of possible incidents which may go wrong during a mission or operation.

snap shot—A quick shot taken without considered aim.

sneaky—Any little, easily hidden device for picking up conversations, taking photographs, and so forth.

sodium tiopental (Pentathal)—A short-acting barbiturate used mainly as an anesthetic administered intravenously. Limiting dosage is very difficult and usually causes unconsciousness immediately. See "truth drugs."

soft base—Missile installation which is vulnerable to enemy attack.

son et lumiere—French term for peeps and sound together.

sosedi—Literally, "the neighbors." Used by GRU people when referring to the KGB. The KGB, in turn, refers to the GRU as "our military neighbors."

sound—Hidden microphones in a setup for sanctification.

Spartan—Long range U.S. missile interceptor used in Nike-X system.

spent bullet—A projectile which has lost nearly all its velocity and hasn't the force needed to penetrate, or in some cases wound, the object being fired at.

spotter—Someone who looks for promising recruits for intelligence work without necessarily recruiting.

SPIN—Abbreviation for Special Purpose Individual Weapon.

spook—Euphemism for spy.

sports, sporting, sportsman—Euphemistic terms for "politics," "political," and "politician" respectively.

Sprint—Short range U.S. missile designed to intercept ICBM's in the atmosphere.

spy—A clandestine (concealed, secret) agent employed to obtain intelligence.

spy bins—Seaworthy containers possessing hydrophones which listen for submarine activity under water.

SST—Supersonic transport.

stable—A roster of women who will cooperate in sexual entrapment for sanctification.

station chief—The CIA head of intelligence placed in an American embassy. See "*rezident.*"

STOL—Short Take-Off and Landing aircraft.

stopping power—The ability of certain calibers or types of ammunition to incapacitate its target so return is not possible. Usually .44's or larger standard ammunition are rated the best with smaller caliber explosive ammunition coming in second.

stringer—A part-time agent, who nearly always hires himself out for set rewards and is seldom used for anything more important than a decoy or a cut-out to confuse the opposition.

sumo (SUE-mow)—"Struggle"; a Japanese form of wrestling in which the participants are of gigantic proportions.

swallow—See "*mozhno.*"

SWAT—Abbreviation for Special Weapons and Tactics.

swordstick—A stiff rapier-like weapon often concealed inside a walking stick, cane, or umbrella.

tae kwon do (tay-kwon-DOE)—"Ways of hands and feet"; the term representative of Korean karate.

tainik—Russian for dead drop.

to take over—To transfer the control of an agent from one case officer to another or between one service and another.

target—The person, place, or thing an intelligence agency is concerned with contacting and/or gathering information from.

technical penetration—Using radio transmitting bugs or long-distance telephotography from a vantage point with line of sight.

termination with extreme prejudice—Euphemistic for killing someone, usually a spy whose usefulness is at an end or a political enemy.

thermal thicket—Aviation jargon for the heat barrier at hypersonic speeds.

thinkfest—Euphemistic term for "coup d' etat."

thumbing—An illegal boxing maneuver of striking the opponent, usually in an eye, with the thumb of a glove.

tiger teams—This term is used to describe teams of military computer experts who test the security of computers by trying to penetrate—and usually succeeding in doing so—supposedly secure systems.

tourists—Euphemistic term for "rioters" or "terrorists."

tracer elements—Microscopic particles introduced into a person's body by specially treated food or drink, which can be tracked photographically and electronically by satellites orbiting overhead or by Geiger counters a short distance away.

tradecraft—The techniques used in clandestine work.

tradesmen—Euphemistic term for local security authorities.

treff—Russian for a secret meeting.

triangulation—A technique used to pinpoint secret radio transmitters using three radio receivers positioned in a triangle. The intersection of their radio bearings narrows down the location of the secret transmitter.

truth drugs, truth sera—Chemicals believed to reduce a person's resistance during interrogation. These drugs are used in a technique called narco-analysis.

uppercut—A legal boxing maneuver involving a blow with a distinct upward motion.

U.P.S.—"Uncontested Physical Search", a euphemistic term for a break-in. See "bag job"

utility agent or operative—An employee of a resident, case officer, or station chief who performs all the chores which a foreign national cannot perform without appearing conspicuous.

VTOL—Vertical Take-Off and Landing aircraft.

wado-ryu (WAH-doe-ryoo)—"Way of peace"; one of the four major Japanese karate systems.

walk-in agent—See Mickey.

weave—In boxing, moving from side to side.

white intelligence—Information obtained from open sources such as newspapers and official reports.

white operator—An agent who works openly without concealing his identity, as opposed to a black operator.

wildcat cartridge—A non-standard cartridge not loaded by the large cartridge manufacturers, and assembled by individuals who use hand dies to change shapes of standard cartridges.

the "Willy"—The spy who is actually working for one intelligence service but who, for at least part of his career, is led by his "principal" to believe that he is working for another (e.g., an industrial-espionage organization, a credit-investigation organization, or a newspaper columnist.)

yafka—Russian for a safe place for a meeting; a safe house.

yellow cake—Name given to uranium concentrates.

yoke—One of many current terms for the control column of an airplane. Others are "wheel," "stick," or simply "controls." Once called "joystick."

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AGENT'S DOSSIER

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(This form may be reproduced for personal use in playing TOP SECRET)

CHARACTER NAME

Alias

Player Name

Code Name

PRIMARY PERSONAL TRAITS

(If die roll is 01-25, add +25; 26-50, add +15; 51-70, add +10; 71-90, add +5; 91-00, add 0)

Physical Strength

Charm

Willpower

Courage

Knowledge

Coordination

SECONDARY PERSONAL TRAITS

Offense	Coordination + Courage / 2	
Deception	Courage + Charm / 2	
Evasion	Charm + Coordination / 2	
Deactivation	Knowledge + Coordination / 2	
Movement Value	Physical Strength + Willpower + Coordination	
Life Level	Physical Strength + Willpower / 10	◯

TERTIARY PERSONAL TRAITS

Hand-to-hand Combat Value	Evasion + Physical Strength	
Wrestling Value	Offense + Physical Strength	
Surprise Value	Deception + Evasion	

VITAL STATISTICS

Height	Age
Weight	Sex
National Origin	
Handedness	Race

Glasses Yes ☐   No ☐   Contacts ☐

Languages Known	Fluency
1. (Native)	
2.	
3.	
4.	
5.	

✏ CLASSIFIED INFORMATION

1. Bureau

2. Total Experience Points

3. Level

4. Fame Points

5. Fortune Points   = ?

6. Experience Points Used to Increase Abilities

7. Unused Experience Points

WEAPON	Weapon Speed	Weapon Speed Modifier + Offense =	BASE SPEED

WEAPON	PWV + Offense =	BASE ACCURACY	Range Modifier (PB / S / M / L)	Rate

EQUIPMENT CARRIED		OTHER ITEMS CARRIED	
ITEM	LOCATION	ITEM	LOCATION

MONEY & VALUABLES		RESIDENCE	
AMOUNT OR ITEM	LOCATION		
		COVER	

BRIEF PERSONAL HISTORY

FRIENDS	CONTACTS	ENEMIES

AREAS OF KNOWLEDGE

AOK	VALUE	AOK	VALUE	AOK	VALUE
Agriculture		Engineering, Construction/Civil		Medicine/Physiology	
Animal Science		Engineering, Electrical		Metallurgy	
Architecture		Engineering, Hydraulic		Military Science/Weaponry	
Arts & Crafts		Engineering, Industrial		Photography	
Astronomy/Space Science		Engineering, Mechanical		Physical Education	
Biology/Biochemistry		Engineering, Transportation		Physics	
Botany		Fine Arts		Political Science/Ideology	
Chemistry		Geography		Psychology	
Computer Science		Geology		Religion	
Ecology/Earth Sciences		Home Economics		Social Sciences	
Economics/Finance		Law		World History/Current Affairs	
Education/Indoctrination		Literature			
Engineering, Aeronautical		Mathematics/Accounting			

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SEQUENCE OF PLAY

The sequence of play for TOP SECRET is as follows:

1) If either of the characters wishes to fight for possession of an item and they start the turn within 5' of each other, POSSESSION COMBAT can occur.
2) If neither wishes Possession Combat, but either wishes to engage in Hand-to-hand Combat and they start the turn at 10' or closer then HAND-TO-HAND COMBAT can occur.
3) If neither character wishes to engage in Possession or Hand-to-hand Combat, or if the characters are too far away from each other, then PROJECTILE COMBAT can occur if either character wishes.
4) If neither character wishes to engage in combat, then both characters can MOVE normally.

FIRST SHOT DETERMINATION CHART

DRAWING
(1st phase weapon is drawn only)

Waistband, front	−2
Hip holster	−4
Coat pocket (same side)	−5
Cross-draw hip	−6
Shoulder holster	−8
Shirt pocket	−8
Pants pocket (same side front)	−10
Shoulder sling	−10
Waistband, back	−12
Pants pocket (either side rear)	−12
Neckband	−14
Pants pocket (opposite side front)	−14
Ankle or Shoe holster	−16
Other	Admin's Judgement

SHOOTER'S MOVEMENT

Walking	0
Crawling	0
Running	−20
Running and Dodging	−25
In or On Moving Vehicle	−10
Wading	−5

SURPRISE FACTOR
(1st Phase Only)

Giving opponent the first move	−3
Shooter surprised (including target appearing suddenly in the field of vision)	−5
Shooter completely surprised (including returning fire from above, behind, or sneak attack)	−10

WEAPON SPEED

Very Slow	−10
Slow	−5
Below Average	−3
Average	0
Fast	+5
Very Fast	+10

WOUNDS

No Wounds	0
Wounded, Life Level over ½	−5
Wounded, Life Level ½ or under	−20

AIMING

Normal	0
Hipshooting	+10

HIT DETERMINATION CHART

MOVEMENT OF SHOOTER

Stationary	0
Stationary and prone	+5
Walking	−5
Wading	−10
Crawling	−10
Running and dodging	−30
Running	−20
Vehicular Movement	−10 plus −1 per mph of speed
Drops Prone	−20

MOVEMENT OF TARGET

Walking	−5
Wading	−5
Crawling	−5
Running	−10
Running and dodging	−20
Vehicular Movement	−10 plus −1 per mph of speed
Drops Prone	−5

WOUNDS

Character firing is not wounded	0
Character firing is wounded, but Life Level is more than ½ normal	−5
Character firing is wounded and Life Level is ½ or below	−20

MISCELLANEOUS

Weapon at rest on solid object (not possible the phase weapon is first aimed at target)	+10
Second consecutive shot by one character*	−10
Each additional consecutive shot by one character*	−10 per shot (cumulative)
Shooting with the wrong hand (with left hand if right-handed, etc.)	−10
Shooter wounded in gun arm/hand	−5 per injury point
Firing two weapons	−30
Hipshooting	−10
Target obscured (50% or less of target is visible or prone)	−10
Using gyrojet ammunition	+10

*Note that if at any point a character takes a "steadying phase", all consecutive shot penalties revert back to zero.

AUTOMATIC WEAPONS

(Character firing more than one shot per turn with certain types of weapons must take additional penalties.) This table includes the −10 per shot per turn, but all other modifiers are cumulative with these.)

SHOT #	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th+
WEAPON TYPE										
Automatic; Submachine	0	−11	−22	−33	−46	−63	−85	−100	−150	−200
Semi-automatic; Pump-action	0	−11	−21	−32	−44	−57	−73	−96	−130	−180