MISSION MODULE TS 004

OPERATION: FASTPASS

TOP SECRET®
ESPIONAGE GAME

By Philip Tatercznynski

A TOP SECRET® Adventure for Intermediate Level Agents

TSR™
TSR Hobbies, Inc.

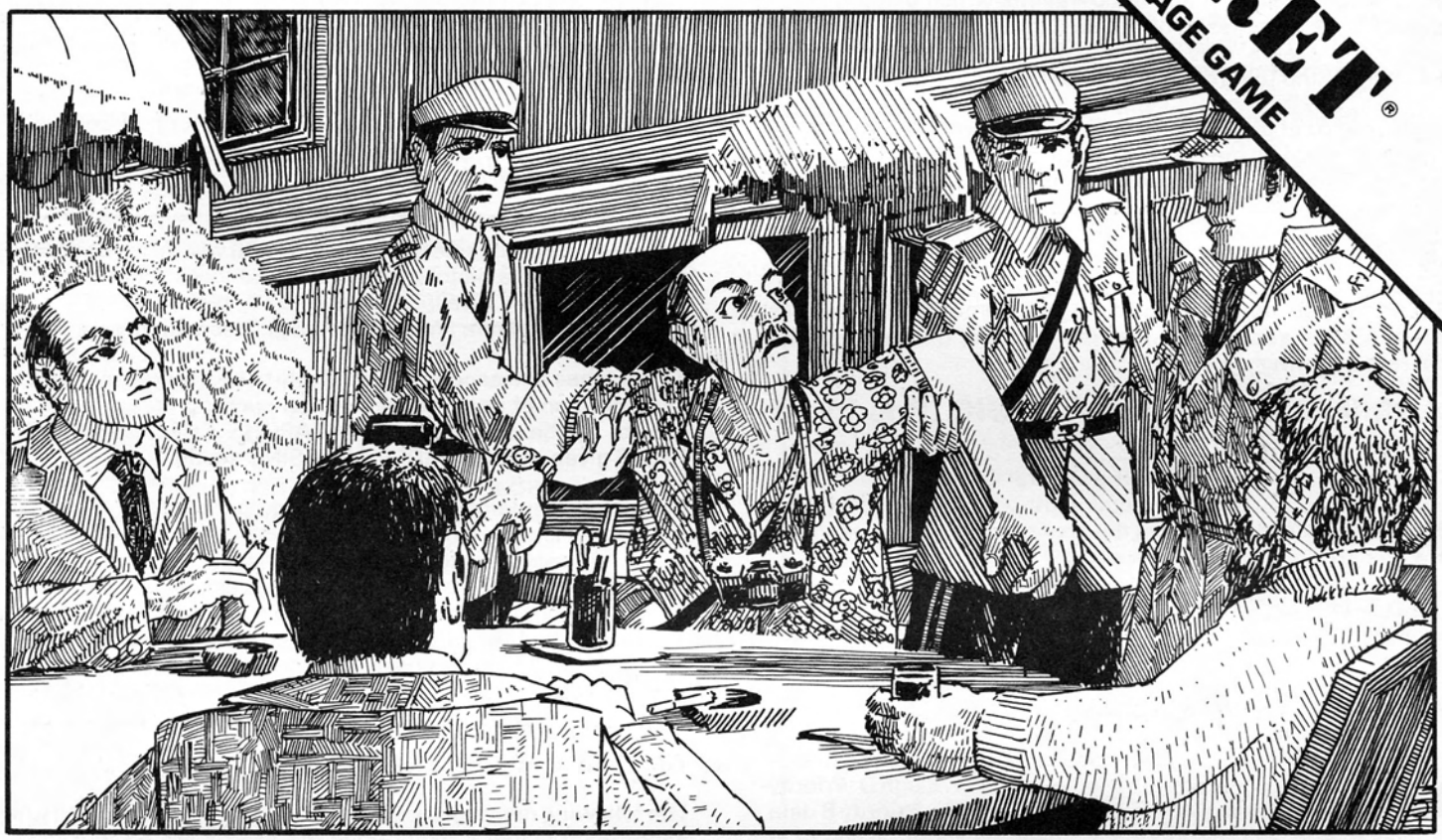
7603

7603

TOP SECRET®
ESPIONAGE GAME

OPERATION: FASTPASS
CODE NAME: PUZZLE

by Philip Taterczynski



Information—the agent's primary target. To find out who your enemies are, what their strengths and weaknesses are, what they're going to do next, you need information. To get it, you risk capture, imprisonment, and death—so if you can find a shortcut to vital information, you take it!

Andrei Lerekhov has information, more than a hundred agents could gather in ten years, and he wants to give it to the West. To get the information you have to get him, then sneak him past the watchful eyes of enemy agents, and escape from behind the Iron Curtain. The mission calls for deception, speed and timing—a fastpass!

©1983 TSR Hobbies, Inc., All Rights Reserved

TOP SECRET is a registered trademark owned by TSR Hobbies, Inc.

Distributed to the book trade in the United States by Random House, Inc. and in Canada by Random House of Canada, Ltd.
Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR Hobbies (UK) Ltd.

This module is protected under the copyright laws of the United States of America. Any reproduction or other use of the material or artwork contained herein is prohibited without the express written consent of TSR Hobbies, Inc.

The names of the characters used herein are fictitous and do not refer to any persons living or dead. Any descriptions including similarities to persons living or dead is merely coincidental.

TSR Hobbies, Inc.
POB 756
Lake Geneva,
WI 53147

TSR Hobbies (UK) Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

ISBN 0-88038-011-X
394-53155-8TSR0550

PRINTED IN USA

TOP SECRET®
MODULE 004
Operation: FASTPASS

INTRODUCTION

This module is a complete adventure, designed for three or more player agents of beginning to intermediate level. The module is designed for use with the TOP SECRET game rules. Operation: FASTPASS covers a phase of operations which actually comprises a large part of espionage work: investigation and identification. The agents' objective is to make contact with a Soviet defector behind the Iron Curtain and bring him to the West.

There is a list of pre-rolled characters with skills appropriate to this mission which may be used by the players if they choose. All of the character traits have been listed, but equipment and areas of knowledge have not been completely assigned. The players should complete these with the aid of the Administrator according to the procedure in the TOP SECRET rulebook.

STOP! If you do not plan to be the Administrator for this mission, stop reading here. The remainder of the module is for the Administrator's use.

ADMINISTRATOR'S BRIEFING (Priority A)

The directors of Section Sol, the Central Command of the ISB, have selected you to be the Administrator for Operation: FASTPASS. It is your job to see that the agents under your supervision are properly briefed and equipped for this mission.

READ THIS ENTIRE FILE THROUGHLY! The success or failure of a mission depends on how well the agents are prepared for their task. That is your responsibility!

PRIORITY CLASSIFICATIONS

There are several different classes of information in this module, each designated with a letter from A through D. Priority A information is for the Administrator's use only; Priority B data is available to agents only on a "need to know" basis or if discovered in the course of a mission; Priority C data should be shared with the agents subject to the Administrator's discretion; Priority D data is intended for release to agents; failure to do so may jeopardize the safety of the mission and the agents and is a dereliction of duty on the part of the Administrator.

PREPARING THE MISSION

Once you have thoroughly read this file and familiarized yourself with all the areas and NPCs involved, populate the hotel by using the Occupancy Table in the KEY TO THE GUEST ROOMS. Keep track of the guests and pay close attention to details such as border crossings, money exchanges, and travel documents—these become very important.

Several new features have been included in this module which do not appear in the TOP SECRET rulebook. These are marked in the text by the symbol **, and are explained fully in the SPECIAL NOTES section at the back of the module.

Give the agents the information in the AGENTS' BRIEFING for this mission. Note that the pre-rolled characters included with this module do not have their full allowance of AOK's and equipment assigned. This has been done to allow players some scope for personal choice in this operation. Allow your players to choose the remaining AOKs of their agents, but advise them on appropriate choices for this mission. Instruct the agents also to pick names and nationalities for their cover identities, and to draw up an outline for their plan of action and submit this plan to the Administrator for approval. Issue passports, visas, international driver's licenses, and any other documents which may be needed, in the agents' cover identities. The information in the BORDER CROSSINGS and INFORMATION ON COUNTRIES sections will provide the data needed.

Suggested Equipment

Each agent will have a $500.00 agency voucher for equipment and a $2,000.00 expense account for travelling costs. Some suggested equipment includes:

Weapons: Sporting rifle (with entry permit) which can be broken down to a pistol by removing the stock and the barrel extension. (Weapon code: rifle - n, pistol - d
Hunting knife (Weapon code: jj), also with permit

(Other types of weapons are not likely to be allowed in; anyone in possession of unauthorized or non-sporting firearms will be subject to the results of the WEAPONS CHECK REACTION TABLE given in the BORDER CROSSING section.

Disguised Equipment: Radios, bugging detectors, cameras, and similar devices will pass inspection if they are disguised as watches, pens, and similar tourist articles. Transistorradios, tape recorders, calculators and similar personal electronic devices are commonly passed and can be built with additional concealed functions. Use your own discretion according to the guidelines given on special equipment in the TOP SECRET rules, p. 10.

TIMETABLE FOR MESSAGES (Priority C)

The following messages will be received on the puzzle left in the agent team leader's room while the agents are on tour (9:00 a.m.-3:00 p.m.):

Friday: "Enemy present—take care—investigate"

Underneath the agent's puzzle is a small envelope with two photographs; one is a picture of N00 and the word "Lerekhov" is written on the back in pencil. The other is of Dmitri Simriosky (KGB5); on the back of this picture, in the same handwriting, is the notation *Orseg* (Guard; escort). The handwriting on the photograph is Laszlo's (N15) handwriting; if an agent obtains another sample of Laszlo's handwriting and uses **Perception to compare the two, the agent will discover that they are the same if the Admin rolls a percentage equal to or less than the agent's **Perception score.

Saturday: "Complications—wait in lobby"

When the agents go to wait in the lobby, William Long will approach them with a newspaper and ask them to help out with a crossword entry. He will tell them the following message: "The man appearing as Lerekhov is an impostor—the real Lerekhov still wishes to defect but is being held somewhere in the hotel."

Long will then hand the newspaper to the agent and say: "You finish it, if you like. I've filled in as much as I can." Folded inside the paper is an envelope with three photographs. One photo is of Lerekhov. A second photo, taken with an instant-developing camera, is of the impostor. The two are extremely similar. The

impostor has been prepared and coached by the best disguise experts the KGB has. A handwritten note states: "Lerekhov has dark brown eyes; the impostor's are much lighter—he wears tinted contact lenses to darken them. You can check further by asking about the Warsaw opening. The real Lerekhov should reply "Queen to Queen 8, mate in one."

The third photo is of the ferry operator (N41) and is marked "Ferry." A note on the back says "A car will be ready."

If the agents take both Lerekhov and the impostor with them on the escape, the impostor will try to kill the agents and Lerekhov if he has the opportunity. If he is restrained from doing this, he will keep looking for an opportunity to get away and contact his colleagues.

TIMETABLE FOR CHARACTER MOVEMENT (Priority C)

The following schedule gives the locations and movements of the major characters appearing in Operation: FASTPASS. 3:00 p.m. is the starting time for each day's play. The locations given for that time represent the starting positions for each character listed here. Subsequent listings represent movement of a character to another area. All characters not listed in the timetable are located by means of the random encounter table, the location keys, and the guest room listings. Please note—character movement given by the encounter tables or keys takes precedence over listings in this table. Thus if the result of a random encounter check indicates that agent KGB1 is moving to a particular location at the same time this timetable indicates that she is in her room, consider her to be moving from the timetable location to the encounter table location. Likewise, movements due to actions by player characters supersede all table information; if a character is being physically detained, for instance, it will be impossible for that character to appear elsewhere.

Interfering with the schedule of the convention will cause disruption, so the teams will have to pay close attention to the time limits. They cannot isolate their target too soon or his absence will be noted early and escape time will be lost. Too late, and they lose their opportunity to strike. For these reasons, there is a timetable given to the Western agents giving them objectives for each day of the convention.

FRIDAY:

3 PM: Lerekhov (NO): Room 300
Impostor (NOO): Room A15
ISB (Player) Agents: in assigned guest rooms

AVB1: Room A10	GRU1: Lobby	KGB1: Room 300
AVB2: Room 407	GRU2: Room 704	KGB2: Room A4a
AVB3: Room A10	GRU3: Room 501	KGB3: Room 300
AVB4: Room A14	GRU4: Room 213	KGB4: Casino
AVB5: Room A11		KGB5: Room 300

4 PM: KGB1 to Hotel bar
AVB1 to Convention Rooms to relieve AVB4
AVB4 to Room 902
N6 to Bigyonta's Cafe

7 PM: Convention ends for the day
AVB5 to 913
NOO (Impostor) to Room 300
N3 (Sheri Jones) to B3

10 PM: GRU to B9
GRU2 to B9
N38 to B9

SATURDAY

3 PM: All locations are the same as Friday 3 PM with the following exceptions:

William Long to Lobby
KGB1: Bigyonta's Cafe

4 PM: AVB3 to A15 to relieve AVB4
AVB5 to Room 913

7 PM: N3 to B3 if not encountered on Friday
Convention Banquet — Impostor (NOO) to A17.

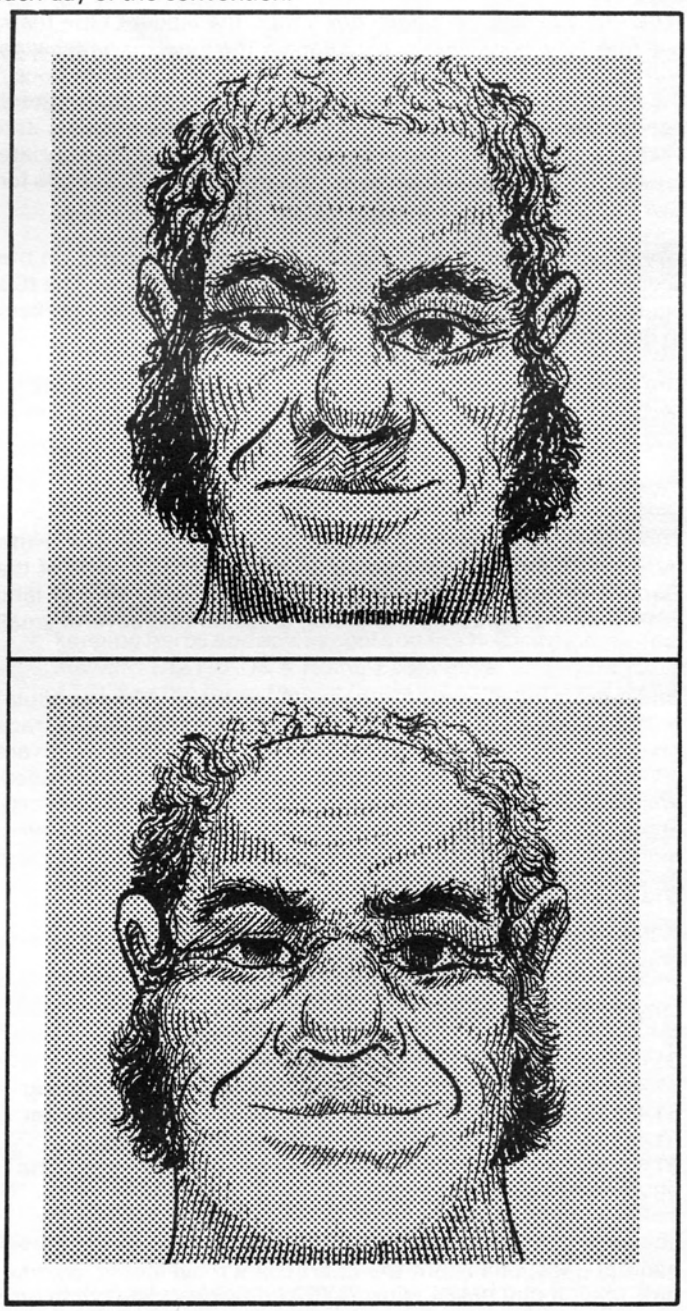
SUNDAY

1 PM: All starting locations are the same as Friday 3 PM with the following exceptions:

Impostor (NOO) in Room 300

2 PM: Impostor (NOO) to Room A15.

7 PM: Convention closes
Impostor (NOO) to Room 300



Top: Impostor (NOO); Bottom: Lerekhov (NO)

THE SETTING (Priority C)

The hotel is on Danube Island (*Dunasziget*), an island in the Danube River between the two major portions of the city. The agents' movements required by the module will not go beyond the island, but since almost anything can happen in a TOP SECRET adventure, the Administrator should be prepared to improvise if any agents investigate unkeyed locations. The agents are posing as tourists from several different countries. At the start of the module, they have been in Budapest for several days, touring and sightseeing to establish cover identities. As a result, they are quite familiar with the area near the hotel. However, going from the island into the city will result in the agents becoming lost on a roll of 01-25; they will then be found by a city police patrol who will guide them back to the hotel.

BEGINNING PLAY

As part of their covers, the agents will spend part of Friday and Saturday (9:00 a.m. to 3:00 p.m.) as members of a tour group. When they return from each day's tour, the leader of the team will find a message left by a contact in the hotel. The message will consist of the arrangement of pieces in a "Lerekhov Loop" the agent bought at the hotel gift shop. The agents have memorized patterns for the messages pertaining to the mission, and each message must be acknowledged with an appropriate answer. The agents will know how to manipulate the puzzle for this purpose.

The Western agents must identify the opposing agents on the scene, so that they can be avoided during the escape. The ISB agents should attempt to find contacts among the hotel workers to help them in their mission.

The Administrator should refer to the CHARACTER MOVEMENT TIMETABLE to keep track of the movements of important NPCs, and make necessary adjustments during the course of play.

ENCOUNTER AREAS

The main location for this mission is a hotel in Budapest, Hungary. The building is located on an island in the middle of the Danube River and shares the 2.9 kilometer long strip of land with gardens, parks, sports areas, a casino and several small shops.

Budapest is the capital of Hungary. A lively city, it has a population of over a million and also supports a thriving tourist trade and active night life. There are few areas in Budapest which are off limits to visitors. Areas which are restricted are patrolled, and the guards will politely direct tourists away from restricted areas rather than arrest them. Restricted areas include: government and military installations, railyards, and residential areas (at night). Tourists cannot take photos of restricted areas.

When meeting a character in a restricted area or between 2 a.m. and 6 a.m. City Police will react as follows:

City Police Reactions

01-10 No reaction
11-60 Request identification and direct character to lodging
61-80 Request identification and summon taxi for character
81-90 Request identification and make visual search
91-95 Request identification and ask to examine posessions
96-00 Request identification and make light search

In addition, unless the result is "No reaction," the police will ask general questions about the character's movements, destination, etc. All City Police carry multi-language phrase books, and almost all of them speak either English, German, or Russian as a second language.

THE DANUBE ISLAND HOTEL

The Danube Island Hotel is located on the north end of Danube Island (*Dunasziget*), in the Danube River between Buda and Pest. The hotel has 125 rooms on nine floors, as well as two indoor restaurants, one outdoor restaurant, a bar, banquet and conference rooms, and a shuttle bus service to transport guests to the city proper and various points on the Island.

There is no restriction on guest movement between the hotel and outside or within the public areas of the hotel. Areas open to employees only will be marked by signs reading *KULON* (Private). Guests who enter these areas will be politely told to leave. If any guest does not seem to understand, an employee will lead him out or find someone who speaks the guest's language. Hotel security will be called if a guest causes a disturbance or refuses to leave an area for employees only.

The hotel staff runs three shifts; the first from 6:00 a.m. to 2:00 p.m., the second from 2:00 p.m. to 10:00 p.m. and the third from 10:00 p.m. to 6:00 a.m. Unless otherwise specified, all characters listed in these areas are second shift staff.

In addition to the encounters described for the employees' areas and guest rooms of the hotel, random encounters are possible. The referee should roll percentile dice every 10 minutes of game time and use the encounter rolled from the DAYTIME ENCOUNTERS or EVENING AND NIGHT ENCOUNTERS table. Player agents will be able to gather information from these encounters, and from observations in the hotel and the surrounding area. (The Admin should check the section ENCOUNTERS AND INFORMATION, page 14, for details.)

KEY TO PUBLIC AREAS

NOTE: All prices in the hotel are listed in Hungarian forints. The exchange rate is 25 forints to 1 US dollar. Exchange rates for other European currencies are listed in the NOTES ON COUNTRIES section.

A1 LOBBY: The lobby is a large open space; there is a lounge area with tables and chairs, and counters for all the various guest services. The doors to the outside are unlocked at all times. All signs are printed in Hungarian, Russian, English and German; wherever possible, picture signs are used. To either side of the main counter are lavatories. There are five service areas in the lobby, marked on the map and in the key by lower-case letters.

A1a CHECK-OUT DESK: This area has a file containing copies of all the records of occupied rooms. The records are updated during each shift. The desk has a button behind the counter to buzz the security office. The check-out desk is staffed by Georg (N9).

A1b CASHIER'S DESK: The cashier handles payment for all the rooms. There is a cash register containing 10,000 to 50,000 forints plus other currencies valued at an additional $1,000. There is another security buzzer here. The hotel accepts payment only in Hungarian currency or one of several international credit cards; the average room costs 1100Ft per night. The second shift cashier's name is Robert (N10).

A1c EXCHANGE DESK: Hotel guests can exchange foreign currency here for Hungarian forints. A list of exchange rates for all major European and other important world currencies is posted daily. The desk is open from 8:00 a.m. to 6:00 p.m., with a shift change at 1:00 p.m. The morning clerk is Eva (N11) and the afternoon clerk is Ferenc (N12).

A1d CHECK-IN AND INFORMATION: At this desk, guests check in, reservations are handled, and mail is received. A rack of pigeon-holes behind the counter holds keys and messages for the guest rooms. This desk and the Concierge are the busiest areas in the lobby, since they handle tour arrangements, taxi service, guides and translators, and deal with guest inquiries; they try to arrange anything within reason. Anna (N13) and Janos (N14) are the clerks.

A1e CONCIERGE DESK: Laszlo (N15) is the Concierge, and supervises the porters, bellmen, and all in-house guest services. He is also an ISB informant. His position is a valuable one, since the Danube Island Hotel is patronized by government representatives from many countries, and the opportunities for gathering and passing information are numerous. His role as an informant is unknown to the agents, and he will not reveal this to them unless it is absolutely necessary. He is at the hotel for twelve to fourteen hours a day. The management is of the opinion that the place would fall apart if Laszlo weren't around to keep things going. Part of Laszlo's job is to pull strings, and he's very good at it. He can arrange for almost anything a guest wants: show tickets, taxis, reservations, etc.

A2 BREAKFAST BAR: This restaurant serves light meals: breakfasts, lunches, light dinners; the food is "American" style. The bar is open from 6:00 a.m. to 7:00 p.m. with a shift break at 12:30 p.m. Meals cost from 70Ft.-150Ft. A serving station is on the east wall, and the counter in the northwest corner serves as a cashier's stand and gift shop. For sale are post cards (5Ft.), souvenir plates (625Ft), picture books (500Ft), Hungarian cookbooks in eight different languages (100Ft.), packets of paprika (25Ft.), and an assortment of puzzles involving moving geometric shapes: cubes, pyramids, spheres and Lerekhov's "Loop" puzzle, a chain of interlocked cubes and planes. Edit (N16) and Miala (N17) are the first and second shift cashiers, respectively.

A2a KITCHEN: The meals served in the breakfast bar are prepared here. The facilities and equipment are not elaborate, but are adequate for their purpose. The doors are marked with *KULON* signs.

A3 COCKTAIL BAR: Letters over the archway at the north end of the lobby read "Island Room" in Hungarian. The bar along the east wall is 12 feet long. There is a waist-high door with a shelf on the top leading to the restaurant beyond. The north and west walls are window walls lined with booths; tables fill the area between. Drink costs are 20 Ft for a glass of beer, 30 Ft for a carafe of wine, 50 Ft per bottle of average and 80 Ft per bottle for fine wines, 25 Ft for a mixed drink. Edvard (N18) is the bartender from opening (4:00 p.m.) until 9:00 p.m. Lorand (N19) is on from 9:00 p.m. until closing at 2:00 a.m. There are two assistants each shift who handle only the orders for the waitresses and the restaurant, supervised by Edvard and Lorand. Waitresses in the bar are friendly, within reasonable limits, but attempts to draw them into prolonged conversations will invite dirty looks from the bartender, who wants his workers to work, not socialize. Agents will be able to get only one or two items from a waitress before she excuses herself for other duty.

During peak hours (7:00 p.m. to 11:00 p.m.) there will be 25-75 patrons in the bar. In the afternoon (4:00 p.m. to 7:00 p.m.) and late evening (11:00 p.m. to 2:00 a.m.) there will be 3-30 patrons there.

A4 RESTAURANT: The Island Room restaurant is a high-quality establishment with moderate prices. Meals cost from 150-400 Ft, with drinks priced the same as in the bar. There is a serving station with dishes, tableware, coffee service, and other serving implements in the southeast corner of the room. The six feet nearest the south wall are kept clear for employee traffic to and from the tables and the door to the bar. Four chandeliers hang from the ceiling, and a stage occupies the northeast corner of the room. During the dinner hour (6:00 p.m. to 9:00 p.m.) a string quartet plays classical music. For the hour and a half before closing, another ensemble plays light jazz. The passageway between the bar and the restaurant is partitioned by a curtain which is drawn aside during open hours. Erno, the maitre d' (N20), oversees a staff of eight waitresses while the restaurant is open, from 4:30 p.m. to 11:30 p.m.

A4a OUTDOOR DINING TERRACE: Tables for outdoor dining are located on this small patio outside the hotel. it is open from 11:00 a.m. to 7:00 p.m.

KEY TO EMPLOYEES' AREAS

NOTE: Areas A5-A12 are all posted with KULON signs.

A5 KITCHEN: This kitchen handles most of the food preparation for the entire hotel. Just inside the doors in the north wall, which lead to the restaurant, is the area where the waitresses pick up servings and deposit used dishes. The dishwashing area is along the west wall. A dumbwaiter in the northeast corner brings supplies up from the basement and also communicates with the second floor kitchen, where food for the banquet rooms (A15-A17) and room service is sent out. The kitchen is always in use because room service is available at all hours. Doors in the east wall lead to the dining tables on the outdoor terrace. A spiral staircase next to these doors, partitioned from the rest of the kitchen by walls and a sliding gate, provides access to the wine cellar. This chamber is totally isolated from the rest of the basement by insulated walls two feet thick. It measures 10 feet by 20 feet, and is divided into a number of compartments in which wines are stored at controlled temperatures. There is also a small locker for keeping herbs and spices cool and fresh. Gyorgy, the wine steward (N21, AOK's Home Economics 100, Chemistry 110), and the three Master Chefs have the only keys to the gate (—/40). The south end of the kitchen has a preparation table running down the center, with refrigerators and stoves to either side. Utensils, pots and pans, and other cooking supplies hang from racks mounted over the table.

The kitchen is ruled by Master Chef Tamas Markay (N22, AOK's Home Economics 160, Botany 90, Animal Science 75), who works from 2:00 p.m. to midnight. He is more than willing to speak with hotel guests and restaurant customers about food and recipes, and will receive visitors in the kitchen if it's not busy. If a desirable recipe comes to his attention, he will go to great lengths to get it. He maintains a greenhouse on the roof where he grows fresh herbs for the kitchen. His assistants, on duty from 4:00 p.m. to midnight are Albert (N23, AOK Home Economics 120) and Pal (N24, AOK Home Economics 115).

A6 TELEPHONE AND MESSAGE CENTER: This room contains the telephone switchboard and handles the mail for the entire hotel. The pigeonholes in area A1d open to this room so that notes and envelopes can be inserted from behind. The room also contains a postage meter, a typewriter, an automatic letter opener, and a complete stock of hotel stationary and forms. The room is occupied 24 hours

hours a day, with one telephone operator working the third shift, and two operators on each of the other two. Two mail clerks work during the first shift.

A7 ACCOUNTING OFFICE: Three accountants work here from 8:00 a.m. to 4:30 p.m. on weekdays and Saturdays. The door to this room is locked (—/40) when the room is unoccupied, and there is a 30% chance of one or more of the workers being in from noon to 12:30 p.m., the lunch hour. The office contains three desks (each supplied with a telephone, an adding machine, and a small collection of reference books), a row of file cabinets along the south wall, and a heavy safe in the southwest corner. The desks (—/25), files (—/35) and the safe (—/75) are all locked when the room is unoccupied. There are six file cabinets with four drawers each; they are fireproof, with insulated metal sides and fronts one inch thick. They contain various records from the last 25 years, including copies of supply requisitions, consumption records, employment records, occupancy and finance lists, damage reports and sales records and receipts. On top of the cabinets there is a library of bank and credit directories, hotel and transportation indexes, and boxes of forms , blank ledgers, and other office supplies. The safe is 3 feet wide and 5 feet high, with double outer doors; the lock mechanism consists of a 100 digit combination dial and handle on the right hand door; the combination is known by the three accountants, the hotel manager, and the acting head of security. The inside is divided into two compartments which contain the master ledgers for the last 25 years, and a strongbox (—/50) containing about 125,000 Ft.

A8 MANAGER'S OFFICE: This is the office of Bela Csargy (N25, AOK's **Business/Industry 105, Home Economics 80), the executive manager of the hotel, who is in from 8:00 a.m. to 5:00 p.m. Monday through Saturday. His desk contains stationary and supplies; there is a 20% chance of it being locked (—/15) when he is out. Underneath a paperweight on top of the desk is a letter, written in Russian on the letterhead of the Hungarian Ministry of Trade and Tourism, informing Mr. Csargy that the AVB will be taking charge of the hotel security for the duration of the convention under the direction of Timofey Minshcheskevich (KGB 3) The letter also directs him to discreetly inform his staff that hotel security is of great importance for the duration of this convention. All hotel operations are to proceed as normally as possible, but anything out of the ordinary should be reported promptly to the security office. The letter bears the signature, in Russian letters, of a Soviet foreign ministry official, and the countersignature of the manager's supervisor from the Ministry. The letterhead is forged. There is a 50% chance that anyone searching the office will find stationary with an authentic letterhead. If an agent uses **Perception to compare the forgery to an authentic letterhead, the forgery will be spotted if the Admin rolls a percentage equal to or less than the agent's **Perception score. Csargy's secretary has her station in the alcove behind his desk. The small room in the southeast corner is a private lavatory. On the east wall,under a window, a row of standard two-drawer files (—/25) containing administrative and copies of personnel records, and the west wall is hung with framed photos of various aspects of the hotel. Against the north wall, behind the two visitors' chairs, stands a bookcase 4 feet high by 5 feet wide, filled with promotional literature, tourist, travel and hotel information on the top shelf, journals and reference volumes in Hungarian, English, French, German and Russian, from the hotel and managerial trades on the second, and on the lower three are shelved the manager's personal books, mostly novels in English, Hungarian and German. The titles reveal a strong preference for mystery stories. Mr. Csargy handles all of the administrative duties and also takes care of booking conferences and other events at the hotel. He will be in his office only 60% of the time, since he spends part of his workday in other areas of the hotel.

A9 HOUSEKEEPING OFFICE: The head of housekeeping, Margit Tunos, is only found in the office 25% of the time, since her job requires frequent inspections of the areas her staff is responsible for. The office contains personnel records for all the cleaning and room service staff, and detailed floor plans of the entire hotel, showing plumbing and electrical connections, fire escapes, storage and service areas, and access points such as crawlspaces and passages for maintenance. The plans reveal that there is a two-foot gap between the remodeled ceilings of the rooms and the underside of the floor above. This can also be discovered by removing a ceiling tile from one of the rooms.) Although she expects flawless work from her employees, Mrs Tunos is very lax about her own work habits. Her desk, which contains a complete set of pass keys to every room in the hotel, is only locked 10% of the time (—/20) when she is out, and there is a 15% chance that she will leave the office unlocked. There is an 80% chance of there being a list of the rooms and their occupants, with notes concerning the guests' special requests and requirements, and a room cleaning schedule. The list will note that the occupants of room 300 have requested the following items: Polish vodka, and daily copies of *Pravda*, A bookshelf contains supply records and ordering catalogs. On her desk is a memo from Bela Csargy directing her not to clean rooms 203, 207, 300, 303, 311, 401, 407, 413, 501, 505, 513, 603, 609, 611, 705, 707, 711, 713, 805, 809, 813, 903, 907, and 911. The memo does not mention, however, that these are numbers of rooms which are occupied by KGB agents, or have been chosen by the KGB for surveillance in hopes of picking up useful information. The staff has been instructed to tell any guest who complains about not getting his room cleaned that the problem is caused by a temporary shortage of cleaning staff, and that the problem will be attended to.

A10 SECURITY OFFICE: The security office is the headquarters for the hotel guards, of which there are four on the first shift and two on each of the others, with one supervisor for each shift. The supervisors will be found in the office 80% of the time, and for the duration of the conference they have been replaced by three agents of the AVB. AVB agents 1, 2, and 3 monitor the first, second, and third shifts in that order. There is one desk in the room, with a radio unit for the guards' walkie-talkies, a house phone and a phone with a direct line that will ring the City Police as soon as the receiver is removed from the base. If nobody acknowledges the police answer (i.e. if the handset is knocked off the base) the police will send a patrol and also call the hotel switchboard. An automatic monitoring station keeps track of all the hotel's fire and break-in alarms and can also be set to watch up to forty of the hotel's guest rooms. This monitor unit is housed in a metal cabinet with a glass panel through which the indicators can be read. Below the panel are a number of switches and dials for changing the settings. The controls are labeled in Hungarian; one rotary dial is calibrated in numbers from one to one hundred and marked *erzekesseg* (sensitivity). This is actually the dial to an electronic combination lock (75/70). If the lock is deactivated, or the correct combination (1-20-57) is dialed, the wall panel next to the monitor will swing open into room A11.

A11 SECRET MONITORING STATION: This monitoring station was built during World War II, when the hotel was an officers' club for various occupying armies. Microphones planted in rooms were monitored here in hopes of getting useful information. The station has been rebuilt since then, but the equipment is still somewhat out of date. Only about half of the guest rooms, the odd-numbered ones, still have functioning "bugs," and even these do not always work. Still, the room is being used by AVB staffers (N26, N27, N28), one per shift, to select rooms at random for eavesdropping on conversations. The rooms currently being monitored are: 203, 207, 303, 311, 401, 413, 505, 513, 603, 609, 705, 707, 805, 809, 813, 903, 907, 911.

Since the bugs are receiving conversations in several languages, there will be a delay of 1-10 hours past the end of each shift while the tapes are sent in and analyzed by translators before any incriminating conversations are acted on.

If any incriminating information is gathered by any of the bugs, roll first for the number of hours (1-10) delay before there is a reaction, then roll again for results on the following table:

Dice Roll	Reaction
01-25	An AVB officer comes to the bugged room and questions the occupant about papers, destination, and travel plans, using a check on faulty border records as an excuse.
26-50	An AVB officer comes to the bugged room and questions the occupant concerning his movements and contacts in Budapest.
51-75	An AVB officer asks the occupant of the bugged room to accompany him to his headquarters for what turns out to be a four hour interrogation about movements, contacts, and questionable conduct in his country. Use items from the incriminating conversation to form questions.
76-00	The room is visited by an agent of the KGB who, posing as an AVB agent, accuses the occupant of espionage but agrees not to make an arrest if the occupant will confess to details of the conversation and agree to provide future information.

If an incriminating conversation is discovered, there is an 80% chance that surveillance will continue. The time before any conversation is acted upon will decrease to 1-10 quarter hours (Fifteen minutes to two and one half hours).

A12 EMPLOYEE'S ENTRANCE: The door to the outside in the south wall of this area is the employees' entrance to the hotel. On the east wall are two tiers of lockers for the workers' coats and other personal belongings, each with an individual padlock (—/25). There is a time clock, a rack of time cards, and a bulletin board on the north wall. Notices of the type common to all workplaces are posted on the bulletin board: personal notices, cartoons, work regulations and so forth. To the west is a passage to rooms A2 and A2a and the service elevator. The elevator call is a key switch rather than a button (—/55); maids, room service porters, managers, maintenance workers and the concierge all have keys, but restaurant workers and the lobby, desk, and office personnel do not.

A13 STAIRWAY TO OUTDOORS AND UPPER FLOORS: This stairway leads from the guest floors (second floor and above) directly to the outside and has no exit on the inside of the first floor.

A14 BANQUET KITCHEN: This room is not as fully equipped as the kitchen on the first floor, but it has a stove and several coffee and tea brewers on hand, as well as an assortment of easily prepared snacks and an assortment of liquor on hand. This is the distribution point for all the room service and banquet foods; a dumbwaiter connects with the main kitchen below. The car of the dumbwaiter is 3 feet x 3 feet x 4 feet high, large enough for a person to climb into, although the discovery of a person in the dumbwaiter would be reported to hotel security. The door to the kitchen is marked *KULON*.

BANQUET ROOM (A15-A17): This room is 36 feet x 60 feet, and is used for banquets and special events. The room is divided by temporary partitions into three smaller rooms. The north wall of the corridor is also temporary. The partitions will not deflect bullets, and anyone standing behind a partition can be hit if he is in the line of fire of a bullet fired from the other side. The partitions are not transparent.

The entrance to this area is monitored by one of the AVB agents on duty at the hotel (see CHARACTER MOVEMENT TIMETABLE). He will not admit anyone who is not concerned with the convention or the hotel and will take note of anyone showing unusual curiosity about the convention and its events.

A15 CONFERENCE AREA: This portion of the banquet area is reserved for conferences and presentations. There is a speaker's platform at the north end of the room, with a podium flanked by tables and chairs. Five rows of ten folding chairs face the platform, and a few tables have been set up behind. Lerekhov is scheduled to read a paper entitled "Mathematical Approaches to Recreational Cryptanalysis" at 2:00 p.m. on Friday.

A16 COMPETITION AREA: One of the things puzzle makers are expected to do when they get together is solve puzzles; this area is set up for word and number puzzle contests. A screen runs the length of the west partition, and the puzzles are solved on overhead projectors on the tables. A 3-foot diameter timing clock hangs on the south wall above the door, and a spectators' gallery has been lined up in two rows facing the screen. A sign on the outside of the door proclaims, in several languages including English, Russian, Hungarian, Polish and German, "Silence, please, while Competitions are in session!"

A17 BANQUET HALL: All of the convention participants have the option of dining in this room at the convention's expense. Meals are served at 8:00 a.m., noon, and 5:30 p.m. At other times, a cash bar occupies the southeast corner of the room, and the area is a social room for the conferees. The staff has strict orders only to clean up utensils and plates, and as a result, the tables and chairs are littered with paper covered by notes, diagrams, calculations and sketches, all examining puzzle problems in a dozen languages and three alphabets. Lerekhov has never been seen in this room.

KEY TO GUEST ROOMS

All of the guest rooms in the hotel have the same design. The rooms are carpeted; wood paneling covers the walls to a height of three feet. The ceilings are ten feet above the floor and are made of acoustic tiles. There is a space between the tile ceiling and the original plaster one, about two feet high.

Each room is furnished with a double bed, two nightstands, a table, two chairs, a table lamp, a dresser, and a telephone. Each bathroom has two sinks, a large mirror, a bathtub, a rack of towels, and a toilet.

Guest room door locks, unless otherwise specified, are (—/30). The doors will be locked if a room is unoccupied or the guest is not in. If the guest is in, there is a 50% chance that the door is unlocked. In addition, each door has a chain bolt which can be fastened from the inside. When fastened, the door can be opened about three inches, wide enough to scan a visitor or aim a gun. Rooms occupied by people who could affect the agents' mission (i.e. foreign agents, etc.) are listed separately. The other rooms will be occupied according to the following table:

Die Roll	Occupant
1-2	Tourist, U.S.
3	Tourist, Western European
4	Businessman, U.S. or Western European
5	Businessman, Asian
6	Representative, Socialist European
7	Diplomat, U.S. or Western European
8-9	Convention Member
10	Vacant

Rooms indicated as occupied by ISB agents will only be occupied if the agent named is in play. If the agent is not in the game, determine the occupant according to the table above.

A 'presence' figure has been indicated for NPCs occupying rooms; this figure consists of two numbers in parentheses separated by a slash (##/##). The first figure indicates the percentage of time the occupant will be found in his or her room during the day; the second figure represents evening and nighttime occupancy.

203 ISB9

ISB Agent Karl van der Gaap

207 ISB5

ISB Agent Ibolya Kartesc. The hotel staff has received orders not to enter this room. (The room is being monitored by the AVB.)

209 KGB5

Dmitri Simrioskiy is registered in this room, but spends most of his time in Room 300 helping to guard Lerekhov. He carries a Soviet passport, and the luggage in his room contains traveler's articles of Soviet manufacture, and a guidebook to Hungary written in Russian. Player agents will recognize him on sight. Presence: (10/15).

213 GRU4

GRU agent Ivar Zchanichii occupies this room. His primary mission is to keep an eye on the KGB agents watching Lerekhov. He has placed a sensor near room 300 to monitor comings and goings, and also has a bug in the room itself. There is a briefcase kept in the dresser drawer which contains the sensor and bug monitor. The controls are marked in Russian: SENSOR WARNING, SENSITIVITY, SOUND. Activating the switch marked SOUND will turn on the bug; agents listening in will hear a conversation in which one of the participants is addressed as "Lerekhov." Presence: (70/50).

300 GYORGI SUITE

This is a suite of four rooms with a foyer, occupied by Lerekhov and his escort. There is an extra lock with a portable alarm on the door between the hall and the foyer, neither of which can be detected from the outside. One agent will be awake and in the suite at all times. Only a coded knock will allow anyone to be admitted without question. The knock is changed every day, and other callers will not be admitted without first being questioned by the agent inside. Any attempt to open the door will set off the alarm; agents inside will check to see who is coming in before showing a weapon—they don't want to shoot any hotel staff by mistake. Presence: (100/100).

Lerekhov (N0) is in this suite, as is his impostor, a man who looks very much like Lerekhov but does not pass inspection from one who knows Lerekhov well. The impostor is N00. If and when the agents get to room 300, Lerekhov will do everything he can to aid his own escape. Lerekhov has a **7.62mm Model 52 pistol he has managed to steal from his guard to use in the escape.

There is a secret radio transmitter (75/—) hidden in Lerekhov's jacket. The transmitter was placed there by the GRU without the knowledge of the KGB or Lerekhov. Gorkiy (GRU2) and Bulgiadze (GRU1) are able to track Lerekhov's movements with this device.

Lerekhov's impostor also has a **7.62mm Model 52, and will attempt to pass himself off as Lerekhov when the agents first appear. He does not know the correct response to the Warsaw opening, and there is a 50% chance that he will not be wearing the contact lenses. If and when he sees that he has not fooled the agents, he will help try to stop them from taking Lerekhov.

The KGB agents will not shoot Lerekhov unless it becomes apparent that it is the only way to stop him from being taken. This also applies after the agents have Lerekhov in custody (if they succeed in taking him, that is); the Soviets will avoid harming Lerekhov unless it becomes clear they cannot get him back.

301 PROVINCIAL OFFICIAL

This room is occupied by a provincial government official (N8) on a working trip to the capital. He is an honest but somewhat insignificant bureaucrat, and is only interested in the welfare of the people he represents. He has no knowledge of the goings-on at the hotel. Presence: (10/40).

304 ISB8

ISB Agent Brit Stowles

310 KGB1

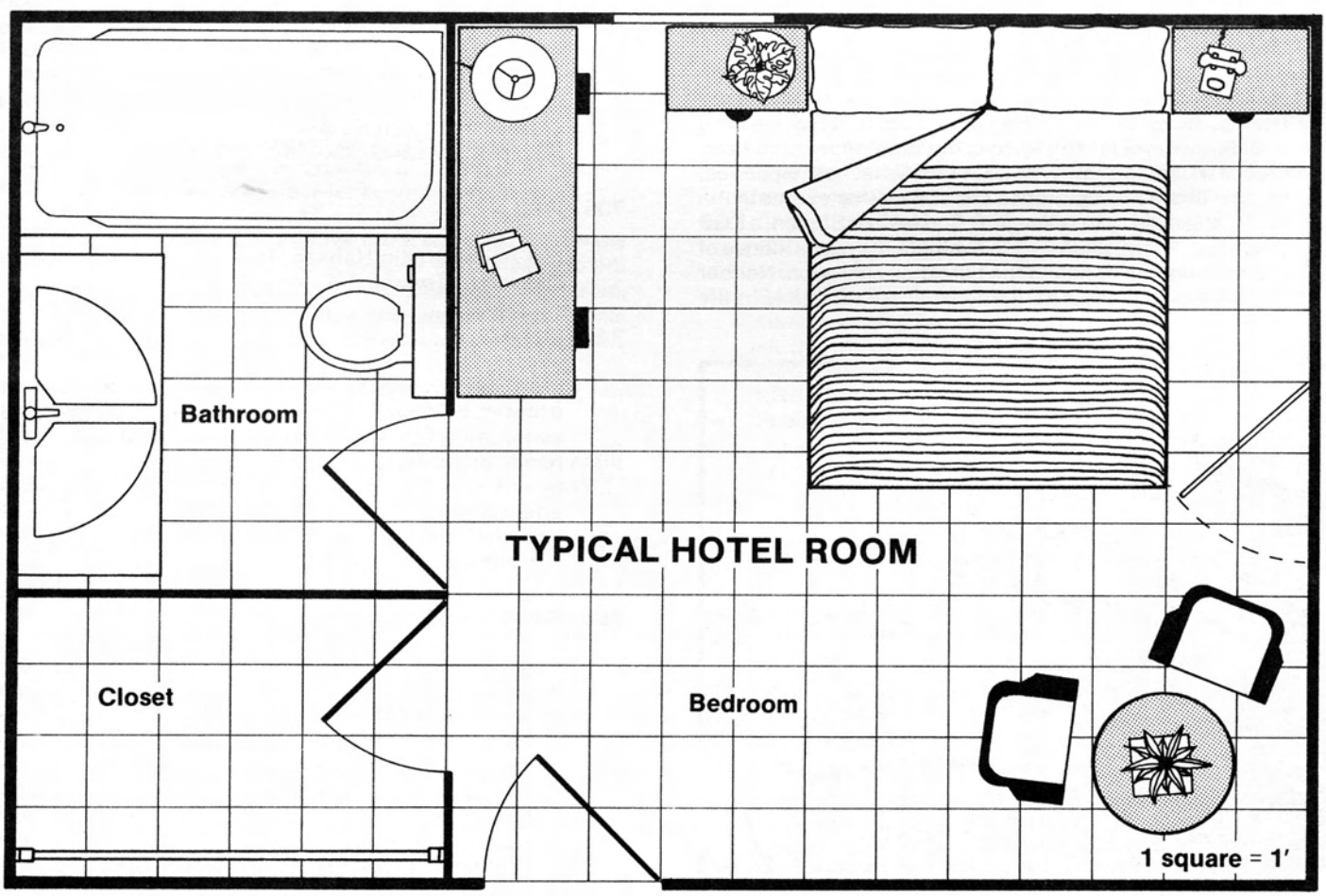
Tatiana Budiakov is registered as Denise Jetee under a French passport. She is to observe and distract anyone who displays curiosity about the occupants of Room 300, and get them out of the way if she suspects they are foreign agents. Presence: (10/10).

313 ISB1

ISB Agent Roger Corbett

401/403 AMERICAN FAMILY

An American family on vacation occupies these two rooms, joined by a connecting door. In room 401 are Howard Jones (N1), 52, his wife Fran (N2), 49; in room 403 are Sheri Jones (N3), 18, their daughter, and their son, Elmer (N4), 15. Howard is a frozen food plant owner from Akron, Ohio, and is an ordinary tourist. Sheri is in a rebellious period, and during one of her surreptitious visits to the hotel bar has developed an infatuation with the male ISB agent with the highest charm. She is constantly trying to cross his path and throw herself at him. Presence: N1, N2: (10/25); N3, N4: (10/65). The hotel staff will not enter room 401. (The room is under AVB surveillance.)



407 AVB2

AVB Agent Janos Csukay is registered in this room under the name Jan Moravi. His assignment is simply to be ready to render assistance to the KGB. He is unaware of the identities of the GRU agents. If he is contacted by agents in room 300, he will notify the hotel security, the local police, and the other AVB agents in the hotel, in that order. It will take a total of three minutes (36 turns) to make all three calls. Presence: (25/95).

501 GRU3

Igor Lemsky, agent of the GRU, is in this room. He has a high charm rating (94) and will attempt to strike up an acquaintance with people he meets. Presence: (20/25).

513 ISB10

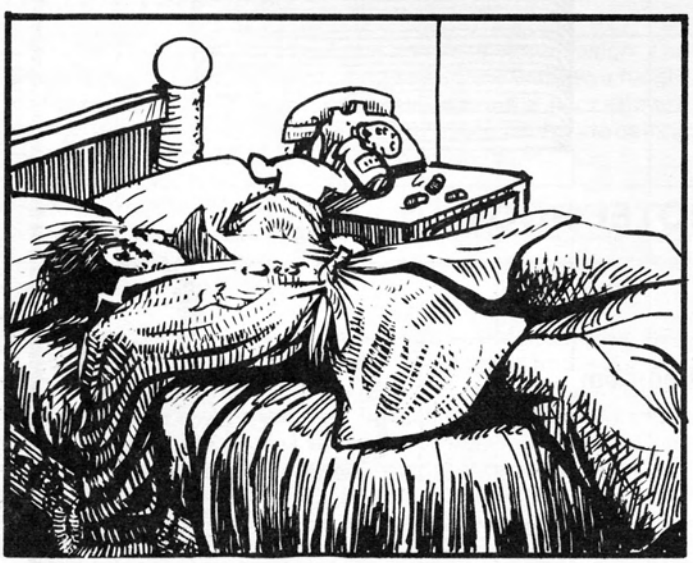
ISB Agent Holger Weber. The hotel staff will not enter room 513. (The room is being monitored by the AVB.)

608 ISB7

ISB Agent Salvatore Salberio

611 A MAN WHO TELLS NO TALES

A "Do Not Disturb" sign hangs on this door and has not been removed for two days. A pair of shoes, left outside the door the night before, have not been taken in. The housekeeping staff has instructions not to enter the room unless summoned by the occupant. Anyone entering the room will see a man, about 35 years old, sprawled on the bed, the covers in disorder. His left hand rests on the nightstand, clutching an empty pill jar. Any character who has a score rating of 60 or higher in the Medicine/Physiology AOK will see that the small, round, white pills scattered about on the nightstand, pillow and floor appear to be nitroglycerine pills, a common heart medication, which matches the description written in Russian on the jar label. Rolling the Med/Physiology score rating or less will enable a character to say that the man appears to have died of a heart attack. This is, in fact, what has happened, and his death is unrelated to any of the other events in the hotel. The dead man is Yevgeny Borisovitch Shukin, a KGB inspector. His mission was to evaluate the performance of the KGB agents handling the Lerekhov operation. Neither the GRU or the other KGB agents know that he is in the hotel.



His room contains the usual traveler's accessories—clothes, grooming articles, several days' issues of *Pravda*, etc. Inside a suitcase under the bed is an attache case containing a **7.62mm Model 52 pistol, a miniature dictating recorder, a set of lockpicks, and a number of I.D.'s: KGB and GRU identification cards bearing the names Yevgeny Shukin and Vasily Leonovich Sobirinov respectively, a Soviet diplomatic passport with the name Varoslav Provovich Kolozosky, a Hungarian diplomatic passport for Gyorgy Mrasc, and a British civilians' passport made out to Charles Frank. All the photos on the I.D.'s match the face of the man on the bed, and all but the Soviet documents are forged. Any character with a Photography AOK will be able to substitute another photo for the existing ones and have the cards pass casual inspection (if the agents show the forged I.D. to an AVB, GRU, or KGB agent, the enemy agent will spot the substitution if the Admin rolls a percentage equal to or less than the enemy agent's **Perception score).

605 GRU1

Agent GRU1, Yuri Bulgiadze, is stationed here. A search of his room will turn up a satchel with a false bottom (Agents must roll their **Perception values or less to find) which contains dossiers on Lerekhov, Lerekhov's impostor, and agent KGB1. Presence: (15/75).

704 GRU2

Stefan Gorkiy, known as "The Butcher" (Russian: *myesnik*) even to his own people, is a formidable commander. His reputation is well known on both sides of the Iron Curtain. He keeps to his room to avoid recognition, and the other GRU agents report to him regularly. If his presence becomes known to the KGB they will react by avoiding contact with all other Soviets in the area. His room contains a small shortwave transceiver for communicating with GRU contacts with the Red Army in Czechoslovakia who then relay messages back and forth to Moscow. He dresses in a business suit and carries a **7.62mm Model 52 pistol. Presence: (90/80).

705 ISB3

ISB Agent Kristin Hansen. The hotel staff will not enter this room. (The room is under AVB surveillance.)

711 KGB2

Irina Galina, agent KGB2, is in this room. She is posing as a tourist, a Czechoslovakian emigre who is now an American citizen. She has a forged American passport in the name of Mariana Kachnichek; Canadian or American agents can add 10 to their **Perception scores when attempting to detect the forgery. Irina's mission is to pose as a tourist, observe, and try to pick up any stray information she can. Presence: (20/20).

750 BRITISH AGENT

Room 750 is the suite of a British agent (N7) from DI-6, the British Secret Service. The nature of his mission is confidential, but he has no involvement in the Lerekhov case. Hidden in his room is a case with a secret (80/30) compartment filled with electronic devices, and an assortment of anti-bugging detectors and scramblers built into his watch, shaver, etc. If he is contacted by ISB agents he will threaten to kill them, to preserve the security of his own assignment. If the ISB agents do not back off, he will

attempt to carry out this threat by rigging an electrocution trap in the bathroom of the offending agent's room (if more than one agent has approached him, use appropriate odds on a die roll). This trap consists of electrical wires underneath the bathmat; after bathing, the moisture in the room will transmit the current to the agent's feet. Use the execution table in the TOP SECRET rulebook to determine the outcome.

This agent carries a .22 Beretta (d) in a shoulder holster, and has, in addition, a 9mm Walther (h), and a specially constructed rifle which breaks down to fit in a tube 3" in diameter (PWV 25; PB 0/S -2/M -20/L-55; WS S; Rate=1; Ammo=1; Cost=$500; Decep=NC assembled, -3 disassembled; A=25; C=0; F=1; P=3; R=1; HWV=N/A). It fires custom-made 4mm exploding ammunition and appears to be an assassination weapon. Presence: (20/40).

801 ISB4

ISB Agent Anders Jensen

804 THE CLOAK-AND-DAGGER TOURIST

Room 804 is the lodging of Ralph Emschinger(N6), an American tourist who is a great fan of spy movies. He appears in the encounter at B4, and spends much of his spare time skulking around the hotel, looking for "spies." His suspicious activity will probably draw attention, but authorities will generally dismiss him as too clumsy to be a real agent. He will, however, tend to get in the way. His room contains the usual tourist's paraphenalia, and a notebook filled with extensive notes on the movements of other guests on his floor. Presence: (25/40).

806 SOVIET COURIER

Andrei Yelesyev (N5), a Soviet diplomatic courier, is staying in this room for a short leave between missions. He is a "clean" messenger, having no connection with the KGB or GRU, though he does report to intelligence officials regularly when he arrives at each of his destinations. His presence is entirely coincidental, and he has no knowledge of the presence of Soviet agents in the hotel.

His room contains a locking briefcase with an empty secret compartment (50/30), clothes, and an assortment of European newspapers in German, English, Hungarian, and Russian, all opened to the sections on international political news. He has no weapons on his person or in his baggage. Presence: (40/50).

813 ISB6

ISB Agent George Nielson. The hotel staff will not enter this room. (The room is under surveillance by the AVB.)

901 ISB2

ISB Agent Nicole Fouret

902 AVB4

Mor Orlesz is assigned to the security detail for the hotel under agent AVB5. Presence: (50/25).

913 AVB5

Agent Laszlo Zoller is directing the hotel security for the AVB this weekend. He carries his identification and weapon with him, and only clothes and personal articles are found in his room. Presence: (75/25).

DANUBE ISLAND AND THE HOTEL AREA

Danube Island is 2.9 kilometers long and about .8 kilometer wide. Much of it is given over to parks and formal gardens, including a deer park, a rose garden, and a Japanese Garden. There are also several public pools and baths, two outdoor theaters, and a casino. Transportation facilities include a shuttle bus (dotted line) which runs the length of the island, a bus connection to the main city, a taxi stand at the hotel, a ferry line with two stops, and a gas station.

Relatively little of the island is built up. There are a few shops near the hotel, however, and a new hotel/spa is being constructed in the same area. There are basically no restrictions on movement on the island; it's a popular place for tourists and young people, and no curfew is enforced.

In addition to the encounters described in the key, the agents can have random encounters while in the area. The Admin should roll percentile dice every 10 minutes of game time and use the result rolled on the DAYTIME ENCOUNTERS or EVENING AND NIGHT ENCOUNTERS table. (See ENCOUNTERS AND INFORMATION, page 14, for details.

B1 BOOKSTORE: This bookstore sells a large number of popular books in several languages. A large portion of the shop is devoted to tourist publications such as guide books, phrase books, souvenir items like cookbooks, postcards, and trinkets, and a number of magazines and newspapers. The newspapers are dailies from most major European capitals as well as the five major Budapest dailies. The periodicals include assorted news weeklies and other magazines from both the East and West.

Ferenc Vilny(N29), the proprietor, keeps about 10,000 Forints ($360.00) in the cash register during the day, and transfers the day's receipts, approximatelyFt. 50,000 ($1,800) to a safe (-/80) in a back room. If he decides a tourist is trustworthy (i.e. not Eastern European or an undercover official posing as a foreigner) he may offer "scurrilous" underground literature from behind the counter, consisting of directories to night clubs and entertainments that the official tourguides avoid, and a multilingual phrasebook for picking up dates, each costing 500 Ft.

B2 BAKERY: The baker's shop does a heavy business in sweetrolls and breads, and supplies the baked goods for all the restaurants on the island. There are three sales clerks, one of whom, Marta (N30), is an informant for the KGB. If she is passed a scrap of newspaper, torn from a headline, bearing the initial letter of that day of the week, she will insert a message capsule into one of the pieces of bakery and give it to the customer who handed her the letter. The correct letters are: Friday, P; Saturday, S; Sunday, V. There is a chance equal to one-half an agent's **Observation that he or she will see one of these exchanges while in the bakery. If an attempt is made to duplicate this exchange, the agent will receive one of the capsules.

Marta is simply an innocent courier and has no knowledge of the contents of the capsules she passes. The capsules contain a fast-acting poison that is absorbed through the skin. The capsules have a spring-loaded device that will inject the poison if the agent makes an unsuccessful Deactivation roll when opening the catch (40/30) on the capsule. She has been given a capsule to be delivered to the British agent, N7, who has discovered this operation on his own case.

If the player agents discover that N7 is a British agent, then he will open the capsule in the hotel restaurant when at least one player agent is there. The British agent will sit at a table and open his capsule; he will be poisoned. N7 will go to an adjacent table and plunge his hand into a pitcher of water; the diners at the table will react appropriately. A waiter will approach. N7 will shout "Orvos! Surgetos!" ("Doctor! Quickly!) then collapse, unconscious.

If N7's identity is not discovered, agents in or returning to the hotel will discover medical attendants removing N7 from the hotel on a stretcher and loading him into an ambulance. Inquiry will reveal that the man was apparently poisoned.

B3 BISTRO: This small night club is a popular place for evening drinking and dancing. The drinks are expensive, averaging 50-75 Ft. apiece, and there is a 100Ft. cover charge. Most of the customers are tourists, but a fair number of city residents come here because of the uninhibited atmosphere. The music includes many popular but dated Western records; the place is filled with flashing lights and flashy clothes. While her parents and brother have gone out to a theater performance, Sheri Jones (N3), who stayed behind saying she felt sick, has left her room to come here. Bored and rebellious, she expected to find "romantic adventure" on this vacation—it hasn't happened yet, since her parents haven't let her out of their sight. She is wearing an evening dress that is intended to make her look much older than her eighteen years. When any agents enter the place, they will see Sheri talking with a man they know to be one of the Soviet agents, Dmitri Simriosky (KGB5). They will have seen the girl with her family at the hotel (see DAYTIME ENCOUNTERS table), and will also observe that Simriosky appears to be up to no good. If one of the male agents intervenes, Sheri will immediately develop a crush on him and start playing up to him. She will speak French at first, then switch to English if she can't be understood very well. She will ask about the agent's background and his home country; after a while she will mention a fascination with foreign men. If her charm rating (75) is higher than the agent's, the agent may suspect that she is testing his cover. Her infatuation with the agent will become very strong. If he attempts to push her off, she will start following him around, even trying to sneak into his room (she will be able to talk the desk clerk into giving her a key).

B4 CAFE AND TERRACE: Bigyonta's Cafe occupies the central portion of the plaza. It is by far the busiest place on this end of the island. Most of the central portion of the square is filled with tables shaded by umbrellas. It is open from 9 a.m. to 9 p.m. Reasonable meals are available here, and the specialty of the house is a chilled wine drink which costs 25Ft. It's the best place around for watching people, and many customers sit here all day and do just that. Ralph Emschinger (N6) comes here often. He will approach player agents and introduce himself. He is looking for new "contacts," he will tell them, and since they appear to be from friendly Western nations, he will trust the agents, and take them into his confidence.

Emschinger will talk about the menace of the "Russkis," saying that they are responsible for inflation, war, fluoridation, and the arms race and can't be trusted. The hotel, he claims, is "crawling with Russkis." One of them, who occupies the room next door, never leaves the room without his briefcase. Emschinger has been following this man, and points him out as he loiters near the bakery entrance. It is Andrei Yelesyev (N5), the Soviet courier. Yelesyev slowly scans the plaza, then enters the bakery, emerging a few moments later without his newspaper and carrying a small white bag, which contains six chocolate doughnuts.

At this point, three men will come up behind Emschinger, one in a dark grey suit, the other two in city police uniforms. The plainclothesman shows an AVB identity card and politely asks Emschinger to accompany him. Emschinger will grip the table, lean toward the agents, and say, "This is just what I was telling you about." He will refuse to go, and tell the policemen, "I'm an American citizen. You can't arrest me."

The plainclothesman will signal to the other officers, who will advance and take Emschinger's arms. He will begin struggling, and shouting for characters at the table to help him. After a brief tussle, the policemen will handcuff Emschinger and march him across the plaza to a waiting car, while he shouts, "I told you! It's a plot! I want my ambassador!" and similar remarks. When he is gone, the plainclothesman will turn towards the agents and say, "I hope that man was not annoying you too much. We have had several complaints about him being a nuisance." After the agents reply, he will wish them good day and join the others waiting in the car.

There is a 20% chance that AVB2 and AVB3 will search the rooms of the agents present at this incident. Roll against the concealment value of any incriminating item in the rooms. Emschinger will be returned to the hotel by evening, and will continue to prowl the area, but with more caution. He has been warned that talk of spies is not a joke. He will avoid the agents who were at the arrest.

B5 SOUVENIR SHOP: This store sells mementos of the island and Budapest. Emma (N31) keeps the shop open from 9 a.m. to 5 p.m. Since she has relatives in the United States, she is eager to talk to Westerners in general and Americans in particular. If she takes a particular liking to someone, she will offer to arrange for a visit in the country as guests of her family. The police suspect her of being a contact for Western agents, and there is a 20% chance that they will check up on anyone who has long or frequent contact with her.

B6 HAIRDRESSING SALON: This shop is a constant source of rumor and gossip among the customers. Many city residents come here because it is a fashionable shop, and they also like to see what sort of tourists are in town. (Many of the customers return to the island for the evening if they like what they see.) The workers are the sources for most of the gossip being passed around since they are here almost every day. The current item is that there are a couple of charming Russians at the hotel and at least one of them is spending a lot of money on entertaining young women. The price of a hairstyle is 50Ft.

B7 ESPRESSO SHOP: This is a shop like many others in Budapest which sells various types of rich coffees with many different flavorings and seasonings. The only food served here consists of several types of crackers and sweet biscuits which are meant to compliment the beverages. This shop, which opens at 4:00 p.m. and closes at 2:00 a.m., features a band playing light jazz from early evening on. There is a cover charge of 10Ft. The coffee costs 10Ft. per cup, and the snacks are 15Ft. for a small basket filled with crackers and biscuits.

B8 TOURIST OFFICE: This is a government-run office, open from 8:00 a.m. to 6:00 p.m., to provide information and booking services for foreigners. The head of the office, Anyos Munkaszi(N32), is an officer of the AVB; in addition to providing services, his staff carefully observes everyone who comes in; if they decide that one of their customers deserves watching, they immediately get a patrol assigned

to follow. They have an advantage in this work, since they know exactly where anyone they tail is supposed to be going. When there is any contact between agents and tourist office staff, compare Deception ratings for the agent and the staffer. If the agent's rating is higher, he or she will not be followed. If the agent's rating is lower, there is a 2% chance of getting tailed for every point of difference between the two ratings. (e.g. If the agent's deception is 65 and the office worker's deception is 75, there is a 20% chance of the AVB tailing the agent.) If the agent is given a tail, one of two special operators for the AVB (N33) or (N34) will follow; use the same formula for determining whether the agent will spot his or her follower, rolling once every fifteen minutes of game time. The office staff consists of Munkaszi, three service clerks, Lajos(N35), Elena(N36), and Franz(N37), and the two special agents, N33 and N34.

B9 CONSTRUCTION SITE: A health resort is being constructed here. Hot springs will provide water for mineral baths. The lowest two floors are enclosed in tarpaulins and plywood panels while the floors above them are skeletons of steel beams with plank catwalks at intervals. Drilling equipment stands in a 30-foot deep pit nearby; a dirt ramp dug into the wall leads from ground level to the bottom. During the day, from about 8:30 a.m. to 5:00 p.m., a construction crew works on the structure. Temporary elevators shuttle them between levels, and a shower room has been set up in the basement using water from the first well drilled in the pit. The water comes up from the ground at a temperature of 205 degrees Fahrenheit; a tank in the basement holds the water until it is cool enough to use, about 130 degrees.

The unfinished building can be entered by any of a number of openings in the plywood paneling. Hand tools are stored in unlocked storage areas; power tools are kept in lockers (—/30) and the heavy equipment can only be started up using key switches (—/20). All of the tools which can typically be found on a site like this are here: sledge hammers, shovels, drills, wheelbarrows, riveters, cranes, winches, compressors and so on.

The site is surrounded by a fence made of wood slats bound with wire. The gate is merely a loose section of fence which can be unhooked and rolled back. A police patrol checks the gate every fifteen minutes. At night, two men will approach the gate: Yuri Bulgiadze (GRU1) and another (N38). From a concealed position they will wait for the patrol to pass, then enter the site. Bulgiadze will lead this man into the basement, where the two of them will meet a man agents will recognize as Stefan Gorkiy (GRU2). Gorkiy will question this man at length, demanding detailed information about the "preparations and precautions." This interrogation takes place in Russian. Players who can hear and understand will discover that Lerekhov is being held in one of the suites in the hotel and an impostor is taking his place in public. Two agents are with him at all times, KGB1 and KGB5, and his impostor is also a trained agent. After all of his questions have been answered, Bulgiadze will knock the man out, dump him in the hot water tank, and close the lid. The body will be found the next afternoon.

If the agents intervene in this interrogation and rescue him, N38 will tell them he is a KGB agent and disclose the identities of the other two men. If he is allowed to go free, he will tell them that the KGB is guarding Lerekhov and the GRU is secretly watching the KGB. Gorkiy and Bulgiadze, if captured, will resist all attempts at interrogation and will try to fight their way out.

B10 JAPANESE GARDEN: This is a large public park laid out in the style of a formal Japanese garden, with torii arches and displays of flowers and trees native to Japan. The whole area is cared for in minute detail; gardeners carefully weed the flower beds and rake them smooth, resurface the gravel paths, and keep the benches and arches clean and painted. One of the gardeners, Sandor Hubay (N37), has been hired to deliver messages to the KGB agents in the hotel. Agents near the garden will see a small, whiskered man emerge from the garden through a concealed space in a hedge, sit at the base of the tree, and place a small envelope in a hole under a root while eating a snack and constantly glancing nervously all around him. When he finishes eating, he gets up and re-enters the garden through the hedge. The message, written in Russian, reads: "Subject may have a ball of string. Make sure he can't escape the labyrinth" (The 'ball of string' refers to outside help—a reference to the myth of Theseus and Ariadne.) If an agent is inside the garden and near the space in the hedge, he will see Hubay, who is tending the flower beds, look around furtively then disappear through the hedge. Attempting to follow him will result in the appearance of a guard who will escort the agent from the park. Resisting this action will result in the police being summoned.

B11 OPERA THEATER: This is an open-air theater at which grand opera performances are given Thursdays through Sundays in the summer. The price of a ticket is 300Ft. and performances run from 8:00 p.m. to about 10:30-11:00 p.m.

Before and after each performance there is a great deal of traffic of all kinds: pedestrian, bus, taxis and private cars. Many people go to the restaurants and entertainment spots both before and after shows, so there is little chance of moving around at these times without being seen.

This is the theater attended by the Jones Family when Sheri (N3) visits the Bistro. If an agent happens to be in the area between the theater and the hotel within a half hour of the opening and closing times of the performance, the 11-40 result on Encounter Table 2 will be the Jones family (N1, N2, and N4).

B12 PUBLIC BATHS: These public baths are the principal reason for the island's popularity: the hot mineral waters supplied by underground springs are believed to have healing and invigorating properties. The price of admission to the baths is 100Ft. The place is especially popular with Soviet tourists, and each of the Soviet agents will come here at least once. Lockers (—/20) are provided in the men's and women's dressing rooms for personal belongings.

B13 TENNIS STADIUM: A large exhibition court and arena occupy this site on the west side of the island. Public matches are held on Saturday and Sunday afternoons, free of charge, and there are also a number of courts available for anyone's use for a 50 Ft. fee; instructions are also available at the same price.

B14 ROSE GARDENS: These gardens are sponsored by the state and are used to display new and special specimens of roses as well as an assortment of standard types. There is no admission charge. Benches and seats are scattered about beside the paths. Attendants keep an eye on the plants to prevent people from picking any of the blossoms; the rare types are displayed in glass-walled enclosures. There is only a 15% chance of not being observed by an attendant in any fifteen-minute period.

B15 SWIM ACADEMY: Four Olympic-style swimming pools in the yard of this building are used by swimmers training for the armed forces, police, athletic competition, and fitness and safety programs. In the evenings and on weekends, when the school is not running classes, the pools are open to the public, with free instruction provided by academy student volunteers. There are also two nearby pools which are open to the public all day, from 8:00 a.m. to 8:00 p.m.

B16 SPORTS STADIUM: The arena is open to the public, but the stadium facilities, oriented towards Olympic-type sports, primarily track and field events, is only for use by official athletic teams, school groups, and the city-sponsored soccer league, which holds games evenings and weekends. The public is welcome to attend these events.

B17 CASINO: The casino is located on the southern part of the island. A state-run operation, it features roulette, blackjack, dice, slot machines, keno, and a number of other games. The drinks served here are mixed strong and cost only 40Ft. The blackjack dealer, (N38), will remark to any player acting the part of a Russian that one of his friends has been losing heavily at this table. This is Fyodor Petrovskii (KGB4).

The casino has two very efficient bouncers (N39, N40) who will eject anyone causing trouble. Any evidence of weapons or their use, or physical resistance to the bouncers will result in the summoning of police.

Players may gamble at any of the games indicated according to the following odds:

Blackjack:	01-04: Player wins 4x amount bet 05-38: Player wins 2x amount bet 39-00: Player loses

In addition to the dealer and the agents, there will be from 1-5 (roll one die and subtract 5 from rolls over 6) other gamblers at the blackjack table. Unless the roll for the agent's hand is 01-04, add 5 per additional character to the roll for each hand played.

Backgammon:	01-03: Player wins 8x amount bet 04-08: Player wins 4x amount bet 09-50: Player wins 2x amount bet 51-00: Player loses
Roulette:	01: Player wins 10x amount bet 02-04: Player wins 5x amount bet 05-09: Player wins 3x amount bet 10-30: Player wins 2x amount bet 31-00: Player loses
Dice:	01-22: Player wins 2x amount bet 23-00: Player loses

The house accepts wagers only in chips or Hungarian currency; chips can be bought with any currency or with traveler's checks. No credit, including international travel cards, is accepted for gambling purposes, though the casino restaurant and bars will accept international credit cards.

Side bets made with other gamblers are permitted, although both player and non-player gamblers will be forbidden to make any wagers which will have illegal consequences. Arrangements for collecting these debts will have to be made between the participating characters.

A man with a faint Slavic accent will approach one of the female agents at the casino on her first visit and invite her to play at the blackjack table. He is Feodor Petrovskii, KGB4. He will place a 500Ft. note on the table as a side bet. If she accepts the bet, he will take her bill and place it next to his. He will return her wager (whether he wins or loses): underneath the bill is a note reading, "Where would you like to have dinner?." Petrovskii will then become very romantic; if the agent accepts his company, even if only to see what he's up to, he will plant a man's watch and diamond ring, both engraved with his initials, on her person, then blackmail her by threatening to have her arrested unless she agrees to obtain information for the KGB after she returns to her own country.

If a male agent visits the casino, Petrovskii will be at the blackjack table. He will engage in polite conversation, identifying himself as a Polish industry representative discreetly engaging in some recreation not usually allowed him. He will give no useful information. After a few moments acquaintance, Petrovskii will lose three hands in succession and leave in disgust. If the agent asks the dealer or the casino bartender about Petrovskii, they will tell the agent that he is a Russian, not a Pole, and that he has been gambling (and losing) rather heavily for the past few days.

B18 OUTDOOR CINEMA: This theater is similar to the Opera, but it is for showing films; foreign and Hungarian movies are shown here, with most of the foreign films dubbed or subtitled. Like the Opera theater, there is a lot of traffic, mostly pedestrian, before and after shows. There are two screenings each night after dark.

B19 FERRY STAGE: Ferry and passenger boats land here for trips to points on each bank up and down the river. The operator at this stage, N41, is an ally of Laszlo's and will help the agents when they make their escape. If approached before then, he will react as if he were an ordinary worker.

ENCOUNTERS AND INFORMATION (Priority B)

While engaged in this mission, the agents will come into contact with a large number of people, and will see and hear things which will provide a lot of information for them. The following tables give encounters and items of information the agents will run across in the normal course of activities. Use die rolls to determine the results at random, but vary the results if too many repetitions result. Some of the rolls have alternate results, depending on whether the agents are inside the hotel or not. The encounters which do not have dual results can occur in either location. Encounters which involve movement of an NPC can be "picked up along the way" if agents are not in a position to make the initial observation. (The Admin may decide not to roll for an encounter if the agents are being secretive and trying to avoid contacts.)

DAYTIME ENCOUNTERS: Roll percentile dice for every ten minutes of game time.

Dice Roll	Encounter
01-10	No encounter
11-40	1-5 Tourists (subtract 5 from a roll of 6 or higher for group size) NOTE: The first time this result is obtained,

TOP SECRET®AGENT FILE 004

AGENTS' BRIEFING (Priority D)

MISSION BACKGROUND

ISB RECORDS FILE *101217*: 23 August
Classified to Priority D for briefing purposes

On 16 August, William S. Long, the editor of *Puzzlements* magazine, received a letter from Laszlo Baracsik, a colleague of his from Debrecen, Hungary. It relayed a curious comment concerning an acquaintance from the Soviet Union. Mr. Long, who is also president of the World Puzzlers' Association, consulted a fellow member who worked in Washington D.C., as a cryptographer for the Defense Intelligence Agency. Long's message was passed up channels, and he was eventually summoned to a conference with the control agent for Section Mercury, the Eastern Europe bureau of NATO's International Security Bureau. The relevant part of the letter, translated from German, read as follows:

"...and you will, of course, remember our friend from the Soviet Union, Mr. Lerekhov. He has little time to write, since his work has him detained. He has found a few defects in his solution for the Schmidt Puzzles, and would like suggestions from his colleagues elsewhere. He will, of course, be at the convention..."

The name Andrei Lerekhov is not unknown to the ISB; he is responsible for significant portions of the Soviet military codes, and is also the inventor of the "Lerekhov Loop," a new type of spatial puzzle every Western toy and hobby producer is eager to get the rights to.

"Schmidt" is the name of an East German puzzle expert who fled to West Berlin two years ago. That, and Mr. Baracsik's use of the terms "detain," "defect," and "suggestions from colleagues elsewhere," could mean that Lerekhov wants to defect and that he is trying to make contact with people in the West who could assist him.

The convention Baracsik referred to is the European Puzzle Editors' Conference, to be held this year in conjunction with the Socialist Puzzle Experts' Association convention in Budapest.

If Lerekhov wishes to defect, he is an important prize the Soviets will not want to let go; he must be removed from the Iron Curtain with a minimum of delay. Your team must accomplish the following objectives:

1. Verify Lerekhov's identity and intent to defect.
2. Isolate him from any escort and/or surveillance in such a way that some lead time is gained against an alert or pursuit.
3. Get Lerekhov safely out of Eastern Europe by the fastest available means.

The most desirable course of action would be simply to try and get Lerekhov out on a commercial flight, disguised as a tourist. But that may not be possible if public transport is under surveillance; in that case, contacts will help you with other arrangements to get Lerekhov to the West.

This is a delicate time: sensitive East-West negotiations are under way in Stockholm, and the Red Army is conducting a series of maneuvers in Czechoslovakia. For these reasons, no connection between the agents on this mission and the United States can exist, nor can the Czechoslovakian border be crossed under any circumstances. The former will create an international incident and the latter result in certain capture.

You will be provided with cover identities and booked into the hotel. Once there, you will each obtain a "Lerekhov Loop," which is available behind the Iron Curtain, and leave it in your rooms. A contact in the hotel will use it to give you messages coded into the configuration of the puzzle. Secure your cover by acting in character with your identities; you may receive help from unexpected sources—special contacts are already at work preparing the ground—but you will be needed to get him out.

The convention will last for three days; the best time for removing Lerekhov will be Sunday afternoon. Your objectives are as follows:

Fri: Locate Lerekhov's room and search out its surveillance. Identify any guards or agents watching Lerekhov.

Sat: You will be contacted and told whether or not Lerekhov intends to defect. If the word is "go," contact outside sources to prepare an escape to the West.

Sun: Before the final event of the day, remove Lerekhov from the hotel and get him on his way.

TRAVEL INFORMATION ON HUNGARY

Hungary imposes a number of entry and travel restrictions on tourists from non-socialist countries. In order to help your cover as tourists, please study this information and note that people you may encounter while on this mission who disregard or do not know this information may be foreign agents. This is standard information for all visitors to the Hungarian People's Republic (*Magyar Nepkoztarsasag*).

All persons entering Hungary must have a valid passport with a valid visa, except citizens of Austria, Finland, and socialist countries. Visas may be obtained at Hungarian embassies abroad or at border checkpoints and are valid for six months. Citizens of non-socialist countries must report to local authorities within 24 hours of arriving at their destinations. Visas can be renewed within 48 hours of their expiration. A transit visa allows a tourist to pass through the country, providing that the tourist leaves in a location differing from the point of entry. Transit visas are valid for 48 hours.

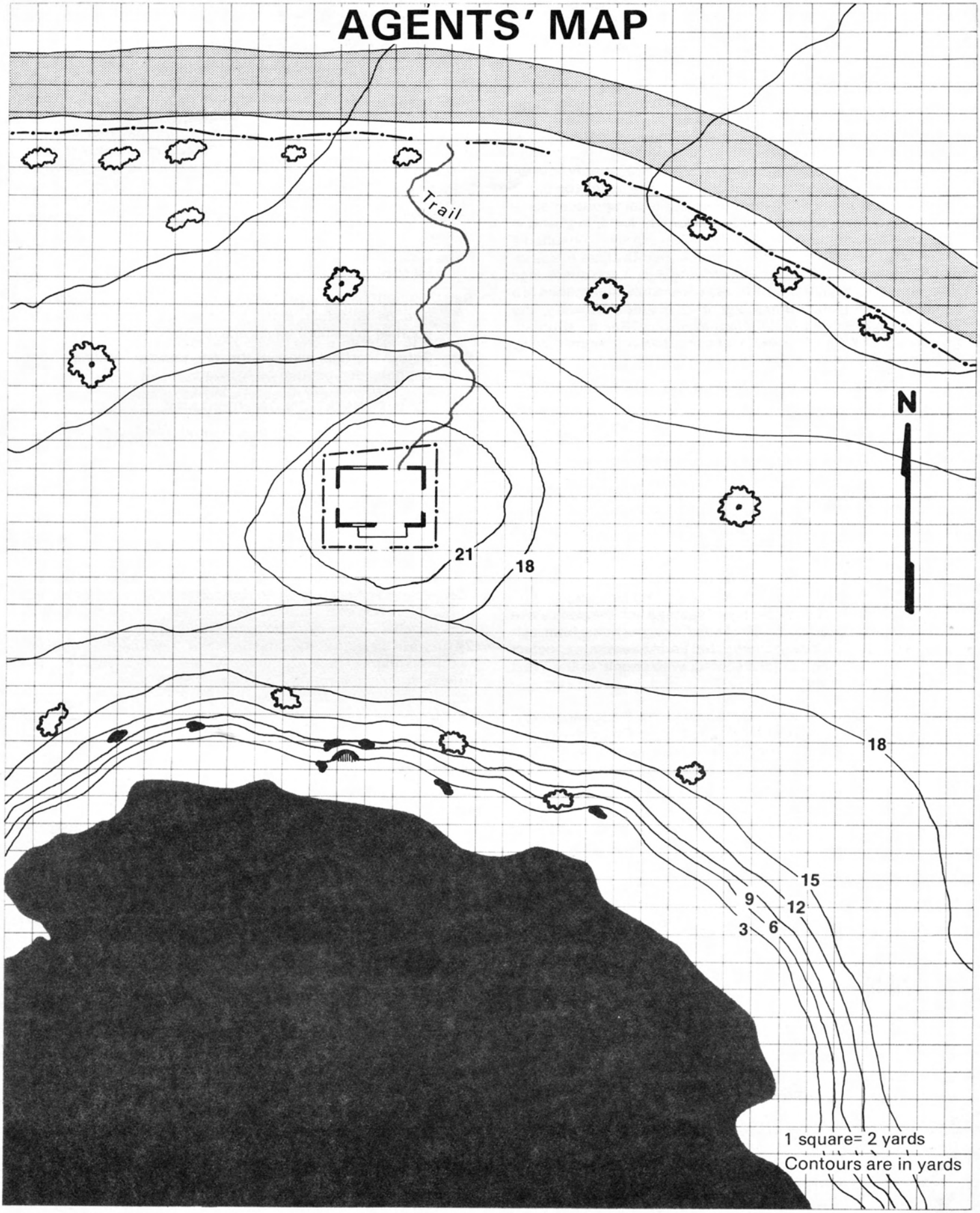
No formalities are required to bring in travel necessities or gifts valued at 5,000 forints or less. Unprescribed narcotics, publications that are immoral or offensive to the socialist order, weapons, and explosives are prohibited. Hunting and sports guns and ammunition require special permits. Commodities of commercial nature or quantity that cannot be handled by customs must either be taken back by the visitor or surrendered to the customs office for sale.

Foreigners are required to declare all currency carried in. No more than 100 forints in coin may be brought in; sums in excess of this amount must be deposited with officials. There is no limit on the amount of foreign currency which may be brought in. Request a certificate of value for all imported currency.

Cars must be registered with border authorities upon entering the country, Fuel can only be brought in and taken out in a vehicle's gas tank. Spare fuel cans are not allowed. Speed limits are 60 kph in towns and cities, 80 kph on highways and 100 kph on expressways. Any trace of alcohol consumption incurs suspension of license and heavy fines. Police must be notified in case of an accident resulting in heavy damage or injury.

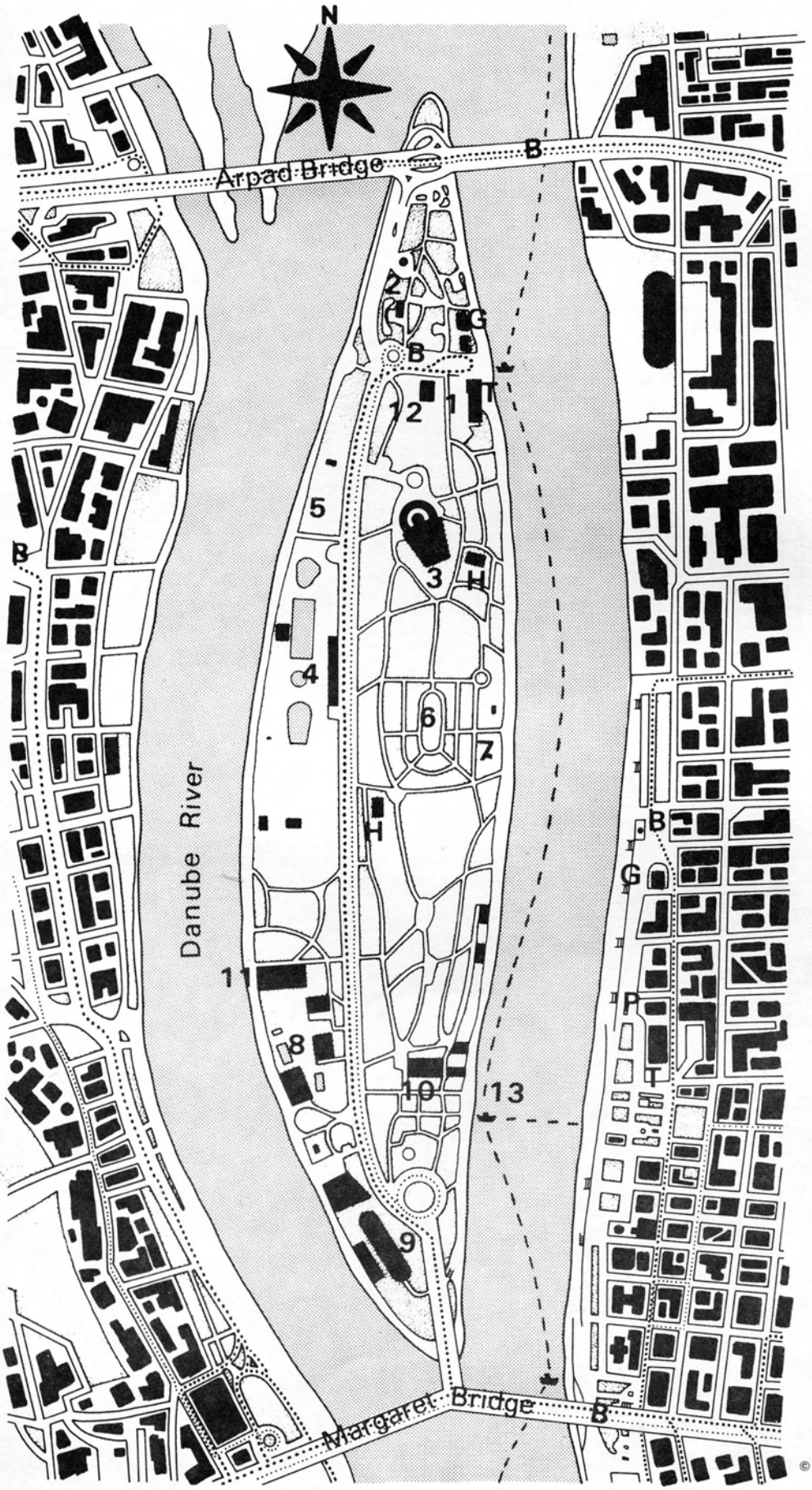
The agency will provide you with all the necessary travel documents, made out to the cover identities you select. The Administrator for your mission will brief you on the procedures and requirements for making border crossings.

—Good Luck!



© 1983 TSR Hobbies, Inc. All Rights Reserved.

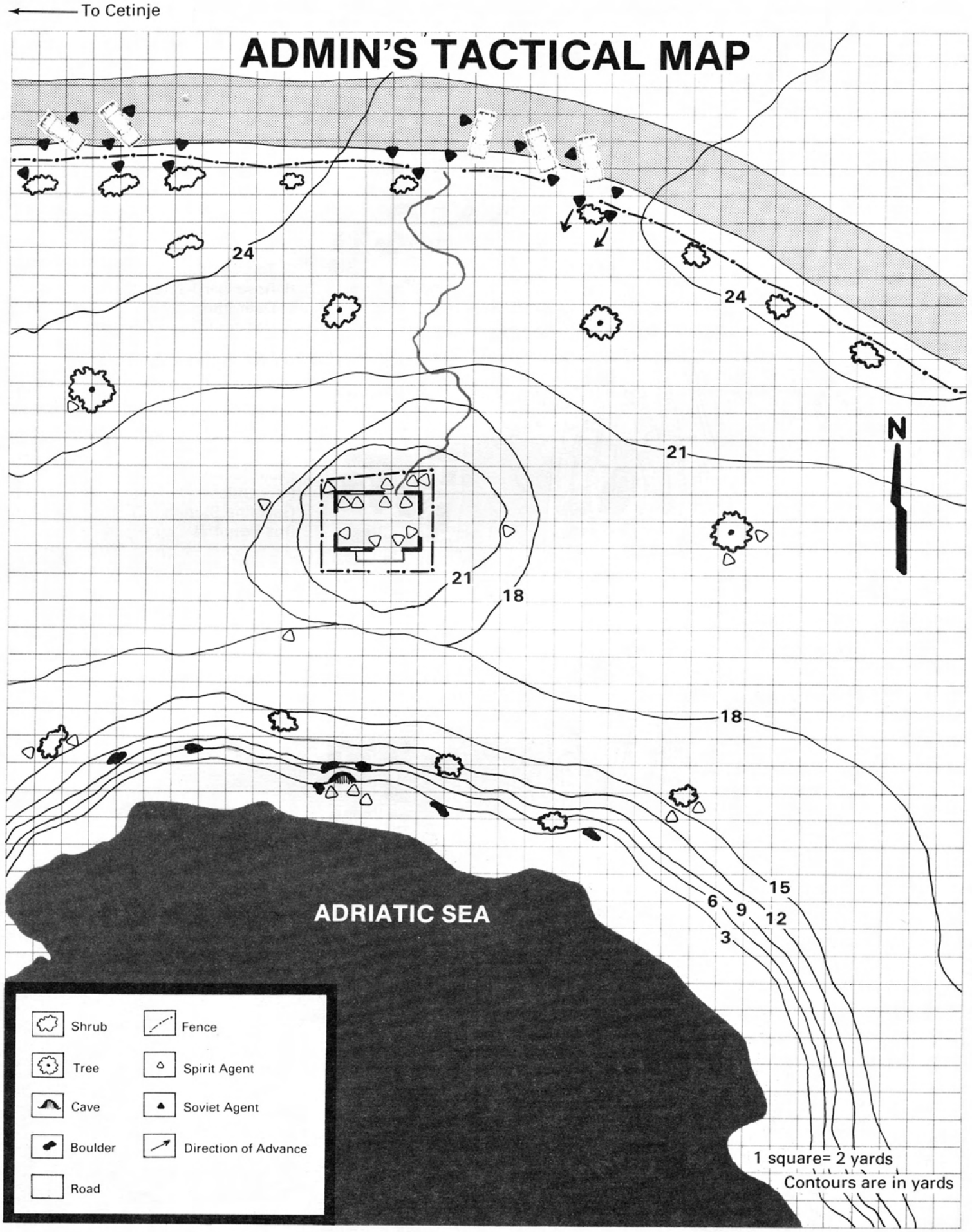
DANUBE ISLAND



1. Danube Island Hotel
2. Japanese Rock Garden (B10)
3. Opera Theater (B11)
4. Public Baths (B12)
5. Tennis Stadium (B13)
6. Rose Garden (B14)
7. Deer Park
8. National Swim Academy (B15)
9. Pioneer Sports Stadium (B16)
10. Casino (B17)
11. Outdoor Cinema (B18)
12. Construction Site (B9)
13. Ferry (B19)

Taxi Stand T
Historic Site H
Post Office P
Gasoline Station G
Bus Route B

© 1983 TSR Hobbies, Inc. All Rights Reserved.



© 1983 TSR Hobbies, Inc. All Rights Reserved.

the agents will see the Jones family (N1-N4; see the description of rooms 401/403); tell the agents seeing them that they appear to be Americans.

41-45 INSIDE HOTEL: No encounter. OUTSIDE HOTEL: Guided tour group (on foot) with Hungarian guide

46-60 INSIDE HOTEL: Hotel employee. OUTSIDE HOTEL: City resident

61-70 INSIDE HOTEL: House security. OUTSIDE HOTEL: City police (making routine rounds)

71-80 Traveling businessman

81-90 INSIDE HOTEL: Police on the Prowl: AVB4, Mor Orlesz, will be encountered in the hotel corridors. He will address the agent politely, identify himself as a member of the hotel security staff, and show an I.D. Orlesz will tell about an "unfortunate probelm" with thefts from guest rooms and ask him or her to be on the watch for any suspicious activity in the halls and report it to his office. Orlesz will greet agents courteously upon encountering them again.

Orlesz is indeed working as a security officer, but that of course is only a cover for his role as an agent of the AVB. He is under the direction of the KGB officers watching Lerekhov, and knows there is an important person in room 300. This contact is a "con"; agents with a deception higher than Orlesz' (81) will notice that the issue date on his I.D. is over a year old but the card is brand new.

OUTSIDE HOTEL: No encounter

91-95 INSIDE HOTEL: Room service porter taking a tray of food to one of the Soviets' rooms. A newspaper with Soviet type is partially concealed under a napkin. OUTSIDE HOTEL: A deliveryman bringing a parcel of foreign language periodicals to the hotel.

96-00 INSIDE HOTEL: A room service porter taking a cart with food for four persons to room 300. OUTSIDE HOTEL: no encounter

EVENING AND NIGHT ENCOUNTERS (7:00 p.m. to 6:00 a.m.): roll percentile dice for each ten minutes of game time.

01-40 No encounter

41-45 INSIDE HOTEL: Room service porter. OUTSIDE HOTEL: 1-5 tourists.

46-55 1-5 tourists

55-70 INSIDE HOTEL: House security. OUTSIDE HOTEL: City police.

71-75 Unidentified person walking ahead

76-80 Footsteps — roll a 10-sided die; on 1-4 the footsteps are ahead, on 4-6 behind, on 7-9 to the side, and on 0 from no discernible direction

81-85 INSIDE HOTEL: Man and woman going to upper floors and entering a guest room. OUTSIDE HOTEL: Young couple looking for a secluded place in the park.

86-88 A furtive young man leaves a phone booth in the hotel and takes a roundabout route to the gap in the hedge near the Japanese Gardens. Seven college students (N85-N91) have gathered to discuss anti-communist topics. An agent may be able to persuade them to help if he or she can prove the agents are not spies for the East. Subsequent rolls of this number will produce the result of an encounter with a member of this group, who will give information to the agents if co-operating, or keeping a suspicious eye on them if not.

89-93 Agent KGB1 goes to the tree outside the Japanese garden and checks a small hole under one of the roots. This is a message drop; careful examination of the area between the hours of 4:00 p.m. and 5:30 p.m. will reveal a note with a message written in Russian; for the text, refer to the description of the Japanese Gardens, area B10. If the envelope has been found and removed by the agents, she will look around as if confused, and wait for half an hour, after which the gardener, N37, will emerge from the space in the hedge. KGB1 will speak to him for a moment, then both will leave. There is a 75% chance that they will conclude the message was picked up by a litter collector. If not, the conclusion will be that the message has been read by someone, and KGB1 will remain in room 300 at all times.

94-95 Outside the hotel, a middle-aged man is seen walking across the lawn south of the hotel. He is scribbling on a note pad and looking up at windows in the upper floors of the hotel. As he does so, he glances about him constantly and often moves behind trees, as if hoping not to be seen. If he is pursued, he will notice the pursuit and duck across the parking lot, eventaully losing his pursuers. (He is the irrepressible Ralph Emschinger, N6, looking for "Russki" spies. If the agents have met Emschinger at Bigyonta's Cafe, the Admin should roll percentile dice for each agent. If the roll is equal to or less than that agent's **Observation rating, the agent has recognized Emschinger.)

96-00 Outside the hotel, a well-muscled woman in athletic garb runs past, and trips and falls as she passes the agent. She is Nelada Voros (N84, AOK's Physical Education 120) a coach for the Hungarian women's national weightlifting team. She has been a dedicated communist, and, unlike many Hungarians, sympathetic to Russia. She is in the pay of the AVB to keep an eye on h er team members, and, unknown to the Hungarian officials, also in the pay of the KGB and reporting to the Soviets. She works her team at the sports stadium (B13) and has been seen doing roadwork both mornings and evenings. If any of the agents help her up, she will thank them and take a liking to any male agents whose charm rating is higher that 55. If so, there is a 50% chance that she will seek out the agent several hours later and inform them that there are KGB agents in the hotel on the alert for someone who may be a spy disguised as a tourist. The KGB have tried to pressure her into assisting the interrogation of a random selection of tourists who are likely to be simply innocent bystanders. She doesn't want to help this interrogation since it involves torture, and will supply the identities of two of the KGB agents at the hotel: Tatiana Budiakov (KGB1) and Feodor Petrovskii (KGB4). She will also offer to assist to the best of her abilities. If not, the following morning her body will be found in the bushes near the boulevard, apparently the victim of a hit-and-run accident.

If the agents are indoors and in a position to see outside (i.e. at a window, or in a store looking out, or at one of the outdoor cafes) they will see Nelada Voros run past. If the agents cannot see outside, the result is no encounter.

AGENT OBSERVATIONS

If the agents are in the locations given in the list below and are using **Observation to look for clues, the Admin rolls percentile dice. A roll equal to or less than the agent's **Observation score means that the agent has noticed something; the Admin should read the entry to the player.

1. A crumpled, empty cigarette package with a Soviet brand name is lying on the floor near the third floor elevators.
2. At the Information Desk, A1d, a man asks the clerk, in English, what time the next mail collection is, then hands her a letter addressed to Moscow. She checks for messages, then hands him an envelope postmarked Moscow. (The man is Igor Lemsky, GRU3).
3. In the elevator, an agent bumps against a man who has a room on the seventh floor. The agent feels a weapon in a shoulder holster under the man's jacket. The man can be followed to room 750.
4. A "Do Not Disturb" sign has been hanging on the door of room 704 ever since the agents checked in.
5. Although the hotel provides the service free of charge, American travelers almost never leave their shoes outside their doors at night to be shined.
6. A scrap of paper lies on the ground near the gap in the hedge surrounding the Japanese Garden. It is a leaflet of anti-communist literature, dropped by one of the people meeting at night nearby.
7. Two men's voices, heard around a corner, are speaking in Russian. One word which is heard several times is *myesnik*, the Russian word for butcher, Stefan Gorkiy's nickname.
8. On the eighth floor, a scrap of stationary bearing the printed initials D.C.S.I.I.I. on one side, and the numbers 611, 605, 704, 708 and 711 scrawled in pencil on the other side. It is a piece of a page of business stationary dropped by Ralph Emschinger (N6); the initials are the initials of the company he works for, Dayton Casting, Smelting, and Ironworking Industries, Inc. The numbers are those of guest rooms he believes to be inhabited by Russians.
9. Shoes can be seen set outside the doors of rooms 213, 300, 407, 501, 704, 806 and 913.
10. The discarded packages on the room service tray left standing outside room 806 indicates the tenant has expensive tastes.

INFORMATION FROM THE HOTEL

The agents involved in this mission will need to spend some time in search of information. The following tables give items of information that the agents will find useful. The first lists facts that can be learned from the hotel staff, and the second gives facts that can be obtained from the other shops in the area. Determine the amount of information obtained by the roll of a 10-sided die:

1-5: One item
6-7: Two items
8-9: Three items
10: Contact has no useful information

Use a die roll to randomly determine which fact is to be given out. Some duplication is possible, since these items may be known by several different people. Modify these results in case it is not possible for the agent or character to have made that particular observation; that is if the agent is not in the location specified in the observation result or is otherwise occupied and not paying attention to details.

These information items will be picked up in verbal contacts with characters. Some of the items are false and are marked as such, so do not show the players the text of the item.

1. The occupants of room 300 order three or four servings for each meal from room service, but only two people have been seen entering or leaving the room.
2. The guest in room 750 has two passports.
3. The maids have been told not to enter room 611 for any reason.
4. The guest in room 804 has been seen sneaking around the hotel at night.
5. Someone with a room on the eighth floor checked in with a briefcase handcuffed to his wrist.
6. Some staff members are worried about their jobs because most of the security managers were replaced last week.
7. The new security director is living in the hotel.
8. The woman in room 711 often orders drinks for two late at night.
9. The guest in room 605 is an excellent tipper.
10. There are a lot of Soviets staying at the hotel this weekend.

INFORMATION OUTSIDE THE HOTEL

1. One of the hotel guests sits under a tree in the park from 5:30 to 6:30 every evening.
2. The sales of Russian language newspapers at the bookstore have increased in the last three days.
3. An "American" woman (KGB 1) has been eating breakfast with a Russian (KGB 5).
4. A city policeman who tried to question a man walking in the park late at night was found, unconscious, in the morning. (This is partially true; however, the policeman was actually drunk on duty.)
5. The government is going to cut back on the number of visas granted to tourists to restrict the number of Western foreigners in the country (False).
6. Two spies were arrested on the island last week (False).
7. The bookstore sells illegal literature.
8. Police patrols in the park have been increased (False—they have actually decreased).
9. People have been telling more Russian jokes lately (This indicates a liberal atmosphere).
10. The bookseller is a government informant and agent provocateur, attempting to trap people into indiscretions (False).

THE ESCAPE

When the agents have Lerekhov in their custody, their next task will be to get him out of the country. A taxi will be waiting for them, provided by Laszlo. The driver will take them to the ferry on the south end of the island, and give them enough tickets for the ride to the next stage. At that point a car will be waiting for them.

The KGB agents' first reaction will be to get help from the local agency, not knowing that the AVB has been co-operating with the GRU. The first step the Hungarian authorities take will be to put all public transport in Budapest on alert. The train and bus stations and airports will all be placed under immediate surveillance by operatives with sketches or photos of Lerekhov. One half hour after the agents leave the hotel, the GRU will discover the abduction and begin a systematic search of the area. Police and army guards will begin patrolling Budapest; roadblocks will be set up on the highways to Austria, the nearest Western country, where all vehicles will be stopped and searched; the Red Army units on maneuver in Czechoslovakia will be mobilized to begin patrolling the northern border, and the crossing points on the western border will be alerted. The GRU will take command of the pursuit.

The road search will spread outward from Budapest at a rate of 50 kilometers per hour. If the agents head for Austria, they will stay ahead of pursuit if they manage to keep an average speed greater than this. If they head for Yugoslavia as suggested by their contact, the pursuit will stay one-half hour behind them until after the agents have passed into Yugoslavia. The pursuit will be led by Stefan Gorkiy (GRU2), or his second in command, Yuri Bulgiadze (GRU1). They will track the agents through a secret transmitter (75/—) in Lerekhov's jacket. Gorkiy and Bulgiadze have a personal grudge to settle, and will make every effort to personally capture the agents and Lerekhov.

USING THE EUROPEAN MAP

The maps and instructions given to the agents by the contact at the ferry tell them to head for Dubrovnik, a resort city on the Adriatic Sea, and Titograd, where they will meet a contact who will get them across the sea into Italy where they will be safe.

The European map is marked with major and small cities, towns, borders, rivers, terrain, roads and border crossings. Each hexagon (hex) side represents 20 kilometers; the distance across a hex at its widest point is 40 km. The terrain and road type will affect movement.

MAJOR CITIES: The major cities, all national capitals, occupy a full hex and require a minimum of one hour to travel through, unless bypassed by traveling along the sides of the city hex, in which case the maximum speed is 60 kph. Driving through a city at night requires the minimum time, while daytime transit takes an additional 1–100 minutes, determined at random by a die roll.

SMALL CITIES: Small cities occupy one-sixth the area of a full hex and require a half-hour (+1–10 minutes in daytime) for transit. Agents entering a Major or Small City area may choose any exit point without additional movement penalty.

TOWNS: Going through a town adds ten minutes to normal travel time.

The time for movement through towns and cities represents natural obstacles such as traffic signs, detours, construction and repairs, pedestrians, traffic jams, and accidents.

BORDER CROSSINGS: Legal border crossings can ONLY be made at the indicated points; if the agents cross a border illegally, there is a 75% chance of a border patrol spotting the agents both at the time of crossing and while going through the first hex on the other side.

ROADS: The main roads, which generally follow hex borders, are marked in heavy lines. Each segment of road (equal in length to one hex side) is 20 km long; a stretch of road which runs straight across an entire hex measures 40 km. Secondary roads are the other hex boundaries. At national borders, secondary roads run parallel to the border lines but do not cross them. Crossings exist only at the points indicated.

RIVERS: Rivers are all bridged where intersected by primary or secondary roads, and only affect movement overland.

PROVINCIAL BOUNDARIES: Province boundaries do not affect movement. In Yugoslavia, crossing provincial boundaries does result in entering an area with a different language. See the notes on Yugoslavia for further information on language change.

TERRAIN: The terrain type can affect car travel; level land and low hills have no effect; in hilly terrain and foothills cars must reduce speed by 10 kph, or add 5 to the road encounter die roll. In mountainous terrain cars must reduce speed by 20 kph, or add 15 to the road encounter die roll. Where a road runs between hexes with different terrain types, roll a die; if the result is 5 or less, use the less difficult terrain; otherwise use the more difficult to determine your results.

GASOLINE: Filling stations with service centers can be found at intervals of about 10–30 kilometers on main roads and no more than 30 kilometers apart on secondary roads; they can also be found in towns. Gas and oil are available for almost all foreign cars. The exact amount of time needed for repairs will vary, depending on the type of work that has to be done. At least one hour will be required for minor adjustments. Body work and major repairs could take up to several days, even without taking the availability of replacement parts into account. The Administrator will have to judge such cases as they arise.

ROAD FATIGUE: Subtract one point from the driver's Willpower rating for every ten minutes of driving time. When the agent's Willpower score reaches 10 or less, the driver will become drowsy and have difficulty driving. If the agent's Willpower score reaches zero, he or she will fall asleep at the wheel. This is not a permanent loss of Willpower—it is merely an accounting method. The affected agent's Willpower is not affected for any other purpose.

ROAD ENCOUNTERS

Roll for a road encounter for every half hour of game time plus any 50 kilometers of distance (resulting in a total of three rolls for a speed of 50 kilometers per hour: one for the distance covered and two for the time spent). If the result is the Agent Pursuit, the agents will not be able to recognize the people in the following car until the pursuers get close enough to fire their guns. The Soviets will open fire from the car when they get in range. For subsequent encounters, the players will be able to recognize the Soviets' car from a distance.

NOTE: At the same time a road encounter check is made for the agents, make additional checks for any and all pursuing vehicles. Do not, however, give the players any information of these results unless the other car is in sight.

ROAD ENCOUNTER CHART***

01-25 No encounter

26-35 Rough road for the next 10 kilometers—slow to 60 k.p.h.

35-45 Rain for the next hour; slow maximum speed by 15 k.p.h. If it is already raining, ignore this result.

45-55 Police speed check; if the players are traveling faster than the speed limit (with rough road or weather reductions taken into account) they will be pulled over and the driver asked to show his or her passport and driving permit. The players will be detained for 5 plus 1-10 minutes. Roll for additional results.

- 01-25 Released, with verbal warning
- 26-50 Released, with written warning
- 51-75 Released, with speeding citation to be paid at the border crossing
- 76-90 Officer detains players for identity check; re-roll on this table
- 91-95 Officer detains players and calls for a second car
- 96-00 Officer detains players at gunpoint

A verbal warning consists of a statement by the officer (who will always be able to speak at least one language that one of the agents can understand) that they should follow all regulations for their own safety. A written warning is a printed statement to the same effect, appearing in Hungarian, Russian, German, French and English. The players may attempt to bribe the officer; if they attempt to evade pursuit or escape before a warning is issued or while being detained, the officer will chase them and radio ahead for help.

56-65 Passing police patrol car; no reaction

66-75 Passing military vehicle (If result is 66-70 in communist countries other than Yugoslavia, the vehicle is from the Soviet Army)

76-85 Road construction for the next 10 kilometers; slow to 50 k.p.h.

86-95 Soviet agent pursuit; in Hungary, this is treated as "No Encounter" if the agents are headed for Yugoslavia. In Yugoslavia, the pursuit will be spotted one-half to one kilometer behind the agents. Roll until a result of 50 or above is obtained, then place a decimal point in front of the number for the fraction. (For example, a roll of 68 means that the pursuit is .68 km behind the agents.)

96-98 Minor car trouble; agents delayed 11-20 minutes

99 Lose control; car damaged but driveable; all passengers lose 1 life level

00 Lose control; car wrecked; all passengers lose 3 life levels (in Hungary, this is treated as "No Encounter" if the agents are headed for Yugoslavia)

ESCAPE LOCATIONS

E1 FIRST FERRY STAGE: This is the same location as B19; the gate agent, N41, will let the agents on board the boat without collecting a fare. He will hand them an envelope and tell them that the south highway is the safest road out. The agents' car is a Soviet-made, six-passenger sedan. The car is equipped with a spare tire, a first aid kit, emergency signs and flares, and an empty gasoline can. In a compartment (65/20) behind the back seat are four 9mm Walther PPK's (h) and 350 rounds of ammunition. In the envelope is a map marked with the fastest road to Yugoslavia, a smaller envelope, and a note instructing them to try to make the border crossing at Udvar, where they should ask for a man named Imre Karnis. They should say that they have a letter from his cousin in Budapest and were asked to deliver it. The police will arrive at the ferry stage just as the boat leaves.

E2 FERRY BOAT: The boat has two sections: one for standing passengers and one for vehicles. Vehicle passengers are allowed to leave their cars, so the players will not be conspicuous when they get in the sedan. The boat is manned by the captain (N42) and two deckhands (N43, N44) who direct traffic and passengers on and off the boat. The car has a full tank of gas and a driving range of 800 km before refueling is necessary. The body has been armored against gunfire, which causes all shots fired at it to subtract 20 from die rolls for bullet use against vehicles.

The agents' tickets are for a landing point at the south city limit of Budapest, about two kilometers east of the highway. Pictorial signs direct them to the road.

E3 BORDER CHECKPOINT: Udvar is 180 kilometers south of Budapest. For details on the customs search and identification check, see the BORDER CROSSINGS section of the SPECIAL NOTES. The checkpoint consists of a guardhouse with a gate crossing the road. When motorists approach the gate, they are diverted into one of three lanes. Border guards from both countries will approach the car.

There is a good volume of traffic passing through Udvar, so there is a fairly large staff of customs officers (N45-N55). The Hungarian guard captain, Ferenc Alvor (N45) and his men do their jobs thoroughly but with courtesy and a minimum of delay. The courtesy and promptness usually come through, but the thoroughness depends on the time of day. Peak hours for crossings are from 8:00 a.m. to 11:00 a.m. and from 3:00 p.m. to 7:00 p.m. The inspections are mere formalities at these times. The slowest period is from 9:00 p.m. to 4:00 a.m., and the guards are inclined to be suspicious of travelers at these hours—very thorough inspections are the rule then.

If the agents follow their instructions, they will ask to speak to Imre Karnis, who is one of the guards. Karnis (N46) is an associate of Laszlo, the hotel concierge; the note will identify the agents to him as people to be helped. He will wave them through the checkpoint after making a sham inspection, and tell his counterpart on the Yugoslav side of the border that all is well with the agents' car, and tell the agents that if they should happen to visit Sarajevo the Europa Hotel is the best place to stay.

If the imposter (N00) is with the agents, he will attempt to attract the border guards' attention by shouting, brandish-

ing a weapon, or even firing it, if he has one. If he succeeds, he will announce that he is a Russian official being taken across the border against his will. If he does not succeed in his attempt, the agents can continue. Karnis will help them get through if he can, but will not jeopardize his own position—if duty requires him to shoot at the agents, he will shoot to miss. However, he will assist in their arrest, apologizing for the necessity of doing so if he gets a chance for a private word with one of them.

Ivo Krasboric (N56), one of the Yugoslav border guards, is an informant for the Soviets, reporting regularly through contacts in Hungary—Soviet activity in Yugoslavia is not as open as it is in other Communist countries. The other Yugoslav border guards (N57-N66) are simply hardworking civil servants. Krasboric has received instructions to watch for Lerekhov and the agents' car and report without interfering if he sees it. Thirty minutes after the agents enter Yugoslavia, five teams of Soviet agents (N67-N82), four to a car, will enter the country at the following border crossings: Bregovo (N67-N70); Barcs (N71-N74); Udvar (pursuit from hotel); Moravita (N75-N78) and Vrska Cuka (N79-N82). The cars will converge on Sarajevo, following Krasboric's information, at an average speed of 60 kph. The whole Soviet operation will be directed by radio from the Udvar car by the senior GRU agent from the hotel.

NOTE: If the Soviets catch up to the agents in Yugoslavia, they will no longer enjoy the same freedom of action they do in the Soviet Bloc countries, and will not close in unless it looks as if Lerekhov will be placed beyond their reach (i.e. on a commercial flight, etc.). They will soon realize that the agents will need outside help, and will hold back in hopes of neutralizing the assistance. If any agents decide to check to see if they are being watched or followed, use the highest **Perception value of the agents. The agents' chance of shaking off pursuit is equal to the driver's chance of deactivating a trap with a percentage rating of 65. If the followers are spotted, their reaction will depend on the agents' actions. They will not open fire unless the agents fire first or are about to shake off the pursuit, preferring instead to follow them to their rendezvous. This procedure will be followed by the Soviets in Sarajevo, Titograd, and the points in between; as noted, they can no longer act with impunity.

E4 EUROPA HOTEL: When the agents arrive at the Europa Hotel in Sarajevo, a message will be waiting for the person who registers. It is a telegram which reads:

"Your tour might be canceled. Call 012057 and ask to have arrangements made for lodging and transport."

Chernopas

When the number is called a voice on the other end of the line will ask for the name of the person who referred them to their current lodging. On mentioning the name Imre Karnis, the following message will be given:

"Listen carefully and don't interrupt. The Eastern European Travel Agency wants to cancel your trip. Arrangements have been made to continue. Find your way to the travel agent at 83 Cheterdesetva Street in Titograd. The doorbell signal is two short rings and one long. A man will answer the door and ask for news of his American relatives. Say 'The Wolfman says your uncle's business is doing well.' He will help you. Take care. The roads may soon be unfit to travel."

E5 THE HOUSE IN TITOGRAD: Titograd is a small town in the province of Montenegro (*Crna Gora*). On the west end of the town the agents will find Cheterdesetva Street. At house number 83 a man named Ivan will ask for news of his American relatives and admit the agents on receiving the proper reply. Ivan will tell them that they can talk freely in his house, and ask whether they had any trouble on the road.

Ivan (N83) is a contact for a pro-West underground organization called the Spirit of Crna Gora which is preparing to start or assist a future pro-West revolution. They are supplied with money and weapons from a variety of sources, mainly Yugoslavian emigrants living in the West, and will provide the agents with all the equipment they will need for the final escape.

A friend of Ivan's will dispose of the agents' car while the word is passed to make preparations. At midnight, the agents will be taken by car to a point on the coast where the Spirit has a hidden boat landing.

E6 THE BEACH HOUSE: Forty kilometers from Titograd, on the road that passes along the Adriatic coast, a ruined house stands on a low hill near some seaside cliffs. The house has no roof and has several gaps in the walls. A hidden (50/—) opening in the floor leads to tunnels where arms are stored and to a cave with an opening concealed by bushes and rocks, which opens on the beach. This is a meeting place for the Spirit of Crna Gora.

The weapons stored here are 7.62mm FAL assault rifles (w) with ammunition—for all practical purposes there is an unlimited arms supply—and grenades.

Shortly after midnight, the agents and Lerekhov will be smuggled out of Ivan's home in the back of a truck and brought to this house. Here they will wait for a boat which is coming across the Adriatic Sea from Italy.

At 2.00 A.M., five cars speed up the road; their engines have sound shielding and are almost noiseless, and their lights are out. They skid to a stop near the house, and four men get out of each car and take up positions at the roadside. (See the positions marked on the Admin's Tactical Map). They are all armed with 7.62mm AKM assault rifles (x) and **7.62mm Model 52 self-load pistols. These men are the Soviet agents in pursuit of the ISB team. The Soviets carry 120 rifle rounds and 40 pistol rounds each, and more ammunition is stored in the cars; because of this, hits on the cars will score at +30 on the EXPLOSIVE USE AGAINST STATIONARY VEHICLES CHART and +10 on the BULLET USE AGAINST VEHICLES TABLE in the TOP SECRET rule book.

Twenty-five members of the Spirit (N85-N110) deploy to defensive positions near the house to defend the agents; the Soviets start a firefight, and the agents are told to leave while the Spirit covers their retreat. A stone platform in the southeast corner of the house is a lid covering a well. Metal rungs have been placed in the sides of the well shaft, which descends 60 feet to a cave which opens on the beach.

A raft has been prepared and is waiting in the cave; it is similar to an inflatable survival raft but is composed of solid foam and will not sink if punctured. It contains six life jackets, a waterproof flashlight, a flare pistol, and four oars. The Spirit members in the cave will signal the boat, which will return a single flash of light to show its position. The agents will be given a recognition code to use with the flashlight to signal the boat from the raft. Once the agents manage to get to the boat, their safe arrival in Italy is assured.

SPECIAL NOTES (Priority D)

Several rules have been used in this module which do not appear in the TOP SECRET rulebook. These are additions which have been made to fit this module and are not part of the official TOP SECRET rules. However, Administrators may use them in situations where they are appropriate.

SECONDARY PERSONAL TRAIT: Observation

Observation = (Willpower + Knowledge)/2.

This trait reflects the agent's ability to notice and remember events and details. An agent with a high Observation score has sharp senses, an acute memory, pays close attention to the details of his surroundings, and has an "internal clock" that allows him to keep track of the passage of time. Agents with Observation values above 100 have "photographic memories" and a sense of direction that functions even indoors or at night. They seldom get lost and can easily retrace their paths through mazes. All the senses are used in Observation and hampering those senses may lower the Observation score. An agent's Observation score cannot be increased by use of telescopes, magnification devices, or amplifiers.

(A player must inform the Admin each time an attempt is made to use the agent's Observation trait.)

TERTIARY PERSONAL TRAIT: Perception

Perception = (Courage + Observation)/2.

Perception is a trait used to detect boobytraps, hazards, camouflaged or concealed items, forgeries, counterfeits, and coded messages. It is also used to spot pursuing agents, disguised persons, the carrying of concealed weapons, lying, and cheating at games of chance.

Agents with high Perception values have a special sense for danger or that something is not right.

(A player must inform the Admin each time an attempt is made to use the agent's Perception trait.)

BUSINESS/INDUSTRY AOK

A character with this AOK will know how to manage personnel, materials, equipment, and procedures intended for the commercial production of products or services. The character knows how to buy raw materials needed for business use. The character is able to manage a business (the exact type of business is determined by the other AOKs the character has.)

BLACKMAIL

Blackmail used against NPCs can take a number of forms, but generally requires that the blackmailer have some incriminating evidence against the contact. When blackmail is brought to bear, compare the two characters' Willpower traits and use the CONTACT REACTION TABLE in the TOP SECRET rulebook.

7.62mm MODEL 52 SELF-LOAD PISTOL (Czech.)

The 7.62mm Model 52 self-load pistol is made in Czechoslovakia. Its specifications are as follows:

PWV = 45; PB = 0; S = –45; M = –135; L = X; WS = F; ; RATE = 1; AMMO = 8 COST = N/A; DECEP = –12; A = 7; C = 1; F = 5; P = 3; R = 6; HWV = 4

In this module, the 7.62mm Model 52 is the usual sidearm of AVB, GRU, and KGB agents.

BORDER CROSSINGS

Whenever characters cross a border, there will be formalities concerning inspection of their documents and posessions; at public transport stations, this is handled at the gates. Luggage is checked as it is put on or taken off, documents are inspected and stamped with the entry or departure date at the appropriate gate. On trains or river boats, for which the point of entry is not the disembarking point for all the passengers, the vehicle is usually boarded by customs officials for inspection. Cars are stopped at border checkpoints.

The type of crossing the agents in Operation: FASTPASS are most likely to encounter is the road checkpoint. Here, depending on the volume of traffic, the road will separate into several lanes, each barred by a gate. Inspectors from both countries will approach the car, ask for a declaration form for items being taken out, and check each person's passport and other travel documents. These documents may include weapons permits, diplomatic identification, international driver's licenses, visas and health certificates (generally only required in case of epidemics).

When players cross a border, ask them what they are carrying, and what they will declare to the inspectors and what they will attempt to conceal. In case of irregularities, the inspectors' reactions will be as follows:

Item	Import or Export
Food, tobacco, liquor, perfume, etc., in excess of limit	A
Illegal drugs	B,C,D
Weapons, specialized (espionage) equipment. (Some weapons may be allowed with permits	B,C,D
Undesirable literature	C
Other goods	A,B
Currency	B*

Results

A—Tax charged on amount over limit; failure to pay tax results in confiscation

B—Confiscation of goods

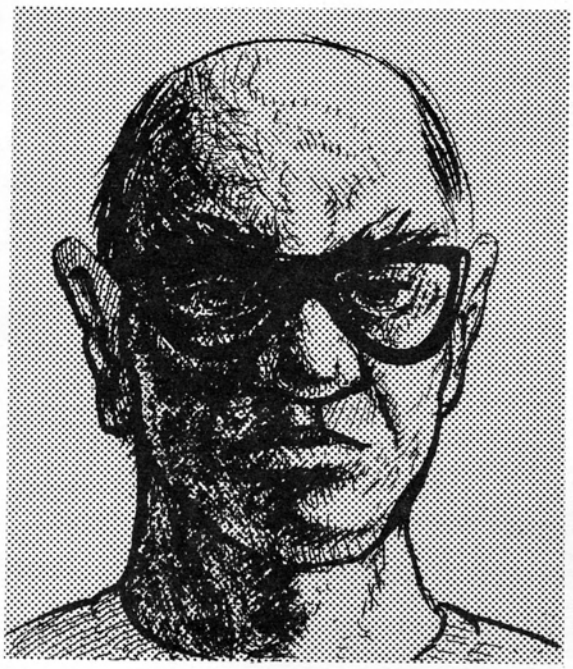
C—Detention for investigation

D—Arrest for formal charges

*Some countries may allow excess currency to be exchanged at the entry points.

Border guards are armed with carbines (use weapons code m). If a car attempts to drive away from or crash through a checkpoint, one or more guards will fire a warning shot. If the car does not stop, guards from both countries will open fire, then pursue if the car does not stop. One or two jeeps, with two guards from each side, will give chase while the remaining guards relay a description of the offenders to police stations further along the road. Within 15 minutes, roadblocks will be set up along the main roads within 30 kilometers of the checkpoint. Secondary roads in the same area will be covered within 20 minutes.

If and when the car is brought to a halt, the occupants will be arrested and held for questioning. They, the car, and all the articles in the car will be subjected to a thorough search. If the agents are caught under these circumstances, the mission will have failed.



Lt. Col. Stefan Gorkiy

AGENT LIST FOR OPERATION: FASTPASS

Phys. Strength: PS	Coordination: CD	Movement Value: MV
Charm: CH	Offense: OF	Life Level: LL
Willpower: W	Deception: DP	Hand-to-Hand Combat: HTH
Courage: C	Evasion: EV	Surprise Value: SV
Knowledge: K	Deactivation: DA	

ABBREVIATIONS FOR LANGUAGES SPOKEN BY AGENTS

Bulgarian (BU)	Friulian (FU)	Polish (PO)
Czech (CZ)	Georgian (GA)	Rumanian (RM)
Danish (DA)	German (GE)	Russian (RU)
Dutch (DU)	Greek (GK)	Serbo-Croatian (SC)
English (EN)	Hungarian (HU)	Spanish (SP)
French (FR)	Ukranian (UK)	

Note: Asterisks (*) mark the character's native language

AVB AGENTS

AGENT: Pal Bugycsum CODE: AVB1 SEX: Male HANDED: Right

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
62	42	61	87	81	41	64	65	42	61	164	12	104	107

LANGUAGES: EN 85 HU: *88 RU: 71

HT: 5'10" AGE: 32 COUNTRY: Hungary GLASSES: N

AGENT: Janos Csukay CODE: AVB2 SEX: Male HANDED: Right

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
58	40	62	84	38	91	88	62	66	65	211	12	124	128

LANGUAGES: HU: *81 RU:40

HT: 5'10" AGE: 23 COUNTRY: Hungary GLASSES: N

AGENT: Tibor Marvany CODE: AVB3 SEX: Male HANDED: Right

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
74	77	41	42	90	47	45	60	62	69	162	12	136	122

LANGUAGES: EN 84 GE: 41 HU: *93 RU: 87

HT: 6'1" AGE: 33 COUNTRY: Hungary GLASSES: N

AGENT: Mor Orlesz CODE: AVB4 SEX: Male HANDED: Right

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
76	70	64	92	62	43	68	81	57	53	183	14	133	138

LANGUAGES: HU: *87 RU: 63 SC: 87

HT: 5'11" AGE: 29 COUNTRY: Hungary GLASSES: N

Orlesz is from the south of Hungary and very familiar with the territory around Pecs, Siklos, and Mohacs.

AGENT: Laszlo Zoller CODE: AVB5 SEX: Male HANDED: Right

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
97	46	97	77	45	41	59	62	44	43	235	19	141	106

LANGUAGES: HU: *87 RU: 56

HT: 6'2" AGE: 30 COUNTRY: Hungary GLASSES: N

GRU AGENTS

AGENT: Yuri Bulgiadze CODE: GRU1 SEX: Male HANDED: Left

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
84	42	74	90	52	73	82	66	58	63	231	16	142	124

LANGUAGES: GA: *87 PO: 85 RU: 87

HT: 6'0" AGE: 29 COUNTRY: USSR (Georgian SSR) GLASSES: Y

AGENT: Stefan Gorkiy CODE: GRU2 SEX: Male HANDED: Left

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
92	31	95	83	51	31	57	57	31	41	218	19	123	88

LANGUAGES: PO: 80 RU: 75 UK: *83

HT: 6'2" AGE: 42 COUNTRY: USSR (Ukranian SSR) GLASSES: Y

Stefan Gorkiy (The Butcher) is a ruthless, almost savage operative who will not tolerate the slightest trace of incompetence in the operatives who work for him. He has a fearsome temper and will not hesitate to use extreme measures. His opinion of the KGB is not mentionable even in impolite company. Any agent encountering Gorkiy will immediately recognize him and should avoid confronting him unless Gorkiy can be easily and permanently taken out of the picture.

AGENT: Igor Lemsky CODE: GRU3 SEX: Male HANDED: Left

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
49	94	41	75	78	48	62	85	71	63	138	9	120	156

LANGUAGES: EN: 89 HU: 50 RU: *89

HT: 5'11" AGE: 30 COUNTRY: USSR (Russian SFSR) GLASSES: N

AGENT: Ivar Zchanichii CODE: GRU4 SEX: Male HANDED: Right

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
42	35	68	52	95	81	67	44	58	88	191	11	100	102

LANGUAGES: EN: 86 FR: 42 GE: 69 RU: *92

HT: 5'11" AGE: 28 COUNTRY: USSR (Russian SFSR) GLASSES: N

KGB AGENTS

AGENT: Tatiana Budiakov CODE: KGB1 SEX: Female HANDED: Left

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
31	98	50	42	83	88	65	70	93	86	169	8	124	163

LANGUAGES: EN: 68 FR: 84 HU: 84 RU: *84

HT: 5'3" AGE: 26 COUNTRY: USSR (Russian SFSR) GLASSES: N

AGENT: Irina Galina CODE: KGB2 SEX: Female HANDED: Right

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
65	93	43	50	83	99	75	72	96	91	207	11	161	168

LANGUAGES: CZ: 59 EN: 81 HU: 60 RU: *85

HT: 5'4" AGE: 27 COUNTRY: USSR (Russian SFSR) GLASSES: N

AGENT: Timofey Minshcheskevich CODE: KGB3 SEX: Male HANDED: Left

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
87	68	47	71	84	45	58	70	57	65	179	13	144	127

LANGUAGES: EN: 93 HU: 76 PO: 41 RU: *95

HT: 6'0" AGE: 29 COUNTRY: USSR (Russian SFSR) GLASSES: N

AGENT: Feodor Petrovskii CODE: KGB4 SEX: Male HANDED: Right

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
38	100	43	51	100	65	58	76	83	83	146	8	121	159

LANGUAGES: EN: 88 FR: 85 HU: 65 RU: *90

HT: 6' 1" AGE: 28 COUNTRY: USSR (Russian SFSR) GLASSES: Y

AGENT: Dmitri Simrioskiy CODE: KGB5 SEX: Male HANDED: Left

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
70	75	45	48	72	89	69	62	82	81	204	12	152	144

LANGUAGES: EN: 43 HU: 71 RU: *91

HT: 5' 8" AGE: 27 COUNTRY: USSR (Russian SFSR) GLASSES: N

ISB AGENTS

AGENT: Roger Corbett CODE: ISB1 BUREAU: Assassination

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
40	80	65	71	68	82	77	76	81	75	187	11	121	157

LANGUAGES: EN: *84 FR: 48 GE: 65

HT:5' 9" AGE: 30 COUNTRY: Canada GLASSES: N

Areas of Knowledge: Transportation Engineering
Mathematics/Accounting
Military Science/Weaponry

Equipment: Sporting shotgun w/permit (weapon code aa)
Hunting knife w/permit (weapon code jj)
Bugging detector concealed in watch (70% chance to detect and has a range of three meters)

Roger Corbett is an enthusiastic hunter, and carries the sporting weapons wherever he goes. He has a tendency to be trigger-happy, and needs to be restrained from time to time.

AGENT: Nicole Fouret CODE: ISB2 BUREAU: Investigation

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
55	77	66	56	76	95	76	67	86	86	216	12	141	153

LANGUAGES: FL: *85 FR: 85 EN: 63 RU:58

HT: 5' 7" AGE: 31 COUNTRY: Belgium GLASSES: N

Areas of Knowledge: Medicine/Physiology
Law

Equipment: Tape recorder with remote wireless microphone (disguised as stereo player— transmitting range 60 meters)
Hypodermic needle, insulin ampules, insulin prescription

Nicole Fouret is not actually a diabetic; some of the ampules she carries can be filled with other drugs—truth serum, poisons, etc. She is competent, beautiful, and efficient.

AGENT: Kristin Hansen CODE: ISB3 BUREAU: Investigation

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
64	91	67	62	98	77	70	77	84	88	208	13	148	161

LANGUAGES: DA: *87 EN: 80 GE:80 RU:78

HT:5' 3" AGE: 23 COUNTRY: Denmark GLASSES: N

Areas of knowledge: Psychology
Chemistry
Geography

Equipment: Makeup kit (disguised as cosmetics)
Bugging detector in pen (65% chance to detect with a range of three meters)

Kristin Hansen is a generally competent agent, but she has a tendency to be emotional and sympathize with the people she contacts.

AGENT: Anders Jensen CODE: ISB4 BUREAU: Confiscation

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
92	91	80	78	69	75	78	85	83	72	247	17	175	168

LANGUAGES: EN 83 GE: 89 NO: *89

HT: 5'10" AGE: 26 COUNTRY: Norway GLASSES: N

Areas of Knowledge: Economics/Finance
Mathematics/Accounting
Home Economics

Equipment: Lockpick set (concealed in hairbrush handle)

Anders Jensen appeals to women — and he knows it. This has a tendecny to interfere with his work, but he recognizes his to the agency and places that above all of his other affairs. He does not like to kill, but is cold and efficient about it when he is required to.

AGENT: Ibolya Kartesc CODE: ISB5 BUREAU: Assassination

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
66	79	84	100	97	49	75	90	64	73	199	15	130	154

LANGUAGES: HU: *91 EN: 90 RU: 86 SC: 73

HT: 5' 6" AGE: 32 COUNTRY: USA/Hungary GLASSES: N

Areas of Knowledge: Education/Indoctrination
World History/Current Affairs
Military Science/Weaponry

Equipment: Bugging detector in calculator (50% chance to detect over a range of 4 meters)

Agent Kartesc's family was killed in the revolt mentioned in the notes on the AVB. A young girl at the time, she escaped with another relative and has dedicated her adult life to working against the Soviets in retaliation for the death of her family.

AGENT: George Nielsen CODE: ISB6 BUREAU: Confiscation

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
62	66	95	91	54	99	95	79	83	77	256	16	145	162

LANGUAGES: EN: *88 GE: 61

HT: 6' 0" AGE: 22 COUNTRY: USA GLASSES: Y

Areas of Knowledge: **Business/Industry
Construction/Civil Engineering
Architecture

Equipment: Instant-developing camera (film is available in Hungary)
Binoculars

Agent Nielsen is the closest thing the ISB has to the ideal agent—efficient, dedicated, unconcerned with anything besides the mission. He will risk life and limb (his own or anyone else's) to insure the mission's success.

AGENT: Salvatore Salberio CODE: ISB7 BUREAU: Assassination

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
81	78	63	65	81	77	71	72	78	79	221	14	159	150

LANGUAGES: EN: 41 FU: *87 IT: 77 SC: 68

HT: 5'11" AGE: 25 COUNTRY: Italy GLASSES: N

Areas of Knowledge: Physical Education
Military Science/Weaponry
Political Science/Ideology

Equipment: Bugging Detector in electric shaver (80% chance to detect with a range of 3 meters)
.22 caliber ball-point pen pistol (weapon code a)

Agent Salberio is quick-tempered and has an itchy trigger finger. He is outwardly suave and ingenious, but seems to enjoy his work for the Assassination Bureau—a fact which worries his fellow agents.

AGENT: Brit Stowles CODE: ISB8 BUREAU: Investigation

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
95	92	73	55	42	96	76	74	94	69	264	17	189	168

LANGUAGES: EN: *88 FR: 86

HT: 5' 5" AGE: 22 COUNTRY: UK (England) GLASSES: N

Areas of Knowledge: Medicine/Physiology
Biology/Biochemistry
Physical Education

Equipment: Medical Technician's License
First Aid Kit, including scalpels, bandages & hypodermic syringe

Brit Stowes is a quick-change artist. She can make herself look plain and inconspicuous or devastatingly attractive, and make the change with very little time or material.

AGENT: Karl van der Gaap CODE: ISB9 BUREAU: Confiscation

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
65	80	43	46	77	96	71	63	88	87	204	11	153	151

LANGUAGES: DU: *98 EN: 95 GE: 71 HU: 51

HT: 5' 9" AGE: 31 COUNTRY: Netherlands GLASSES: N

Areas of Knowledge: Fine Arts
Botany
Home Economics

Equipment: Tape recorder with telephone tap, remote microphone (disguised as music player transmitting range: 10 meters)
Sketchpad and artist's tools, with a lockpick set hidden in the supplies.

Karl van der Gaap is extremely dexterous. He is extremely clever with his hands, and is an accomplished musician, artist, and break-in specialist.

AGENT: Holger Weber CODE: ISB10 BUREAU: Investigation

PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
73	40	63	55	100	75	65	48	58	88	211	14	131	106

Languages: EN: 87 GE: *93 HU: 79 RU: 82

HT: 5'11" AGE: 25 COUNTRY: West Germany GLASSES: N

Areas of Knowledge: Photography
Chemistry

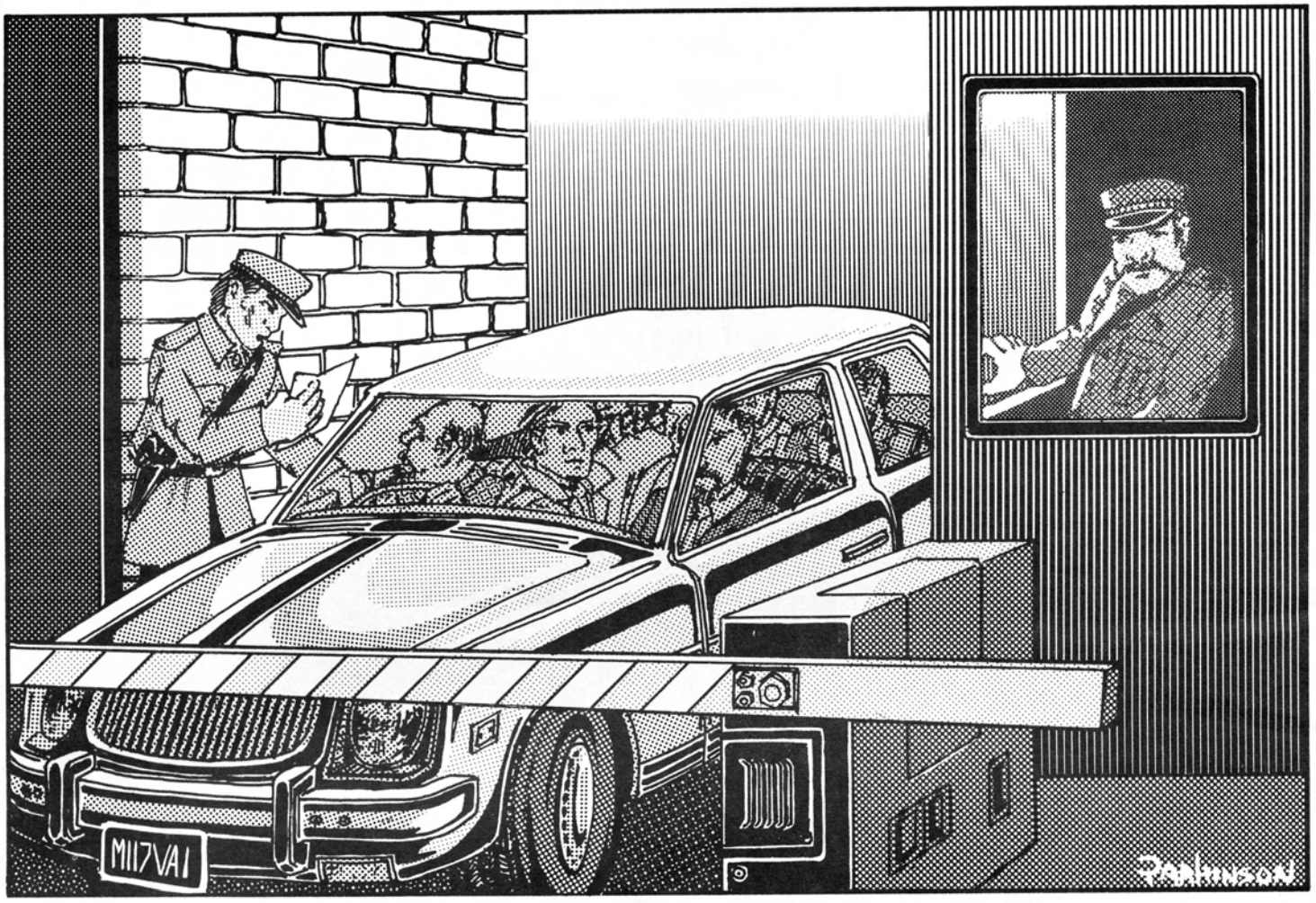
Equipment: Camera & assorted lenses
100 foot roll of photo film; Developing kit
Light meter w/bugging detector (80% chance to detect over a 2 meter range)

Agent Weber is an accomplished photographer and his pictures, displayed under a false name, are well-known in the world of photography. If he has a fault, it is that he has a tendency to get wrapped up in his cover.

NON-PLAYER CHARACTERS

CODE	PS	CH	W	CO	K	CD	LL	S	H	LANGUAGES
N00	31	66	51	68	72	33	8	M	R	EN 58 FR 49 GE 91 RU*93
N 0	44	71	89	91	100	75	13	M	R	EN 44 FR 75 GE 81 RU*95
N 1	48	52	46	34	44	52	9	M	R	EN*85
N 2	39	54	35	52	47	45	7	F	R	EN*81
N 3	53	75	45	58	59	74	10	F	L	EN*89 FR 67
N 4	50	55	71	75	40	76	12	M	R	EN*88 SP 55
N 5	57	62	75	80	99	60	16	M	R	EN 87 FR 80 GE 80 RU*87
N 6	35	30	43	92	44	47	8	M	R	EN*86 GE 40
N 7	76	69	59	65	89	77	14	M	L	EN*86 FR 50 GE 75 RU 66
N 8	62	70	75	82	71	48	14	M	R	EN 65 HU*95 RU 75
N 9	66	75	23	74	91	55	8	M	R	EN 77 GE 62 HU*91 RU 75
N10	73	72	67	61	55	79	14	M	R	FR 72 HU*83 RU 65
N11	78	90	67	58	86	62	14	F	L	EN 76 FR 46 GE 75 HU*91
N12	75	98	32	27	75	22	10	F	R	EN 88 GE 45 HU*93 RU 80
N13	75	60	37	59	83	49	11	M	R	FR 75 GE 78 IT 66 HU*89
N14	80	90	73	27	66	72	15	M	R	GE 67 HU*84 RU 50
N15	78	67	40	57	87	94	11	M	R	EN 78 GE 67 HU*84 RU 75
N16	31	89	72	52	97	85	10	F	L	EN 65 FR 76 HU*84
NI7	19	76	59	48	86	66	7	F	R	FR 63 HU*87 RU 81
N18	29	84	74	76	44	89	10	M	R	GE 81 HU*89
N19	18	94	27	64	55	56	4	M	R	EN 75 FR 64 HU*81
N20	69	56	80	34	37	98	14	M	L	HU*79 RU 68
N21	69	27	37	50	97	51	10	M	R	EN 78 FR 81 GE 71 HU*92
N22	82	77	58	58	98	66	14	M	R	EN 75 FR 82 GE 50 HU*85
N23	17	81	33	27	51	84	5	M	L	EN 46 FR 76 HU*80
N24	39	36	30	48	77	70	7	M	R	FR 80 GE 60 HU*81
N25	36	56	31	26	78	78	7	M	R	FR 72 HU*80 RU 68
N26	29	72	27	44	75	67	6	F	R	EN 75 FR 75 GE 80 HU*85
N27	40	58	53	50	95	76	9	F	R	EN 75 HU*89 SC 77 RU 81
N28	20	50	37	36	86	24	6	M	R	HU*88 PO 77 RU 78 SP 68
N29	39	92	65	24	73	66	11	M	L	EN 74 FR 64 HU*85 RU 53
N30	21	90	29	15	31	90	5	F	R	EN 31 HU*78 RU 56
N31	30	82	31	32	67	48	6	F	R	EN 78 FR 41 HU*82
N32	82	32	29	42	49	47	11	M	R	HU*88 RU 82
N33	97	57	56	60	79	22	16	M	R	GE 55 HU*80 RU 65
N34	86	54	72	57	45	35	16	M	L	HU*75 RU 60
N35	17	15	41	27	60	25	5	M	R	EN 77 GE 78 HU* 84
N36	57	97	56	60	79	22	11	F	R	FR 75 HU*92 RM 78 RU 83
N37	51	27	70	67	32	34	12	M	R	HU*90 RU 83
N38	33	53	56	32	70	94	8	M	L	FR 74 GE 82 HU*89
N39	76	23	78	57	17	58	15	M	R	HU*81
N40	75	54	74	38	18	29	14	M	R	HU*75
N41	34	72	42	65	46	65	7	M	R	GE 65 HU*80
N42	87	25	49	88	27	61	13	M	R	HU*85 RU 55
N43	61	70	52	96	71	100	11	M	L	FR 85 HU*90 SC 80
N44	93	41	25	87	94	83	11	M	R	FR 80 HU*90 SC 60 RU 75
N45	80	68	66	19	82	66	14	M	R	EN 81 GE 75 HU*92 RU 50
N46	41	91	18	82	83	73	5	M	R	FR 73 HU*85 IT 70 SC 63
N47	36	69	70	51	57	43	10	M	R	GK 64 HU*91 SC 76
N48	85	66	70	72	30	19	15	M	R	HU*85 SC 76
N49	65	18	40	79	67	68	10	M	R	GK 74 HU*89 SC 77
N50	77	55	72	29	96	90	14	M	R	GE 85 HU*91 RU 68 SC 80

N51	66	80	17	65	89	26	8	M	L	FR 66 EN 86 HU*89 SC 77
N52	93	50	71	82	91	35	16	M	R	GE 75 HU*80 IT 70 RU 65
N53	66	55	61	90	91	17	12	M	R	BU 66 GE 77 HU*88 SC 71
N54	62	25	77	81	98	80	13	M	R	FR 75 EN 63 HU*83 SC 68
N56	70	67	36	17	65	16	10	M	L	HU 67 SC*81 RU 75
N57	53	28	72	49	55	52	12	M	R	GK 75 HU 50 SC*79
N58	66	45	70	83	26	44	13	M	R	HU 65 SC*82
N59	92	71	75	67	66	60	16	M	R	EN 75 HU 71 SC*83
N60	95	26	70	66	84	36	16	M	R	GE 75 HU 55 RU 74 SC*88
N61	19	46	48	70	95	26	6	M	R	BU 80 HU 66 IT 71 SC*85
N62	30	65	68	47	57	55	9	M	R	EN 77 GE 62 SC*86
N63	78	94	72	65	54	66	15	M	R	FR 88 HU 72 SC*91
N64	68	67	47	45	76	19	11	M	L	CZ 75 FR 66 GE 76 SC*81
N65	69	92	41	98	66	56	11	M	R	HU 63 RM 71 SC*92
N66	73	68	66	75	82	78	13	M	R	EN 71 HU 60 RU 75 SC*88
N67	61	68	94	40	18	95	15	M	R	RU*79
N68	84	71	17	38	29	28	10	M	R	HU 65 RU*83
N69	62	70	86	16	37	39	14	M	R	HU 75 RU*80
N70	48	44	72	29	70	76	12	M	R	GE 61 HU 83 RU*83
N71	71	85	71	92	61	85	14	M	R	FR 75 RM 81 RU*83
N72	88	61	20	78	39	66	10	M	R	RM 79 RU 76 UK*89
N73	94	68	67	62	84	68	16	M	R	FR 65 EN 68 RM 81 RU*89
N74	96	69	100	76	39	100	19	M	L	EN 78 GE 88 RM 71 RU*91
N75	49	66	42	45	70	80	9	M	L	BU 78 FR 71 RU*88
N76	56	68	74	69	46	100	13	M	R	GE 71 RU*81
N77	21	86	30	23	67	65	5	M	R	RU 88 SC 75 UK*93
N78	26	57	69	87	26	31	9	M	R	BU*66 RU*81
N79	72	99	24	61	70	16	9	M	R	BU 81 HU 61 RU*88
N80	68	70	77	53	28	83	14	M	R	BU 75 RU*80
N81	80	40	54	96	96	67	13	M	R	BU 81 RM72 RU*93 SC 89
N82	63	43	66	21	27	20	12	M	R	BU 75 RU*78
N83	27	63	83	77	97	39	11	M	R	EN 79 GE 64 RU 81 SC*93
N84	100	44	85	70	78	81	19	F	R	EN 71 GE 65 HU*90 RU 80
N85	91	25	67	96	66	66	15	M	R	RU 45 SC*89
N86	32	81	31	49	45	83	6	M	R	SC*78
N87	36	65	53	68	65	55	8	M	L	SC*83
N89	68	40	75	71	55	55	14	F	R	SC*88
N90	32	72	52	29	83	25	8	M	R	EN 53 SC*84
N91	17	73	69	24	63	99	8	F	L	IT 64
N92	24	66	65	67	85	73	8	M	L	SC*80
N93	65	77	96	76	17	80	16	M	R	SC*86
N94	16	67	78	70	66	43	9	M	R	GK 73 SC*79
N95	98	75	99	47	100	68	19	M	R	BU 64 EN 68 RU 71 SC*95
N96	61	66	22	71	63	69	8	M	R	SC*85
N97	58	64	41	81	64	63	9	M	R	RU 46 SC*89
N98	62	72	76	63	25	33	13	M	R	SC*85
N99	67	67	78	92	65	64	14	M	L	GK 49 SC*98
N100	69	39	97	98	46	40	16	M	R	SC*92
N101	72	71	22	71	63	96	9	F	R	SC*78
N102	68	78	60	54	89	26	12	M	R	SC*84
N103	97	52	87	39	71	75	18	M	R	SC*78
N104	70	95	93	78	92	86	16	M	R	SC*87
N105	16	47	26	20	59	72	4	M	L	SC*74
N106	35	19	95	44	69	65	13	M	R	SC*85
N107	7	65	53	32	45	28	8	M	R	HU 75 SC*83
N108	61	65	23	61	89	68	8	M	R	SC*81
N109	71	64	39	39	67	38	11	M	R	SC*77
N110	99	66	78	81	56	44	17	M	R	IT 78 SC*87



NOTES ON COUNTRIES

The information in this section is intended only for TOP SECRET game play and is not official information. Travel regulations and exchange rates vary due to changes in international economic and political conditions.

Although the action in Operation: FASTPASS is intended to take place in Hungary and Yugoslavia, agents may attempt to cross the borders of other countries. In all countries, there will be an inspection of travel papers (passports, visas, customs declarations, currency checks, etc.) and a customs inspection. Most countries will allow travelers to bring in two liters of wine and one liter of liquor; up to 200 cigarettes or 250 grams of tobacco, and 50 grams of perfume. Most countries will also charge duty on items purchased within their borders—travelers should keep receipts for all purchases. On request, tourists can have a receipt for all their posessions filled out by officials when entering a country; this makes the departure inspection easier and insures that no excess duty will be paid upon departure.

Some countries impose limits on the amount of currency that can be brought in or taken out; excess currency will usually be confiscated at the border. In socialist countries, currency violations can be punished by jail terms, followed by deportation. These countries also have an active black market in currency exchange, with severe penalties for tourists if caught.

Socialist countries prohibit the importation of books or printed materials offensive to the state. The importation of firearms is usually prohibited. Photography is restricted; certain subjects are off limits to tourists.

In the list of countries that follows, the currency types, exchange rates, and import/export allowances are given, along with travel document requirements, customs particularities, and photographic restrictions. All other procedures run as given in the BORDER CROSSING section.

ALBANIA *(Republika Populore te Shqiperise)*

CAPITAL: Tirane
POPULATION: 2,200,000

Due to its alliance with the People's Republic of China, Albania is politically and socially isolated from the Warsaw Pact. Visas are issued only to groups of 15 or more, not to individuals. The agents in this module will be turned back at the border if they attempt to enter Albania.

AUSTRIA *(Bundesrepublik Osterreich)*

CAPITAL: Vienna (*Wien*)
POPULATION; 7,073,807

Austria is a popular tourist country, and the government does all it can to encourage travel and tourism. The native language is German.

CURRENCY: Austrian schilling (AS) divided into 100 groschen. Value: 13 AS/$1. Unlimited quantities of foreign currency or

Austrian schillings may be imported; Official export limit is 15,000 AS.

DOCUMENTS: Passport, no visa required for citizens of the U.S.A., UK, Canada, or members of the European Common Market.

CUSTOMS: Standard allowances (see above).

BULGARIA *(Narodna Republika Balgarija)*

CAPITAL: Sofia (*Sofija*)
POPULATION: 8,404,100

Bulgaria is one of the few Soviet Bloc countries in which the population does not seem to resent the government's ties to the Soviet Union. This alliance has significantly improved the general standard of living for the Bulgars compared to conditions before the communists took power. The national language is Bulgarian, a Slavic language written in the Cyrillic (Russian) alphabet.

CURRENCY: The leva divided into 100 stotinki. Value: 0.90 leva/$1. Foreign currencies may be freely imported and exported in unlimited quantities. No Bulgarian currency may cross the border but can be exchanged at crossing points, provided exchange receipts can be shown to prove the money was purchased by legal money exchange.

DOCUMENTS: Visas are not required for citizens of Austria and Scandinavian or Socialist European countries. Transit visas for crossing the country cost $9.00 at Bulgarian foreign embassies and are valid for 30 hours. Double transit (60 hours) and tourist entry visas cost $15.00. Visas must be arranged in advance and cannot be obtained at the border. Visas can be renewed in the country. Entering travelers will be issued a yellow immigration card which must be presented when departing.

CUSTOMS: Personal valuables such as jewelry, sporting equipment, radios, cameras, etc. may be brought in but should be recorded for re-export. No restrictions on liquor, wine or tobacco for personal use. Purchases made with foreign currency may be taken out duty-free with a receipt. Inspections for customs and currency are not excessively strict.

Photography: No photographs of government installations or military areas may be taken. The Black Sea coast cannot be photographed from offshore.

CZECHOSLOVAKIA *(Czechoslovenska Socialistika Republika)*

CAPITAL: Prague (*Praha*)
POPULATION: 14,388,603

Czechoslovakia consists of two united countries, the Czech and the Slovak Socialist Republics. The government is under close supervision by the Soviets since the uprising of 1968. The agents in the module cannot enter Czechoslovia; the border is sealed due to military maneuvers taking place within the country.

HUNGARY *(Magyar Nepkoztarsasag)*

CAPITAL: Budapest
POPULATION: 10,939,522

There is enough information on Hungary elsewhere in the module that no more need be given here. Hungarian (Magyar) is the national language; German, French, Russian and English are the most common second languages. Most people speak more than one.

CURRENCY: Forint (Ft.) of 100 fillers. Value: 25Ft/$1. There is no limit on the import of foreign currency, but only 100Ft in coin can be imported or exported.

DOCUMENTS: (See AGENTS' BRIEFING: TRAVELERS INFORMATION ON HUNGARY).

CUSTOMS: Sport guns with permits may be brought in; non-commercial gifts, such as souvenirs, and purchases made at government-run tourist stores may be exported duty-free.

Photography: No photographs of railroads or military zones are allowed.

ROMANIA *(Republica Socialista Romania)*

CAPITAL: Bucharest (*Bucuresti*)
POPULATION: 20,010,000

Romania is relatively free from Soviet interference, but has a rather strict government of its own. Romanian is the national language, with many speakers of Hungarian living in the region of Transylvania.

CURRENCY: The leu of 100 bani. Value: 12 lei/$1. Currency may be freely exchanged at favorable tourist rates in Romania. No lei may be imported or exported, but there are no restrictions on other currencies.

DOCUMENTS: Tourist visas are easily obtained at the border with no photo or application required. A fee of $6.50 is required for Canadian citizens and 1.3 pounds for British subjects; others are free.

CUSTOMS: Sport guns with permits are allowed; valuables such as cameras, radios and jewelry should be registered on entry. Gifts up to 1,000 lei in value may be taken out.

YUGOSLAVIA *(Socialisticka Federativna Republika Jugoslavija)*

CAPITAL: Belgrade (Beograd)
POPULATION: 20,351,000

Of all the communist nations in Europe, Yugoslavia is the least subject to Soviet influence. In Yugoslavia, workers manage the businesses they work for, which allows competition between rival organizations that produce the same goods or services. Yugoslavia is a country stitched together from six independent-minded and individualistic republics. The Dalmatian coast is a popular resort area, and the government actively encourages tourism. Four languages are spoken in Yugoslavia: Serbian (*Srpski*) and Macedonian, written in Cyrillic, and Croatian (*Hrvatski*) and Slovenian, written in Roman letters. There is little difference between Serbian and Croatian, and they are, for all practical purposes, the same, but it is preferred that regional variations be accommodated. Signs generally appear in both alphabets.

The regional language divisions are as follows:

Slovenian: spoken in Slovenia
Serbian: Spoken in Serbia (*Srbija*), Voyvodina, and Kosovo Mitohiyan
Croatian: Spoken in Croatia (*Hrvatskija*), Bosnia-Hercegovinia and Montenegro (*Crna Gora.*)
Macedonian: Spoken in Macedonia

The provinces are labeled on the map of Yugoslavia.

CURRENCY: The dinar, of 100 paras. Value: 28D/$1. Exchange rates are prominently posted in hotels, banks, and information offices; no import/export limits are given.

DOCUMENTS: Citizens of the U.S., Canada, Australia, New Zealand, EEC countries and most other European countries do not require visas.

CUSTOMS: Travelers over 16 may import 250 gr. of tobacco, one liter of liquor, and one-quarter liter of cologne. Valuables may be registered.

THE AGENCIES (Priority C)

There are a total of four agencies involved in Operation: FAST-PASS, one on the Western side and three on the Eastern side.

West: ISB (International Security Bureau)

The International Security Bureau is the agency whose agents are attempting to locate and remove Andrei Lerekhov from behind the Iron Curtain. The ISB is a multi-national agency and its personnel are given free rein to operate without interference from other Western agencies. The multi-national nature of the ISB lets it conduct operations without having to implicate any specific nation.

The ISB has six sections, each concerned with a different sphere of operations. Agents on this mission will be assigned to Section Mercury, the Eastern European Operations section.

East: KGB (*Komitet Gosudarstvennoye Bezopastnosti*-Government Security Committee)

The KGB, probably the most famous of the Soviet Union's espionage organizations, is present at all levels in all facets of Soviet life, and is kept under the rigid control of the Politburo so that it will not take over the government. It is responsible for most of the espionage and counter-espionage work in and out of the U.S.S.R. and is well known for subversion and blackmail of foreign personnel. The average "agent" of the KGB is actually a foreigner recruited by Russian agents, persons who have been bribed, urged into a grudge against their own government or persuaded into sympathy with the Soviets, or coerced by blackmail. They are sometimes taken to Russia or other Communist countries for training; they receive instructions from and take risks for the Russian contacts who direct them. The contacts, meanwhile, remain behind the scenes, always looking for new recruits, often enlisting young, promising people in hopes of their reaching a position where they will be useful. Their targets are students, tourists, enlisted men, or anyone who may someday, even many years in the future, serve the Soviet cause.

East: GRU (*Glavnoye Razvedyvatelnoye Upravleniye*—Chief Intelligence Administration of the General Staff)

The GRU is the espionage unit of Soviet military intelligence; its agents are military personnel. The KGB and GRU are often bitter rivals, with their agents sometimes working against each other just to give the other agency a black eye. Each side has an advantage in this situation: the GRU is part of the Red Army, which can support its operations, and it has more prestige in the Politburo; the KGB, on the other hand, has many agents working inside the GRU. The GRU's advantages work out a little better, so the KGB will do everything it can to cover up or correct a blunder before the GRU finds out and reports it to Moscow. Meanwhile, the GRU will do everything it can to make sure everything goes as planned (As far as the GRU is concerned, this is doubtful if the KGB is in charge). In Iron Curtain countries the GRU does have a slight operational advantage due to the typical presence of Red Army troops. In countries outside the Iron Curtain, the KGB, which trains it agents to operate as natives of the countries they're assigned to, can usually manage to stay ahead of the GRU. Agents of either agency are equally likely to defect to the West, especially if faced with a return to Moscow for a reprimand.

GRU agents are drawn from the ranks of the army, which, in turn, is composed of soldiers drawn from all areas and ethnic groups of the USSR. KGB agents, on the other hand, are mostly enlisted from the Russian Soviet Federated Socialist Republic, and are generally members of the Party elite, with connections to people already in the KGB. As a result, KGB agents have an air of superiority, and look upon the GRU as a group of bumbling rustics with all the charm and subtlety of a tank. The GRU, meanwhile, considers the KGB to be over-subtle to the point of comedy, tripping up over their own elaborate schemes. To a great extent this is true of the visible elements of the two agencies, but the hidden operatives of both outfits are wily professionals.

The Soviet espionage organizations do, however, have one serious handicap: their agents are trained so strictly in procedure that they are often unable to improvise techniques for dealing with unexpected situations. They often engage in secrecy for its own sake, and will ignore important items if they are not hidden, simply because they cannot conceive of such things being left unguarded.

East: AVB *Allami Vedelmi Batosag*—State Security Guard)

The AVB is the Hungarian Intelligence Service, in existence at the time of the establishment of the Hungarian Peoples' Republic and holding virtually all the country's civil authority during the period in which the communist regime consolidated its power. Like state police in all Iron Curtain countries, the AVB is subject to influence from the Soviet government and its agencies, particularly the KGB and GRU. Hungary is currently considered the most liberal nation of the Iron Curtain, and its citizens are not subjected to the intense surveillance from their own government that residents of its fellow Soviet Bloc countries are. However, this probably results in greater KGB/GRU activity in Hungary just to keep an eye on things. Members of the AVB, whatever their opinions, have little choice but to co-operate if called on to aid the Soviet agencies. They are especially wary of the GRU, who can get support from an estimated 50,000 Red Army troops stationed in Hungary. (In 1956 an attempt by Hungary to withdraw from the Warsaw Pact was swiftly repressed with Soviet military aid; many were killed or fled the country, and the government was purged. This episode greatly influences the attitude with which Hungarian officials treat Soviet agents and operations.) The AVB's motives for keeping order in the country are, in part, derived from a wish to preserve this atmosphere of relative liberty without inviting the imposition of more repressive measures from outside. However, Hungarians enjoy the relatively mild political climate in their country, and (except for Soviet sympathizers) would just as soon see the Russians fall flat and secretly applaud a successful thwarting of their plans.

DESIGNER: Philip Taterczynski
EDITOR: Edward G. Sollers

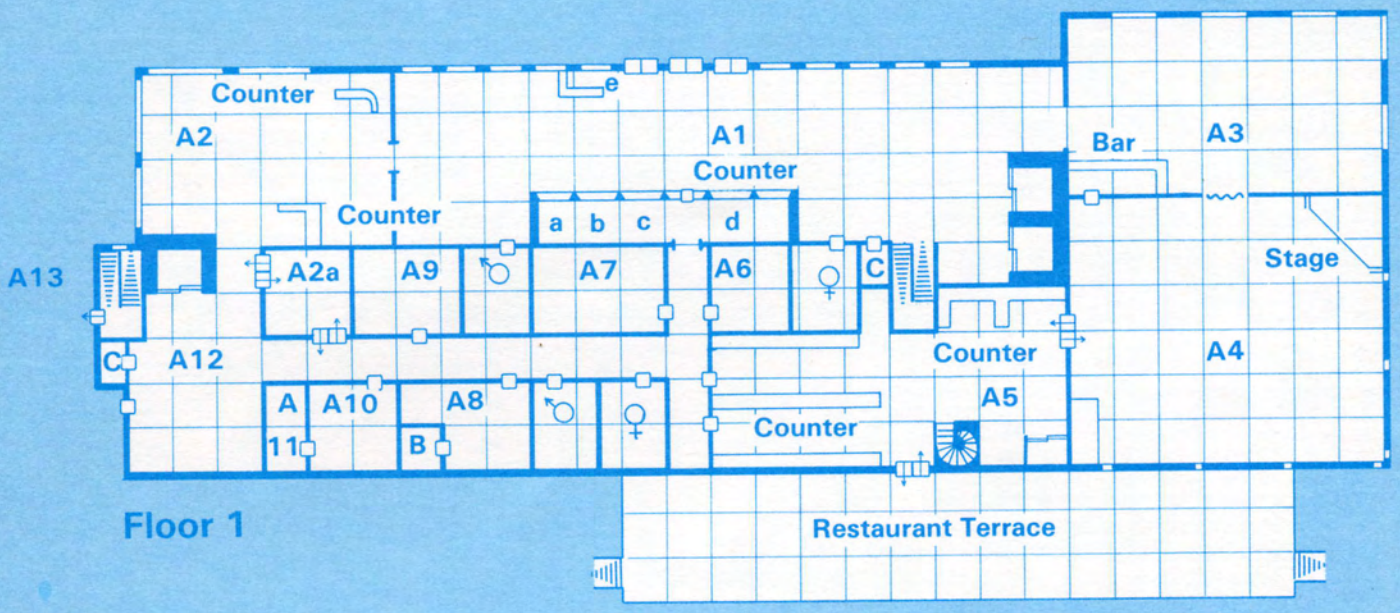
Special thanks to Donna Legoo of King Travel Agency, Lake Geneva, for assistance in providing the travelers' information that appears in this module.

FOR YOUR EYES ONLY: If you have any questions or comments about the TOP SECRET game, the Director of Administration wants to know. Send your question to:

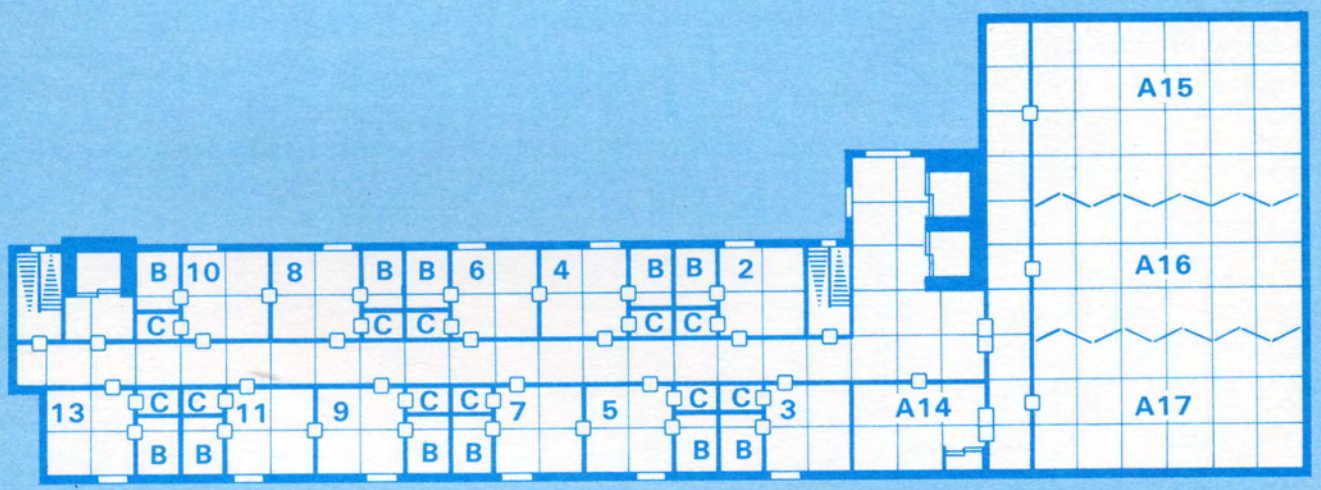
TOP SECRET® Game Questions
TSR Hobbies, Inc.
POB 756
Lake Geneva, WI 53147

To complete the informational transaction, have messenger enclose stamped, self-addressed envelope. The Director will get back to you as soon as time permits. Remember, do not accept from courier if seal is broken.

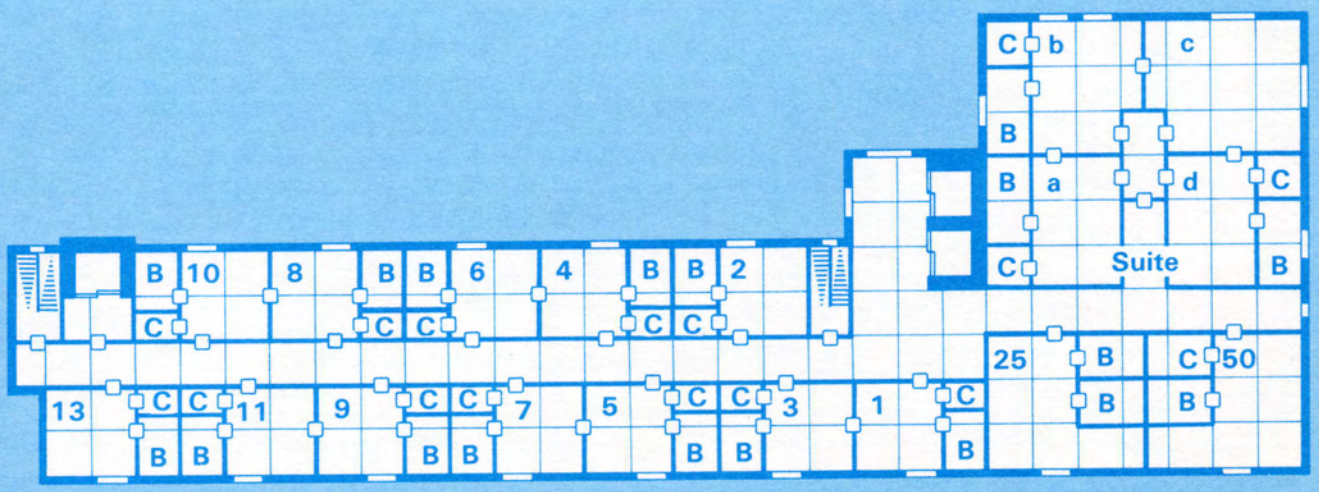
DANUBE ISLAND HOTEL



Floor 1



Floor 2



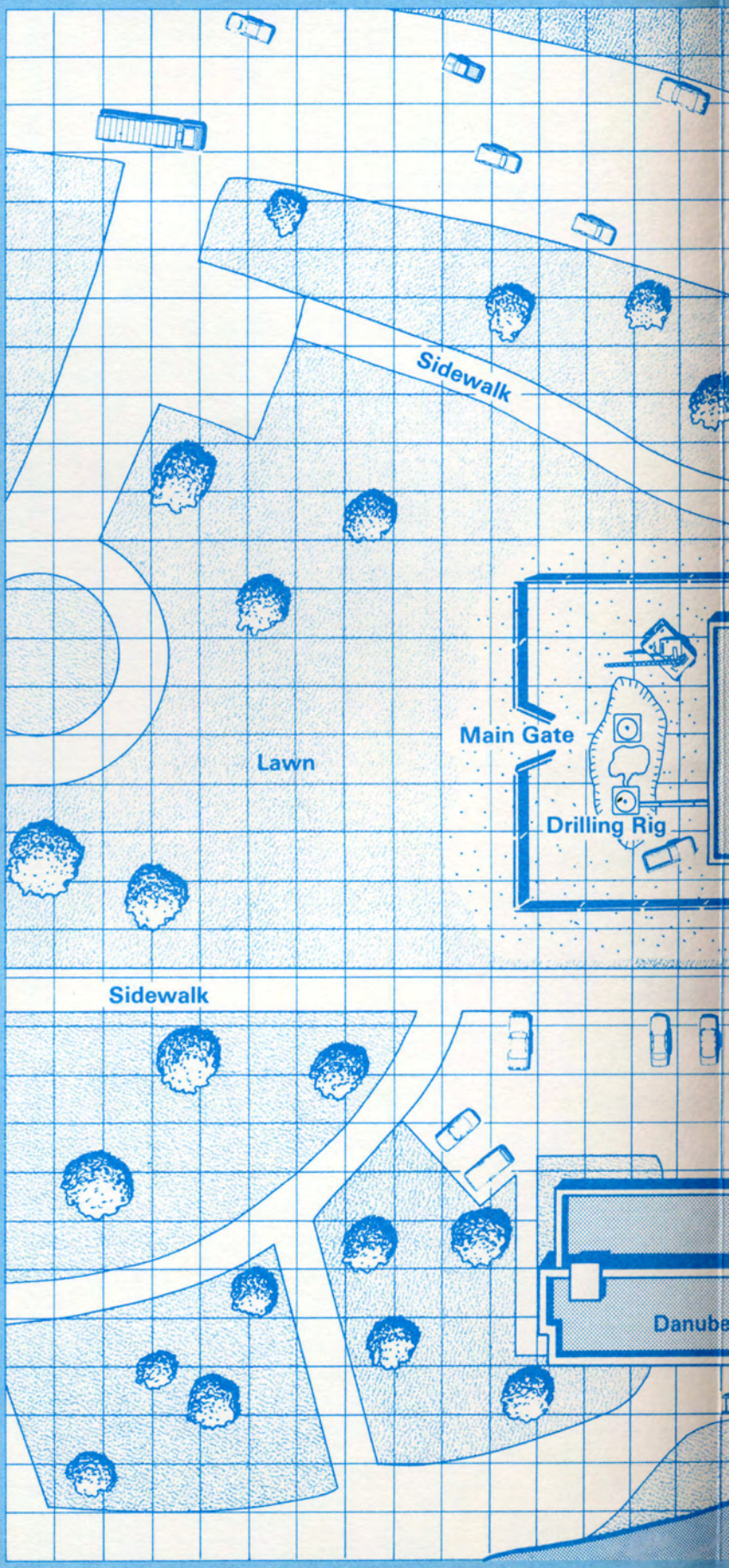
Floors 3-9

HOTEL KEY

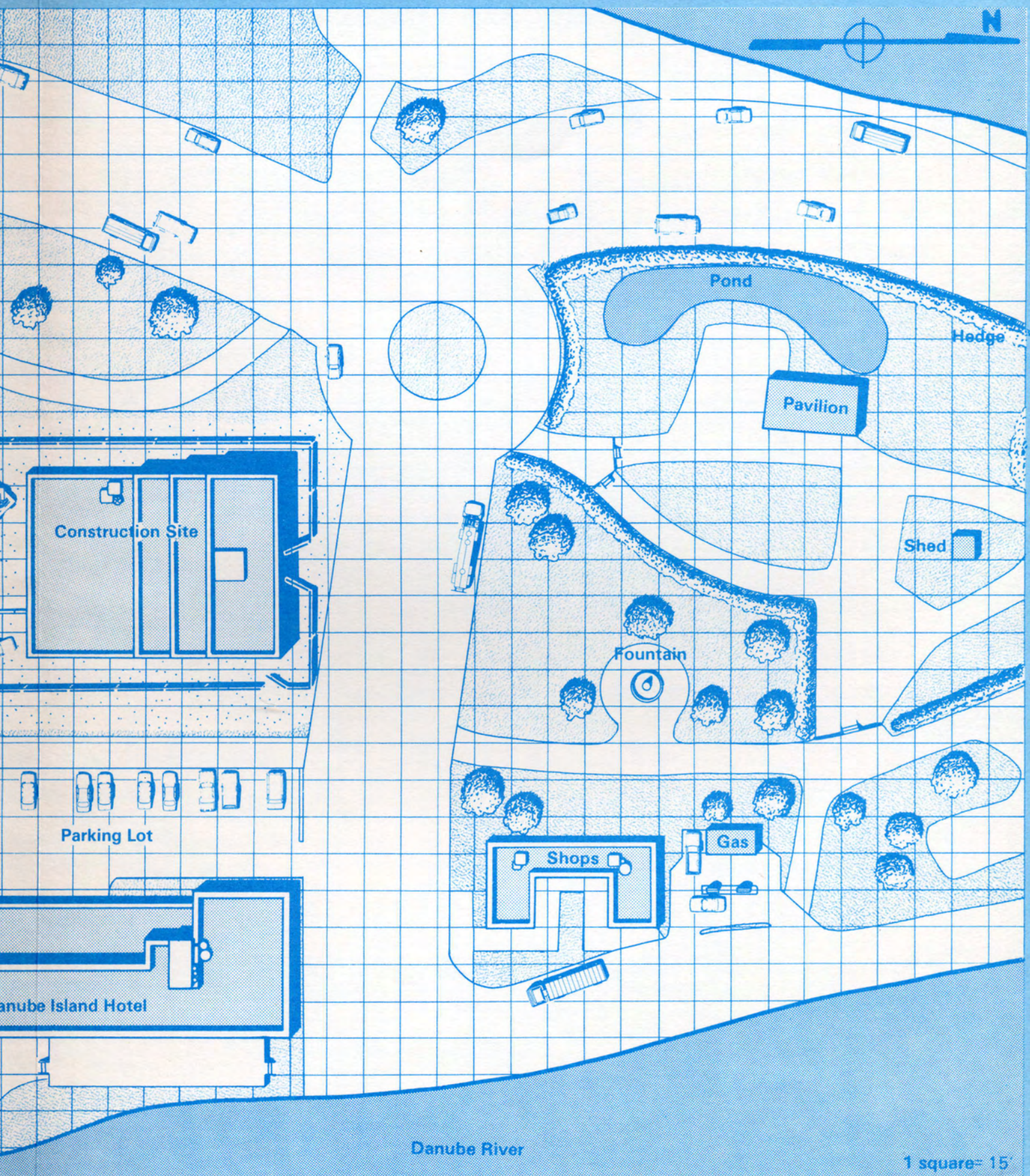
- Door
- Double Door
- Swinging Door
- One-Way Door
- Window
- Arch
- Elevator
- Spiral Stairs
- Stairs
- Curtain
- Partition
- B — Bathroom
- C — Closet

1 square =6 feet

© 1983 TSR Hobbies, Inc. All Rights Reserved.



HOTEL AREA MAP



MAP OF SOUTHEASTERN EUROPE

1 hexagon equals 40 km (24.8 miles)

© 1983 TSR Hobbies, Inc. All Rights Reserved.

ISB COVERT ASSIGNMENT SUMMARY [PT/004/1282]

CLASSIFIED: Administrator – Priority A

SITUATION: Andrei Lerekhov, communist code expert, has sent a secret message indicating a desire to defect. Lerekhov is the author of several military codes and has information of vital importance. He will be a guest speaker at the European Puzzle Editor's Conference in Budapest.

OBJECTIVE: Help Lerekhov to defect and ensure his safe arrival in a friendly country.

AUTHORIZATION: Administrator and agents will operate under authority of Section Mercury, ISB.

TEAM PERSONNEL: To be chosen by Administrator.

MISSION: Agent team will infiltrate the conference site under cover, locate Lerekhov, neutralize enemy security, and get Lerekhov out of the country. Security forces may include hostile agents.

Team personnel are authorized to use any means necessary to accomplish mission.

CODE NAME: Puzzle

END SUMMARY

Operation: FASTPASS

by Philip Taterczynski

AN ADVENTURE MODULE FOR

TOP SECRET®

Game from TSR Hobbies, Inc.

©1983 TSR Hobbies, Inc., All Rights Reserved.
TOP SECRET is a registered trademark owned by TSR Hobbies, Inc.

PRINTED IN USA

ISBN 0-88038-011-X

394-53155-8TSR0550

116-F-7603