

G U R P S[®]

OPERATION ENDGAME[™]

Global Conspiracy and Illuminated Intrigue



BY THOMAS KANE

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GURPS®

OPERATION ENDGAME™

Global Conspiracy and Illuminated Intrigue

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1 2 3 4 5 6 7 8 9 10

CONTENTS

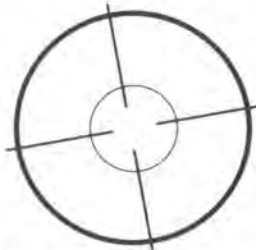
OPERATION ENDGAME 4

Briefing	5
<i>Sven and Kristian</i>	5
Denmark	6
<i>Danish Data Institute</i>	6
Counterspy Kohl	7
<i>Investigating Kathe</i>	7
<i>Hermaan Kohl</i>	7
Kathe Dansk	8
<i>Midnight Papers</i>	8
Danish Data Institute	9
<i>Crime and Punishment</i>	11
The Blue Star	12
<i>Carl von Marck</i>	12
Midnight's Den	13
<i>Thugs; Nastasya</i>	13
<i>William Peters</i>	14
<i>Tailed!</i>	15
Kroegen Porcelain Emporium	17
<i>Klaus Mundt</i>	17
Ending the Mission	18

OPERATION LOOSE ENDS 19

Briefing	20
<i>Ms. Bernhard</i>	20
Resources	21
<i>Information</i>	21
Boris Sidorenko	21
<i>Midnight's Goals</i>	22
<i>Weapons</i>	23
<i>Specialist Equipment</i>	24
Kali's Tigers	25
<i>Legal Fixes</i>	25
<i>Mr. Liu A.</i>	26
<i>Making It Happen</i>	27
Petchersk Airport	28
<i>Boris Sidorenko</i>	30
<i>Roleplaying Udarnaya</i>	30
<i>Ved Paran</i>	31
<i>Rasparuta and Krisra</i>	31
<i>Tiger Assassins</i>	32
<i>Russian Police</i>	32
<i>Tashika Katruta</i>	33
<i>Khal Orlov</i>	33
Budyenny Sports Camp	35
<i>Natalia Karnof</i>	35
<i>Michenko Petro</i>	35
Bratnau	36
<i>Santin Yuchenko</i>	36
<i>Airport Militia</i>	36
<i>Podpolkovnik Korsun</i>	37
<i>Akhazian Hijackers</i>	37
<i>Daily News; Elite Cadets</i>	38
Today's GRU	39
<i>Training</i>	39
<i>Cadets; GRU Agents</i>	40
<i>Malenko</i>	41
<i>Captured by the GRU</i>	41
Elimination	42

<i>GRU Guards</i>	42
<i>Karl Frunze</i>	42
<i>German Shepherds</i>	42
<i>Jacek; Helen Bittick</i>	43
<i>Handymen; Dai Kai-Cha</i>	44
Karl Frunze	45
<i>Cai Hu-Tang</i>	45
<i>Antananarivo</i>	47
Attack in Madagascar	49
<i>Girard</i>	49
<i>Kazakh Customs Guards</i>	49
<i>Ms. Naji</i>	50
<i>Black Markets</i>	51
Drop Zone	52
<i>Timeline</i>	53
<i>Conclusion</i>	53



WATCHING THE DRAGON 54

<i>Street Rumors</i>	55
<i>Mr. Liu A.</i>	56
Beijing	56
<i>Mai Li-Aa</i>	56
<i>Chinese Agents</i>	57
<i>The Underworld</i>	58
Ministry of the People's Army	59
<i>Ko Sung</i>	60
<i>Guards, Ministry of Defense</i>	60
<i>Chao Bao</i>	61
Central Control of Information	62
<i>CCI Prisoners</i>	62
<i>CCI Office Workers</i>	64
<i>CCI Building Security</i>	65
Ministry of Foreign Affairs	66
<i>Chao's Disciples</i>	66
<i>Poisonous Snakes</i>	66
<i>Ku Lo-Lo; Hsien</i>	67
Rain Water Triad	68
<i>Illustrious</i>	68
<i>The Triad's Price</i>	69
<i>Reluctant Agents</i>	70
<i>Chinese Police</i>	71
<i>One the Run in China</i>	72
Internal Security	73
<i>Green Dragon Guards</i>	73
Green Dragon Hotel	75
<i>Yuriki Koma</i>	75
<i>Grigor Valkov</i>	76
<i>Leonid Viratov</i>	77
<i>Boris Karpov</i>	77
Northwestern China	78

<i>Mr. Dao; Chinese Soldiers</i>	78
Urumqi	79
<i>Chinese Militiamen</i>	79
<i>Wang Fu</i>	80
<i>Shopping in Urumqi</i>	80
The Open Steppe	81
Outposts	81
<i>KPV Machine Guns</i>	81
<i>Kazakh Soldiers</i>	81
Fifth Army Encampment	82
<i>Army Prisoners</i>	82
<i>Xi-Nan</i>	83
Tacheng	84
<i>Fu Wan-To</i>	84
<i>Xi-Nan's Plan</i>	84
<i>Conclusion</i>	86

SONS OF THE BEAR 87

<i>Running the Adventure</i>	88
The Countryside	89
<i>Chelkys Militia</i>	89
<i>Experienced Kazakh Troops</i>	89
<i>Bridget Salley</i>	90
<i>Salley's History</i>	91
<i>Farun</i>	93
<i>Chegem</i>	93
<i>European Mercenaries</i>	94
<i>Jirchen</i>	95
<i>Ahmed</i>	96
<i>Ahmed's Followers</i>	97
<i>Harald Keller</i>	98
Chinese Intervention	99
<i>Media Attention</i>	99
J. Rogov	100
Vatuin	103
<i>Rogov</i>	103
<i>Men and Morale</i>	104
<i>BTR-50 APC</i>	105
<i>Maxim Vatuin</i>	105
<i>Vatuin's Commandos</i>	105
Conclusion	106
<i>Suicide Charge</i>	106

ADVENTURE LOCATIONS 107

Western Europe	108
Andorra	108
Finland	108
France	108
<i>The Nuclear Club</i>	108
<i>Operation Grindstone</i>	109
Germany	109
Great Britain	110
<i>The Traitor's Mark</i>	111
Greece	111
Iceland	111
Ireland	111
Turkey	111
Central Europe	112
Albania	112
Bulgaria	112
<i>Desert Star</i>	112
Czech Republic	113
Hungary	113
Russia	113

<i>Homecoming</i>	113
Romania	114
Slovakia	114
Yugoslavia	114
<i>Highway to Ruin</i>	114
Central Asia	114
Afghanistan	114
India	115
Pakistan	115
<i>The Topsy-Turvy Country</i>	115
Middle East	116
Bahrain	116
Cyprus	116
Iran	116
Iraq	117
Israel	117
Kuwait	117
<i>Desert Star</i>	117
Lebanon	118
Saudi Arabia	118
Syria	118
<i>Flight of the Hunter</i>	118
North Africa	118
Algeria	118
Egypt	118
Lybia	120
<i>Stitch in Time</i>	119
<i>Bodyguard Work</i>	119
Deep Africa	120
Angola	120
Botswana	120
Ethiopia	120
South Africa	121
East Asia	121
Myanmar (Burma)	121
<i>The Lion's Corpse</i>	121
China	122
<i>The King of the World</i>	122
Japan	123
Cold War With Japan	123
Korea (North)	123
<i>Hot War With Japan</i>	123
Korea (South)	124
Taiwan	124
Southeast Asia	124
Brunei	124
Cambodia	124
<i>Operation Dove's Claws</i>	124
Indonesia	125
Laos	125
Singapore	125
Thailand	125
Vietnam	125
<i>The Golden Lure</i>	125
Latin America	126
Argentina	126
Bolivia	126
Brazil	126
<i>The Brazilian Campaign</i>	126
Chile	127
Colombia	127
Cuba	128
Panama	128
Peru	128

INTRODUCTION

Almost nothing challenges a character to use all his skills like being a spy. From the mild-mannered undercover accountant fiddling with someone else's books to the field agent creeping through the underbrush on the border, espionage work strains every nerve, and frequently every muscle as well.

The dangers that intelligence agents face are often subtle: exposure by counter-intelligence agents — or the press; disruption of careful plans by terrorists; interference by mercenaries, black-marketeers and organized crime; and perhaps worst of all, betrayal by double agents. Operatives deal with these stresses with any resources they have, or can lay their hands on. Sometimes that's enough.

This book features four adventures set in the 1990s, taking you from the civilized environs of Copenhagen to Kazakhstan's desolate steppes. The adventures can be played separately or linked to form a longer story.

Operation Endgame may be one of the last Western defector extractions before the Soviet Union breaks up. Agents must search Copenhagen for the KGB agent code-named Midnight and persuade her to defect to the West — before a double agent's paid killers track her down.

Operation Loose Ends uses information gained from the defector Midnight about Udarnaya Armiya, the former USSR's elite terrorist-assassin units. The hunt for the remaining six operatives will take agents from the bleakness of Moscow and Kiev to Germany's forests and the rainy rice paddies of Madagascar.

Watching the Dragon introduces the agents to a subtle web of Chinese political and underworld intrigue. They must not only satisfy the Company's curiosity about Chinese support for Udarnaya Armiya, but avoid becoming enmeshed in the country's internal power struggles.

Sons of the Bear becomes a race against time as agents struggle to control rogue officers of the defunct Soviet army in Kazakhstan before China finds an excuse to invade — and touches off an environmental catastrophe.

And, last but not least, we include a section brimming with information and adventure seeds. Gamers seeking action in other parts of the world will find political, social, geographical and economic facts . . . helping the GM flesh out original hazards to challenge intelligence professionals.

— Susan Pinsonneault

About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid. Our bimonthly magazine includes new rules and articles for *GURPS*, as well as information on our other lines: *Car Wars*, *Toon*, *Ogre Miniatures* and more. It also covers top releases from other companies — *Traveller*, *Call of Cthulhu*, *Shadowrun*, and many more.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

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Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition. Any page reference that begins with a B refers to the *GURPS Basic Set* — e.g., p. B102 means p. 102 of the *GURPS Basic Set*, Third Edition.

About the Author

Tom Kane, the author of *GURPS Espionage*, now lives in California as well as Maine and crosses the country by Greyhound bus. This has led him to being stranded in Harlem, accused of stowing away in Tulsa and sent on an epic journey through winter storms on the Eastern Seaboard. He is pleased to announce the formation of the Games Central gaming club in Claremont CA.

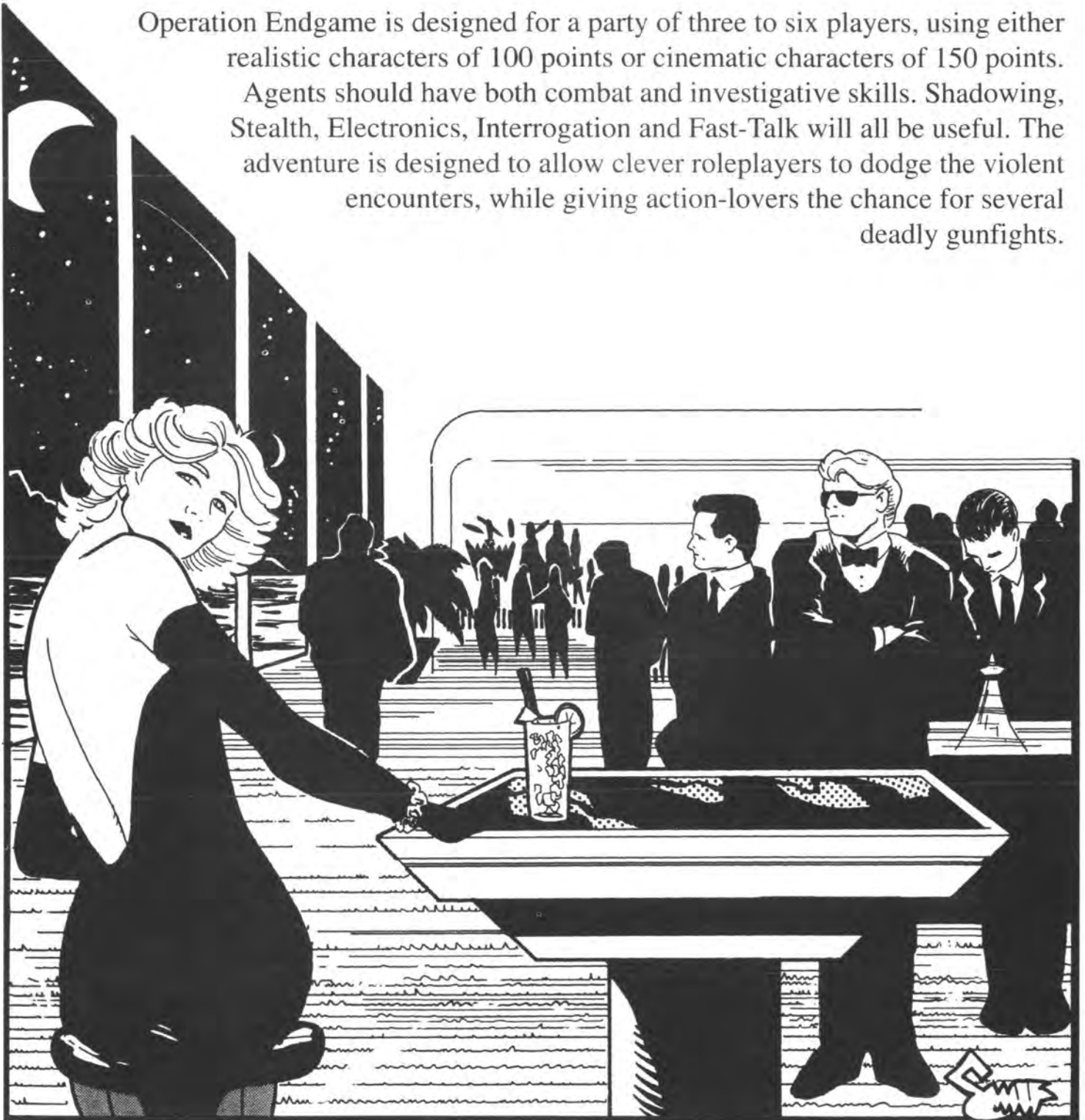
Maps

Danish Data Institute.....	10
Kroegen Porcelain Emporium.....	16
Boris Sidorenko's Apartment.....	23
Petchersk Airport.....	29
Budyenny Training Camp.....	34
Training Camp Main Complex.....	38
GRU Offices.....	40
Karl Frunze's Hideaway.....	46
The Ministry of the People's Army.....	58
CCI Offices.....	63
the Ministry of Foreign Affairs.....	69
Madame Lu's Teahouse.....	72
Green Dragon Hotel.....	74
The Frontier between China and Kazakhstan.....	79
China and Kazakhstan.....	83
Tacheng.....	85
Chekyls and Surroundings.....	92
The Invasion.....	101
Rogov's Base.....	102
Vatuin's Base.....	106

1 *OPERATION ENDGAME*

Operation Endgame is designed for a party of three to six players, using either realistic characters of 100 points or cinematic characters of 150 points.

Agents should have both combat and investigative skills. Shadowing, Stealth, Electronics, Interrogation and Fast-Talk will all be useful. The adventure is designed to allow clever roleplayers to dodge the violent encounters, while giving action-lovers the chance for several deadly gunfights.



This adventure takes place in Denmark. Therefore, the team would benefit from a member who speaks Danish. However, many Danes speak English and most of the major NPCs know a variety of languages. Whenever the PCs speak to an ordinary Danish NPC, the GM should roll 1d. On a roll of 1 or 2, the person speaks English at the level of his IQ. On a roll of 3 or 4, the person speaks English at IQ-2. On a roll of 5 or 6, the person speaks no English. Game Masters may make similar rolls with a modifier of +1 to determine whether ordinary citizens speak German, Norwegian or Swedish.

Operation Endgame takes place in 1990s Europe, involving real-world protagonists and problems. The GM should maintain an atmosphere of realism throughout the adventure. This story does contain slightly more violence than modern spies usually care to employ, as a concession to the combat-oriented character of most roleplaying games. Those who prefer a more cerebral story may simply omit the final battle scene.

The "Company" mentioned in this adventure represents a Western intelligence agency. This organization's exact identity remains unspecified. This allows GMs to choose any agency they desire, whether real or fictional, as befits the campaign. Remember that in early adventures, the agents themselves may not know who they work for.

Briefing

THE COMPANY CONTACTS THE PARTY

in its usual way. Initial instructions advise the agents to prepare for an undercover operation in Europe's Northern Tier. Team members then have two days in which to contact each other and arrange plausible excuses for traveling. When the spies actually arrive for their briefing, their handler gives them the following introduction.

"Enjoy this mission, friends, you may never get another one like it. Just for old times' sake, I've chosen you to pull off the Company's last great defection operation of the Cold War. The target is a woman code-named Midnight, a principal agent in the KGB's technical intelligence field. Our Company has word that Midnight would be willing to come over before Russia goes down the tubes. I want you to make contact with Midnight, secure her defection, and escort her to the United States."

"Our lead on Midnight comes from one William Peters, a Company agent in Denmark. Peters claims to have made contact with Midnight while monitoring her operations against a research center called the Danish Data Institute. He offered to arrange a meet between you people and Midnight. Peters contacts Company people on the Staal Ferry, operating out of Pier 233 in Copenhagen. He has a document drop behind the paper towel machine in the men's room on the lower deck. You may meet him in person on the 8:00 run every Tuesday. There is gambling on board the ferry. Identify yourself by going to the roulette wheel and placing your bet on number 28. He will approach and place a bet on 28 for the same amount. Got all that?"

"Oh, just for your information, there was a certain irregularity in our communication with Peters. He didn't make use of the Company's black line at Denmark Station. Instead, he contacted Company Center directly, using a private phone. We have no explanation for his actions. However, his message may well be compromised."

"The Company can arrange your transportation to and from Denmark. You may contact Denmark Station at the Kroegen Porcelain Emporium, Copenhagen. Your parole there is, 'Could a green-glazed vase be authentic Ming?' To that, the clerk should answer, 'I wouldn't know. I handle only Danish

Sven and Kristian

Age 20; 5' 11", 150 lbs.; blue eyes, sandy hair, slight mustache.

ST 10, DX 13, IQ 12, HT 10.

Speed 5.75, Move 5.

Dodge 6, Parry 8.

No armor, no encumbrance.

Advantages: Alertness (+2 to appropriate rolls); Combat Reflexes; Toughness (DR 2)

Disadvantages: Greed; Overconfidence; Poverty (Struggling); Social Stigma (Stringer hit-man).

Skills: Brawling-15; Disguise-13; Driving (Stock car)-13; Fast-Draw (pistol)-14; Guns (Pistol)-15; Holdout-14; Knife-14; Shadowing-15; Stealth-15; Streetwise-13.

Languages: Danish-12; English-10.

Weapons: Glock 17, 2d+2 damage; large knife, 1d-2 cut, 1d-2 imp. Both Sven and Kristian use silencers on their heavy pistols.

Sven Swonberg and Kristian Brandt are two thugs of the Copenhagen streets. Danish spies trained them in surveillance and helped them acquire their illegal automatic pistols. In return, they perform tailing and assassination for the agency. For all practical purposes, these punks have identical statistics.

Under interrogation, the punks describe their employer as "an old tub of lard" who does not reveal his name. This man meets them at assorted restaurants throughout Copenhagen.



Danish Data Institute

Agents may investigate the Danish Data Institute through contacts, the Research skill or similar methods. Make a Research or social skills roll at no penalty to gain useful information. Such searches for information reveal the following data.

* The Danish Data Institute both designs computers and performs computer work for highly advanced mathematical modeling. Its work includes numerous defense projects.

* The current head of the DDI is named Carl von Marck.

* In 1984, Danish Data Institute employees complained of propositions by mysterious recruiters.

* In 1985, the Danish Data Institute performed a study of aerodynamic design and radar profile, for use on the then-secret stealth aircraft. The Danes discovered several useful engineering techniques. These innovations soon began appearing in Soviet aircraft. Therefore, Company counterspies directed by Special Agent Hermaan Kohl launched a project to clean up the DDI. This seemed to end the security problems.

* Anyone who consults police files about the DDI discovers the name Kathe Dansk. Copenhagen police marked her as a possible Soviet agent in 1984. "United States sources" confirmed this accusation in mid-1985. However, files report no action against her.

* Company files reveal that the DDI's chief administrator, Carl von Marck, suffers from addiction to cocaine. Police records confirm that von Marck has been sighted in the company of several known narcotics traffickers.

* Anyone with highly-placed contacts in the intelligence community, or anyone who makes a Research roll at -2 may learn additional information. In early 1987, defecting Soviet scientist Yuri Karapovich claimed to receive regular reports from the DDI. However, Western counterintelligence had no luck in locating the source of Karapovich's information. The GM may decide what constitutes a "highly-placed contact."

wares.' Kroegen Emporium can provide a secure line to the United States. Its agents can also provide additional information as your mission requires."

"Upon successful completion of this mission, the Company will pay you each \$10,000."



Denmark

COPENHAGEN IS A CITY OF WIDE STREETS

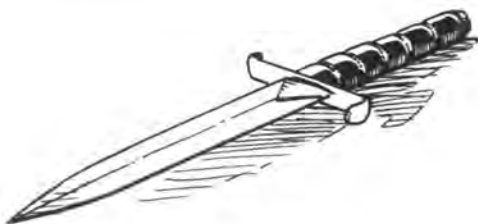
and stone buildings. Picturesque spires rise throughout the historical areas, marking Our Savior's church, Cristianbourg Castle and other landmarks. Canals run through certain districts. By United States standards, the streets seem clean. Unless the agents do something irregular, they may arrive, find a hotel and do any sightseeing or shopping without undue danger. Likely hotels include D'Angleterre (\$500 per night), Imperial (\$200 per night), Excelsior (\$100 per night) or Esplanden (\$50 per night). For game purposes, assume that one dollar equals 11 Danish kroner.

If the agents wish to check in at Denmark Station, they seek out Kroegen Porcelain Emporium. A blonde woman behind the desk accepts their password and answers it correctly. Then she directs the visitors to the Meeting Room, where Hermaan Kohl listens to whatever report they offer and gives appropriate responses. See p. 7 for details on Hermaan Kohl. The sidebars describe information available from the Company. If agents do anything exceedingly rash, or simply decide to investigate the Kroegen Emporium in depth, skip ahead to p. 17 for complete details on agency headquarters.

Eventually, agents should proceed to the meeting with Peters. The Staal Ferry proves to be a pleasure-ship offering waterborne gambling in Copenhagen Harbor. Its colored lights and smoky rooms seem gaudy by Danish standards. The Italian band Neo Roma provides second-rate music, and tourists of assorted nationalities crowd the lounge. Cool mist floats over the ferry's top deck.

Agents may gamble, dance and otherwise pass the time. However, Peters fails to appear. No matter how often the party bets on number 28, they merely win or lose money. Nobody matching Peters' description even seems to be on the ferry. If any agents have Danger Sense, the GM should roll against it. On a successful check, the wary character grows decidedly uneasy.

Although Peters does not respond to the roulette parole, that does not mean the password goes unnoticed. A killer named Sven Swonberg watches the wheel for anyone making such recognition signs. If Sven sees anyone place the bet, he gives no immediate reaction. However, he trails that person as discreetly as possible, looking for a safe opportunity to murder him. The GM should keep Sven in mind during future encounters. See the sidebar, p. 5, for more information on Sven.



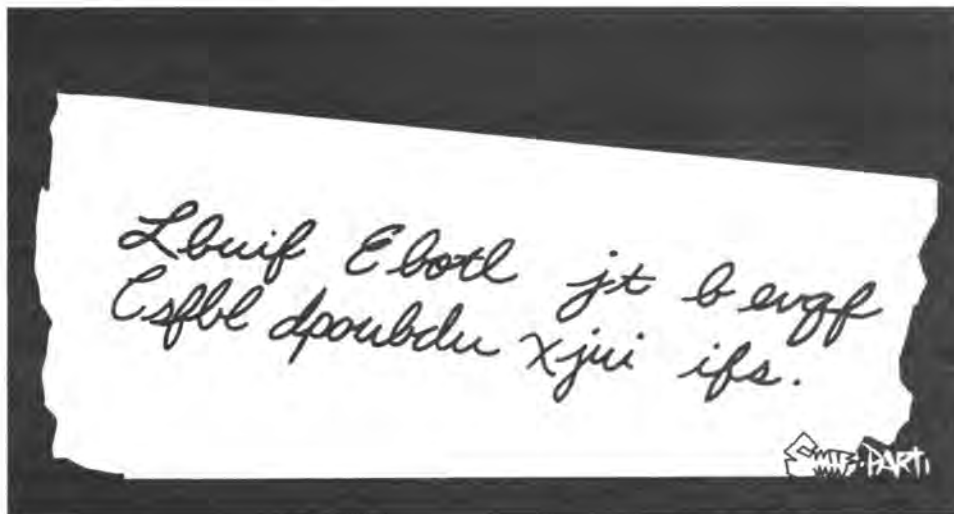
The party may notice Sven. When agents approach the roulette table, the GM should make a secret IQ roll for each spy, with a penalty of -7. Alertness bonuses count, but modifiers for exceptional eyesight do not. Any agent who passes the roll sees Sven. However, the GM should not reveal any more than necessary. GMs should give the party a short patter as if to set the mood, describing the whirl of the wheel, the glow of the video slot machines and Sven, the blond youth with the vacant eyes, who takes a long drag on his cigarette.

The agents may find some clues at the document drop. William Peters has not collected information here for many days and Sven Swonberg does not know about the drop. Therefore, messages have started to accumulate. Investigators find five documents, all in sealed, blank envelopes. They contain the Midnight Papers, shown in the sidebar on p. 8.

* Four envelopes contain photocopied diagrams of complex electronic circuitry. By making a roll of Electronics at a -2 penalty, one can recognize these diagrams as components of an experimental supercomputer system. Those who make their roll by 4 or more can look at the diagrams and recognize the distinctive design style of the Danish Data Institute. Analysts at the Kroegen Porcelain Emporium can supply the same information.

* One envelope contains a note in feminine handwriting. It reads, "Lbuif Ebotl jt b evqf. Csfbl dpoubdu xjui ifs." This cipher is intentionally simple, giving players a chance to break it without unduly interrupting the game. Those who prefer to resolve the codebreaking with dice rolls may attempt Cryptanalysis rolls at a +1 modifier. The code merely involves replacing each letter with the next one in the alphabet. Decoded, it has the following message, in English. "Kathe Dansk is a dupe. Break contact with her." The sidebar on p. 7 describes ways of investigating Kathe.

If the party goes to Kroegen Emporium for additional information, go directly to the next section.



Counterspy Kohl

THIS ENCOUNTER TAKES PLACE WHEN THE PARTY seeks serious help from Kroegen Porcelain's counterespionage detachment. Kroegen refers them again to agent Hermaan Kohl. The sidebar on p. 7 provides a description of the man and his personality. After establishing the agents' bona fides, Kohl gladly accompanies the party to La Cocotte, a French/Danish restaurant of modern cuisine and enormous prices. There, he gives them the following information.

Investigating Kathe

When the agents actually visit Kathe, consult p. 8 of this adventure. If agents simply look for background information on her, they discover the following facts.

* They can get Kathe's address from a phone book or any minor Danish contact.

* Anyone who consults police records regarding Kathe discovers files about her youth. While in college, she belonged to an organization called Scandinavian Social Justice. An Area Knowledge or Research roll may reveal that SSJ is a youth group noted for its left-wing orientation.



Hermaan Kohl

Age 60; 6' 2", 250 lbs.; dark eyes, balding, with gray hair and trimmed gray beard.

ST 12, DX 10, IQ 13, HT 11.

Basic Speed 5.25, Move 5.

Dodge 5.

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Advantages: Alertness +3; Charisma +2; Strong Will +3.

Disadvantages: Fat; Greed; Overconfident; Sense of Duty (Klaus Mundt)

Quirks: Dresses neatly; Wears a gold watch.

Skills: Computer Operation-13; Detect Lies-13; Driving (Stock car)-10; Guns (Pistol)-13; Holdout-13; Intelligence Analysis-13; Interrogation-13.

Languages: Danish-13; English-13; German-13.

Weapon: Glock 17, 2d+2 damage.

This obese old spy makes a show of snobbery but is inwardly crude and amoral. He respects Klaus Mundt as his superior, and as the man who guided him through a profitable espionage career. Both shared in the same operations throughout the 1980s. The two men share a desire to capture Midnight – for reasons which will become obvious later.

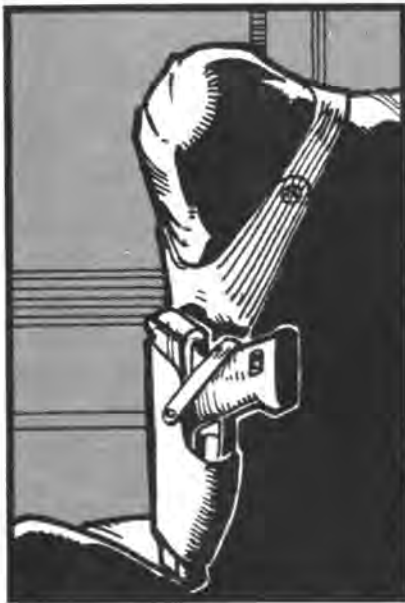
Midnight Papers

The Kroegen Emporium has these files on the Midnight operation. The agents might find this set of documents either in Kroegen headquarters or at the home of Herman Kohl.

* One paper, titled "Copenhagen Assets," includes the line, "Have secured the false-flag recruitment of technician Kathe Dansk. She believes herself to be operating for Moscow Central." The list also has the names Sven Swonberg and Kristian Brandt.

* Another document has the heading, "Health Adjustment Operation. Re: Peters & Midnight." It contains a timetable showing the efforts of Sven Swonberg, code-named Pirate, to assassinate Midnight and William Peters on board the Staal Ferry. Sven was to incapacitate his targets by injection and dump the bodies overboard. The attempt failed. Kohl notes, "Since this incident, enemy agents have not appeared on board the Staal."

* A final document lists "Communist Agents in Denmark." It includes the names William Peters and Nastasya (code-named Midnight). Kathe Dansk's name appears on the list, with the notation "unwitting friendly agent." This document concludes with the statement, "An unknown Communist agent remains active within the Danish Data Institute."



Kohl claims to have worked on the Midnight case for many frustrating years. After describing his attempts to snare Midnight in every cranny of Scandinavia, he frowns. "I think I can safely say that I have more experience with this woman than anyone else in the Company. Yet when Peters gets a lead in the case, he fails to contact me. I find that troubling . . . and so should you."

If the party describes Peters' disappearance or Sven's attempts at assassination, Kohl reacts with a deep grunt of shock. He claims that he does not know what to make of these incidents.

Kohl offers the party one lead. After grimacing and muttering about the confidentiality of his operations, he explains that he has a suspected Soviet agent under surveillance. This agent's name is Kathe Dansk. Peters has contacted Kathe on several occasions. After a show of reluctance, Kohl offers the party Kathe's address, which is in downtown Copenhagen.

If the party investigates Kathe Dansk, proceed to p. 8.

Kohl listens carefully to any plans the party discusses in his presence. If the spies are not currently under surveillance by Sven Swonberg, Kohl dispatches a surveillance agent named Kristian Brandt to spy on them. Kristian has the same statistics as Sven, described in the sidebar on p. 5. If the party decides to investigate the Danish Defense Institute, Kohl automatically sends Kristian to watch them.

The party has another option – to attempt to trail and investigate Kohl himself. Play out the appropriate rolls of Stealth, Shadowing and so on. At the end of each day, Kohl drives from the Emporium to a restaurant called the Fruje Bistro, attempts to lose any tails there, and then returns to a semi-detached housing unit in the suburbs. He tries to avoid surveillance at all stages of his journey. Within his house, he may use force to defend himself.

Kohl protects his house with two independently-wired security systems, one using pressure sensors, the other ultrasonic motion detectors. Agents may try to disarm them using Traps or sneak past using Stealth. Either technique requires a roll at a -2 penalty for each system. Note that if intruders forget to check for systems twice, they automatically set off an alarm. The alarms trigger a siren and bring a squad of four police within 4d minutes. Police have the statistics shown on p. 13 under *Thugs*.

Kohl keeps a number of agency documents in a strongbox under his bed. This safe contains numerous Company files, including personnel reports, operations plans and financial data. Kohl has no business possessing much of this information. If, in the GM's judgment, the players are naive about need-to-know rules, allow anyone with Common Sense an IQ roll to guess that these documents are probably stolen.

Agents who go through the papers may attempt IQ rolls to note that Kohl addresses all his documents to "Mr. Klaus Mundt."

Three of Kohl's documents may hold special interest for the spies. Details appear in the sidebar on p. 8.

Kathe Dansk

KATHE DANSK, A BLONDE TECHNICIAN at the Danish Data Institute, lives in a tiny apartment in downtown Copenhagen. Her response to the party depends entirely on the way agents approach her. This woman reacts with initial shock to the appearance of spies, but quickly gets a grip on herself. Those with the Empathy advantage may attempt an IQ roll to gain an insight into her emotions. If this roll succeeds, it will show that she has a mission to accomplish.

When Kathe finds herself dealing with secret agents, she immediately launches her plan. She wants to manipulate the spies into visiting Cabin Ten of the Blue Star, a motel in the notorious Copenhagen red-light district. (See p. 12 for details.) To get the targets there, Kathe uses whatever ploys she thinks might work. If the party mentions Midnight, she claims that Midnight operates there. If the party seems more interested in Kohl, she claims that Kohl meets her at Blue Star. Kathe's exact tactics depend on the GM's role-playing inspiration.

Kathe is not entirely helpless, and she resists capture fiercely. However, a more thorough investigation of her reveals a few facts. Her apartment contains numerous photocopied circuits from the Danish Data Institute. Furthermore, if subjected to extreme interrogation (-2 on Interrogation skill rolls), she confesses to working for Soviet agents.

Kathe considers herself a loyal KGB agent. Her most recent orders advise her that Resident Nastasya attempted to defect West, but "died of the measles" in the process. These orders instructed Kathe to find and assassinate anyone associated with Nastasya. The same orders added that Nastasya is the same woman identified by Western agencies as Midnight. For backup in her operations, Kathe can call on the thugs at the Blue Star.

Kathe currently receives what she believes to be KGB orders at the Fruje Bistro. Her contact there is a huge man with a trimmed beard, who appears at 5:00 on Saturday evenings. He always wears a gold watch. If the agents visit the Fruje Bistro at this time, they meet Hermaan Kohl. See p. 7 and the sidebar for more details on him. If the party confronts Kohl about this, he reacts with great shock and indignation. He claims that he is using Kathe to penetrate Midnight's ring, and warns the party that their interference could mean the death of Company undercover agents all over Europe.

Kathe thinks that Nastasya has at least one agent still operating at the Danish Defense Institute. However, she does not know this spy's identity.

Danish Data Institute

THIS MID-SIZED COMPUTER laboratory operates out of a respectable old building of stone. A receptionist in a dark blouse politely directs casual visitors elsewhere. The agents may use a number of approaches for investigating the DDI. Game Masters must try to portray a realistic approach to each one. For example, if the party attempts to break in at night, skip the sections on von Marck and proceed to the information on security.

If visitors portray themselves as persons of importance, the receptionist directs them to Carl von Marck, director of the DDI. Note that the agents may have to make Fast-Talk or Forgery rolls to fool the receptionist, who has an IQ of 10. Note that the agents do not have to lie to see von Marck. The DDI has a working relationship with Company counterespionage. If the spies identify themselves as secret agents, von Marck agrees to talk with them.

When the party speaks to Carl von Marck, he receives them in his luxurious office, with leather-upholstered chairs and chocolate-brown carpeting. Carl gives the agents a bland description of his institution

Kathe Dansk

Age 29; 5' 8", 120 lbs.; blonde; gray eyes.

ST 9, DX 11, IQ 12, HT 11.

Speed 5.5, Move 5.

Dodge 5, Parry 7 (Judo).

No armor; no encumbrance.

Advantages: Attractive +1; Mathematical Ability.

Disadvantages: Code of Honor (Loyalty); Sense of Duty (the lower classes).

Quirk: Plays with hair.

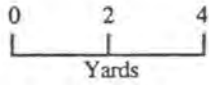
Skills: Acting-12; Computer Operation-14; Computer Programming-12; Driving (Stock car)-11; Judo-11; Mathematics-13.

Language: Danish-12.

This pretty young technician grew up in a comfortable Danish household. However, her own affluence made her acutely conscious of the plight of the world's poor. Meanwhile, Kathe's talent for mathematics led to a career in the computer industry. As a young college student, Kathe joined several leftist organizations, and there KGB agents began taking advantage of her conscience to interest her in work as a Communist spy. Their appeals succeeded, and Kathe worked as a secret agent for many years. In recent years she has grown religious, and no longer considers herself a Communist. However, Kathe does not betray her old friends willingly, and remains loyal to Nastasya.

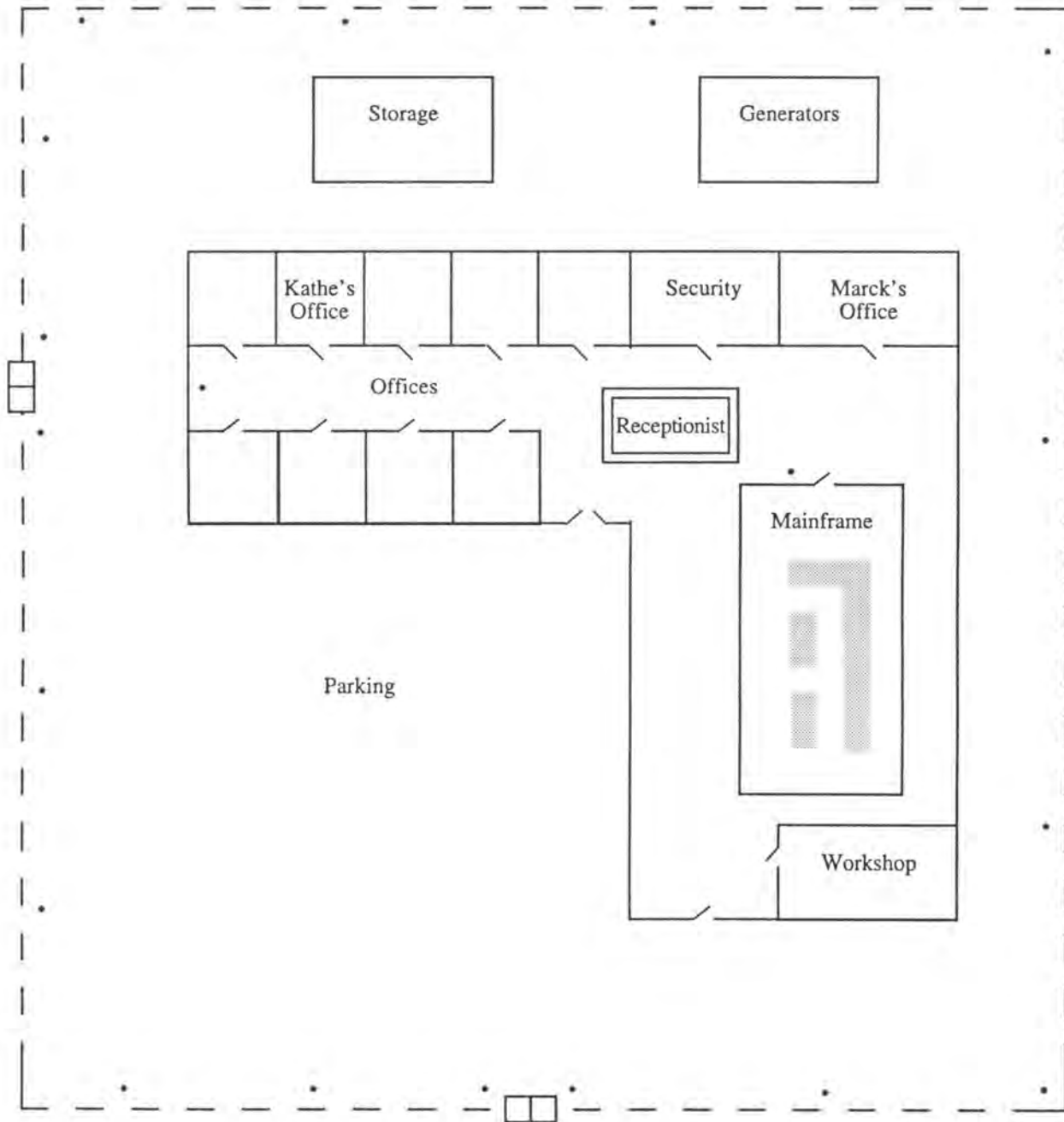


Danish Data Institute



**CLASSIFIED
MAP KEY**

- Receptionist's Desk
- Gate
- Chainlink Fence, 20' high
- Camera
- Door
- Mainframe



and its functions. The DDI performs advanced computer modeling. Throughout the 1980s, this institution worked on aerodynamic design, submarine construction and theoretical aspects of the Strategic Defense Initiative. Carl does not deny that security always presented a problem. A shocking number of the DDI's most sensitive documents eventually appeared in Soviet hands. Counterespionage efforts temporarily quieted spy activity, but the improvements were never permanent.



Carl does not explain more at the time. However, if the spies identify themselves as Company employees from the United States, he attempts to pass them a note. Carl's note reads, "We cannot talk here. To pursue your investigation, meet me at 31 Spange, apartment 7F. I will expect you at . . . midnight."

If the agents press Carl for more information, or otherwise impose upon his time, he flies into a fit of rage. This does not lead to physical violence unless the agents attack. However, Carl's tantrum ends the interview.

Those who search Carl's office find the usual paraphernalia of coffee cups, floppy disks and pens. By making an IQ roll at -3, searchers can find a package of documents under a detachable section of carpet. Players who specifically ask to look under the carpet automatically find this data. The documents include a great number of highly classified reports on DDI-modeled aircraft and missile designs. They also include a slip of paper with the address 31 Spange, apartment 7F.

Anyone who follows von Marck can trace him to his Copenhagen apartment. The sidebar provides more information on him.

When the party goes to 31 Spange, proceed to p. 13. The GM should take note of whether or not Kristian manages to follow them.

If the party investigates the other DDI offices, they find a series of workstations, decorated with assorted Danish cartoons and newspaper clippings. The workers seem quiet, intelligent and uncommunicative. Each office features a cream-colored terminal. To get information out of the terminals, one must make a Computer Operation roll at -4. A failed attempt triggers an internal alarm and shuts down the system. Only Carl von Marck knows the passwords for re-opening computer files locked by security programs.

A force of ten security guards protects the DDI. These guards base their operations from the Security Station. DDI guards employ both cameras and foot patrols to capture intruders. Camera stations appear on the map. Note that if a camera mysteriously winks out, the guards immediately investigate. To determine if the party encounters a patrol, roll 1d for every 15 minutes the agents spend in the building without proper authorization. On a roll of 1 or 2, four guards appear. Guards have the statistics listed under *Thugs* in the sidebar on p. 13. They wear Second Chance Standard bulletproof vests and carry Beretta 92 pistols.

Crime and Punishment

During the course of this adventure, the agents may break the law. In most cases, they should fade away before police can arrive. If necessary, the GM may even give some hints to this effect, by mentioning that the agents hear sirens or approaching footsteps. However, if the agents refuse to take the warnings, or manage to attract a great deal of attention, the police arrest them. They seize all weapons and unusual equipment they find and lock the agents into separate cells.

Before the agents get in trouble, officials at Kroegen seem reassuring about the police. Administrators promise the spies that Denmark's authorities understand Company requirements. However, once PCs find themselves in jail, these pleasant assurances disappear. The Company does not have any real control over the police force. Hermaan Kohl refuses to risk his own cover by helping imprisoned outsiders.

Agents must not start an open melee with the police. Spies simply do not have the strength to fight the civil authorities. Furthermore, the Company cannot tolerate the publicity such a battle would bring. If the agents survive such a battle, they must hide from both the authorities and the Company for the rest of the campaign.

Imprisoned agents may come up with schemes to get out. The GM should treat these ideas with leniency but reason. An agent who makes a Law roll at suitable penalties may find a way to freedom. The exact penalties depend on the amount of evidence the agents left for police to find. Someone with an extremely powerful Patron might also escape, but the Danish police do not generally accept bribes. The GM might also improvise a jailbreak mini-adventure.

If agents spend more than a night in prison, Kristian and Sven (if still alive) come to their cells. See the sidebar on p. 5 for details on these fellows. Sven and Kristian have secretly duplicated master keys which allow them free access to cells. They attempt to murder the agents in prison. Remember that the targets are unarmed and penned in. However, if the agents somehow overcome the killers, they have a free chance to escape. Sven and Kristian timed their arrival carefully enough to be sure that no guards would arrive on the scene for a minimum of five minutes.

If the agents scream, they could bring guards in as little as one minute. In this event, Sven and Kristian engage the police in a gunfight. The GM may play through this battle or simply assume that police shoot the assassins dead.

Carl von Marck

Age 40; 6', 150 lbs.; dark hair, brown eyes.

ST 10, DX 11, IQ 12, HT 10.

Speed 5.25, Move 5;

Dodge 5, Parry 3.

No armor; no encumbrance

Disadvantages: Addiction (Cocaine);

Bad Temper; Secret (Cocaine Addiction).

Quirk: Smokes imported cigars.

Skills: Administration-14; Computer

Operation-12; Computer Programming-

12; Mathematics-12.

Languages: Danish-12; English-12;

German-13.

Carl von Marck presents himself to the world as a suave European businessman. However, his roving eyes and bursts of rage hint at the underside of his life. During the late 1970s, drugs became fashionable among von Marck's associates, and Carl developed an addiction to cocaine. Fortunately, his salary allows him to support his habit without difficulty. However, the assorted secret agents of Copenhagen have all learned about his addiction and use it to blackmail him.

Carl finds this manipulation unbearable. He wants to be rid of all of the spies. He cooperates with the agents at 31 Spange for two reasons. First, they treat him more gently than their rivals. Second, von Marck believes that they are attempting to dissolve the whole Danish spy ring. By helping them, von Marck hopes to bring his nightmare to an end.

The Blue Star

THE BLUE STAR PROVES TO BE A MOTEL

on the outskirts of Copenhagen. This red-light district stands in complete contrast to the rest of the city's domestic charm. Massage parlors and sleazy bars line the streets, with neon signs in Danish, English and German. Corrugated-steel buildings offer videocassettes and magazines. Young men and women linger on street corners. The motel consists of 15 separate cabins, surrounded by a board fence.

At the Blue Star desk, a bored young man sits behind glass. He directs visitors to the appropriate cabin. At Cabin Ten, a scar-faced fellow called Davish answers the door. Davish has a stubby beard and gruff voice. He looks about nervously. "C'mon, get in before anyone walks by and sees you."

Davish takes the party to the cabin's lounge. He offers the agents drinks and food. Then he excuses himself, saying, "Lemme get the boss." Once he leaves the room, several of his accomplices launch an ambush.

Three assassins wait in the kitchenette, with Uzi submachine guns under their jackets. They open fire through the paper-thin walls. Although the assassins cannot see their targets, they do not have a lot of space in which to miss. Therefore, their shots suffer only a -5 penalty. All assassins use area autofire to blanket the targets in bullets (see p. B121). All these assassins, including Davish, have the statistics listed under thugs in the sidebar (see p. 13). They wear Second Chance Standard bulletproof vests.

Agents may fire back through the same thin walls. However, the assassins have taken the precaution of bringing a few sandbags into their room. This gives the party a cumulative modifier of -7 when returning fire through the walls.

If the agents attempt to escape, they face a number of hazards. Davish waits outside the door, ready to gun them down as they come through the door. The window offers a convenient means of egress. However, the assassins have



embedded a hand grenade in the wallboard, ready to explode when anyone opens the window. Agents notice this trap only if they both ask to search and make an IQ or Traps roll. They must then make a successful Traps roll at -1 to disarm this device without setting it off. The grenade has the effects of a standard U.S. Mk 68 Defensive model.

Clever agents may avoid the living room trap. In this event, the assassins complete their attack as best they can. They may be able to fire through the walls of a different room, or talk their victims into letting down their guard. At worst, the four assassins may have to engage the party in a straightforward fight.

Agents who approach this cabin by stealth at an unexpected time find the killers clustered in the kitchen. They pass the time eating, drinking, watching television and waiting for targets.

Once the agents escape the ambush, they must figure out what happened. The killers – who are American – refuse to talk for as long as possible. Finally, they admit to receiving directions from Kristian Brandt, who meets them at a variety of places around the city. Brandt brought them here from Los Angeles. He gave them the necessary permits for their Uzis. Anyone who examines this paperwork may attempt a Forgery roll. Success reveals obvious flaws in the documents, indicating that they are fakes. Agents who make their rolls by 4 or better find telltale traces which identify the document as a product of the Company forgery department.

Midnight's Den

THE BUILDING AT 31 SPANGE IS A TEN-STORY apartment complex. Its dingy exterior appears neither new nor old. Yellow light shines through grimy windows. Agents who examine the front door find it made of metal and locked. A telephone hangs by the door frame, with a number available for "security." The back door is made of similarly sturdy material, but has no telephone.

The GM must note if Kristian or Sven successfully tails the party to 31 Spange. If so, consult the sidebar on p. 15 for details.

If agents use the phone to call security, the attendant answers in a thick, halting voice. This moronic-sounding fellow puts the party in contact with apartment 7F. There, a woman with a rich, lilting voice and a Russian accent answers the phone. If the agents identify themselves as friends of Carl von Marck, or if they identify themselves as Company agents from the United States, she agrees to allow one of them in, unarmed. Otherwise, she answers, "I'm afraid we aren't acquainted."

Spange employs four blond, muscle-bound men in cheap suits as its security squad. If the party receives permission to send someone in, this squad arrives to keep the rest of the visitors outside. The security men search anyone that enters, using a hand-held metal detector. They have a Holdout skill of 12. The metal detector gives them a +4 bonus for locating metallic objects.

Anyone who attempts to break into this building may meet the security team on different terms. These thugs waste no time with intruders. They do not use deadly force until certain of their situation, but the moment the agents reveal a weapon, the guards respond with gunfire. These thugs have the statistics shown in the sidebar on p. 13. They wear Second Chance Standard bullet-proof vests and carry S&W M29 revolvers.

Agents must make a Lockpicking roll at -3 to open the doors of this building without permission. Furthermore, Spange employs an alarm system to prevent break-ins. The system consists of pressure pads and motion detectors

Thugs

Use these statistics for the NPC thugs in large battles, and for police and DDI security guards.

ST 12, DX 13, IQ 9, HT 10.

Basic Speed 5.75, Move 5.

Dodge 6, Parry 8.

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Advantages: Combat Reflexes; Toughness (DR 2).

Skills: Brawling-15; Driving (Stock car)-13; Fast-Draw (Pistol)-14; Guns (Pistol)-15; Holdout-14; Knife-14.

Languages: Danish-12; English-10.

Weapon: varies.

Nastasya

Age 35; 5' 10", 120 lbs.; extremely fair skin, black hair, brown eyes.

ST 10, DX 14, IQ 13, HT 13.

Basic Speed 6.25, Move 6.

Dodge 6; Parry 11 (Judo).

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Advantages: Beautiful; Charisma +1.

Disadvantages: Enemy (Mundt); Impulsiveness; Overconfidence.

Quirk: Speaks her mind.

Skills: Acting-13; Administration-13; Diplomacy-13; Driving (Stock car)-14; Fast-Talk-13; Guns (Submachine gun)-17; Intelligence Analysis-13; Holdout-13; Interrogation-13; Judo-17; Sex Appeal-13; Shadowing-13; Stealth-14.

Languages: Danish-12; English-12; French-12; German-12; Russian-13.

Weapons: H&K MP5, 3d-1 damage. Nastasya alternates her rounds between armor-piercing and dum-dum. The first round halves armor DR but damage which gets through is also halved. The second round doubles DR but damage remaining after armor is multiplied by 1.5. Malf is 15 due to expanding bullets.

This fetching KGB agent operates by sheer audacity. Nastasya lays her plots carefully, but once they take shape, she has no use for the timidity of many professional spies. She has recruited more than one informant simply by announcing who she is and what she wants her prospect to do. Nastasya's bold spirit and adventurous smile allow her to get away with this behavior – so far.

When the Soviet Union started to collapse, Nastasya considered it only natural to change sides. She intends to sell her knowledge for as much as she can get.

William Peters

Age 30; 5' 11", 140 lbs.; blond hair, blue eyes, spectacles.

ST 10, DX 13, IQ 13, HT 10.

Basic Speed 5.75, Move 5.

Dodge 5, Parry 10 (Karate).

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Disadvantages: Bad Sight; Enemy (Mundt); Weak Will -2.

Quirk: Infatuated with Nastasya.

Skills: Computer Operation-13; Computer Programming-13; Disguise-13; Driving (Stock car)-13; Guns (Submachine gun)-16; Holdout-13; Intelligence Analysis-13; Interrogation-13; Karate-16; Mathematics-13; Research-14; Shadowing-12; Stealth-13.

Languages: Danish-13; English-13; French-12; German-12; Russian-13.

Weapon: H&K MP5, 3d-1 damage.

This Company agent conducted counterintelligence operations in the Danish Defense Institute. Mundt never considered him reliable enough to recruit into his plot to pass information to Nastasya. Peters could not help but guess that his own agency was working with the Soviets. However, he could do nothing about it. He grew cynical and apathetic about the treason within his own agency. That he received no share of the profits only increased his bitterness.

Then Nastasya contacted Peters with her plans for defection. For the first time, Peters found himself entrusted with an important mission. Furthermore, he found Nastasya herself irresistible, and quickly became devoted to her. He now works to help her arrange the most profitable defection possible. Although he considers himself a loyal Company agent helping to secure a valuable source of information, his real loyalties lie with Nastasya herself, not Washington.



aimed at windows. If triggered, the alarm sets off a silent alert at the guard station. Agents must make a Traps roll at a -2 penalty to locate and remove the detectors. Failure requires another roll at -4 to avoid setting off the alarm. The guards respond to any incursion within 4d seconds.

Agents who get to room 7F find an apartment suite. If the agents entered by stealth, the door is locked. A burglar must pass a Lockpicking roll at a -3 penalty to open it. If one spy approaches openly, a tall, gaunt man invites the agent in. This man proves to be William Peters.

This apartment belongs to Nastasya, the Russian agent code-named Midnight. Her jet-black hair and ivory skin make the reasons for her code name apparent. Midnight does not mind speaking with Company agents. She tells them that she did indeed plan to offer her knowledge to their Company. "However, darling, that was before dear Mr. Mundt at Kroegen Porcelain decided to do me in."

Nastasya knows why Mundt wants to kill her. During her years as a KGB master spy, she recruited him as a mole. His counterespionage teams performed the bulk of her spying within Denmark. Their efforts focused on the Danish Data Institute, where Nastasya collected invaluable information on NATO aircraft design and physics research. They combined forces to blackmail Carl von Marck, the director of that organization. Even today, her knowledge of advanced computer modeling techniques would be worth a fortune. Mundt, of course, has every reason to fear that if Nastasya defects, she will expose him.

When Nastasya decided to defect, she contacted Company agent William Peters. Peters found Nastasya's boldness irresistible. He not only agreed to help her defect, he became her enthusiastic ally. Peters made actual contact with Company headquarters and suggested the meeting on the Staal Ferry. Shortly afterward, Nastasya noticed Sven Swonberg, one of Mundt's chief assassins, watching the meeting place. Nastasya and Peters found Company killers stalking them throughout Copenhagen.

Nastasya and Peters went into hiding. Dansk dropped out of contact with them. Meanwhile, Nastasya did "the only sensible thing." She contacted the spy agencies of other countries, intending to sell her knowledge to one of them. She got several offers, the best of which came from Singapore. Personal representatives of President Lee Kuan Yu offered her \$200,000 U.S. currency for her

defection, plus additional bonuses for transferring the Danish Data Institute's classified computer software and hardware designs to Singaporean industry. This money would be transferred into an independent Luxembourg bank account before Nastasya leaves Denmark, as insurance against betrayal.

"I would still be delighted to work for the Company you represent," Nastasya assures the party. "You would simply have to offer me a superior arrangement." The Company previously offered Nastasya only refuge in the United States and a few thousand for her information. If Nastasya is to come with the party now, she wants more. Peters grits his teeth and reminds the agents that the Company does not want to lose Nastasya.

Nastasya keeps her immense trove of intelligence data stored on microdots and hidden inside the binding of a book titled *Norse Sagas in Modern Russian*. She keeps this text in her fairly expansive library. Suffice it to say that only a miracle can allow the party to find this book without Nastasya's help. The GM might allow exceptions in truly unusual cases. For example, if the *player* thinks of looking through books and the *character* has Intuition, the GM might allow a normal Intuition roll.

The operatives may, of course, attempt to kidnap Nastasya. In any battle, Peters takes Nastasya's side. See the sidebars (pp. 13 and 14) for statistics on Nastasya and Peters. The building guards intervene in 4d seconds.

If the party leaves, Nastasya takes no hostile action. She still hopes for a lucrative offer from the Company. However, she and Peters do not discount the risk of kidnaping. Therefore, they consult their Singaporean contacts for the funds to hire three new security guards, with statistics and equipment the same as the building forces. These new guards watch apartment 7F exclusively.

If the group consults its superiors regarding the Nastasya affair, pay attention to the means it uses for making contact. If they use official Company lines at the Kroegen Porcelain Emporium, Mundt's men eavesdrop on the call. When the party mentions Nastasya, these people cut off the communications and attempt to kill the agents. See p. 17 for details on Company forces.

If the party calls headquarters over a public telephone, there is a 15% chance (a roll of 1 on 1d) that someone manages to eavesdrop on their transmission. If the agents use portable scrambling units or other precautions, this does not present any danger. Otherwise, the call reaches Klaus Mundt, and the entire force of Kroegen attempts to assassinate the agents at the soonest opportunity. The sidebar on this page provides details on a possible attack.

Assuming that the agents successfully contact headquarters and explain the situation involving Singapore, the spies' superiors ask for their appraisal of the situation. The Company considers Midnight worth the extra money. However, if the team could kidnap her, this would make the job cheaper. A kidnaping would also teach Company enemies a valuable lesson. Therefore, if the agents suggest a violent approach, the Company instructs them to proceed. If agents request funds to outbid the Singaporean, the party's spokesperson must make a Fast-Talk, Diplomacy or similar social skills roll.

Nastasya automatically accepts any offer over \$200,000, assuming she receives adequate protection through middlemen. She would rather live in the United States than Singapore.

When the party's superiors learn about the treachery of Klaus Mundt, they give the party another assignment. They order the PCs to raid the Kroegen Emporium, shut down its operations and capture Klaus Mundt. For this, the agents will receive a \$4,000 bonus apiece. If the party has friendly relations with Nastasya and the GM feels the PCs need help on this raid, Nastasya, Peters and a few hired thugs might join the attack.

Tailed!

If Kristian or Sven follows the agents to 31 Spange, they report their observations to Kroegen headquarters. The 31 Spange address correlates with other data that Mundt has gathered. This allows Mundt to guess that Midnight is in hiding at the Spange apartment. Once Mundt locates Midnight, he orders an all-out attempt to eliminate her.

The GM must choose appropriate tactics for Mundt's forces. However, the following guidelines cover a likely strategy. Mundt controls ten operatives. He himself is also a formidable fighter. He uses these assets to encircle the area and to advance upon the targets.

Mundt deploys two snipers to stop any escapes from the target area. These killers arrive in nondescript Saab automobiles on either side of the 31 Spange building. Each vehicle contains one operative (see *Thugs*, p. 13) and one noncombatant driver (HT 10, Second Chance Standard body armor, PD 2, DR 14). The operative has an FN-FAL ready for use, just out of sight under the dashboard. These vehicles carry phony identification as NATO military police in case of interference by authorities. Any inspector who makes an IQ roll at -1 can recognize the documents as phony.

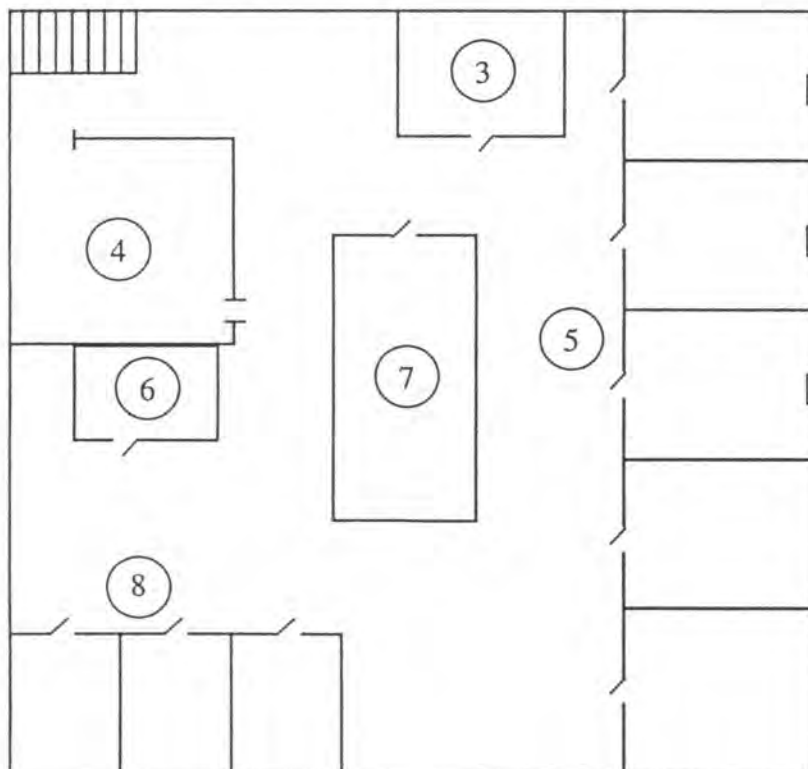
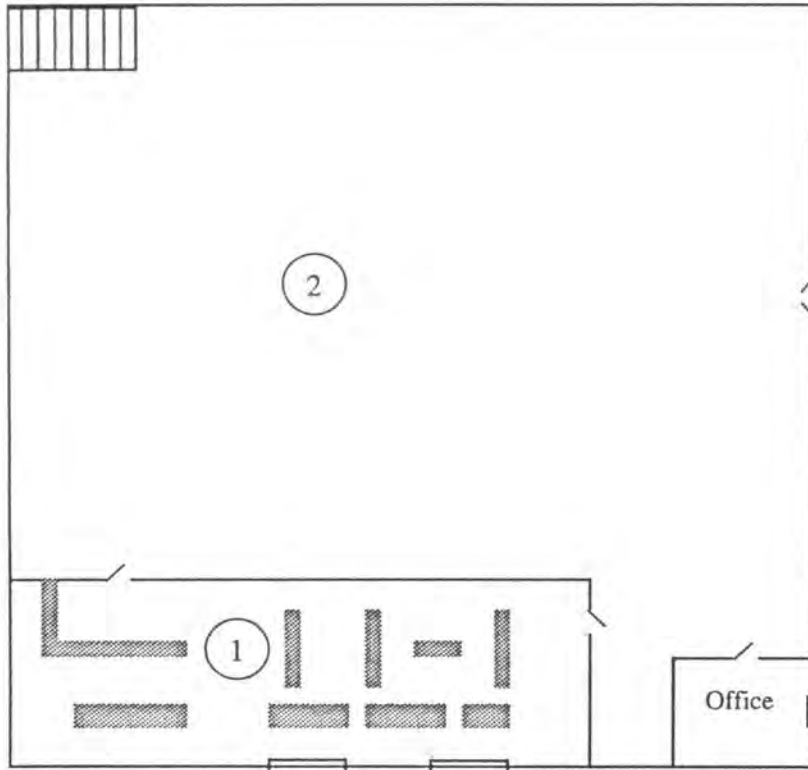
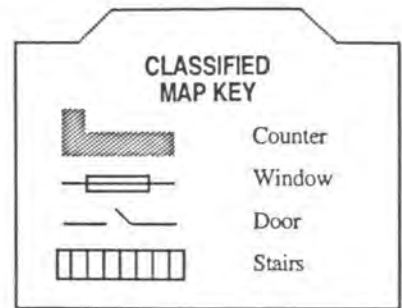
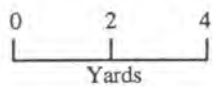
The other eight operatives arrive at the site in a gray van. They attempt to muscle their way into the building. There, the GM may assume that four engage the building's security forces and play no part in the battle. The other four advance upon the PCs, using grenades to clear any ambushes set for them. They have Uzis with which to fight the final battle. Mundt advances behind this first wave with a FN-FAL, ready to decide the fight in his own favor.

After killing Midnight and her supporters, Mundt issues a press release explaining Nastasya's intention to defect and blaming her assassination on the KGB.



Kroegen Porcelain Emporium

1 hex = 1 yard



Kroegen Porcelain Emporium

THIS QUAIN STONE BUILDING STANDS IN Copenhagen's historic district. If one peeks through the tiny, lead-rimmed windows, one can see rows of china on ornate shelves. Inside, agents find a comfortably overcrowded room of merchandise. The girl behind the desk looks perpetually bored, and responds to espionage passwords without any expression at all.

The GM should use this section at any point where the party decides to thoroughly investigate and/or raid the Kroegen Emporium. In the event of an attack, the GM should play Mundt and his forces intelligently, basing their strategy on the circumstances. Guards at the scene of an incursion take cover and return fire as best they can. Others prepare themselves around corners, and wait to ambush advancing intruders. Note that reinforcements definitely employ the military weapons from the Security Center (see below). Mundt himself joins the battle, ready to use either his crushing strength or one of the assault rifles from the Security Center.

Kroegen's forces consist of Mundt himself (see sidebar, this page) and ten low-level operatives. Of these ten operatives, four are off duty at any time. The other six remain available for guard duty and undercover operations. These active agents wear Second Chance Standard bulletproof vests and carry Uzi submachine guns. Kroegen employees wear headset communicators and coordinate their actions against any intruders. In the event of an assault, the four sleeping agents can prepare themselves in 1d minutes.

During the day, Kohl (see p. 7) is also present and assists in the defense of the Emporium.

A few noncombatant NPCs also work in the Emporium, as shown on the map key below. They cower and flee from any battle.

A system of sensor alarms and motion detectors protect not only the perimeter of this shop but each interior door. Furthermore, although the doors appear to be wooden, they contain steel cores, and have electronic locks, which the guards may control from the Security Center. One must make a Traps roll at a -3 penalty to pass any portal without alerting the guards. To open any door illegally, one must pass a Lockpicking roll with a -3 penalty.

The following map key describes rooms inside the Emporium.

1. *Shop:* This is the Porcelain Emporium, open to the public. The girl at the desk has an intercom system under her papers, connecting her to the Security Station. She does not fight.

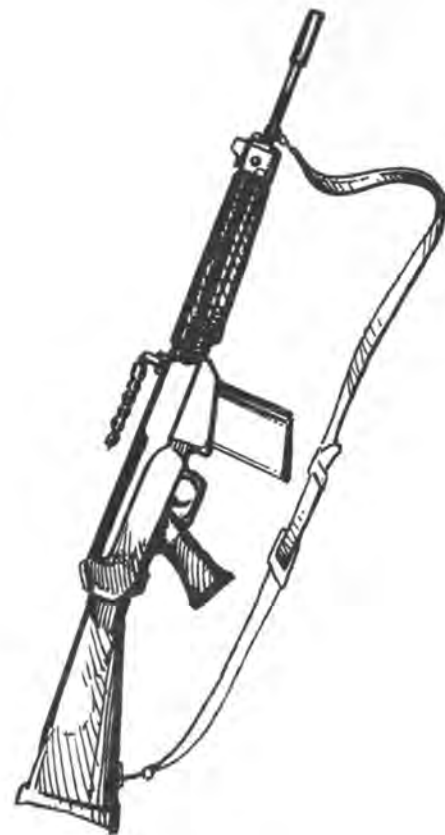
2. *Warehouse:* A jumble of crates and boxes fills this warehouse. All contain porcelain from exotic locations. However, anyone who passes a Merchant roll may note that none of the pieces are extremely valuable. Two of the Emporium's ten guards work here.

3. *Communications Room:* A neat console of teletype and encoding machines sits at the center of this room. A technician in a green visor operates the equipment. This man does not fight.

4. *Security Center:* This room contains chairs, a coffee maker and the controls for the Emporium's security systems. Two of the Emporium's ten guards work here. A metal safe contains a small arsenal, holding three FN-FAL assault rifles and five Mk 68 defensive grenades. The Emporium has no license for these military weapons.

5. *Apartment Suite:* This floor contains apartments for Mundt, Kohl and the building's security guards. Two security guards work here at all times.

6. *Cell:* This barren concrete room contains no prisoners.



Klaus Mundt

Age 58; 6' 3", 180 lbs.; cropped blond hair, blue eyes.

ST 13, DX 13, IQ 10, HT 13.

Basic Speed 6.5, Move 6.

Dodge 6, Parry 10 (Karate), 8 (Knife).

Wears Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Advantages: High Pain Threshold; Toughness +2.

Disadvantages: Bloodlust; Greed; Secret (Treason).

Skills: Administration-11; Camouflage-13; Disguise-10; Driving (Stock car)-13; First Aid-10; Guns (Rifle)-17; Karate-15; Knife-17; Stealth-13.

Languages: Danish-9; English-9; German-10; Russian-9.

Weapons: FN-FAL, 7d damage; large knife, 1d cut, 1d imp.

This German citizen entered Company service as an infiltrator, who crept across Iron Curtain borders and through war zones. As the 1970s progressed, the Company had less need for such physical skills. However, Mundt's performance earned him a continued job with the Company, and he ended up controlling the Copenhagen station. There, Mundt found himself bound to a desk job, where operations involved more scheming and politics than action. He found himself growing flabby and bored. Furthermore, although he received an adequate salary, he missed the large "bonuses" his old job provided.

Continued on next page . . .



Klaus Mundt (Continued)

To Klaus, hunting spies at the Danish Defense Institute offered a chance for excitement again. While engaging in this sport, he encountered Nastasya. She did not lie about who she was. Instead, she appealed to Mundt's sense of adventure, encouraging him to think of the thrill in life as a double agent. She also paid him well. Klaus spent the 1980s working for her.

As the 1990s began, Klaus slowly realized the dangers of his new life. He feels no moral scruples about spying, but he does sense that he has gotten himself into very deep trouble indeed. He also feels foolish for allowing Nastasya to manipulate him. When he learned that Nastasya wanted to defect to the West, Mundt knew he had to act. He devoted himself to finding and killing Nastasya before she reveals his treason.



7. *Meeting Room:* Here one finds a few molded plastic chairs on wheels. A white box in the center of the ceiling contains bug-scanning equipment, and emits a shrill wail whenever electronic devices enter the room.

8. *Offices:* Klaus Mundt, Station Chief, and Hermaan Kohl, Director of Counterintelligence, have their private offices side by side. Both men maintain neat offices, with papers stored in locked, fireproof file cabinets. Agents may only open these receptacles with a successful Lockpicking roll at -5. Having opened the file cabinets, a spy must make an Intelligence Analysis roll to leaf through administrative data and find files pertaining to Midnight. Those who succeed at these rolls, however, may find the Midnight Papers. (See sidebar, p. 8.)

Note that agents can find copies of these documents at Kohl's house.

Ending the Mission

IN THE COURSE OF THIS MISSION, THE COMPANY sets a number of objectives. First, agents must find Midnight and either force or persuade her to defect with her information. Second, agents must dispose of the traitors within the Company. The nature of the story becomes clear in the section on p. 13, where spies meet Midnight and learn the history of the Danish operations. Following the adventure, the Company offers its usual payment.

Each agent gains one character point for recovering Midnight and one point for raiding the Kroegen Porcelain Emporium. The first spy to figure out any important mystery, such as the treason within the Emporium, gains an additional point. Finally, the GM should reward roleplaying with character points as appropriate.

Future missions may concern cleaning up more of Nastasya's spy rings in Northern Europe. Alternatively, the agents might go to the opposite side of the world, and investigate the Singaporese. Lee Kuan Yu seems to have an unnatural interest in defense electronics. Perhaps Singaporese businessmen have a scheme to overtake Western electronics firms in the marketplace, or perhaps they serve as middlemen in some more sinister espionage plan.

OPERATION LOOSE ENDS 2

In *Operation Endgame*, the team recovered Midnight, a knowledgeable veteran of the KGB. *Operation Loose Ends* covers what happens when the agency acts on information Midnight provided. Agents who participated in *Endgame* make natural candidates for this mission, both because of their familiarity with the case and because in assigning the mission to the same team, controllers minimize the number of people who know about the Midnight operation.

However, this also makes a convenient spot for new players to enter the story.





Ms. Bernhard

Age 49; 5'8", 120 lbs.; curly gray hair, dark eyes.

ST 9, DX 11, IQ 12, HT 11.

Speed 5.5, Move 5.

Dodge 5.

No armor; no encumbrance.

Advantages: Acute Hearing +1, Common Sense.

Disadvantages: Bad Sight (Near-sighted)

Skills: Computer Operation-14; Computer Programming-12; Driving (Stock car)-11; Electronics (Communications)-12; Electronics (Weapons)-12; Mathematics-13; Mechanic 12.

Language: English-12; French 11.

This severe, bespectacled woman keeps a firm grip on the Company's equipment division. She also works as an agent of the Internal Security department. Ms. Bernhard keeps track of how the party uses its weapons and other gear, watching for reckless use of equipment and for signs of black marketeering.

Ms. Bernhard's offices contain a clutter of pistols, trick weapons, disguises and electronic gadgets, many half-open with their wiring exposed. Ms. Bernhard leaves these devices out on purpose, to see if any agent attempts to pilfer them. A fine coating of fluorescent powder covers this material. If these items turn up in someone else's possession, Ms. Bernhard can use a UV lamp to identify them.

Loose Ends features action in several countries, but begins in Moscow and features numerous Russian characters. Therefore, a Russian-speaking PC could prove valuable. The rest of the team should contain a balance of investigative and combat skills to suit the players' style of play. This adventure contains counterterrorist assignments which demand some muscle and tactical sense. However, a party which knows how to use diplomacy and clever tricks can avoid a great deal of fighting.

Note that if the party fails to intervene, certain events take place "offstage" which affect the adventure. Therefore, the Game Master should periodically consult the sidebar, *Daily News*, p. 38, to see what may have happened.

Briefing

EACH AGENT RECEIVES A PHONE CALL

at exactly 1:03 P.M on August 20. A man with a faint British accent explains that the Company requests their assistance again. He instructs them to appear at Dulles Government

Offices in three days. When they arrive, a receptionist directs them to a sparsely furnished office where they meet Mr. Cornell, a man in a suit with a cropped gray mustache. Mr. Cornell gives the agents the following briefing.

"Beginning around 1983, Soviet military intelligence organized ten units known as Udarnaya Armiya, or Shock Armies. The Armiya recruited their members from the hinterlands of the Union of Soviet Socialist Republics, from Kazakhstan, Georgia and other provinces noted for the ferocity of their inhabitants. GRU trainers then put these recruits through a program of indoctrination and conditioning designed to produce fanatic killing machines. The GRU intended to use Udarnaya Armiya for terror and assassination operations. Mikhail Gorbachev ordered the program's cancellation in 1988, as part of a general reform in intelligence practices.

"Gorbachev's lieutenants did not obey him. At least one Udarnaya Armiya unit still exists. Our debriefing of the recent defector Midnight indicates that the third Armiya continues to communicate with agents in Western Europe, and to purchase military hardware from independent sources. According to Midnight's information, the third Armiya plans a terror campaign against airline flights routed through Southeastern Europe, notably countries which once belonged to the Union of Soviet Socialist Republics.

"This terrorism can only undermine regional stability. It will eventually present a threat to U.S. national interests. Therefore, the Company wishes to prevent the Armiya's attacks. We wish you to eliminate this cell of madmen. Midnight's report indicates that six remain at large. As secondary objectives, we wish you to learn how the Armiya happened to survive the dissolution of the Soviet Empire, and what the reasons behind this airline terrorism might be.

"Upon conclusion of this operation, the agency will pay you each from seven to 15 thousand dollars. The exact amount depends on your success at preventing Armiya operations and the amount of information you uncover.

"You may obtain further background material from Midnight herself. To contact her, or to obtain use of other agency assets, consult Ms. Bernhard, on the sixth floor."

For details on the support Ms. Bernhard can provide, proceed to *Resources*.



Resources

THE OPERATION LOOSE ENDS PARTY

has access to agency equipment, funds and contacts throughout the adventure, and may return to this section many times. As long as their requests remain simple, they find these resources ample. Eventually, however, the party's search for support may lead to trouble.

The agents direct all requests for assistance to Ms. Bernhard (sidebar, p. 20) of the Office for Mission Support. They invariably find her behind a steel desk, tapping away at a computer terminal. Circuit boards, computer readouts and three-ring binders full of documents clutter her desktop. It takes several minutes to get her attention away from her work.

Agents may use Company weapons, vehicles, electronic gear and other equipment in the course of the mission at no charge. However, spies must pay for anything they lose or destroy without a satisfactory explanation.

For more particulars see the sidebars on *Information* and *Weapons*.

Boris Sidorenko

BORIS SIDORENKO LIVES ON THE NINTH FLOOR

of Housing Unit 23MA in Moscow. This looming cinder-block structure perfectly resembles every other building for blocks around. Gray snow covers the pavement outside. If agents go in, they find an overweight woman in a tan uniform two sizes too small behind a desk, serving as building supervisor.

The building supervisor orders newcomers to stop in a surly tone of voice and demands to see their Residency cards. If the agents respond that they are visiting a friend, she scowls as if the story sounds ridiculous and demands more information. The supervisor does not actually care enough about her job to go through a confrontation with the party. If agents try to override her and go in,

Information

When the party requests further information on the operation, Ms. Bernhard puts them in touch with the Soviet defector Midnight. The Company currently has Midnight hidden at a safe house in an undisclosed location. She communicates with people at agency headquarters by typing messages over a secure e-mail line.

Once the agents log on to Midnight's system, she types them a friendly message. The GM decides exactly what she says, basing her remark on the events of a recent mission. Even if the party did not participate in *Operation Endgame*, Midnight's sources may have informed her about their career. After this, Midnight accepts questions about the *Armiya*.

The GM should roleplay the conversation, giving out information in response to PC questions. Details on roleplaying Midnight appear on p. 00. Depending on the party's taste for roleplaying banter, the GM may introduce a subplot. See *Midnight's Goals* for details.

Midnight can suggest three points of departure for the investigation.

First, Midnight knows the address of Podpolkovnik (Colonel) Boris Sidorenko, a director in the Shock Army program. The end of the Soviet Union left Sidorenko without a job. He now lives in a Moscow flat with his daughter, her husband and several aging in-laws. If the agents follow up on this lead by going to Moscow, consult *Boris Sidorenko*.

Continued on next page . . .

Information (Continued)

Second, Midnight knows the location of a Udamaya Armiya training camp, in Czechoslovakia. If the agents go here, consult *Budyenny Sports Camp* on p. 35.

Finally, Midnight eavesdropped on Udamaya Armiya communiques which passed through her area of operations. She knows the target of a future Udamaya terrorist attack. The Armiya intends to strike Flight 724, leaving Kiev International Airport on August 26. If the party visits the airport, see *Petchersk Airport*, p. 28.

she gives up. However, if she thinks she can get a bribe out of the PCs, she does not pass up the chance.

The agents find Boris' apartment in a dim corridor with unpainted plaster walls. If they knock, a harsh crone's voice demands, in Russian, to know their identities. The party might gain entry by presenting an innocuous and plausible story, such as being relatives. This requires a Fast-Talk roll, and possibly a Russian language role as well. If the party remains mysterious or tells an obvious lie, the woman orders them off with a stream of vulgarities. This also gives Boris time to prepare for intruders.

Agents who try to enter Boris' apartment by stealth or force discover that Boris has taken rudimentary security precautions. A series of deadbolts keeps the door shut, making it impossible to simply pick the lock. A burglar who makes a Lockpicking roll with a -3 modifier can twist the bolts and coax them back from their sockets with patience and a piece of wire. This requires a half hour of work, during which time other inhabitants of the apartment complex certainly pass by. If the agents ignore them, the GM should then roll 1d. On a roll of 1-3, the building residents call the police. A pair of officers arrive 15 minutes later. They attempt to arrest anyone who seems to be committing a crime.



Midnight's Goals

Midnight is never content simply to accept what she has. Now that she has switched allegiances, she would consider it the height of audacity to take over an important post within the Company. Failing that, she would at least like to increase her fee. If the GM feels that his players would enjoy pursuing this matter, Midnight may evade the first questions. She hints, in a friendly way, that if the Company would only give her some authority, she could achieve great things on its behalf. If possible, Midnight latches onto a sympathetic PC and helps him or her as much as she can, while suggesting that she deserves a higher position.

Midnight's ambition could serve as a major roleplaying incident or simply as game atmosphere. The GM should decide how much to emphasize it and whether the Company accepts whatever bargains Midnight and the agents arrive at.

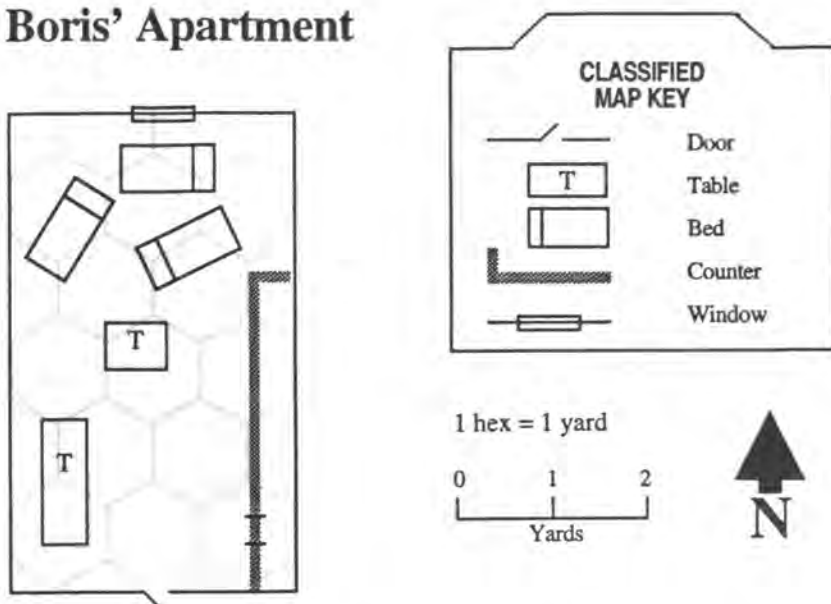
Anyone who tries to break the door must make a Strength roll at -2. Boris has bolted steel reinforcements to the flimsy fiberboard door of his apartment.

Beyond the door, agents find a single room, furnished with a dingy couch, piles of laundry and a doorless and inoperative refrigerator, which stands to the right of the entryway. The GM may roll 1d. On a roll of 1 or 2, Boris happens to be out. Otherwise, he sits on the couch, watching a tiny black-and-white television. Three heavy-set senior citizens, one man and two women, occupy other parts of the room.

If agents forced their way in and Boris is there, the ex-spy attempts to fight them. He owns a pistol, and keeps the refrigerator next to the door for cover. It takes him 1d seconds to grab his gun and get into position behind the cooler. Boris feels his life is in danger and if attacked, he plans to put up a stiff resistance. Keep in mind that a gunfight here automatically draws attention. A sidebar on p. 32 provides statistics for Russian police.

If approached under more friendly circumstances, Boris may cooperate willingly with the party. He is in dire straits. The Russian intelligence branch no longer require his services, and his well-known connections with the old Communist party make him extremely unpopular. This explains why the PCs find him in this squalid flat with his maternal grandmother, his aunt and an aging uncle. Furthermore, Boris knows that the Armiya still exist. He also feels he knows too much about them. The old GRU colonel knows quite well that they may try to eliminate him, and that here in this apartment he offers an easy target.

Boris' Apartment



If the party makes at least a minimal effort to put Boris at ease (best portrayed through roleplaying), it could buy his help for at least \$2,000 in hard currency. Agents could also ensure Boris' assistance with an offer of protection, especially if they imply that they have word of an upcoming attempt on his life. Some agent must make a Fast-Talk or Diplomacy roll to convince Boris that the "protection" is indeed in his interest.

Boris can confirm everything Midnight said. In addition, he can give the group an address for the GRU offices which operated the Udarneya Armiya. If the PCs wish, Boris can contact his old comrades there and arrange for the party to pay a visit, under whatever cover it desires. Boris remains on close terms with Rossika Peternova, an administrative officer in that outpost. If the party goes to these offices, proceed to *Today's GRU*, p. 39.

Boris can also describe the agents and equipment of the surviving Armiya.

"The GRU took great care to equip these units only with weapons which could not be traced," Boris explains. "That meant small arms of the most basic sort, usually those manufactured by Western nations. Udarneya Armiya units employed bombs, but improvised the explosive devices themselves, using commercially available materials. These units depended on their training and fanatic spirit for success, not upon advanced equipment."

According to Boris, the one Armiya unit still in operation contained the following members. He claims that the names he gives are indeed the aliases under which these agents currently operate.

Tashika Katruta. A man of Kazakh origins, noted for his skill at tracking and outdoor survival.

Khal Orlov. This unassuming fellow has the "face of a choirboy" but excels at the most brutal forms of hand-to-hand combat. Orlov has a knack for silent movement.

Pushkin Duchov. Pushkin is a native Russian. He serves as the group's expert on electronics, explosives and other technological items. He never underwent the full course of Udarneya training.

Natalia Karnof. Natalia came from the Soviet Far East, and seemed almost Oriental in appearance. She speaks fluent Chinese, and spent the years 1979-1981 on liaison with the embassy in the People's Republic of China. Karnof knows numerous other languages as well and "has a touch" with foreign cultures. Boris recalls a note in Natalia's file saying that she resisted Udarneya training fiercely, but finally broke.

Weapons

The Company recognizes that counterterrorist operations may involve hostilities. Therefore, Ms. Bernhard raises no objections if the agents want pistols or concealable body armor. Note that the agents also need a Legal Fix, as described below, to take their weapons on international flights.

If the party wants heavier weaponry, it faces more severe difficulties. Once again, the agency wants to see the mission accomplished by whatever means necessary. However, to issue submachine guns, rifles, specialized ammunition, grenades or similar devices, the Company must submit a Munitions Use Authorization Statement (MUAS).

One must fill out a MUAS on a pink government form in triplicate. The form demands signatures from each person authorized to employ the weapons, and a written summary of anticipated situations in which the weapons might be used. Game Masters should make the players actually write these things down.

If the party makes light of the MUAS, or fills in false information, the GM should remember that Ms. Bernhard watches the whole thing. Game Masters need not say anything at the time. However, the party's superiors certainly hear of the incident.

If the party complains about the security dangers inherent in the MUAS, or if they need more than one issue of weapons, Ms. Bernhard offers them another option. The agency has an "independent source" who can provide equipment. If the agents express interest, Ms. Bernhard puts them in touch with Mr. Liu A. See p. 00 for details.





Specialist Equipment

The agency has no qualms about giving out electronic bugs and other exotic equipment. Agents may select a total of \$5,000 worth of equipment without objections. If the party wants more than this, Ms. Bernhard puts them in touch with Mr. Liu A. See p. 27.

Michenko Petro. Petro is an excellent marksman, with a passion for things military. He shuns the company of others.

Santin Yuchenko. Yuchenko serves as the leader of the cell. He has "the cunning mind of a Tartar," and a taste for cruelty. He wears a drooping mustache.

Boris can provide sketches of each Udarnaya Armiya agent. Boris also knows the reason for the attack on Flight 724. Udarnaya Armiya wishes to liquidate a Russian officer named Korsun, who knows too much about their operations.

A search of Boris' apartment turns up great quantities of lint, old newspapers and fallen bits of food. In addition, a searcher who makes an IQ roll at -2, or employs an electronic bug detector, may discover a listening device in Boris' sofa. This bulky instrument is as large as a cigarette case and includes a small transmitter.

Anybody who examines the bug's internal workings may attempt an Electronics (Engineering) roll. Success indicates that the device is of crude 1970s technology. It does not resemble any known Soviet make. One circuit board contains a pair of Oriental ideographs. Anyone who makes a Linguistics roll or happens to speak Japanese can tell that this is a Japanese device. The investigator can also tell that this device's broadcasting system has an urban range of about 100 yards.

If the party keeps an eye on Boris and his apartment, it may discover another interesting person. The same dark-skinned indigent appears every day in an alley across the street, clutching a parcel and drinking from a bottle in a paper





bag. The Game Master should mention him in passing during each day of a stakeout, or every time the party visits this building. He need not attach any great importance to this man. Instead, the Game Master can describe the sooty snow, the sky filled with leaden clouds, and the drab apartments, while casually mentioning that the Asian bum is there again.

This man is Ved Paran, from the spy ring described under *Kali's Tigers*, p. 25. His parcel contains the receiver for the bug in Boris' room. See p. 25 for more details on Ved and his companions. The party could attempt to capture Ved. If PCs opt to watch him instead, he waits for 1d hours and then returns to the rest of his team. Use the normal rules for Shadowing and proceed to the section titled *Kali's Tigers*.

Once or twice a day, Boris goes out into the city to visit coffee shops, to stand in line for groceries and to perform similar mundane chores. Another of Kali's Tigers, Ras Kunjabi, shadows him on these expeditions. If the agents follow Boris, they have the normal chances to detect the tail, as described under Shadowing on p. B67. Ras can also lead the party to Kali's Tigers.

Kali's Tigers

A RING OF INDIAN SPIES OPERATES IN MOSCOW.

The party may encounter it in several ways. First, Company agents may covertly tail members of the Kali's Tigers ring to their meeting-spots. Second, the party may get information on Indian activities from friendly sources in the GRU. Finally, the party receives several chances to capture Tiger operatives Ved Paran and Ras Kunjabi in the city.

Ved and Ras

If Ved or Ras notices party members following them, he proceeds to a pay phone, dials the Bureau of Foreign Development, and speaks the code phrase "Ganesh." Then the Tiger in question spends 1d hours proceeding on a random course through the city. This requires a new set of Shadowing rolls. If this fails to shake the follower, the beleaguered Indian agent rents a room in a dusty Moscow flophouse. He then dials the same number, speaks his location and gives a second code word, "Siva." After this, Rasparuta attempts to eliminate the nosy agents, as described below.

If the party approaches either Ved or Ras, the Tiger agents feign a bland stupidity. Ved goes by the name of Akhmet, and claims to be a citizen of Tadjhikistan, who came to Moscow but could not find a job. Ras pretends to be a singularly dull-witted office worker for an Indian trade delegation. Both feign

Legal Fixes

The Company has limited connections within the police systems of the United States and foreign countries. It also has a department specializing in forgery and acquisition of official documents. Ms. Bernhard can try to make "arrangements" for agents with legal entanglements, but these maneuvers do not always succeed.

Each time the party needs a Legal Fix, the GM should make a roll against Forgery or Law, as appropriate, to see if Company arrangers succeed in their gambit. Assume that the NPC agents and forgers on these cases have a skill of 13. Note that the agents may not immediately know whether the Legal Fix worked or not. Agents in prison may find themselves simply waiting, not knowing whether to expect any kind of rescue. False documents may look real to the agents, but not to hostile officials.

Naturally, the Game Master should modify Legal Fix rolls to fit the circumstances. Modifiers for most likely conditions appear below. In other cases, the Game Master should be able to determine the chances of success by common sense. Note that many Fixes the spies might desire are simply impossible. No permit can justify a grenade launcher in downtown Moscow. If an agent commits murder in front of multiple witnesses, his only hope is a jailbreak by his friends.

Common Documents. This would include personal identification, driver's licenses, false identities and other routine "pocket litter." Give the agency forgers a +2 bonus.

Weapons Permits. For pistols and civilian rifles, including semi-automatic assault rifles, there are no modifiers. Military weapons impose a penalty of -2 on the Forgery roll.

Security Lapses. The Company can use connections to ensure that the police happen not to show up at inconvenient times. In Russia, there are no modifiers to this roll. The Cold War prompted the Company to develop extensive connections there. However, in more exotic countries, Company agents suffer a -1 penalty to these rolls.

Misdemeanor Charges. With the help of a local lawyer, agency technicians may arrange for imprisoned agents to leave jail on technicalities, without trial. This roll has no modifiers.

Felony Charges. If the agents commit a serious crime, the Company has a much harder time arranging their release. Penalize the Legal Fix roll by -3.

ignorance of any useful information. If the agents give them a message for their superiors, they pretend not to understand, but they do take the message.

Operatives may attempt to kidnap Ras or Ved. The GM can stage the incident on whatever part of the street the PCs choose for their confrontation. Keep in mind the danger of attracting police attention when fighting on the Moscow streets. Although these agents defend themselves fiercely, they have no desire to die.

Under questioning, Kali's Tigers initially maintain their original cover identities. If confronted with their suspect behavior, they attempt to buy time by claiming that a "man with golden teeth" offered them \$500 in English pounds to do whatever the agents caught them doing. Under pressure, the Tigers can explain how to find this golden-toothed man. They give the address of the GRU offices described under *Today's GRU*, on p. 39.

PCs content to ask a few questions and believe the answers receive this information. Those who take the time to conduct a thorough inquiry, and who make their Interrogation rolls, discover that this story is a mere sham. Ras and Ved work as operatives of India's Military Intelligence. They operate from the Bureau of Foreign Development and can provide its address. As for their mission, they know only that they are investigating "shipments of arms destined for India's enemies."

Tigers' Lair

Kali's Tigers operate from the Bureau of Foreign Development, a long rectangular building in downtown Moscow. This Bureau provides office and living space to delegations from a variety of Third-World countries which the old Soviet Union counted among its allies. A force of 10 security police in olive drab uniforms patrol the interior of this building in groups of two. As the party traverses the corridors inside, the GM should roll randomly to see if they encounter a patrol. Roll 1d every 15 minutes. On a result of 1 or 2, a pair of officers approaches and demands to see identification.

The Indian legation consists of 15 office workers, and the Development Consul, Sind Mingh. Five of the office workers are actually the Kali's Tigers spy ring. Two of their agents, Ras and Ved, operate in the streets of Moscow. Two others, Rasparuta and Krisra, specialize in more violent operations, and spend their time in the Bureau until needed. A fifth man, Rajiv Maraka, officially the legation's typist, actually commands the operation.

Rajiv Maraka strives to avoid trouble in Moscow. However, given the corruption in Moscow's police system and the state of flux throughout the old Soviet Union, he feels that he must take measures to defend himself and his operation. If mysterious strangers start following his agents or paying too much attention to his headquarters, he orders them eliminated. Rasparuta and Krisra specialize in these situations.



Mr. Liu A.

Age 56; 5'10", 120 lbs.; short dark hair, brown eyes

ST 9, DX 12, IQ 12, HT 10.

Speed 5.50, Move 5.

Dodge 5, Parry 8 (Karate).

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Advantage: Wealth (Very Wealthy).

Skills: Administration-13; Diplomacy-13; Driving (Stock car)-12; Guns (Pistol)-12; Karate-12; Intelligence Analysis-13; Politics-13.

Languages: Chinese-14; French-14; German-14; Russian-14; Spanish-14.

Weapon: Beretta 92, 2d+2 damage.

This businessman presents the classic image of Oriental inscrutability. He can be an invaluable supporter, but agents should never quite know what he thinks behind his thin smile.





The time and place of the Tigers' attack depends on the party's actions. Rasparuta and Krisra tail their victims at a distance, waiting for an opportune moment to strike. They wait up to one day for the party to split up, or for members to go to sleep unguarded. If not given this sort of opportunity, they simply approach their targets on a lonely street, pretending to be other pedestrians. They get as close as they can, and then attack, using strips of weighted cloth as bolas to entangle the most dangerous-looking fighters and poisoned daggers to dispatch the targets.

However, Kali's Tigers need not directly oppose Company agents. Indeed, they both have similar goals. If the PCs offer to talk with Rajiv, he gladly arranges a meeting with them. This, of course, assumes that the party presents its offer discreetly, without taking any unduly hostile action toward the Tigers. Rajiv suggests talking at the Borishilov hotel. If the party accepts, they meet in a grand, smoky tea room, where the air smells of cinnamon pastries, and a piano plays softly in the background.

Rajiv opens the conversation by admitting that "we both have a similar interest here." He pauses, and draws out the next word in a conspiratorial sigh. "U-dar-naya. No?" After that, Rajiv does not give out information unless he gets information in return. However, he would find Midnight's knowledge of the Udarnaya training camp quite interesting. He would also like to hear what the party knows about the attack on Flight 724.

In return for this information, Rajiv can explain his own reasons for concern. Indian intelligence would not normally care about a GRU terror squad. However, Udarnaya Armiya conducts its operations in southern Kazakhstan, near Lake Balknash. Although a strip of Pakistani territory separates this area from India, Indian military intelligence finds the activity uncomfortably close. Recently, high-flying aircraft have passed over Indian airspace headed for these camps. The origins and purposes of these flights remain unclear.

Indian intelligence also knows, through other GRU sources, that the Udarnaya Armiya plans to assassinate Cai Hu-Tang, a Chinese diplomat in Madagascar.

Agents can discover the Tigers' motives in other ways, notably by sneaking into the Bureau of Foreign Development and stealing documents. Rajiv Maraka has a file on current operations in a folder marked "Irrigation: Peril and Promise." The file is not encoded, but it is written in Hindi. It explains the Tigers' mission much as Rajiv himself described it.

Making It Happen

At some point, the agents may need more help than the Company can provide. Perhaps they require munitions or equipment which would attract too much attention if ordered through legal channels. Perhaps they find themselves in trouble with the law. In these cases, the Company puts them in touch with Mr. Liu A. (p. 26), a wealthy gentleman with an interest in supporting the agency. The Company refers PCs to Mr. Liu A. with the warning that he has no connection to any U.S. government agency. Officially, Company officers neither know of nor authorize any of Mr. Liu's activities.

The agents may contact Mr. Liu by phone or in person at his Washington offices. Here, three Oriental male secretaries work in Spartan offices ten stories up. Nothing about the place indicates what sort of business Mr. Liu does, and the office documents prove equally unrevealing. They speak merely of "cargo shipped," "product management," and equally meaningless things.

Mr. Liu speaks with agents in person. He requests a method of contacting them and a report on their mission. "If you desire my help, it is only fair that I ask you how my money is being spent, no? You may also find that I can help you in ways you never expected. I have contacts of my own, and certain information which the Washington bureaucrats may not have disclosed."

This businessman can provide any of the items which the agency offers. Naturally, he requires no government documents, and working with him involves no chance of official investigation. Furthermore, Mr. Liu can provide some things the agency simply cannot. He has access to any man-portable heavy weapons. Mr. Liu can also give the party up to \$10,000, if they demonstrate that they need this money to carry out their mission.

The one thing Mr. Liu does not have is embassy privileges. If the party acquires illegal materials from him, they must find some way to smuggle them across borders.

Continued on next page . . .

If the party maintains surveillance on this building, it may profit from Tiger operations. After 1d days, Ras and Ved learn that the GRU officially wishes to disband the Udarnaya Armiya, but that the directors, notably one called Malenko, have prevented any practical steps toward doing so. Ras reports this to Rajiv, in Hindi. Anyone listening with an electronic device may overhear this information.

Note that Ms. Bernhard has linguists who could easily translate information from Hindi if the party communicates with Headquarters.

Making It Happen (Continued)

Furthermore, as Mr. Liu implies, he knows useful things. The more the agents tell him about their mission, the more suggestions he can offer. When the agents ask him questions, the GM may answer them from the list of facts below. Mr. Liu also provides mission suggestions, as shown below. He does not force these upon the agents, but he tries to accustom them to taking his advice.

* If anyone mentions activities at the Petchersk International Airport, Mr. Liu comments that a "colleague" of his, Mr. Karl Frunze, does a "prodigious amount of business through that channel." Karl Frunze is a "fellow of most decidedly mercenary greed." Mr. Liu can divulge Frunze's Rotwell address. "It may behoove you to find good Mr. Frunze and have a . . . nice talk."

* If the party mentions the GRU offices, Mr. Liu remarks "Ah well, everything has changed since the old days, hasn't it? Peace has broken out, the birds are singing, and if people still worry about, oh, spying or murder or that sort of thing, well, it's really for old times' sake. But I think you may find that a certain Malenko is extremely nostalgic."

* If anyone brings up Cai Hu-Tang, the Chinese diplomat in Antananarivo, Mr. Liu leers with malicious humor. "Ah, there's a name I haven't heard for some time. Cai, the honest diplomat, interested only in world peace, who just happens to moonlight for the Bureau of Disinformation. Well, I suppose everyone has to have a hobby." Then, in tones of sarcasm, Mr. Liu adds, "Or perhaps now he is in terrible, awful, humiliating disgrace . . . guopi! . . . Do you know what I mean by 'guopi'? This is a Mandarin expression which appears also in the English vernacular, and has something to do with a bull."

"Mr. Cai went to Madagascar for a reason, and not the one we've all been told. When you hear that he's lost his position, that dark forces have him targeted for death, please keep in mind that this is exactly what he wants you to believe. This is a process known as building cover."

Petchersk Airport

WHEN THE AGENTS ARRIVE, PETCHERSK International Airport appears normal. They must then either attempt to intervene with Flight 724 or snoop around, looking for signs of Udarnaya Armiya activity. This section provides a map key and a guide to important people the party might meet at the airport. If the agents attempt to warn airport officials about the terrorist attack, militiamen or clerks in the lobby direct them to the office of Mr. Petlara, p. 30. He, in turn, directs them to the Director of Security, in the Security Center, p. 30.

Petchersk International Airport sits on high ground, with a view across the city to the Dnieper River. A chain-link fence surrounds the airfield, while militiamen in army caps and drab gray uniforms patrol the perimeter. Unworn spots on their jackets indicate where they once wore the hammer and sickle patch. Dust cakes the glass doors of the terminal.

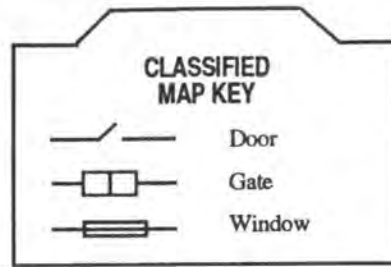
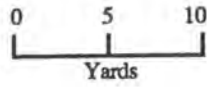
A total of 25 militiamen guard this airport.

1. *Lobby.* Gray plastic seats run back-to-back in the Petchersk lobby. A variety of nationalities appear among the passengers, from fair-haired Ukrainians to bearded workers from Georgia, some in the distinctive jackets and boots of their national dress. The clerks use old-fashioned equipment which clatters and blinks each time they write out a ticket. The airport has only one primitive X-ray machine visible, but the ubiquitous militiamen provide the impression of careful security.

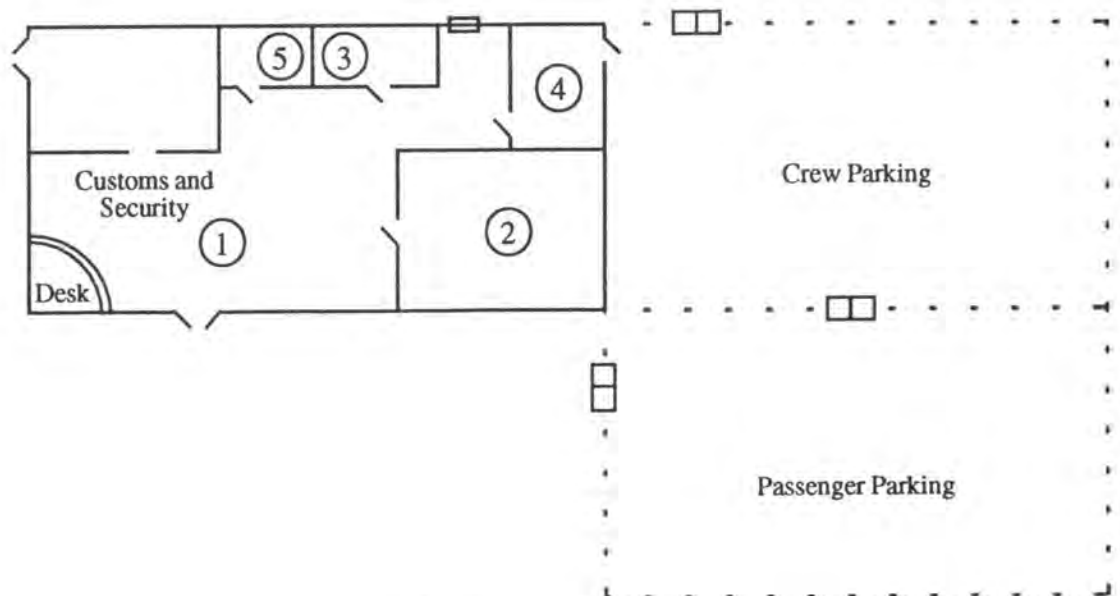
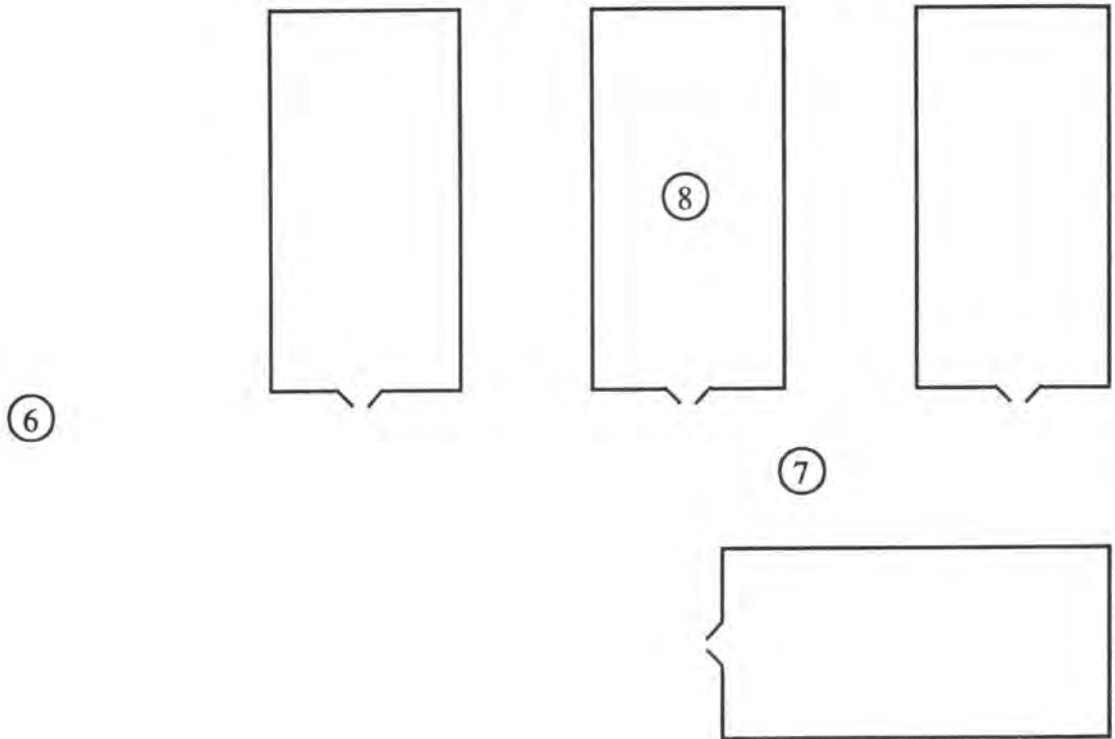
Initially, the agents see nothing untoward here. If they wish to continue surveillance, however, they must find an excuse to loiter in the airport. The militiamen approach anyone who remains here for more than three hours and ask his



Petchersk Airport Terminal



Airstrips



Boris Sidorenko

Age 56; 6'2", 250 lbs.; balding, with gray hair, dark eyes.

ST 10, DX 10, IQ 13, HT 11.

Speed 5.25, Move 5.

Dodge 5.

No armor; no encumbrance.

Advantage: Alertness +1.

Disadvantage: Enemy (Udarnaya).

Skills: Driving (Stock car)-10; Guns (Pistol)-13; Holdout-13; Intelligence Analysis-13; Interrogation-13.

Languages: English-13; German-13; Russian-13.

Weapon: Glock 17, 2d+2 damage.

This veteran spy finds his career over and his old patrons gone. He does not know where his loyalties lie in the new Russia. He simply survives, as one more middle-aged, unemployed citizen of a country in flux.

Roleplaying Udarnaya

The Udarnaya Armiya terrorists play a role in every encounter of this adventure. Game Masters should play these characters aggressively, having them take advantage of all available resources against the agents. They do not hesitate to flee, or to sacrifice the lives of their followers in order to stay alive. The GM should keep track of what the Armiya knows about the agents, and when it might make assassination attempts.

If captured, Udarnaya Armiya agents grimly try to resist interrogation. The information they actually possess is limited. Only Santin Yuchenko has comprehensive knowledge of the operation. The others know about the operations they happen to be involved in. They can also identify the other members of the cell. All members know of the airstrip in Kazakhstan (p. 53), and are aware that a German arms dealer named Frunze supports their group. Beyond this, the GM should not feel required to give out any information. However, if the agents have no other clues, the feat of capturing an Armiya agent alive certainly entitles them to some useful information and the GM need not hesitate to provide it.

business. They eject anyone who does not have a valid reason to be in the airport. If the loiterer claims to be waiting for a flight, the police ask to see his ticket. If the agents claim to be waiting for someone else, the guards ask a few questions about this person and his or her planned trip. The speaker must make a Fast-Talk roll or engage in convincing roleplaying to maintain the story. If all else fails, agents may offer a bribe to remain undisturbed. The amount should run around \$300 in Eastern European currencies or \$100 in Western money.

Five militiamen watch the lobby. Reinforcements can arrive from the Security Center within two rounds of combat.

2. *Restaurant.* This room seems dim compared to the rest of the terminal. A series of electric lights disguised as quaint oil lamps provide illumination. The menu consists of such universal food as hamburgers cooked in heavy grease.

3. *Airport Supervisor.* This office has light-green walls and a desk of false wood. If the agents arrive during working hours, they may meet Mr. Petlara, the supervisor. They find him looking through his papers, shuffling first one pile, then another, occasionally placing something in a metal basket on his desk. No matter what the party proposes to him, he seems confused and unable to help. He may mention that he received his position only recently. If the group brings up such matters as bombings or terrorism, Petlara recoils with appropriate shock. He immediately directs the PCs to Major Karpov, director of the Security Center (see below).

4. *Crew Lounge.* Clusters of men and women in the uniforms of airline crew members spend their off hours here. Brown vending machines dispense coffee and soft drinks. Pilots cluster in a group by themselves, easily distinguishable by their billed caps and the wing insignia on their shoulders. Those outside the air crew clique may find it difficult to break into conversations here. However, agents who know the routine of fliers (Piloting roll) may overhear some interesting stories. The party could learn the same information by bugging this room.

The air crews cannot help knowing of Udarnaya's activities. Armiya agents routinely smuggle weapons on board this airline's flights. Such shipments go from airports in southern Kazakhstan to Rotwell and back again. Crew members refer to these as "tractor parts," the classic "cover" for Soviet weapons smuggling. Therefore, a spy collecting rumors hears such conversations as:

"We've got another load of tractor parts coming out of Alma-Ata."

"What're they sending?"

"Long crates. They've got 'em stacked up in Hangar D. Hope the filthy things aren't high explosive."

Experienced crew members know certain Udarnaya operatives by sight. They can recognize Khal Orlov and Natalia Karnof on sight, or provide descriptions of them. Of course, to elicit these descriptions, the party must find a way to raise the subject in conversation without arousing suspicion.

5. *Security Center.* The Security Center consists of a smoke-filled guard-room where militiamen lounge between duties. This room's central location gives the militia quick access to any trouble spot in the airport. Ten troopers occupy the room at any time. A window on the side of the room provides a view into and out of the office of Major Karpov, the Security Director.

The Security Director has a tidy office and an imposing pine desk. The picture frame on the wall behind him is empty. However, nobody has removed the wallet-sized portrait of Lenin from his desk. Karpov himself sits rigidly behind the desk. If the agents warn him about terrorism, he listens, nodding dismissively and assuring them that he intends to take action. He asks the informers to explain where they got their information, and how he may contact them for more. Then he marks them for assassination, as described on p. 42.



Agents who have descriptions of Udarnaya members may discover that Major Karpov is actually the Armiya agent known as Khal Orlov. To determine if PCs penetrate Orlov's disguise, the GM should secretly roll Quick Contests of Skill between Orlov's Disguise and the IQ of any agents who have this terrorist's description.

If the agents attack Orlov here, the ten militiamen in the other room come to his aid. If the agents watch Karpov and attempt to ambush him as he leaves, they discover that he does not leave the airport, even at night. Instead, he goes through the back door of Hangar D, area 8 of this layout.

Anyone who looks through the Security Director's trash finds the contents shredded. However, with three hours, patience and an IQ roll, agents could reassemble the pieces. The trash consists of memos warning about suspect-looking crates on flights passing through this airport. These flights originate in Alma-Ata. They are addressed to a Mr. Karl Frunze, of Rotwell, Germany.

6. *Tarmac.* The aircraft at this field range from aging jetliners to propeller-driven commuter planes, marked with the flags of Georgia, Kazakhstan, Russia, Ukraine, Bulgaria, Rumania and Turkey. Ten militiamen stand guard on the airfields. They can get help from the Security Center within two rounds.

7. *Hangars.* These vast sheet-metal buildings house Petchersk's variety of aircraft. Floodlights bathe the ground around them. A militiaman stands outside each one. The troopers on the tarmac can respond immediately to any trouble here; those in the Security Center require three rounds to arrive. The hangar doors have a simple burglar-alarm system based on pressure plates. Those who enter without disarming it set off an audible siren, which brings militiamen from the tarmac and the Security Center. To disarm it, an agent must make a Traps roll at +1.

8. *Hangar D.* This hangar seldom seems to be in service. Although workers occasionally move boxes in and out of its side doors, the main gates remain shut. Anyone who tries to sneak in faces a far more sophisticated security system than those on the other hangars. This building's alarms include ultrasonic motion detectors, powered by batteries inside the hangar. Agents attempting to disarm security devices should roll against Traps at +1, and pay attention to the results. By making the roll, an intruder can disarm the simple trap. Infiltrators who make the roll by a margin of three or more points observe the more advanced security system. To bypass it, intruders must make a Stealth roll.

Ved Paran

Age 31; 5'10", 150 lbs.; dark hair, wide brown eyes.

ST 10, DX 13, IQ 13, HT 12.

Speed 6.25, Move 6.

Dodge 7, Parry 9 (Karate).

No armor; no encumbrance.

Advantages: Combat Reflexes; Voice.

Skills: Acting-13; Demolitions-13;

Driving (Stock car)-13; Guns (Pistol)-14;

Guns (Rifle)-14; Karate-13; Photography-

13; Stealth-14.

Languages: Hindi-13; Russian-13.

Weapon: Glock 17, 2d+2 damage.

This quiet, lean-faced spy has a sense of professionalism toward his work. He feels respect for other experts in his business.

Rasparuta and Krisra

Age 31; 5'10", 160 lbs.; dark hair, wide brown eyes.

ST 12, DX 14, IQ 10, HT 13.

Speed 6.75, Move 6.

Dodge 7, Parry 10 (Judo and Karate), 8 (Knife).

No armor; no encumbrance.

Advantages: Combat Reflexes; Voice.

Skills: Acting-13; Bolas-14; Demolitions-13; Driving (Stock car)-14; Guns (Pistol)-14; Guns (Rifle)-14; Judo-14;

Karate-14; Knife-15; Stealth-14; Whip-14.

Languages: Hindi-13; Russian-13.

Weapons: Bolas; dagger, 1d-1 damage, cyanide on blade; Glock 17, 2d+2 damage.

These heavy-set agents have a merry disposition and an indifference to killing.



Tiger Assassins

ST 12, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 6, Parry 10 (Brawling).

No armor; no encumbrance.

Advantages: Combat Reflexes; Toughness (DR 2).

Skills: Brawling-15; Driving (Stock car)-13; Fast-Draw (Pistol)-14; Guns (Pistol)-15; Holdout-14; Knife-14.

Languages: Hindi-12; Russian-10.

Weapon: Glock 17, 2d+2 damage.

Russian Police

ST 12, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 6, Parry 8.

No armor; no encumbrance.

Advantage: Combat Reflexes.

Skills: Brawling-15; Driving (Stock car)-13; Fast-Draw (Pistol)-14; Guns (Pistol)-15; Holdout-14.

Language: Russian-12.

Weapon: Makarov automatic pistol, 2d Cr, SS 10, Acc 2, 1/2 Damage at 150, Max 1,600, RoF 3, Shots 8+1, Rcl -1.

Inside this hangar, agents find a vast concrete bay. Only one aircraft, a business jet painted drab blue, occupies the floor. Six wooden crates stand stacked in the northeast corner, labeled "commutator assemblies," addressed to a Karl Frunze in Rotwell. Anyone who pries open the crates discovers ten RPG-16 rocket-propelled grenades, five Skorpion machine pistols, five AK-47 assault rifles, ten fragmentation grenades (treat as U.S. M59 Offensive grenades) and a case of demolitions paraphernalia, notably six kilograms of Semtex plastic explosive.

A windowless back room contains several cots and a kitchenette. Khal Orlov, a.k.a. Major Karpov, lives here. Other Armiya agents stay in this room as they pass through the airport. Note that the wall of this room contains a secret exit. This panel resembles the rest of the wall, but anyone can knock it away with a simple push.

If captured and successfully interrogated, Orlov can reveal details of the August 26 attack, described below. He knows that the target is Podpolkovnik Korsun. He also knows that at an indeterminate time in the near future, two Armiya agents will pass through this airport en route to Moscow, where they will continue to Mozambique. He does not know the exact flight they will take.

Passing Through

If the spies place this airport under surveillance, they may discover an unexpected Udamnaya Armiya operation. On August 22, at 10:00 a.m., Udamnaya agents Natalia Karnof and Santin arrive on a flight from Alma-Ata, Kazakhstan. They dine in the restaurant and then, after two hours, proceed to Moscow, where they board a different aircraft to Madagascar. *Attack in Madagascar* (p. 49) provides details on their activities there. All this, of course, assumes that the party does not intervene. If the agents have descriptions of Udamnaya's agents, they may recognize Natalia and Tashika. The GM should make secret IQ rolls for each PC watching. These Udamnaya agents do not travel under any particular disguise, because they do not assume that they need to.



August 26

At 10:00 a.m., August 26, the Udamnaya agent Pushkin Duchov arrives on a flight from Kazakhstan. If PCs have a description of him, they may recognize him in the lobby. The GM should make secret IQ rolls for anyone in a position to see this assassin. Pushkin goes straight to the Security Center and meets with Orlov. At 10:45, he leaves the Security Center and proceeds to Hangar D. There, he assembles an explosive device with wire, Semtex and a cheap digital



watch. Anyone who examines the device and makes a Demolitions roll can tell that the bomb will explode when triggered by a switch, when someone tampers with the workings, or, in any event, at 5:00 that evening.

At 1:30 p.m., Pushkin places his bomb along with three Skorpion machine pistols in a nylon gym bag and boards the airliner numbered 724. He places the bag in the overhead compartment. Pushkin looks over his shoulder repeatedly. Anyone following him must make a Quick Contest of Stealth vs. Pushkin's IQ. If Pushkin wins the Contest, he aborts the day's mission, and warns Orlov. Orlov then schedules the party for elimination, as described under *Elimination* on p. 42.

Pushkin returns to Alma-Ata and from there to the Udarnaya base on the steppes on the 2:00 flight.

At 3:00 p.m., the line begins for boarding Flight 724 to Tbilisi. The noteworthy passengers include a clan of three young men from Abkhazia, whose five-o'clock shadows give them a dangerous appearance. Any PC with Empathy may attempt an IQ roll to notice that these three pace and exchange glances as if extremely nervous. The other figure of importance is Podpolkovnik Korsun, a Russian (ex-Soviet) officer. Korsun wears his uniform on the airplane. The GM may wish to give PCs an extra chance to notice these people by slipping information on them in among numerous unimportant descriptions.

Even if the agents warn Korsun about the danger, he does not feel inclined to follow their advice. Korsun knows that he may be in danger but he sees no reason to trust them. Furthermore, he considers his business in Georgia far too critical to interrupt. Agents must make a Diplomacy or Fast-Talk roll at a -5 penalty to convince him not to take Flight 724. Of course, if the party comes up with some extremely creative scheme for getting Korsun off the flight, the GM may always omit the rolls. See the end of this section for Korsun's information.

Flight 724 takes off at 3:45. As the plane climbs to its cruising elevation, the hijackers strike. First, they open the bag of weapons Pushkin placed in the overhead compartment. Then they shout to the passengers and crew that they have a bomb capable of destroying the entire plane, and demand to be heard. The three of them take positions, at each end of the aircraft and at the center. The bomb goes to the hijacker in the pilot's cabin.

Over the next half hour, the skyjackers use the airplane as a flying soapbox to air their grievances. They use aircraft radios to call for Abkhazian independence.

Tashika Katruta

Age 36; 5'11", 145 lbs.; partly bald, with dark, disheveled hair, dark eyes.

ST 10, DX 13, IQ 13, HT 12.

Basic Speed 6.25, Move 6.

Dodge 6.

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Advantages: Alertness +1; Danger Sense; Night Vision.

Skills: Area Knowledge-13; Camouflage-13; Demolitions-13; Driving (Stock car)-10; Guns (Rifle)-14; Holdout-13; Riding-13; Stealth-13; Survival (Steppe)-14; Thrown Weapon (Hand grenade)-13; Tracking-15.

Language: Russian-13.

Weapon: H&K G3, 7d damage.

This gaunt man's irregular teeth and weatherbeaten features speak of his long life on the steppes. Tashika feels uncomfortable around people, especially educated urban people. He prefers open country and solitude. This is also where his abilities reach their peak. With his rifle and his skills at tracking and concealment, Tashika can follow his foes, wait until they camp or separate, and then pick them off at extreme range.



Khal Orlov

Age 27; 6', 160 lbs.; neat sandy hair, blue eyes.

ST 13, DX 13, IQ 12, HT 10.

Basic Speed 5.75, Move 5.

Dodge 6, Parry 12 (Judo and Karate), 7 (Knife).

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Advantages: Combat Reflexes; Toughness (DR 2).

Skills: Demolitions-12; Driving (Stock car)-13; Guns (Pistol)-13; Karate-17; Knife-13; Judo-17; Pickpocket-13; Thrown Weapon (Hand grenade)-13.

Languages: French-12; German-12; Russian-13.

Weapon: Beretta 92, 2d+2 damage.

Khal Orlov keeps his hair neatly combed, his fingernails clean and his stylish clothing in order. He has a smile of perfect innocence.

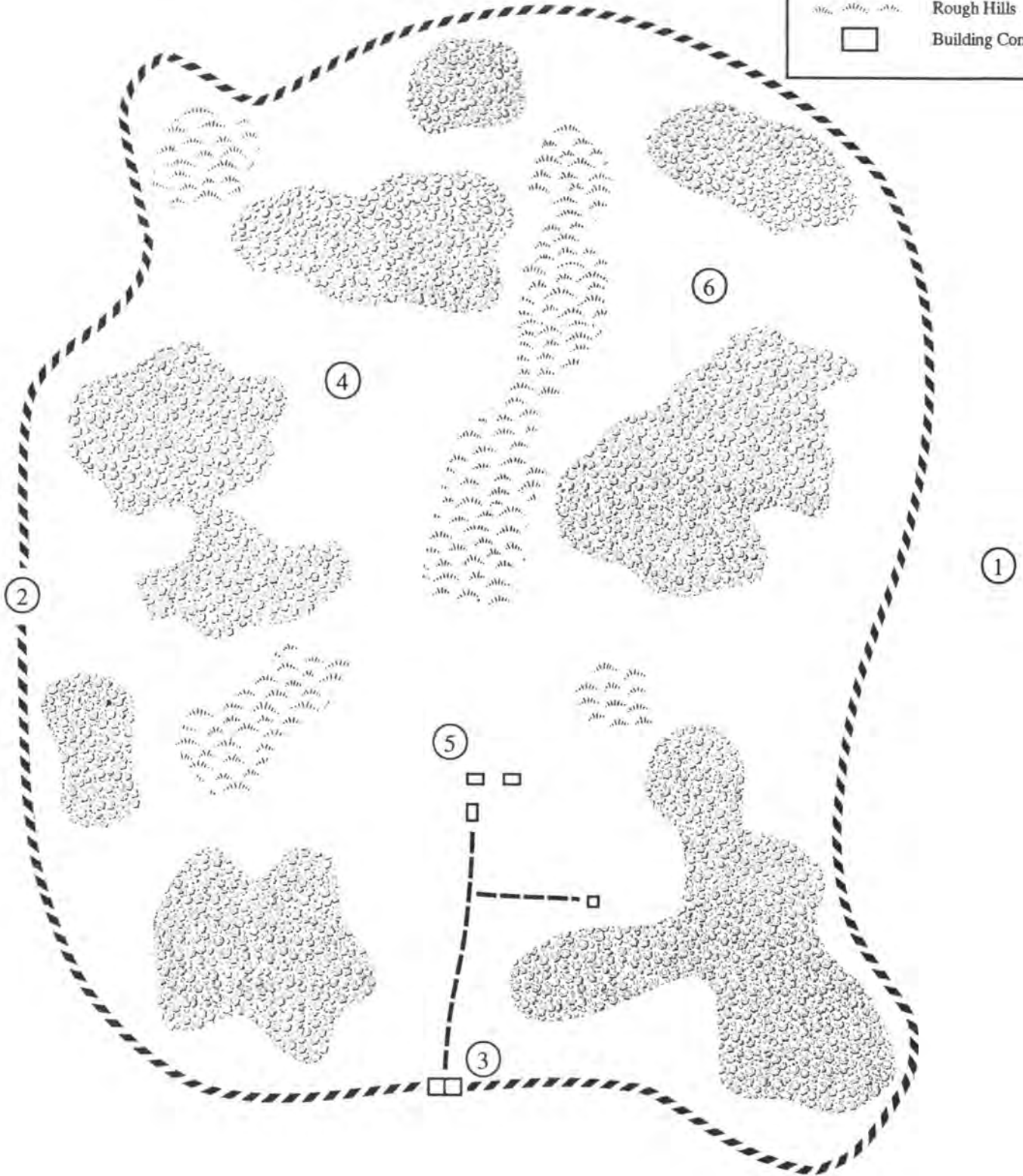
Budyenny Training Camp

0 600 1,200
Yards



**CLASSIFIED
MAP KEY**

- Perimeter
- Trail
- Dense Forest
- Rough Hills
- Building Complex



The hijackers identify themselves as the brothers of Sonya Turkmen, a young woman insulted by Georgian police after her arrest in connection with subversive activity. They demand retribution for this dishonor and amnesty for their actions. Negotiators on the ground refuse to make direct concessions, but call on them to surrender.

Company agents, of course, may attempt to seize control of the aircraft at any time. The hijackers fight back with their Skorpions, but do not voluntarily detonate the bomb. Anyone who examines it and makes a Demolitions roll realizes that it is set to explode whether triggered or not. He must make another Demolitions roll at -2 to defuse this device. Failure requires a third Demolitions roll to avoid triggering the bomb immediately.

If nobody intervenes, Pushkin's bomb goes off at 5:00. The airplane spirals out of the sky. PCs on board suffer 7d damage. Those with Luck may halve this amount. The GM may consider less important passengers automatically killed.

By questioning the Abkhazians, agents can learn that these terrorists are quite earnest in their complaints. They seem youthful, talkative and a little naive. They had no intention of launching a suicide mission. These terrorists admit that they received a great deal of help from Orlov, Security Director at Petchersk airport, but do not know what Orlov wanted in return.

The real target of the bombing, however, understands what occurred. If agents speak with Korsun, he talks willingly with the people who tried to save his life. He can tell them that many people may wish to kill him, because he knows a fact which would both embarrass the Russian Army and threaten the lives of desperate men.

Korsun served with the Red Army in Alma-Ata, the headquarters of the Far East theater of operations. He played a key role in the withdrawal of Soviet troops from Afghanistan and knows that "some of the boys didn't have their hearts in it." The breakup of the Soviet Union could not have come at a worse time. "Whatever control Moscow used to have just . . . poof. There are three, four field officers down there who no longer answer to anyone. They have a few men and a bloody lot of hardware."

Korsun currently intends to catch another flight out of Tbilisi to attend a conference with Kazakh officials concerning the renegade troops and equipment in their territory. If asked about the prospects for a resolution to the problem, he sighs with contempt.

Budyenny Sports Camp

THE BUDYENNY SPORTS CAMP OPERATES near the Czech town of Bratnau, in the mountains of the German/Czech border. Agents who arrive here must attempt to infiltrate the camp by stealth, enter on some pretext or look for information in Bratnau. The following area descriptions explain what they may encounter. Note that a map and key covers what they may find in the camp itself.

Entering Openly

The easiest way for agents to get permission for a visit to Budyenny Sports Camp would be through the GRU offices in Moscow. See *Today's GRU*, p. 39. More creative ruses may also work, at the GM's discretion. When the guards receive official visitors, they send them to the camp offices, area 4 on p. 39, to meet with the appropriate officials.

Guards do not escort visiting dignitaries about the camp. However, they do keep track of who comes in. If agents visit on the pretext of some official business but then wander off and snoop, they have 5d minutes before somebody



Natalia Karnof

Age 26; 5'10", 120 lbs.; short dark hair, gray eyes.

ST 9, DX 12, IQ 12, HT 10.

Basic Speed 5.50, Move 5.

Dodge 5, Parry 8 (Judo), 6 (Knife).

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Advantages: Attractive; Language Talent +2.

Skills: Diplomacy-13; Driving (Stock car)-12; Guns (Rifle) 12; Guns (Pistol)-12; Judo-12; Knife-12; Pickpocket-12; Scrounging-13; Stealth-13; Thrown Weapon (Hand grenade)-12.

Languages: Chinese-14; French-14; German-14; Russian-14; Spanish-14; Vietnamese-14.

Weapon: Beretta 92, 2d+2 damage.

Natalia has a cold edge to her personality. She resents her service with the GRU and vents this irritation on anyone she can. Nevertheless, this woman knows when to exercise tact, and has a knack for obtaining things the cell requires.

Michenko Petro

Age 27; 6'3", 180 lbs.; gray crew cut, brown eyes.

ST 10, DX 13, IQ 12, HT 12.

Basic Speed 6.25, Move 6.

Dodge 7, Parry 9 (Judo), 7 (Knife).

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Advantages: Combat Reflexes; Military Rank (Captain).

Skills: Demolitions-12; Driving (Stock car)-13; Guns (Pistol)-18; Guns (Rifle)-18; Judo-12; Knife-13; Stealth-14; Thrown Weapon (Hand grenade)-13.

Language: Russian-12.

Weapon: Beretta 92, 2d+ damage; H&K G3, 7d damage.

This erect, square-jawed man loves the order imposed by the military. He dislikes other surroundings and often finds himself withdrawn from those around him.

Santin Yuchenko

Age 27; 6', 170 lbs.; wavy dark hair, brown eyes.

ST 10, DX 13, IQ 13, HT 12.

Basic Speed 6.25, Move 6.

Dodge 7, Parry 9 (Judo), 8 (Knife).

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Advantages: Combat Reflexes; Toughness (DR 2).

Disadvantage: Sadist.

Skills: Administration-13; Demolitions-13; Driving (Stock car)-13; Guns (Pistol)-14; Guns (Rifle)-14; Judo-13; Knife-14; Leadership-14; Stealth-14; Strategy-13; Thrown Weapon (Hand grenade)-13.

Languages: German-13; Russian-13.

Weapon: Beretta 92, 2d+2 damage; H&K G3, 7d damage.

Santin Yuchenko relishes his work as a terrorist. He organizes it efficiently, taking pride in what he does.

Airport Militia

ST 12, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 6, Parry 10 (Brawling).

Advantages: Combat Reflexes.

Skills: Brawling-15; Driving (Stock car)-13; Fast-Draw (Pistol)-14; Guns (Pistol)-15; Holdout-14.

Language: Russian-12.

Weapon: AK-47, 5d+1 damage.



notices their absence. After this, camp personnel begin looking for them. During the search, the GM should roll 1d every five minutes. On a roll of 1, 2 or 3, a camp guard enters the same area as the PCs. Spies may still attempt to conceal themselves, using Stealth, Disguise, or whatever else seems appropriate. However, if they ever return to their "official business," they must provide an explanation of their activities. This requires a Fast-Talk roll, at least.

Undercover agents who enter as cadets receive assignments to the barracks. In one hour, they meet a cadre who launches them immediately into the regimen described in the *Training* sidebar. This schedule provides no free time whatsoever. The cadres notice immediately if agents slip away from training, with the consequences described above. The one advantage training offers a spy is the chance to talk with other cadets.

Bratnau

A black pall hangs over Bratnau. One smells the sour odor of pollution with every breath. Concrete buildings crowd around the older stone structures, overshadowing narrow streets. The agents find little information outstanding in this industrial mountain town. If the party asks questions about the Budyenny Sports Camp, most people answer with a scowl. They know that the complex is Russian. It is an open secret that this is a military facility.

Nobody likes the Russian troops and officials. However, older citizens, such as shop owners, can sketch the party the outlines of the camp's exterior. If anyone asks about camp personnel, the townspeople mention that a few of them go to the Grauten Bar and Grill. Anyone who goes there may meet a few of the more advanced cadets, who have gotten out of camp on pass. They talk freely when drinking. See *Cadet Talk* for the sort of information agents can gain by talking to them.

Countryside Map

1. *Surrounding Countryside.* The Budyenny camp occupies rough country. Scrub forests, stony outcroppings and damp gullies render the land unsuitable for grazing or farming. Hikers occasionally stumble across ravines littered with bottles, tires, scrap metal and other trash. Infiltrating spies may note that this country offers plenty of cover.

The map can only show a certain level of detail. If agents want to set up a base camp or ambush, they may look for localized terrain features such as ridgelines, hilltops or clumps of trees. The GM should assume that these things exist, placing them wherever necessary. PCs must make a Survival (Woodlands) roll to find any truly noteworthy features or highly advantageous combinations of terrain (for example, a hill enclosed by a loop in a stream.)

2. *Camp Perimeter.* A ten-foot chain-link fence snakes around the circumference of the Budyenny camp. Two barbed-wire barriers run along the top of the fence, one inclined in either direction. Every 20 feet, one encounters a sign reading "Keep Out: Area Strictly Prohibited," written in both German and Czech.

Only barren hills lie beyond the fence. The guards do not attempt to survey the camp's wide perimeter. However, buried geophones lie 100 yards in from the fence, in a position to detect the footsteps of any intruders. The sensors automatically detect unwary intruders, and those who specifically wish to be silent must make Stealth rolls. Therefore, if agents sneak in, officials almost certainly know of their presence. When the spies proceed through the hills inside the camp, they meet hunting parties, as seen in area 4, p. 37.

3. *Checkpoints.* Vehicles may enter the camp at these points, along gravel roads. Each checkpoint has a small booth for guards and a bar which they can raise or lower to block the road. The bar is normally down. When a vehicle approaches, one guard emerges to challenge its occupants while the others remain in the guardhouse.

Due to regulations imposed by the Czech government, these guards carry ammunition clips separately from their rifles. This means that they must load the guns before firing.

4. *Hills.* Much of this camp consists of rocky wastelands, like those outside. The camp uses this terrain for exercises in combat tactics and outdoor survival. Concrete shells of buildings dot this landscape. Some bear impact craters and char marks from gunfire. Cadets practice fire with live rounds against these targets.

It requires some skill to negotiate these hills and small forests. To proceed in a straight line, some member of the party must make a Survival (Woodland) roll for every mile traveled. If this roll fails, the party travels in a random direction. The GM may roll 1d. On a roll of 1-2, the party travels in the direction it desires. On a roll of 3 or 4, the party veers left. On a roll of 5 or 6, the party swerves to the right.

Agents who sneak into the camp may find themselves inadvertently providing the cadets with a realistic training exercise. As mentioned in area 1, a series of ground sensors makes it virtually certain that the commanders of this camp will detect intruders. The commanders scramble their elite cadets to hunt and capture the trespassers. Although cadets shout an order to surrender before shooting, the elite squads carry loaded weapons, and have no qualms about using them. This area is marked as off-limits, and even in the 1990s, Eastern European armed forces remain ready to shed blood.

The elite cadets live in the Elite Camp, described under area 6.

The cadets divide into three teams of five, with one remaining at the complex itself, around the offices. Four members of each team carry AK-74 assault rifles. Each soldier carries two grenades, one smoke and one fragmentation (treat as the USSR RGD-5 Defensive). Teams remain in contact by walkie-talkie. Once a team locates the intruders, it follows them; it directs the other two squads to close in on that location. They require half an hour to form up. If the agents do not counterattack or escape first, all three teams converge and overwhelm them.

Each team has one member whose wilderness training allows him to act as a tracker. Resolve the Tracking attempts of the three teams using the standard rules from p. B57. The geophones allow these teams to find the exact area where the party entered, meaning that the search can begin at exactly that point.

If agents remain alert, they may notice their pursuers. As the trackers close in on the party, the GM should warn the agents that they hear motion nearby. The intruders may then attempt to take cover, set an ambush, flee, cover their tracks or take other action.

5. *Barracks Complex.* This contains the parade grounds, barracks and other key buildings of the camp. An inset map shows exact locations of these buildings.

6. *Elite Camp.* A steep ridge line loops around this city of tents. Dark camouflage nets hang over the encampment. The 20 advanced students in this camp receive advanced training and indoctrination here. This training includes constant readiness for combat, and they ignore the recent prohibitions against loaded weapons. Any agents who try to attack this camp may receive an unpleasant surprise. Note that if the party infiltrated the outer perimeter, 15 of these cadets may be out looking for them. See above.

Podpolkovnik Korsun

Age 40; 6', 150 lbs.; dark hair, brown eyes.

ST 10, DX 11, IQ 12, HT 10.

Speed 5.25, Move 5.

Dodge 5, Parry 3.

No armor; no encumbrance

Advantage: Military Rank (Lt. Colonel).

Disadvantage: Overconfidence.

Quirk: Stubbornness.

Skills: Administration-14; Leadership-12; Mathematics-12; Strategy-12; Tactics-12.

Languages: English-12; German-13; Russian-12.

The stuffy colonel rose to his current rank by patiently keeping his mouth shut and conforming to the dictates of the Soviet military bureaucracy. He hopes that if he can continue to do what is expected of him, he will continue to prosper in the new Russian military. Korsun hates any change in his plans.

Abkhazian Hijackers

ST 12, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 5, Parry 10 (Brawling).

Advantage: Toughness (DR 2).

Skills: Brawling-15; Driving (Stock car)-13; Fast-Draw (Pistol)-14; Guns (Pistol)-15; Holdout-14.

Language: Russian-12.

Weapon: Skorpion machine pistol, 2d Cr, Acc 6, SS 7, 1/2 Damage at 120, Max 1,700, RoF 16, Shots 36, Rcl -2.





Daily News

The following timeline shows events which take place if the party fails to intervene and mentions possible repercussions.

August 26. Georgian terrorists hijack Flight 724, from Kiev to Tbilisi. Reporting of the event ranges from screaming headlines in Turkey, Georgia and Russia to inclusion as a "filler" bulletin in most United States reports. The *Petchersk Airport* section provides a list of the terrorist demands. Georgian officials debate how to deal with the situation. The matter becomes academic as the flight approaches Georgian airspace, where radio transmissions suddenly cease and the aircraft plummets from the sky. Examination of the wreckage indicates that an explosive device brought the plane down.

August 28. Anyone watching African newspapers or foreign policy journals notes the suicide of Chinese diplomat Cai Hu-Tang.

Elite Cadets

ST 12, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 5, Parry 7.

Flak Jacket and Helmet (PD 2, DR 4 areas 9-10, 17-18; PD 3, DR 4 areas 3-4); no encumbrance.

Advantages: Combat Reflexes; Toughness (DR 2).

Skills: Driving (Stock car)-13; Fast-Draw (Pistol)-14; Guns (Rifle)-15; Stealth-13.

Languages: Czech-10; German-10; Russian-12.

Weapon: AK-47, 5d+1 damage.

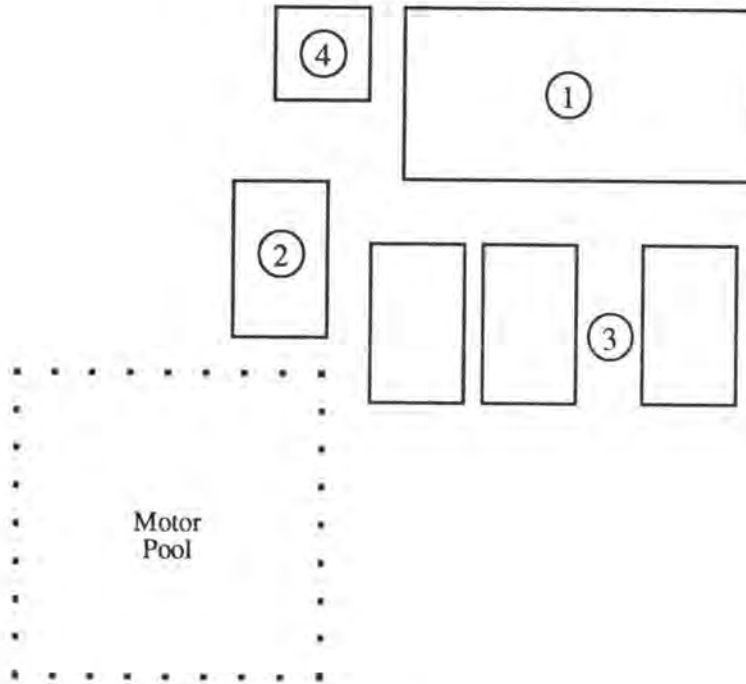
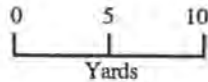
One out of every three Elite Cadets has Survival (Mountain) at 13 and Tracking at 13.

The director of this elite program lives in an olive-drab tent, which has no distinguishing markings. He is Michenko Petro, part of the original Udarnaya Armiya cell. Petro spends most of his time alone in the tent, occasionally summoning a cadre to take orders. If he expects an attack, he has five of the elite cadets serve as his bodyguards.

Needless to say, if the party has already dealt with Michenko elsewhere, they do not meet him again here. Instead, they find the cadres trying to run the training program without a leader. The cadres can keep the program operating, but the loss of Michenko naturally handicaps them.

Michenko Petro has records on 20 troops who recently passed through this program. He marked their orders for return to Russia "canceled." Instead, Petro sent them on civilian flights, first to the Petchersk Airport in Kiev and from there to Rotwell, Germany. Their orders instructed them to meet a Mr. Karl Frunze, at 34 Scharnhorst.

Budyenny Training Camp — Main Complex



Complex Map

Ten cadets stand guard in this complex, operating in pairs. The camp considers guard duty part of their training. Their positions appear on the map. Each team has a walkie-talkie, and the soldiers have assault rifles at hand. However, due to regulations imposed by the Czech government, they carry the clips separately from their rifles. This means that they must load the guns before fighting.

1. *Gymnasium.* This brick building contains an enormous room for physical training.

2. *Ranges.* These target ranges feature cardboard dummies shaped like human beings in assorted poses.

3. *Barracks.* These low metal buildings house 120 ordinary cadets. Mess halls, storehouses and infirmaries adjoin the sleeping bays. One can usually see the cadets with their shaved heads, marching, training and trembling before angry cadres. However, anyone who spends much time in this area notices signs of imperfect discipline. The corners feature urine stains and graffiti. Occasionally, one sees a lone cadet skulking in an empty room of the storage buildings, smoking or leafing through girlie magazines.

Even the most demoralized cadet would sound the alarm if he saw intruders in the camp. If agents appear to belong here, and attempt to talk with the cadets, they encounter macho hostility. One can break through this with roleplaying or a roll against Fast-Talk, Sex Appeal or some other relevant social skill. Cadets do not know any secret information, but their mood and scuttlebutt may help party members locate more interesting portions of the camp. See the sidebar on *Cadet Talk*, p. 39.

4. *Offices.* This wooden building contains offices of the camp commanders. Colonel Mazinski of the Russian army directs the Budyenny program. His files contain a mass of papers on reorganizations mandated by the "new thinking of the Russian Armed Forces." Some call for the "humanization" of the training program while others discuss returning troops from now-independent republics to their own nations.

The Personnel File contains a list of cadets noted for their zeal. The list orders these soldiers assigned to the "Advanced Facility," under a Michenko Petro. Michenko Petro's name does not appear on the list of camp officials. Records show that when a cadet goes to the Advanced Facility, the offices notify his family of his death in a training accident.

Agents may also find a Schedule of Exercises for cadets. The officials often postpone maneuvers in the hilly portion of this camp in order to avoid interfering with activities by the "Advanced Facility."

Today's GRU

THE GRU AGENTS WHO ONCE MANAGED the Udarnaya Armiya project had their offices in Government Office #1467, a stone building near the Kremlin. Massive columns flank the doors to this building. Sidorenko's friend Rossika Peternova can give the party permission to enter. Agents who know of this place may also decide to sneak in.

Talking to Rossika

If the spies visit the GRU offices openly, they probably do not wish to identify themselves as Western intelligence agents. PCs may choose any cover they desire, but the GM should remember its roleplaying implications as the party searches for information. Unless agents think of something extremely creative, they must disguise themselves as other Soviet intelligence officers or military personnel to get any information at all. This requires them to make at least one Russian roll to avoid detection. The GM may call for Fast-Talk and other rolls as necessary. See the sidebar on p. 41 for information on what to do if the party allows GRU agents to capture it.

If the party mentions Udarnaya to Rossika or others in this complex, they



Training

The Budyenny Sports Camp groups new cadets into squads of 12, each of which obeys a trainer known as a cadre. For the first month, training consists of non-stop running, calisthenics and drill, familiar to any military veteran. By tradition, the cadre demands devotion bordering on worship. If he curls his lips in a certain way, every man in his squad offers him a cigarette. The moment he accepts one, every cadet strikes a match and extends it. He may take a moment deciding who shall receive the honor of giving him the light, meanwhile allowing the flames to burn perilously close to his men's fingers. Each evening, the most successful cadet in the squad receives the honor of polishing the cadre's boots.

This old discipline no longer has its old force. Anyone with a military background can see that discipline has grown lax and that the cadets no longer believe in what they are doing.

Cadet Talk

The typical cadet dislikes training and consider it rather pointless. Although assorted Warsaw-Pact armed services chose them as candidates for special forces training, few actually asked for the assignment. Furthermore, all of them consider the training futile. The Warsaw Pact no longer exists, and their armies may not even want their services when they graduate.

The cadets know the layout of the camp, at least roughly. They can estimate that about 20 of the most aggressive of their fellow cadets are in the special training program. Most can identify the director of the camp as a tall, powerful man with short gray hair.

Cadets

ST 12, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 5, Parry 7.

Flak Jacket and Helmet (PD 2, DR 4 areas 9-10, 17-18; PD 3, DR 4 areas 3-4); no encumbrance.

Skills: Driving (Stock car)-13; Fast-Draw (Pistol)-12; Guns (Rifle)-13; Stealth-10.

Languages: Czech-10; Russian-12.

Weapon: AK-47, 5d+1 damage.



GRU Agents

ST 10, DX 10, IQ 13, HT 11.

Speed 5.25, Move 5.

Dodge 5.

No armor; no encumbrance.

Advantage: Alertness +1.

Skills: Driving (Stock car)-10; Guns (Pistol)-13; Holdout-13; Intelligence Analysis-13; Interrogation-13.

Languages: English-13; German-13; Russian-13.

Weapon: Makarov automatic pistol, 2d Cr, SS 10, Acc 2, 1/2 Damage at 150, Max 1,600, RoF 3, Shots 8+1, Rcl -1.

state that GRU headquarters ordered the Shock Army project terminated. Rossika mentions this through clenched teeth. As a patriotic Russian and dedicated secret agent, he considers the cancellation of the project an act of folly. Nearly all GRU agents involved with the project agree with him.

Rossika can point out three officers who worked on the Udarnaya project. These are Valentin, Crisnov and Malenko. Of the three, Malenko seems the most moderate. This bluff, red-faced man expresses no strong feelings about the Udarnaya, and answers questions promptly, if briefly. Valentin fumes and shouts about the idiocy of canceling the program. Crisnov, meanwhile, refuses to say more than a few words on the subject. "This isn't over," he asserts. "More remains to be said."

To learn more, the party must steal documents from these agents' offices, or compel one of them to reveal more. Note that Rossika's weakness for spirits may render him quite pliable if the party can inveigle him into drinking.

Despite their resistance to the idea, these GRU officers claim to have eliminated Udarnaya. They dissolved its organizations, ordered its weapons returned to the general stockpile and directed Budyenny Training Camp (see p. 35) to halt its program of culling out the best recruits for special training. Nevertheless, Rossika does not behave especially surprised to hear that the cell still operates. If pressed on the issue while drunk or under interrogation, he states that Malenko may know something about this.

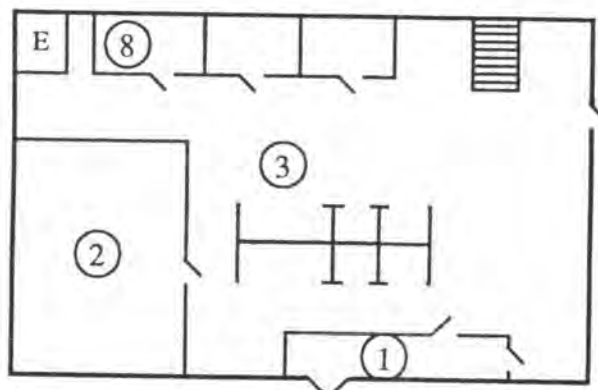
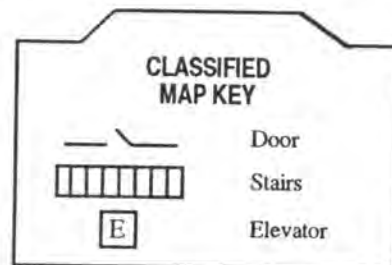
GRU Offices

1 hex = 2 yards

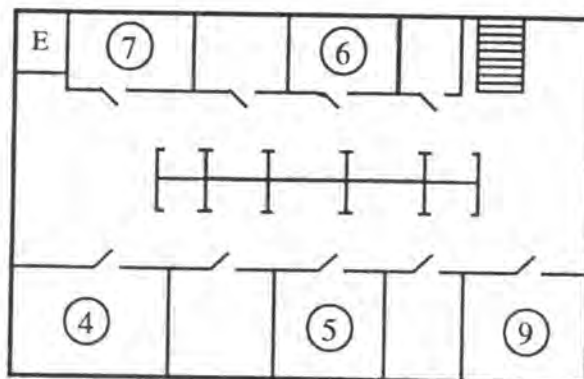
0 5 10
Yards



10 Stories



Ground Floor



Upper Floors (9)

Room 4 on Floor 2
Room 5 on Floor 4
Rooms 6 and 7 on Floor 6
Room 9 on Floor 10

The GRU agents also know that Crisnov has an unusual theory about the Shock Armies. He thinks that Indian spies want to copy their methods.

If the agents talk to GRU agents without taking precautions to conceal their meetings, word of the conversation spreads throughout the offices. To hide this activity, the party must present a valid reason for the GRU agents not to mention their meeting. Orders from unnamed "superiors" can serve this purpose well, but any such attempt requires a Fast-Talk roll. The section on Malenko explains the consequences if agents fail in these precautions.

Malenko

Malenko knows of Udarnaya's continued existence. He serves as one of its agents. If the party asks Malenko about Udarnaya, or if he hears that they have been asking other agents, he notifies the rest of the cell about the party. This leads to the assassination attempt described on p. 42.

By covertly watching Malenko, the party may gain useful information on its enemies. Over the course of days, he may contact several Udarnaya agents by telephone, allowing the party to trace the calls and determine their location. The GM should roll 1d for each day of surveillance. On a roll of 1 or 2, Malenko sweeps his office for listening devices. However, on a roll of 5 or 6, Malenko telephones a new Udarnaya agent with information on GRU activities. Assume that he contacts the following people in the order shown.

* First, Malenko contacts Petchersk International Airport. Anyone listening to the line hears him request to speak with the Security Director. He reports that official GRU sky marshals intend to travel undercover on Flight 345 from Kiev to Volgograd. Therefore, Udarnaya should not use it for any "shipments."

* Second, Malenko places a call to the Budyenny Sports Camp. He requests the "special extension." Then he speaks to someone he addresses as Michenko. He warns this person to take precautions against aerial observation, due to the passage of a U.S. reconnaissance satellite over the Budyenny complex.

* Third, Malenko places a call stating that Karl Frunze has located Cai Hu-Tang. Cai currently works as Assistant Agricultural Consul for the Chinese embassy in Antananarivo, Madagascar. Anyone who traces this call finds that it goes to a pay telephone in Alma-Ata. If the agents investigate this, consult p. 52.

* Fourth, Malenko places a call to a Mr. Karl Frunze. He informs Frunze that any shipments due from the East may be delayed due to activity by official GRU sky marshals. Anyone with a tap on the phone may trace this call to discover Karl Frunze's address in Rotwell.

If the party wishes to kidnap Malenko, they discover that he follows an erratic schedule, often working late into the evening at his office. He lives in a flat in the southern part of Moscow, with a fire escape and a sensor burglar alarm on all his doors. Malenko is an extremely cautious man, who flees at the slightest sign of trouble. He carries his pistol at all times and does not hesitate to use it. If faced with capture, he may use it on himself. However, this flush of courage will not last, and he does not show any extraordinary heroism once captured and interrogated.

Captured by the GRU

If the GRU captures the agents, the consequences depend on what the party has learned and done. Unless the operatives know current secrets, this office does not necessarily kill or imprison them. This, after all, can lead not only to diplomatic trouble but to a vendetta between agencies. Therefore, they seize and interrogate the agents, but then give them chances to leave unharmed in return for continual updates on Company activity. Those who accept this offer must begin by providing information on their controllers and ways of meeting them.



GRU Guards

ST 12, DX 13, IQ 9, HT 10,
Speed 5.75, Move 5.

Dodge 5, Parry 7.

No armor; no encumbrance.

Skills: Driving (Stock car)-13; Fast-Draw (Pistol)-12; Guns (Rifle)-13; Stealth-10.

Language: Russian-12.

Weapon: Stechkin machine pistol, 2d Cr, SS 02, Acc 2, 1/2 Damage at 150, Max 1,600, RoF 12, Shots 20+1, Rel -6.



Karl Frunze

Age 27; 6', 170 lbs.; wavy light hair, blue eyes.

ST 10, DX 13, IQ 13, HT 12.

Speed 6.25, Move 6.

Dodge 7, Parry 9 (Judo), 8 (Knife).

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Advantages: Combat Reflexes; Danger Sense; Luck.

Skills: Administration-13; Demolitions-13; Driving (Stock car)-13; Guns (Pistol)-14; Guns (Rifle)-14; Judo-13; Knife-14; Leadership-12; Merchant-14; Streetwise-14.

Languages: Afrikaans-13; French-13; German-14; Russian-13.

Weapon: Beretta 92, 2d+2 damage.

This ice-cool middleman caters to the most infamous customers in the arms market. He often wears aviator sunglasses.

German Shepherds

ST 9, DX 14, IQ 5, HT 12.

Speed 9, Move 9.

Dodge 9.

PD 1, DR 1

Damage: 1d-2.

Building Layout

Note that disturbances bring a response from the security team at area 8.

1. *Lobby.* This vast room with its marble floors contains a reception desk and elevator. Two uniformed guards protect it.

2. *Auditorium.* Wooden seats fill this small auditorium.

3. *Offices.* An assortment of intelligence bureaucrats work here, ranging from intelligence analysts to agent controllers. Anyone who looks for information on Udamnaya discovers memoranda from Crisnov warning that Indian secret services wish to copy Udamnaya methods. According to these notes, India has several agents in Moscow attempting to steal information on the Shock Army.

Little else in these rooms seems relevant to the Udamnaya case, but anyone who makes an Intelligence Analysis roll could locate useful information on GRU funding and resource allocation. A Patron or other contact on the world espionage market could sell this information for \$5,000.

An ultrasonic motion detection system protects these hallways. Furthermore, each office has a simple sensor alarm on its door.

During the day, a security officer disguised as a secretary patrols this region. If the agents are doing anything they would rather this agent not see, the GM should roll 1d every 15 minutes. On a roll of 1 or 2, the officer passes by. If she sees the party going through files, planting bugs, etc., she sounds the alarm.

4. *Rossika's Office.* This messy office contains records on an assortment of things. The files on Udamnaya Armiya all concern efforts to disband the cell.

5. *Valentin's Office.* Valentin keeps a statue of Lenin on his desk. He has no records on Udamnaya.

6. *Crisnov's Office.* Crisnov's files deal primarily with counterespionage. If any PCs have ever attracted attention from Soviet intelligence, they may find files on themselves here. This man's files on Udamnaya deal primarily with activities by the Indian agents described on p. 25. These Indian nationals have appeared frequently near the homes of GRU officers associated with the Udamnaya project.

7. *Malenko's Office.* This well-kept cubicle contains an extensive shelf of books and a shredder. Agents may profit greatly by planting listening devices in this room or its telephone. Those who search the desk in this room may find a note written on the stationery of the Soviet (not Russian) Ground Forces. This contains a request for small-arms ammunition and personal weapons to be shipped from Udamnaya stocks to a Colonel Rogov. The note is dated July 20.

8. *Security Headquarters.* Six uniformed GRU troops lounge in this barren room. They monitor the building's alarms and respond to any disturbances. The building's second elevator is next to this office.

9. *Cells.* Currently, these 4'-by-5' cells stand empty. The GRU uses these cells for prisoners.

Elimination

IF UDARNAYA ARMIYA BECOMES AWARE

of the party's existence, it attempts to eliminate the agents. This chapter covers its most likely tactics. The details remain partially up to the GM, because Udamnaya wishes to execute this same plan whether the spies happen to be in Moscow, Africa, Czechoslovakia or any other part of the world. Note also that if the agents eliminate the Udamnaya agents assigned to this task, others may take their place. Indeed, a sufficiently clever party may turn the assassination attempt to its own advantage, using this as a chance to find and eliminate more members of Udamnaya.



Udarnaya begins its primary assassination ploy by sending the party a message. This may arrive as an envelope slipped under a door or passed on by a hired messenger on the street. The person delivering the message knows only that a "Slavic woman" (or man, if Natalia is unavailable) approached him in a bar and paid him to carry the document. Udarnaya's message reads as follows:

"Call me Charon. You have recently shown an unnatural curiosity about my affairs and my employees. I am not attempting to intimidate you, but I must make it plain that your activities are not in your own self-interest. In order to make the reasons for this clear, I am willing to meet with you, and reveal certain things which I can only explain in person. I think that what I have to say will end this foolish conflict, or at least allow you to understand me better.

"This is sad to say, but those such as ourselves can hardly trust one another. Therefore, I could hardly expect you to visit me in my territory, any more than I would visit you in yours. Let us encounter one another unarmed, on neutral ground. I have purchased round-trip airline tickets for all of us. We can meet in mid-air and have our talk, disarmed by the rigors of the airport security routines. We will then return by separate flights, having had the opportunity to meet.

"You may recognize me by my white jacket. In addition, I shall carry a two-day-old copy of the Moscow News under my left arm."

The envelope does indeed contain round-trip tickets for each agent known to Udarnaya. These tickets take the holder from whatever city the agents happen to be near to some other airport and back again. The GM may choose the exact cities based on the party's location. After giving the party the tickets, the GM should pay close attention to what it does with them. If the players do not make this clear, the GM should ask in a casual tone of voice where the spies want to keep them.

The invitation is a trap. Udarnaya Armiya plants a bomb in the cargo on the scheduled flight, set to go off just as the aircraft reaches cruising altitude. Anyone on the aircraft when the bomb detonates suffers 7d damage from the crash. Those with the Luck advantage may halve this amount.

The bomb happens to be in luggage checked under the same ticket numbers as those given to the agents. If the party fails to travel on the doomed aircraft, Udarnaya makes sure that airport security officials notice that the holders of these tickets failed to catch the flight. Udarnaya has enough influence in the civil air services of Russia and the remains of the Soviet empire to ensure that the party comes under investigation.

Jacek

Age 21; 6'5", 270 lbs.; short blond hair, blue eyes.

ST 16, DX 13, IQ 7, HT 10.

Speed 5.75, Move 5.

Dodge 6, Parry 11 (Karate), 8 (Knife).

No armor; no encumbrance.

Advantages: Combat Reflexes; Toughness (DR 2).

Skills: Driving (Stock car)-13; Fast-Draw (Pistol)-14; Guns (Pistol)-15; Holdout-7; Karate-15; Knife-14;

Language: German-12.

Weapon: S&W M29, 3d damage.

This enormous thug is dim-witted, and acts even more stupid than he really is. His scarred presence serves to intimidate many of Karl Frunze's more dangerous clients.

Helen Bittick

Age 29; 5'8", 120 lbs.; curly blonde hair, violet eyes.

ST 9, DX 11, IQ 12, HT 11.

Speed 5.5, Move 5.

Dodge 5.

No armor; no encumbrance.

Advantages: Attractive; Acute Hearing +1; Common Sense.

Disadvantage: Lecherousness.

Skills: Diplomacy-13; Driving (Stock car)-11; Fast-Draw (Pistol)-13; Guns (Pistol)-13; Merchant-14; Streetwise-14.

Languages: Afrikaans-12; English-12; French 11; German-13.

Weapon: Beretta 92, 2d+2 damage.

Karl Frunze's pretty agent can negotiate a sharp deal, and handles her employer's affairs with all the discretion an arms dealer requires. However, she has a fondness for men of action, and when the occasion allows it, does not hesitate to mix business with pleasure.



Handymen

ST 12, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 6, Parry 8 (Brawling and Knife).

No armor; no encumbrance.

Advantages: Combat Reflexes; Toughness (DR 2).

Skills: Brawling-15; Driving (Stock car)-13; Fast-Draw (Pistol)-14; Guns (Pistol)-15; Knife-14.

Languages: French-10; German-12.

Weapon: S&W M29, 3d damage.



Dai Kai-Cha

Age 29; 5'10", 130 lbs.; black hair, dark eyes.

ST 9, DX 11, IQ 12, HT 11.

Speed 5.5, Move 5.

Dodge 5.

No armor; no encumbrance.

Advantage: Common Sense.

Disadvantage: Cowardice.

Skills: Agronomy-13; Diplomacy-12;

Driving (Stock car)-11; Economics-12.

Languages: Chinese-12; French-11.

This timid young man holds university degrees in agricultural sciences and now seeks to apply what he knows to the problems of Madagascar's farmers. He wishes to avoid entanglement with politics.

News of the bombing appears on the evening news the day of the explosion. The cause of the crash initially remains unknown, but reporters present heartrending footage of the loss of life. The next morning, a pair of police officers call on the agents to ask questions and to search for the tickets. The GM should roleplay the resulting entry and questioning.

The police want to know the party's business in the country, the reasons the operatives owned the tickets and the reasons they did not take the fatal flight. If the spies still have the tickets, the police seize them as evidence. If agents destroyed the tickets anywhere near their dwelling, the police may make a Forensics roll to find traces. The GM may overrule this in extreme cases. Finally, the police seize the agents' passports pending progress in the investigation.

If the spies have some sort of hideout where the police could not reasonably catch them, the GM may rule that no officers actually visit them. Instead, they find themselves wanted people. Whenever they venture onto the streets, the GM should roll 1d. On a roll of 1, a passing police officer recognizes them and brings them in. Then, the police begin their interrogation by asking where the agents have been.

If the police found the tickets in the party's possession, another unpleasant surprise awaits. One day after the initial interrogation, officers visit the group again. Investigators have discovered the explosive device, and linked it to luggage registered under the same numbers as the tickets owned by the agents. This time, they book the agents and place them in jail. Once again, the GM should fully describe the scene, as police drive the agents to the station, methodically fingerprint and photograph them, strip them in a concrete room and finally close the prison doors upon them.

If the agents did not have the tickets and submit to investigation, the police release them 3d days later and return all confiscated items. No solid evidence connects them to the bombing. The matter becomes more difficult if the party had the tickets in its possession. In this case, the investigation lasts 5d days. Furthermore, the spies must hire legal counsel. Assume that the standard lawyer has a Law skill of 13 and charges a fee of \$5,000 for this assignment. The GM should allow one of the players to roll dice against his Law. If this roll succeeds, the lawyer manages to secure the party's release.

If the Law roll fails, another 6d days elapse before the case comes to trial. Legal fees come to another \$10,000. The players may make another Law roll to have their characters found innocent. Should it fail, the court finds the agents guilty of the bombing. The sentence ranges from 20 years in a Westernized country to death in Russia or Africa.

Even Udarnaya has little chance of framing the agents convincingly enough to actually get them convicted. However, the Armiya hopes to make its targets panic, and either attempt to flee the country or, better yet, start a firefight with the police. The following events depend on the party's actions and circumstances. Only two police visit the agents initially, but once the spies become fugitives or cop-killers, they can expect teams of five or more at a time, armed with rifles and shotguns. These teams can call for more teams as backup. Each squad may require ten minutes or so to arrive, but the amount of force available is effectively infinite.

To escape this situation, agents may call on Patrons or other last resorts. If they can contact agency headquarters, Mr. Liu A., from p. 26, may arrange a Legal Fix for them. They may also make a mad dash for the frontier. This requires some improvisation, but the details on police describe the sort of law forces the agents can expect to face. To simplify matters, the GM may roll 1d whenever the party exposes itself to detection, by spending time in a public place, passing a checkpoint, etc. On a roll of 1, someone recognizes them and spreads the alarm. One officer arrives within 1d minutes. A squad comes 3d minutes later.

Whether the party submits to the investigation or flees, Udarnaya may get a chance to deal with them more directly. Khal and Natalia keep track of their fate. Khal watches police progress, while Natalia physically attempts to spy on them, using her Stealth and Shadowing skills. If the party separates, either because the police take them into custody or for reasons of its own, these agents attack them. They hire four thugs (see p. 13) to begin the attack, while they carry it through. Their choice of firearms, explosives or hand-to-hand weapons for this attack depends on the location where they find party members, but they use the most effective weapons possible.

Natalia and Khal rent rooms in a hotel near the group's location. If the PCs should notice Natalia tailing them, they may follow her back there.

Karl Frunze

A VARIETY OF CLUES MAY LEAD AGENTS

to Karl Frunze. This international arms dealer operates from a secluded estate on the outskirts of Rotwell, near the Neckar River in Germany. Agents may attempt to visit him on the pretext of doing business, or they may attempt a break-in on his property.

Rotwell proves to be a mid-sized town in the Black Forest. Pollution hangs in the air and few trees remain to be seen. Nevertheless, Rotwell has a rural atmosphere not often found in urbanized Europe, with ploughed fields visible around the town and stony-faced, Teutonic farmers on the streets of the town. The party might seek general information from one of the farmers, shopkeepers or the brawny waitresses at the Neckar Cafe.

Most people in town know about Karl Frunze but few have met him. Townspeople do know that he receives a large number of wealthy foreign guests, many of whom come armed for hunting. Some nights, people hear the frenzied barking of dogs on his estate. Frunze's secretary, a hulking Montenegrin named Jacek, occasionally buys items at local shops, and most of the people dislike him, both out of ethnic prejudice and because he seems especially dimwitted.

Meeting Frunze

Those who wish to meet with Karl Frunze generally introduce themselves through some sort of third party. Mr. Liu A., described on p. 26, can provide this connection. Any Patron or Contact with a specialty relating to mercenary work, organized crime or international espionage could also help the party meet Mr. Frunze. Agents gain a +2 bonus to all social skills rolls if they come with some sort of recommendation. The GM should also keep Frunze's receptive mood in mind for purposes of roleplaying.

Agents without such contacts may set up a meeting by visiting or telephoning the estate. However, they find Frunze extremely wary. Unless such agents offer him some definite incentive to meet with them, he gruffly informs them that "business commitments" prevent him from arranging the meeting. To get Frunze's attention, the party must either mention the names of Udarnaya members or offer him payment of at least \$1,000. Agents who suggest bribes must prove their discretion as well. The spies should roleplay this scene, thinking of a suitably "innocent" reason to give Frunze a valuable present. The GM may have agents make a Streetwise roll at no penalty to determine whether Frunze accepts their offer.

Frunze talks with strangers in his hunting lodge, as shown on the map key below. His functionaries escort the agents there as soon as they arrive at the estate. Frunze arrives a few minutes later. Note that the cabin includes a system

Cai Hu-Tang

Age 32; 5'9", 120 lbs.; black hair, dark eyes.

ST 10, DX 11, IQ 13, HT 10.

Speed 5.5, Move 5.

Dodge 5.

No armor; no encumbrance.

Advantage: Strong Will +3.

Disadvantages: Dependent (Wife); Honesty.

Skills: Agronomy-10; Diplomacy-15;

Driving (Stock car)-11; Economics-13;

Research-13; Politics-14; Writing-13.

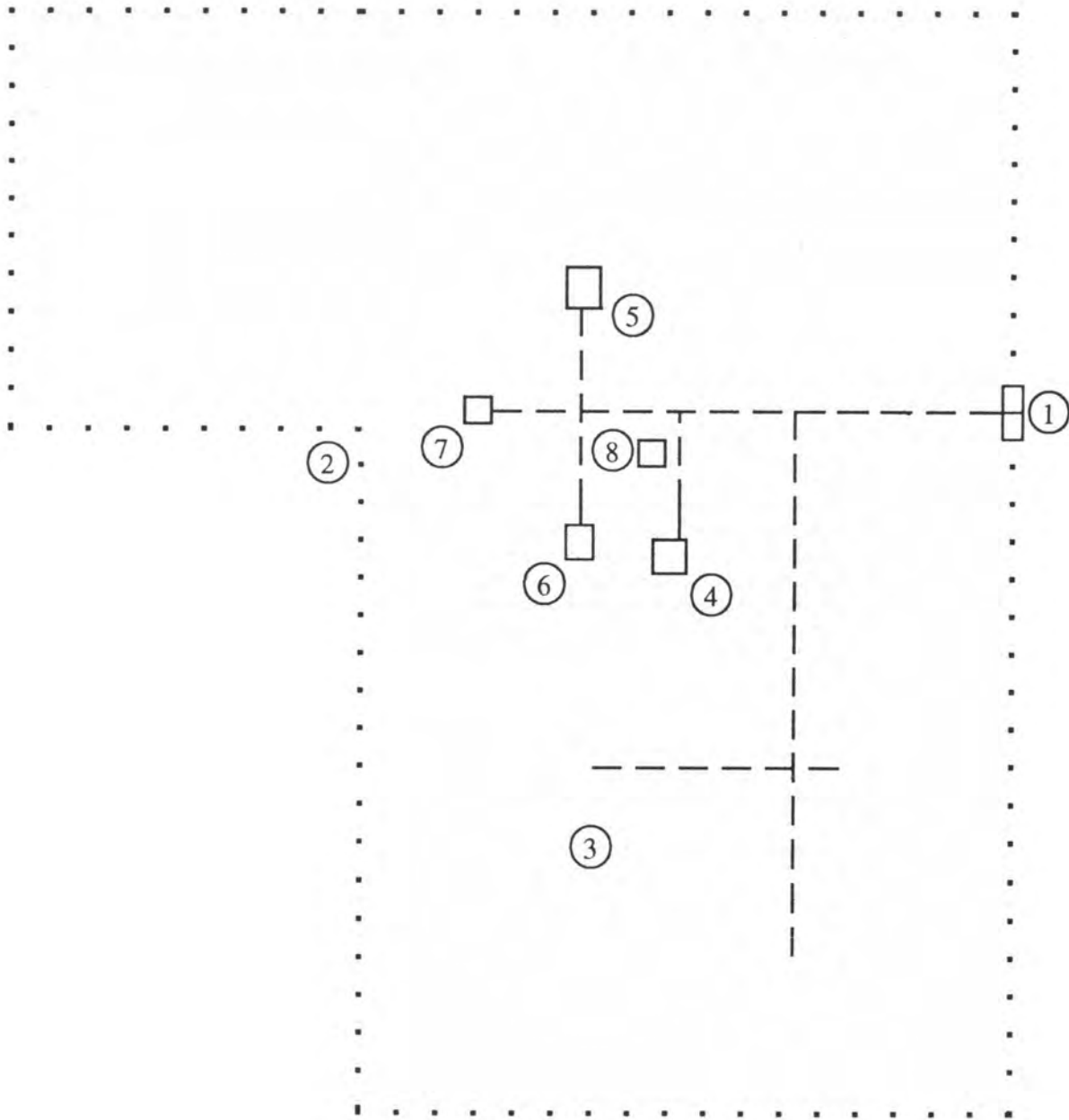
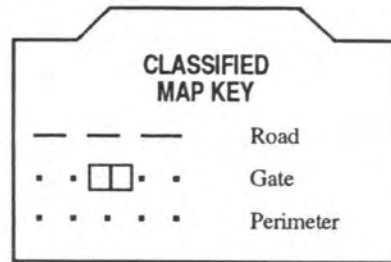
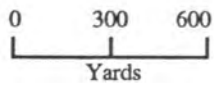
Language: Chinese-14; English-13; French-11; Russian-13.

Cai Hu-Tang had the bad luck to end up on the losing side in the political struggles of China. His strength of conviction only worsened his situation. However, he remains certain that he and Fu Wan-To took the correct position. His only concerns are for his wife Hu-An and their son Ku. Cai Hu-Tang does not want his family to suffer for his political heresy and he also cannot bear to think that his wife might fail to see the reasons he took the position he did.



Karl Frunze's Hideaway

1 hex = 100 yards



of metal detectors to detect armed visitors before Frunze arrives. If anyone attempts to bring guns in, Frunze simply does not show up. Instead, his "secretary" Jacek comes in to demand the weapons.

Frunze receives guests elegantly, with Havana cigars and expensive cognac. He carefully refrains from saying anything which might incriminate him. If the agents wish to discuss arms-dealing or terrorism, they must broach the topics. When anyone suggests that Frunze might have knowledge concerning these topics, he offers a polished denial.

Anyone who arrives without the recommendation of some prominent NPC must make a Streetwise roll or engage in some successful roleplaying to convince Frunze to discuss his business. After this point, Frunze admits that he has his "sources." He can acquire weapons and security equipment of practically any type, for two-and-a-half times the prices listed in the assorted sourcebooks.

Frunze does not talk idly about his clients. However, he holds no code of morals higher than money. If the party paid him at least \$10,000, he would reveal everything he knows about Udarnaya Armiya. Naturally, he presses for as much money as he can get. As the GM, roleplay this negotiation, pretending to be reluctant and seeing how much you can bluff the PCs into paying.

Frunze does not give out information himself. This opens him to blackmail, and to assassination by agents who believe that he has told them everything he knows. Instead, he offers to help his clients meet a "knowledgeable individual." This individual, Helen Bittick, meets the party in a German barroom.

Helen Bittick explains that Udarnaya Armiya purchases an enormous quantity of munitions. Their most recent purchase included 300 AK-74 assault rifles, 500 hand grenades and over 10,000 rounds of ammunition. In addition, they wanted spare parts for T-55 Main Battle Tanks, along with specialized rounds for cannon artillery. The Armiya buys advanced electronic gear as well, notably Ground Positioning System units.

Frunze obtains the things Udarnaya needs from the People's Republic of China. He has contacts within the People's Army who get him exactly what his clients need. (No amount of money can persuade Frunze to betray these suppliers, because a dealer who leaks this sort of information has a short life expectancy indeed.) Frunze's Chinese contacts deliver the weapons themselves. They parachute the munitions into the Kanzen Wastes, along the shores of Lake Balknash in Kazakhstan. If the party investigates this, consult p. 52.

Recently, Udarnaya wanted information from Frunze as well. It needed to know the location of Cai Hu-Tang, an official in the foreign service of the People's Republic of China. Frunze tracked Cai to a diplomatic post in Antananarivo, Madagascar. If the party follows up, consult p. 49.

Antananarivo

Agents probably arrive in Madagascar at the Ivato airport. They find themselves in a city of French architecture and close-built houses, which run down the sides of a gentle hill. The city overlooks miles of rice paddies in the lowlands. August, the period when this adventure takes place, is the rainy season in Madagascar. The air feels bracing and damp. Gray clouds cover the sky, and rain showers take place periodically.

The Madagascar culture is a blend of French and native traditions. Most people in the cities speak French as well as their local tongue, and restaurants serve Gallic cuisine. Agents who wish to live in style may rent rooms at the Hilton or Hotel de France for \$500 per night. The Hotel Glacier costs only \$100 per night, as does the Hotel Mellis, an establishment with a Greek flavor.

The Company does not have connections in the customs service of the Democratic Republic of Madagascar. Therefore, if the agents want to bring in weapons or other contraband, they must find their own way of getting them in. Assume that airport security guards have a Holdout skill of 12. Their X-ray equipment gives them a modifier of +5 to detect metal objects.

Madagascar's government guards vigilantly against the corruption which plagues many African states. Customs officials do not accept bribes. They consider the offer an insult. Mr. Liu A., described on p. 26, has the contacts to keep the agents out of prison, although he cannot stop officials from confiscating their weaponry. This, of course, assumes that the spies do not resist arrest.

Agents who wish to acquire guns on the local black market must make a Streetwise roll. This allows them to find a black marketeer. Assume that they meet Girard, a fellow of coffee complexion who wears the toga-like native dress of a Madagascar farmer. Girard can sell handguns of any sort. He has hunting rifles too, but they cost three times the usual price.



Note that if the party starts a fight within these estates, Frunze's ten handy-men dash from their cabin (area 4) to defend the estate. If Frunze and Jacek have some time to prepare, they direct these thugs to take cover in strategic places, preparing ambushes and defense positions as the GM sees fit.

Layout

1. *Gate.* A steel security gate blocks the entrance to Frunze's estate. Video cameras watch this entrance, while a telephone offers visitors a way of asking permission to enter. The moment anyone lifts the receiver, Jacek receives a ring on his cellular phone. He speaks with the visitors. If he decides to let them in, one of Frunze's handymen arrives in a jeep to open the gate and escort the guests inside.

The handymen at area 4 monitor the cameras here. If anyone attempts to break in, the handymen respond at once, advancing toward the intrusion in a loose formation, their guns ready. If a camera goes dead, two handymen immediately investigate. They arrive 1d minutes later.

2. *Perimeter.* A barbed-wire fence runs around Frunze's estate. Cameras on the fenceposts provide additional security. As mentioned under area 1, Frunze's handymen from area 4 respond to any intrusion. However, given the number of cameras, they do not treat all burnouts as seriously as ones on the main gate. It takes 3d minutes for handymen to investigate dead cameras along the perimeter. Note that agents who make Camouflage rolls could hide in the woods north of this estate, shoot out nearby cameras, sneak in, and lose themselves in the hunting preserve before anyone detected them. Spies may develop other even more inventive ways of sneaking inside.

3. *Hunting Preserve.* Sunlight dapples the floor of this forest, filtered through canopies of leaves. The enormous trees grow in neat rows, as some forester planted them long ago. A few pheasants roam this forest, along with small game. However, the most significant animal life is Karl Frunze's pack of 15 guard dogs.

German shepherds roam this forest. People who enter the woods meet dogs after 2d minutes. At first, a pack of 2d dogs appear. They growl and challenge strangers, and then give a warning bark. If the intruder attempts to run, these dogs attack. Their noise brings Jacek, along with the handymen from area 4. It also attracts 1d more dogs. These dogs know and obey Jacek.

4. *Handymen's Cabin.* This dirty board cabin houses Frunze's ten bodyguards and "handymen." They occupy their time with television and smoking. However, these fellows do watch the security monitors as well. The handymen have three jeeps parked outside their cabin.

5. *Guest Cabin.* This cottage appears quaint on the outside, with its wooden walls and gingerbread trim. Inside, one finds brightly-lit rooms with sofas, microwave ovens, televisions and other modern conveniences. An enormous stuffed stag dominates the living room. Each door to the cabin contains a metal detection system. It allows Jacek to make a Holdout roll at +5 to detect any metal objects the agents try to smuggle in.

6. *Storehouse.* Steel plates form the walls and roof of this shack. A heavy padlock hangs from the door, and video cameras survey the sides. Handymen respond at once to intruders here. The storehouse contains some of Frunze's wares, notably 100 AK-74 assault rifles, 200 Uzi submachine guns, crates holding 1,000 AK-74 rounds and 3,000 Uzi rounds, a crate of 200 U.S. Mk 68 Defensive grenades, a pair of 120mm mortars, 40 mortar rounds and spare parts for the F-16.

7. *Garage.* This steel garage contains a jeep and a black BMW sports car.

8. *Frunze's Cabin.* Frunze lives in a well-furnished cabin of dark pine. Paintings depict woodland scenes. Each room has a massive fireplace, with orna-



mental andirons permanently set into the stone. The fireplace in Frunze's bedroom conceals a safe, where he keeps documents relating to his arms trade. One opens the safe by pulling on the andirons. Any agent who thinks of using this technique automatically discovers the safe. If the players do not think of this, the GM might allow Holdout rolls to see if the characters do. Karl has two documents pertaining to this mission. One is a letter signed by General Xi-Nan, a military officer in the People's Republic of China. It assures Frunze that "unmarked and untraceable" aircraft will drop "the required goods" to "your clients the Udamaya" at a spot on the north shore of Lake Balknash, in Kazakhstan. Maps accompany the document. If the party investigates, proceed to p. 52.

The other document is a carbon copy of a letter sent to the Security Director at Petchersk airport. It explains that a certain Cai Hu-Tang currently serves as an Assistant Agricultural Consul in Antananarivo, Madagascar. If the party explores further, proceed to the next section.

In addition, Karl's safe contains an assortment of documents about unrelated skulduggery, worth \$5,000 to anyone who deals in secret information.

Attack in Madagascar

AT SOME POINT IN THIS ADVENTURE, the spies may discover Udamaya's interest in Cai Hu-Tang, a Chinese diplomat based in Antananarivo, the capital of Madagascar. Depending on the extent of their background work, the spies may or may not realize that Udamaya intends to kill him. Agents may either approach Cai or watch him from a distance, hoping for information or for a chance to attack Udamaya agents.

Cai Hu-Tang

Cai holds the title of Assistant Agricultural Consul at a Chinese legation in Madagascar. He lives in a modular home in the southern part of the city, along with another worker in the embassy. Cai's work involves inspections of farms receiving Chinese development aid. He spends his days driving through the low country, leaving his home before dawn and returning at midnight.

Girard

Age 25; 6'3", 170 lbs.; dark, curly hair, deep brown eyes.

ST 11, DX 11, IQ 12, HT 11.

Speed 6.00, Move 6.

Dodge 6, Parry 6 (Knife).

No armor; no encumbrance.

Advantage: Mathematical Ability.

Skills: Driving (Stock car)-13; Guns (Rifle)-12; Knife-12; Merchant-13; Streetwise-12.

Languages: Afrikaans-10; French-13; German-9.

Weapon: Beretta 92, 2d+2 damage.

Girard trades both in contraband and in foreign merchandise which is simply in short supply. He treats his clients with reasonable honesty, but never hesitates to pry money out of them.

Kazakh Customs Guards

ST 12, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 5, Parry 9 (Brawling).

No armor; no encumbrance.

Advantage: Legal Enforcement Powers.

Skills: Brawling-13; Driving (Stock car)-13; Guns (Rifle)-13; Stealth-10.

Languages: Kazakh-12; Russian-12.

Weapon: AK-47, 5d+1 damage.





Ms. Najj

Age 25; 5'10", 130 lbs.; black hair, dark eyes.

ST 9, DX 12, IQ 13, HT 11.

Speed 5.25, Move 5.

Dodge 5.

No armor; no encumbrance.

Advantages: Attractive; Legal Enforcement Powers.

Disadvantage: Greed.

Skills: Acting-11; Artist-11; Dancing-15; Literature-13; Savoir-Faire-13.

Languages: Arabic-12; Kazakh-13; Russian-12.

This sultry Kazakh woman has an air of serenity and competence. She enjoys the freedom of being the first woman in her family to pass her teens without getting married, but outwardly holds to Muslim traditions, such as covering her hair in public. Ms. Najj certainly takes advantage of the custom of *baksheesh*, and has grown rather wealthy by it.

If agents ask about Cai at the Chinese consulate, officials there refer them to a round-faced woman in a blue jacket. She seems sour and remote about the entire affair, acknowledging only that Cai oversees the use of "gifts from the People's Republic to the Madagascar people." If pressed for further details, she explains that Cai once served as Senior Aide to Chief of Foreign Affairs Fu Wan-To.

Cai's house proves to be little more than a mobile home, with no furnishings except two beds and a few flimsy chairs. His roommate, Dai Kai-Cha, is a skinny man with jaundiced skin. Cai keeps a stack of letters by his bed, written on thin rice paper, some well-worn from many readings. These are, of course, written in Chinese. Anyone who makes a Chinese roll can determine that the letters come from Cai Hu-An, who addresses him in the familiar terms appropriate for husband and wife. Mrs. Cai writes often about how she misses him, and about the progress of Ku, who seems to be their son. She occasionally ends her letters with the question, "Why have you left, and why can you not return?"

A search of the room may give agents something of an answer. Cai keeps another letter hidden in the floorboards. Searchers must make a Vision roll to spot it. This letter appears to be in Cai's hand, and is addressed to Mrs. Cai. It reads:

"Little Blossom. If something should become of me, I have asked Mr. Dai to send this letter to you. I send you my deepest love, and my great pride in Ku. And I want you to know that there is no shame upon us. It was the right of my superiors to strip me of my office, and it was their right to send me here, and I have not once offered a complaint. But I hold that Chief Fu was in the right, and that I was in the right by supporting him, and that by accepting this punishment, I have only made this clear.

"General Xi is an adventurist, no friend to the Chinese People. His policy of arming the Russian colonels can merely increase the danger to our nation from these bandits. Although Xi has demoted his critic Fu and although he has sent me to this place, the people shall eventually find him out."

If the agents wish to speak with Cai, they must find a way to intercept him. He works diligently, without taking a moment to relax between assignments. When he returns home, he has little time to sleep before the next day. Agents could attempt to visit him at night anyway. They could also get his attention by directly asking to talk on a subject of importance to him, such as his wife or the matter of Udarnaya.

Cai remains loyal to China, and does not wish to reveal state secrets. However, he feels quite passionate about what has happened, and yearns for a chance to speak his mind. If given a sympathetic ear, he may talk freely. If the GM cannot determine Cai's reactions through roleplaying alone, agents may make Diplomacy or Fast-Talk rolls to win his trust. Sex Appeal is useless, as Cai remains loyal to his wife. Agents with Chinese features, a mastery of the language and suitably forged documents could also secure Cai's cooperation by impersonating authorities.

Cai can tell this story. He once worked with a Chief of Foreign Affairs named Fu Wan-To. The two fell into disgrace a year earlier when Xi-Nan, a general in the People's Army, initiated a project to provide weapons to renegade officers from the Soviet armed forces. Xi-Nan works with the German arms dealer Karl Frunze to airlift weapons of all sorts into the Soviet Union. Fu Wan-To and Cai consider this policy both wrong and foolish. However, Xi-Nan has important friends in the party, and he managed to have both his rivals punished. The government sent Cai here. Fu became a corporal in the People's Army.

The Strike

On August 25, Udarnaya agents Natalia and Santin arrive in Madagascar. They purchase weapons through a local contact. The two of them take rooms at the Hotel Glacier. They make the following attempts on Cai's life, until they succeed or the agents deal with them. Assuming that all goes according to Natalia and Santin's plans, they return to Kazakhstan on August 29.

First, Natalia forges a letter from Cai's wife. The letter announces that she can take no more, and is leaving him. This letter is coated with a mixture of DMSO and cyanide. If the party chooses to examine this letter, make the usual rolls for detecting a forgery.

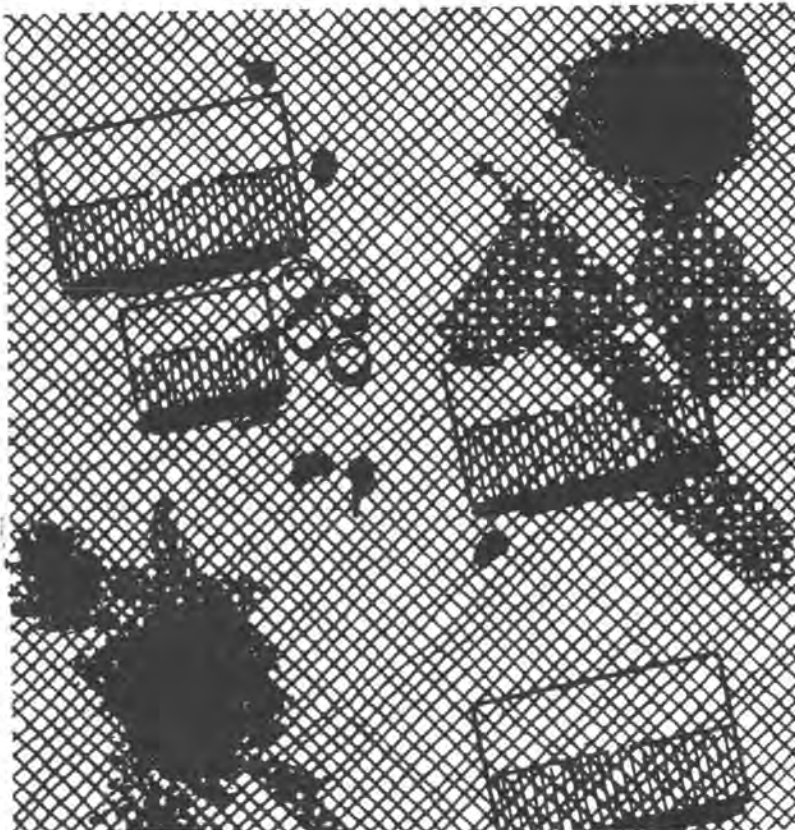
If the letter gambit fails, the Udarnaya agents wait 24 hours. Then Natalia telephones Cai and, speaking Chinese, offers to explain the letter from his wife. She demands to meet him alone at Pointe Sainte, a hillside turnoff with a view of the sea. Pointe Sainte is over a 300-foot sheer drop. Unless agents intervene, Cai goes to the meeting, where Santin and Natalia overpower him and hurl him to his death.

Obviously, if armed secret agents come to this meeting with Cai, the outcome may be different indeed.

After the first two assassination attempts fail, Santin approaches Cai's home as stealthily as possible, investigating the possibilities of tampering with his car. Natalia covers his approach. If nobody intervenes, she places a shotgun-shell booby trap in the driver's seat of his car. It inflicts 6d damage on anyone who sits down.

As a final assassination attempt, Natalia and Santin use an oxcart to block a lonely stretch of road where Cai must drive. Then they hide in the rice paddies on either side, ready to shoot him when he stops to avoid the roadblock.

If the party fails to prevent Cai's murder, they may still gather most of the clues which do not involve talking to him. The Chinese authorities officially dismiss the death as a suicide. Cai's roommate Dai fears that something sinister took place, and does not dare involve himself by mailing the letter to Cai's wife.



Black Markets

Agents may wish to trade on the Kazakh black market. This requires some means of gaining the trust of the black marketeers. Spies who have Patrons or other contacts in the Asian/Middle Eastern underworld may call on them for referrals. Mr. Liu A., described on p. 26, can also help the party find someone willing to trade illicit goods. Without such help, prospective customers must make a Streetwise roll simply to find a black marketeer. Then they must establish their legitimacy by making a small purchase and another Streetwise roll at -1.

Alma-Ata black marketeers operate on the street, from stalls in the market section of town, and in the backs of nondescript buildings in the Westernized areas. The typical trader is a grim-faced man in a turban and Western clothes, accompanied by two or three younger, bearded men. These traders can sell explosives, grenades and small arms of any type, along with hashish, for double the standard prices. Those who lack underworld Patrons must pay triple.

People seeking information on Udarnaya, Karl Frunze, etc., must immediately make a Streetwise roll. The GM may waive this for a suitable roleplaying ploy. If this fails, the black marketeer scowls with fury and commands the agents to leave. It is bad business practice to reveal information about other customers. However, with a more successful Streetwise check and a bribe of at least \$5,000, operatives may learn the location of the Udarnaya base, along with the fact that the Armiya acquires material by air through Karl Frunze.

Drop Zone

OVER A PERIOD OF TIME, THE AGENTS receive indications that Udarnaya operates in Kazakhstan. Eventually, they discover the location of an Udarnaya base there, where Karl Frunze sends his arms shipments. Once the agents locate this camp, they may attempt to raid it. The nearest major city, Alma-Ata offers agents a base of operations and a chance to gather information.

Alma-Ata

Alma-Ata nestles among the mountains, with terraced orchards rising on either side. Its minarets and domed buildings remind visitors of the days of the Silk Road. Donkey carts still travel the older sections of town, although a more Westernized section thrives as well. Notable hotels include the Alma-Tau, the Otrar and the Swan's Rest. The last hotel sits in the middle of a wooded park. All cost \$300 per night.

Keep in mind that the custom of baksheesh, or bribery, thrives in Alma-Ata. If the agents think to give clerks and hotel employees and minor officials presents, they can expect royal treatment and ample goodwill. Those who overlook this custom receive just the opposite.

The agents' operations may begin at the Alma-Ata International Airport. First of all, the spies may wish to bring weapons through here. Second, the airport offers a place to pick up Udarnaya's trail.

The Company has not cultivated contacts in places as remote as Alma-Ata. Therefore, agents must use their own resources to sneak items through customs. Security guards rely on an aging X-ray machine and physical searches to locate contraband. Assume that they have a Holdout skill of 10. For a bribe worth \$500, they would overlook things they find. Alma-Ata supports a thriving black market, and spies are not the only ones carrying questionable items.

If agents watch this airport, nobody makes trouble for them. Udarnaya agents pass through here on the following dates: August 24, 25, 27 and 28.

The airport officials direct anyone who wants unusual information to Ms. Naji, a slim woman who works in the Administrations Offices. Ms. Naji covers her hair like a modest Muslim woman. She is taciturn and expressionless, but willing to give the party any information it wishes in return for a bribe of \$100.

A scan of ticket records indicates all the times Udarnaya agents either passed through this airport or intend to, as listed above. In addition, records show that a Santin Yuchenko owns a twin-engine private plane, registered at this airport. Anyone who compares its schedule with that of the Udarnaya agents discovers that this plane always arrives about two hours before the Udarnaya agents leave. This aircraft's flight plans take it into the open steppe. Anyone who examines them and makes a Navigation roll at -5 can locate the Udarnaya base.

If the agents themselves wish to fly into this region, they must pay \$5,000 per day merely to rent an aircraft. Furthermore, they must contend with restrictive laws about air lanes, left over from the Soviet period. The area of the Udarnaya base still has protected status as a national security zone. Ms. Naji could arrange to have flights here overlooked for another \$10,000.

If the agents fly in violation of the law, they get to within 20 miles of Lake Balknash. There, a voice on the radio informs them that they have violated a security zone, and orders them to return at once to Alma-Ata. If the spies press on, they become outlaws, marked for arrest in any Kazakh city. The material on police pursuit under *Elimination*, p. 42, provides details on what this may be like.



The Steppe Base

Udarnaya has its base in the open steppe, near the shores of Lake Balknash. The closest civilization lies 50 miles to the northeast, where copper mining supports a colorless industrial town. Udarnaya does not hesitate to attack anyone who enters this region. The party will find different *Armiya* agents present depending on when it happens to arrive.

Simply surviving in the Central Asian steppe offers a challenge. Parched grasses seem to run on forever in all directions. Hills rise like ocean waves in this plain, sometimes growing sheer and rocky. It grows hot during sunlight, and freezing cold after dark. Travelers here must carry at least a gallon of water per person per day. A Survival roll allows agents to find a stream or well which satisfies their needs for one day. Orienteering also presents difficulty, and travelers must make a Navigation roll each day to avoid traveling in a random direction.

The effects of excessive heat and cold are described on p. B130. Agents must contend with the former in daylight and the latter after dark.

As the agents approach the Udarnaya base, they risk detection by the terrorists. The *Armiya* agent Tashika patrols a ten-mile arc by horseback. He need only patrol half a circle, on the theory that intruders will not approach from across the lake. Tashika uses his Stealth and Tracking, attempting to locate intruders, not directly, but by finding their trail. Once he locates this, he radios the base at once, announces the intrusion and the intruders' current path. Then he hurries to take his own position in a defensive outpost.

When faced with an incursion here, Udarnaya takes advantage of the open country to make sniper attacks at long range. A few copses of trees and stony bluffs offer vantage points for riflemen. If time allows, the Udarnaya agents divide themselves between two or three of these, all within rifle range of each other, and catch intruders in a crossfire. Under ideal conditions, they would like to fight a night battle. If the party approaches with enough stealth to gain surprise, they must all fire from the nearest location.

The Udarnaya camp consists of two cabins nestled in a broad hollow and covered by an enormous tent of camouflage netting. A stable stands next to the cabins, holding three sturdy dappled horses. A wide, blackened area holds a single-engine aircraft. The camp has a UAZ, the Soviet equivalent of the jeep, as well.

The cabins feature bunks, a small gas stove, and a subterranean storage room. Udarnaya keeps its weapons here. This stockpile includes six H&K PSG 1 sniper rifles, equipped with telescopic sights and starlight scopes. After August 29, this room contains the guns sent by Karl Frunze.



Timeline

The following list shows which Udarnaya agents the party finds here on particular days. This, of course, assumes that agents have not killed these opponents in other encounters.

Up to August 24. Pushkin, Natalia, Santin and Tashika.

August 24 to August 25. Pushkin and Tashika.

August 26. Tashika only.

August 27 to August 28. Pushkin and Tashika.

August 29 onward. Pushkin, Natalia, Santin and Tashika.

On August 29, at 9:00 a.m., an unmarked jet approaches from the south. It flies low over the camp and jettisons three packages, each of which has an olive-drab parachute to break its fall. Together, these packages hold 100 AK-47 assault rifles and a 120mm mortar, along with 50 rounds total for the mortar.

Conclusion

The agents' chief assignment was to eliminate the six members of the Udarnaya cell. When they accomplish this, they may claim their pay. Back at the Dulles Building, Mr. Cornell goes over the mission at a leisurely pace, taking occasional notes with a black fountain pen. The GM may actually have the party narrate highlights of the adventure, for roleplaying effect. The Company then pays agents according to the following schedule:

Minimum: \$7,000 each.

Turned in Udarnaya agents alive: +\$2,000

Prevented the Kiev hijacking entirely: +\$3,000

Prevented the bomb from exploding on Flight 724: +1,000

Saved Cai's life: +\$2,000.

Remember, though, that they will have to pay for any equipment they expended without a satisfactory reason.

In addition, agents receive character points according to these guidelines:

Eliminated Udarnaya: 1 each

Turned in Udarnaya agents alive: 1 each

Prevented the Kiev hijacking entirely: 2 each

Prevented the bomb from exploding on Flight 724: 1 each

Saved Cai's life: 1 each.

3 *WATCHING THE DRAGON*

Agents who participated in Operation Loose Ends file the appropriate after-mission forms and return to their homes. A day passes. Then, just as the mission seems to be behind them, Mr. Cornell calls them back to the Dulles Building. Spies who did not take part in that mission but will be involved in this one receive a similar call.



Mr. Cornell gathers the agents in his offices. He gives them the following briefing:

"This agency recently destroyed Udarnaya Armiya, a terror cell of the old GRU. Congratulations to the agents who took part. This operation revealed some potentially significant information about the flow of material within such organizations. Apparently, Udarnaya Armiya, supposedly an organization created by the old Soviet government, received arms from the People's Republic of China. Furthermore, the arms caches found in Udarnaya's possession included far more weapons than a group that size could employ. Udarnaya contained only six active members, but one arms cache alone held over 100 military assault-rifles.

"The Company wants to know more. We can express our curiosity in two questions. First, what particular interest did the Chinese have in supporting a Soviet terror cell? Second, exactly who did Udarnaya intend its surplus of arms for, and how can we locate them?"

"We are sending you to the People's Republic of China to investigate this matter. You may travel under any cover you think feasible. If your plans require it, the United States Department of State can issue you identities as embassy employees. These positions carry no diplomatic immunity but do offer a reason for being in the country.

"Upon completion of this mission, the Company can offer you \$10,000."

Support

On this mission, the Company does not offer the same sort of support it provided during Operation Loose Ends. Mr. Cornell and his superiors do not view this as a combat assignment, and they face great difficulties in smuggling items into Communist China. Therefore, they do not provide assistance in smuggling weapons. The party must arrange such things on its own. Ms. Bernhard may suggest Liu A. (see pp. 26 and 56) as a possible source for arms in China.

The Company gladly provides whatever surveillance devices and similar gear the agents require.

The amount of financial support available remains unchanged from *Resources in Operation Loose Ends*, p. 21.

Contacts and Sources

Ms. Bernhard provides the party with a document titled "Contacts and Sources: Beijing, China." Its microscopic type lists the addresses of potentially interesting people and agencies in Beijing. In addition to providing the group with several leads, this list serves as a sort of street directory for spies. An agent who wants to locate some sort of office in Beijing may do so by consulting this list and making an Intelligence Analysis roll.

This document also mentions a potential ally in Beijing, one Mai Li-Aa, a "willing informant" who seeks eventual emigration to the West. Notes indicate that Company agents operating in Beijing give her a varied set of evaluations. Some call her help invaluable while others doubt her competence.

Yuetan Park is the contact point for Mai Li-Aa. The Contacts and Sources document advises agents to identify themselves by carrying programs from the Beijing Opera, or Jingju.

Street Rumors

Beijing abounds with rumors, and agents may learn a little simply by talking to ordinary people. The GM should use this search for information as a chance for brief role-playing scenes. Use the information in this book to improvise typical Chinese scenes, with morning calisthenics, noisy markets and crowded, dirty tea-houses.

Give the agents information in response to the questions they ask. The following section mentions things Beijing natives may talk about if agents raise the subject. The GM should take note that not all of these stories are precisely accurate.

* The People's Army has placed numerous reservists on notice that they may be called to active duty. Anyone who presses this issue may learn that these notices circulated among the Fifth Army, commanded by General Xi-Nan.

* Most people who know of Xi-Nan admire him. He has a reputation for boldness and ambition.

* The Department of Foreign Affairs recently unmasked several Western agents within its offices.

* *People's Daily* prints a number of scathing revelations about Soviet crimes against the Chinese people during the 1980s. In addition, it warns of potential danger from the contemporary Russians. "Let the people cherish their vigilance!"



Mai Li-Aa

Age 29; 5' 10", 130 lbs.; black hair, dark eyes.

ST 9, DX 13, IQ 12, HT 11.

Speed 5.5, Move 5.

Dodge 5.

No armor; no encumbrance.

Advantages: Acute Taste and Smell; Musical Ability.

Disadvantage: Weak Will -1.

Skills: Acting-11; Artist-11; Dancing-15; Literature-13; Savoir-Faire-13.

Languages: Chinese-12; English-12; French-11.

Mai Li-Aa desperately wants people to see her as graceful, talented and artistic. She has genuine skills at dance and theater. However, China's limited cultural environment frustrates her, and Mai wishes to go to the West, which she fondly imagines as an artistic paradise. This ambition entangles her in spying, both for the Company and for CCI. Even in this less savory field, Mai Li-Aa feels a need for people to admire and accept her.

Mai Li-Aa lives in a flat in downtown Beijing with her aunt and two cousins.

Mr. Liu A.

If the agents obtained help from Mr. Liu A. in the previous mission, he contacts them before this one. A clean-shaven man in a nondescript gray suit approaches one or more spies on the street. This fellow gives them a letter typed on bond paper, signed in Mr. Liu's elegant hand. The letter reads:

"Congratulations on your successes against the Communist assassins of Udarnaya Armiya. I hear that you have now accepted another such assignment in China, a place which is very dear to me. Needless to say, I shall assist you in any fashion possible. When you wish to contact my assistants, you may reach them at Madame Lu's Teahouse. Identify yourself with the word 'Peiping,' which was the name given by Chiang Kai-shek to China's capital city.

"I advise you to contact Madame Lu at once, and establish a regular system of communication. We intend to keep in contact with you, for purposes of keeping you fully informed of important developments, and of ensuring your safety in a particularly hostile environment."

Beijing

AGENTS COME TO BEIJING TO GATHER

information, without one immediate objective. Therefore, they may spend some time simply exploring the city. Despite monuments such as the Great Wall and the Forbidden City, Beijing has the skyscrapers and traffic of every modern city. A few hutongs, or back-alley neighborhoods, still grace the older portions of the city, with their winding streets, potted plants and free-ranging chickens.

Travelers looking for luxurious accommodations may stay at the Great Wall Sheraton, with its enormous glass facade, for \$800 per night, or at the more traditional Dragon Springs Hotel for \$570. They will find more economical lodging at the Shangri-La, for \$380, or the Jinglun for \$190. Many smaller hotels and boardinghouses rent rooms for \$20 to \$100.

Mai Li-Aa

Mai Li-Aa, the Company informant in Beijing, contacts agents at Yuetan Park. The agents encounter her on a bench there. She looks thin, almost inhumanly thin, and wears lipstick of a garish pink. If agents carry a program from the Beijing Opera, she bounds over to greet them.

Mai Li-Aa refuses to talk outdoors, complaining of eavesdroppers, the sun and unhealthy air. She raises similar quibbles about most other locations the party might suggest. This woman wants the agents to entertain her at a classy restaurant, and nothing can satisfy her until the party agrees to take her there.

Once the agents please Mai Li-Aa, they can ask her about the Udarnaya affair. However, she does not miss an opportunity to tell them about herself and her plight. Mai Li-Aa loves modern dance with a passion. She once belonged to a dance troupe which made a brief tour of the West, and the New York Cultural Review offered special praise for her own performance. She now yearns to move to the United States and study in the New York studios. "I always think – is a great sin to have talent and not develop it. This is almost like robbery, robbery of the whole world – would you not agree?"

As long as the agents keep Mai on subjects pertaining to this investigation, she can explain the basic facts of the Fu Wan-To case. General Xi-Nan had a dispute with Fu concerning the wis-



dom of transferring weapons to renegade elements within the remains of the Soviet Union. Xi-Nan won the debate and carried out a purge of the Ministry of Foreign Affairs. Mai can provide an address for the offices where Fu Wan-To formerly worked.

Mai Li-Aa also knows a little about the Ministry of the People's Army. She cannot tell the agents much about army activities, but she can mention that Ko Sung, a clerk in the administrative section, is "remarkably easy to persuade." With this, she blinks her long lashes. "He needs money . . . and other things. Besides, he's stupid." If the party shows interest, she offers to help them penetrate the Ministry. She can deliver messages to Ko Sung, or arrange for the party to meet him.

If the agents ask where Mai Li-Aa gets her information, she blushes. "I just . . . meet people. Making friends is something I'm very good at." She claims that she wishes to use her resources "on behalf of the great Democracy, which all of us look to for inspiration."

Agents who tail Mai Li-Aa learn a more complex story. She makes an evening round among the teahouses. At ten, she meets a pair of heavy-set Chinese men, who arrive in a blue Toyota sedan. She gets into the car, and they take her on a roundabout route through Beijing. At the end of their trip, they deposit her on the street where they picked her up. The car then returns to the CCI offices described on p. 62.

If the agents attack these two men, they fight back aggressively, not hesitating to risk their lives. Mai Li-Aa screams throughout the battle. Afterward, she responds to every question with hysterics, making it impossible to determine whether the men were friends or kidnapers.

These men work for Central Control of Information, the Chinese intelligence agency. CCI caught Mai passing information to the Americans some years ago, and forced her to become a double agent, controlling her both with fear of punishment and the wild hope that they might someday grant her a visa to the United States, where she can pursue her dancing career.



Chinese Agents

ST 12, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 5.

No armor; no encumbrance.

Skills: Driving (Stock car)-13; Fast-Draw (Pistol)-12; Guns (Pistol)-13; Stealth-10.

Language: Chinese-12.

Weapon: Makarov automatic pistol, 2d Cr, SS 10, Acc 2, 1/2 Damage at 150, Max 1,600, RoF 3, Shots 8+1, Rcl -1.

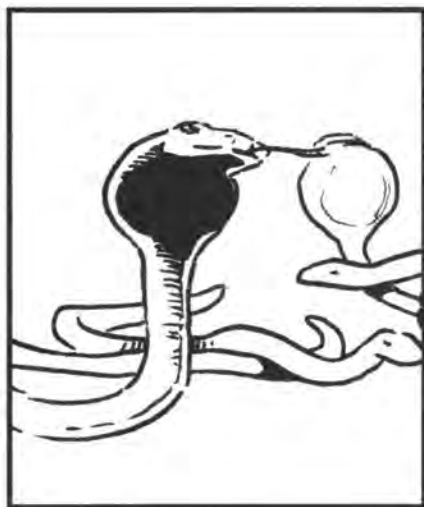
Central Control of Information employs these two agents for routine jobs. They do not have the training of elite fighters, but they can protect themselves when necessary.

The Underworld

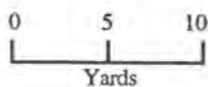
Anyone who wants to make contact with Chinese criminals may attempt a Streetwise roll. The GM should also roleplay some brief visits to back alleys and seedy restaurants. The GM should make this roll in secret. If the roll fails by more than three points, the party believes that it has an underworld contact. However, the criminal in question actually serves as an informer for Central Control of Information. Consult *Internal Security*, p. 73 for more details on CCI tactics.

Success on the Streetwise roll reveals several tongs and triads, notably the Rain Water Triad at Madame Lu's Teahouse. Those in contact with Mr. Liu A. may remember Madame Lu as being one of Liu's friends. The Rain Water has a widespread reputation for working with intelligence agencies. Professional secret agents and those knowledgeable in the Chinese underworld may make an IQ roll to remember this fact. Other Beijing underworld organizations include the Lucky Bamboo gang, a highly mystical group, and the Cloud Moon ring, a band specializing in narcotics.

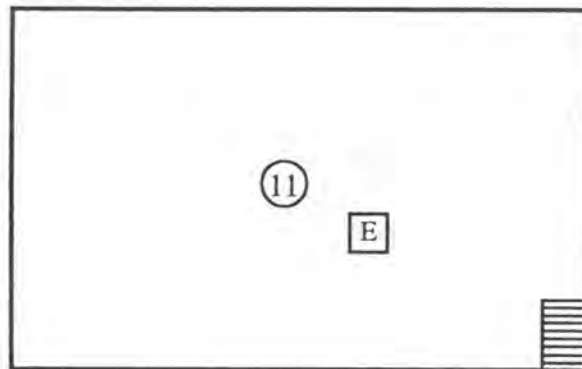
If agents go to Madame Lu's Teahouse, proceed to the section on the Rain Water Triad, p. 68. Agents who consult gangs other than the Rain Water can obtain basic services, but no more. Underworld contacts can provide the party with equipment. They charge triple normal prices for ordinary items. Agents simply cannot buy firearms without special contacts, such as the Rain Water Triad. Those who need a place to hide must pay \$1,000 per day.



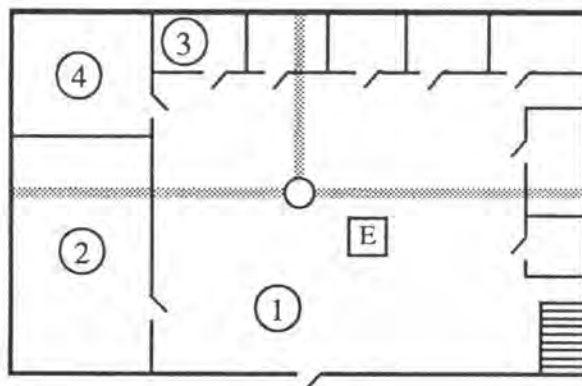
1 hex = 2 yards



11 Stories

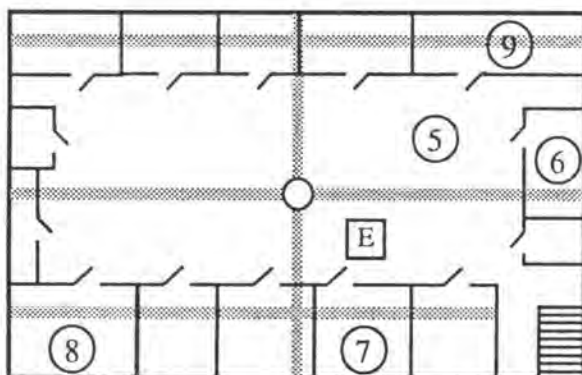


Basement



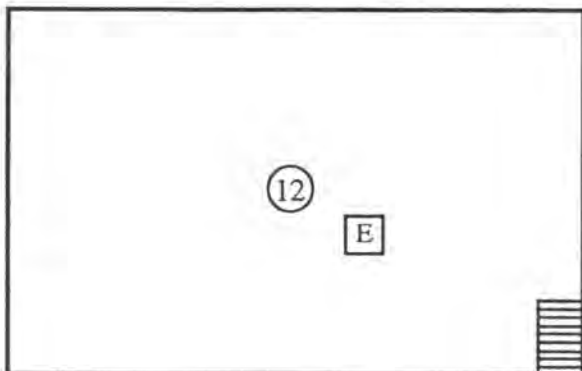
10

Ground Floor



Upper Floors (10)

Room 9 on Floor 11
Room 7 on Floor 4
Rooms 5 and 6 on Floor 5



Roof

CCI uses the car trips to debrief Mai Li-Aa on each day's findings. The GM should take note of all information Mai Li-Aa learns from the party. She certainly notes the identities and physical descriptions of agents. The spies' questions may also reveal more about their mission. Game Masters may wish to keep a written list of things CCI knows about its enemies. *Internal Security*, on p. 73, provides more information about CCI counterespionage operations.

If the agents question Mai about the nighttime ride, she first attempts to be coy. "A girl must have her secrets, no? And why is it that I cannot have my friends?" However, Mai has no stomach for threats, nor does she feel real loyalty to CCI. Therefore, if the agents apply pressure, she breaks down and confesses in tears.

Once confronted with her treason, Mai claims that she did no harm. She insists that the agents controlling her worked for a "better" branch of intelligence, which wants "world peace." Mai also offers to make amends by working against CCI for the party.

Mai knows the address of the CCI offices described on p. 62. She has no other knowledge or influence capable of harming CCI. However, if the agents inform her of some plan, she happily goes on working for both sides, and CCI may choose to give her information in order to lead the party into a trap. GMs may use their own imaginations to invent CCI plots, devising counterespionage operations to thwart the PCs' plans. Guidelines on CCI activities appear under *Central Control of Information* and *Internal Security*, pp. 62 and 73.

Ministry of the People's Army

THE MILITARY OFFERS A NATURAL PLACE

for the agents to search for information. By consulting Mai Li-Aa or other contacts, the spies may locate the Ministry of Defense offices responsible for the Fifth Army. This complex rises above a cluster of more traditional Chinese buildings with peaked tile roofs. It features a broad facade flanked by two massive wings, all made of gray stone. A color painting of Mao Tse-tung hangs above the main doors, with a red flag on either side.

Watching the Ministry

If the agents keep an eye on the ministry, they notice no recognizable individuals entering or leaving. If operatives want to kidnap any of these workers, they face few difficulties, because these are simple bureaucrats living with families in Beijing. However, office workers also know relatively little useful, except a basic layout of the building. If the agents specifically ask captured workers about operations near the Soviet border, the GM may roll 1d. On a roll of 1 or 2, the prisoner knows that the Fifth Army recently transferred three or four battalions from that region and sent a similar number of others to relieve them.

An attempt to intercept radio signals may prove more rewarding. The Ministry conducts a surprising amount of radio traffic with points northwest. These messages concern a vast variety of subjects, ranging from queries about supplies to coordination of marches to avoid traffic jams. By listening to this and making an Intelligence Analysis roll, agents can notice a map coordinate which directs them to the military base described in *Fifth Army Encampment* on p. 82.

Ministry Security

The Ministry of the People's Army employs a simple pressure plate burglar alarm system on its doors and windows. Agents who look for such devices

Contacts Inside The Defense Ministry

The agents probably find themselves obliged to penetrate these offices by force. However, they may have an ally on the inside. Mai Li-Aa, or the gangsters of the Rain Water Triad, may inform them about Ko Sung, a clerk in the administrative section who has a compulsion for gambling. He offers the party a possible shortcut into the building. Thanks to Mai Li-Aa and her lack of subtlety, Ko Sung can easily guess that they want his services for espionage. All that remains is to determine his price for helping them.

Ko Sung needs \$10,000 desperately. The agents could win his loyalty for gifts worth \$1,000, although he initially requests \$5,000. Ko Sung's position opens him not only to bribery but to blackmail, because if his superiors learned of his plight, they would certainly identify him as the security risk he is. Agents could also play on his habit and get him to gamble his cooperation in an espionage operation as the stakes in a wager. The GM may resolve these gambits with roleplaying and rolls of *Fast-Talk*, *Sex Appeal* or whatever other skills seem appropriate.

Note that if the party tries to carry out its threat of blackmail, it may endanger itself. Whatever official the party goes to, be it the police, the Communist Party or some administrator at these offices, immediately wonders where the informer got his information and why he decided to reveal it. One must make a *Fast-Talk* roll or some similar check to avoid detention and interrogation. However, the agent gains a +2 on this roll. The officials do not consider a charge of gambling sensational enough to warrant a full investigation.

Ko Sung does not have direct access to secret information. However, he can arrange to work late some evening and let agents into the building, helping them circumvent alarm systems. They must still avoid detection inside the building. Ko Sung can also give agents a rough layout of this structure.

This gambler knows one final secret. One can enter and leave the Ministry through its ventilation ducts. Ten years ago, the building managers had these entrances sealed over, but it would not take much effort to break through the sheetrock and plaster which covers them. Ko Sung discovered this while performing janitorial duty as part of a manual labor program designed by the Communist Party to build socialist awareness. Ko Sung does not automatically reveal this fact. He tells it only to agents who treat him with special kindness, either by paying the full \$5,000 he requests, or simply showing him special sympathy. A female agent who entrances him with *Sex Appeal* can certainly expect to get this piece of information.



Ko Sung

Age 22; 5' 11", 140 lbs.; black hair, dark eyes.

ST 9, DX 11, IQ 12, HT 10.

Speed 5.25, Move 5.

Dodge 5.

No armor; no encumbrance.

Advantage: Mathematical Ability.

Disadvantage: Compulsive Behavior (Gambling).

Skills: Administration-12; Driving (Stock car)-11; Gambling-12.

Language: Chinese-13.

Ko Sung's love for games of chance gets him into continual trouble. Nevertheless, he retains a sense of humor about it, always hoping to think his way out of the worst situations. He smiles constantly, and the more he resents his treatment, the harder he tries not to show it. He takes revenge quietly, when the opportunity presents itself.

Guards, Ministry of Defense

ST 12, DX 13, IQ 9, HT 12.

Speed 5.75, Move 5.

Dodge 5.

No armor; no encumbrance.

Skills: Driving (Stock car)-13; Fast-Draw (Pistol)-12; Guns (Rifle)-13; Stealth-10.

Language: Chinese-12.

Weapon: Makarov automatic pistol, 2d Cr, Acc 2, SS 10, 1/2 Damage at 150, Max 1,600, RoF 3, Shots 8+1, Rel -1.

There are a total of 11 uniformed guards.

detect them on a Vision roll, and disarm them with a Traps roll. Certain internal doors have alarms as well. When an alarm goes off, it produces no immediate warning. However, it summons the guards from the Security Center (area 4).

Live guards (sidebar, this page) also protect the military offices. Two of them patrol the building as a team, while four others watch designated areas and five more wait at a central location. The last five respond to alarms or calls from their comrades. They carry Skorpion machine pistols.

Agents may meet guard patrols whenever they travel the corridors. The GM should roll 1d whenever the party ventures through the building. On a roll of 1, two guards challenge the intruders. Note that if the infiltrators have Western features, there is virtually no chance for them to bluff their way out of trouble.

If the guards capture intruders alive, they turn the prisoners over to police. Consult *Chinese Police* on p. 71 for details.

Ministry Layout

1. *Lobby.* Two pictures of Mao adorn this room. A pair of burly guards watches the doors. The receptionist wears a blue Mao jacket and works with an old-fashioned pen and paper.

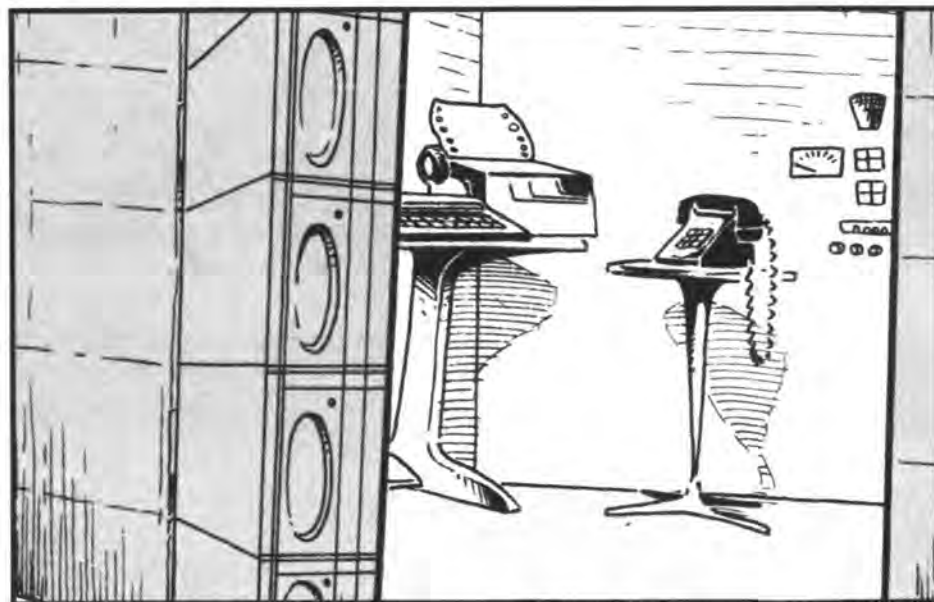
2. *Clerical Pool.* Rows of typist stations fill this high-ceilinged room. No walls or dividers separate them.

3. *Administrative Offices.* Thin screens divide these work stations into individual offices. Ko Sung works here.

4. *Security Center.* This concrete room holds chairs and a table for the five guards on station. A bulky tan panel allows guards to monitor the building alarms, using incandescent bulbs painted red to indicate where intrusions take place. The security personnel here wear green military jackets and caps with red stars. They talk and play cards as they wait.

5. *Checkpoint.* Two guards in military jackets watch the corridor here. No emotion shows on their narrow faces. These sentries demand identification documents from anyone who wishes to pass. Agents require the Chinese equivalent of a Secret clearance to pass, and the guards arrest anyone unauthorized who attempts to pass.

6. *Communications Center.* A steel door like that of a safe protects this room. Two combination locks secure its portal. One must make a Lockpicking roll at -4 to open each one of them. In addition, this room contains a burglar alarm like those on the outside entrances.



Inside, one finds only a few instruments kept in an immaculate metal chamber. A black telephone sits by itself on a table. Across the room, one finds a keyboard and a clunky printer, with a roll of coarse paper rolled into it. The dials and switches of a radio system line the south wall, with glowing lights among the controls.

This chamber offers a spy paradise, but only if the party manages to keep its intrusion unknown. Agents who investigate the communications equipment can learn China's current codes and communications channels and those who bug the room can monitor Ministry communications. However, the moment the Ministry learns of an intrusion, it changes the codes and sweeps the bugs. The GM may assume that any altercation with the guards alerts the Chinese to this intrusion. Furthermore, if the agents know Mai Li-Aa, she may betray them to Chinese intelligence.

From the point of view of this investigation, placing a bug in this chamber allows the agents to intercept a great volume of transmissions to General Xi-Nan. By studying this, the party learns his location, as described on p. 82. They can also deduce that the force on the border is several divisions strong.

To steal the Chinese code key, agents must make an Electronics roll to understand the machinery and a Cryptanalysis roll to understand the code mechanism. Members of the espionage community would offer \$10,000 for this code, as long as it remains current. If agents remove the casing and take a photograph, they must make a Photography roll. If it succeeds, other analysts can deduce the code from the picture. Such a photograph has a value of \$1,000 on the espionage black market until the Chinese change their code.

Each day's report from bugs in this room has a value of \$500×1d to interested parties.

7. *Offices.* These dim offices serve a variety of bureaucratic functions.

8. *Quartermaster Offices.* Stacks of paperwork tower over the desks and cabinets of this room. Office supplies litter the desks. Anyone who explores the paperwork and makes an Intelligence Analysis or Administration roll can find documents pertaining to the Fifth Army battalions along the Russian border. These papers reveal its exact location, as described on p. 82. They also reveal that the four battalions there consume enough fuel and rations for almost 40,000 men.

If the players do not understand the significance of these numbers, the GM may ask characters to make Strategy rolls. On a success, the operative recalls that a battalion normally consists of no more than one thousand troops. The force on the Soviet border consists of several entire divisions.

9. *Office of the Commander.* This office belongs to General Xi-Nan. Inside, agents find everything in perfect order. The chair is neatly stowed under the wooden desk. Neither papers nor office equipment clutter the room. A red star of polished enamel hangs on the wall. A thin coating of dust covers everything.

Those who search Xi-Nan's desk find few loose documents. However, a side drawer of the desk contains a brown leather briefcase, bulging with papers. A patina of wear covers this elegant case. Anyone who glances at these writings discovers military diagrams and orders. However, it would take nearly a day of reading for agents to determine the meaning of these papers.

If agents steal these papers and spend the day studying them, the GM should make an Intelligence Analysis or Strategy roll for whoever does the reading. If this roll fails, or succeeds by under three points, the GM should inform the party that the documents contain plans for a redirection of Chinese forces from the Russian border toward the frontiers of Korea. However, an investigator who succeeds by four or more points identifies these documents as absurdities.



Chao Bao

Age 47; 5' 9", 150 lbs.; balding with a fringe of dark hair, dark eyes.

ST 13, DX 13, IQ 13, HT 12.

Speed 6.25, Move 6.

Dodge 7, Parry 11 (Karate), 8 (Knife).

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Advantages: Combat Reflexes; Danger Sense; Peripheral Vision; Toughness (DR 2).

Disadvantages: Overconfident; Code of Honor (martial arts discipline, honorable combat for honorable enemies).

Skills: Administration-13; Driving (Stock car)-13; Guns (Pistol)-14; Guns (Rifle)-14; Hypnotism-13; Intelligence Analysis-14; Interrogation-14; Karate-16; Knife-14; Knife Throwing-14; Leadership-12; Poisons-14; Stealth-14; Thrown Weapon-13; Traps-13; Whip-14.

Languages: Chinese-14; English-13; French-13; Russian-13.

Weapons: 3 large knives, 1d cutting, 1d impaling damage; Beretta 92, 2d+2 damage.

This master spy grew to manhood in training with the Leaping Monkey brotherhood of martial artists. He learned a fighting style intended to resemble that of an ape, along with arts of stealth and deception comparable to those of Japan's ninja. Communist ideology means little to Chao Bao. However, his work for Chinese intelligence allows him to test his skills to their utmost.

Chao Bao has both a sense of humor and a sense of honor. These may prevent him from simply butchering unfortunate agents. This martial artist has no chivalric qualms against treachery, poison or stealth, but he still considers ancient fighting techniques more honorable than modern ones, and if an opponent consents to fight him hand to hand, he refrains from using his gun.

CCI Prisoners

Central Control of Information keeps its prisoners in the cages at area 6 (p. 65). The GM may use the map and key to moderate escape attempts.

CCI interrogates prisoners within half an hour of capture. Questioning sessions thereafter come two or three times per day at random intervals. If the party members want to plan an escape or some other noteworthy activity, the GM may roll 1d for each agent involved. On a roll of 1, CCI interrogators question that spy just as the party's plan is supposed to begin.

The interrogators begin by asking about whatever incident brought the unfortunate agents under suspicion. They ask about the subject's likes, dislikes, past life and family. If these Interrogation rolls succeed, the questioners learn about their subject's Dependents and disadvantages (mental and other). If the victim's story ever contradicts itself, the interrogators calmly apply electric shock.

Interrogators dress in loose denim clothing, with black masks. One taller, masked figure stands in the shadows, watching the first interrogation and any others deemed likely to reveal vital information. The figure is Chao Bao, director of this CCI operation. He often makes quiet suggestions to the interrogators and the GM may use his Interrogation skill for any required rolls.

After Chao Bao learns the nature of the agents, he must decide what to do with them. He spends 1d-2 days pondering their fate. If this comes out to less than a single day, the GM should roll 1d again to determine the number of hours the party has in which to escape.

The GM may choose Chao Bao's actions based on the following considerations. Chao cannot permit foreigners to know of turmoil within the Chinese government, nor does he wish for spies to roam in China. However, he feels no loyalty to General Xi-Nan, and this softens his stance toward the agents. Chao Bao also puts a great deal of faith in his ability to control people. Therefore, if the agents proved relatively pliable under interrogation, he may decide to use some of them as pawns.

Chao Bao attempts to control his victims through hypnotism, exploitation of convenient Disadvantages, and by keeping other party members as hostages. When he has multiple team members under his power, he allows them to take turns as hostages, sometimes sending one out on missions, at other times sending another.

Continued on next page . . .



The briefcase actually contains a tracking bug embedded in the leather. If the agents steal this case, it leads counterespionage officers of the CCI to their hideout. See *Internal Security*, p. 73 for details.

10. Ventilation Ducts. Thin plaster covers the entrances to these dusty shafts. Scrambling through them takes a DX roll. Those with the Overweight disadvantage make that roll at -2, and those who are Fat suffer a -4. Anyone who fails a DX roll becomes stuck and requires assistance from someone else to escape.

Sounds echo fearfully in these ducts. The GM should request Stealth rolls for agents who travel through the ducts. However, only agents who fail by three or more points actually alert guards. Not enough people remember these shafts to understand the significance of rattles within the walls.

11. Basement. This vast damp chamber contains an enormous multi-armed furnace, along with air-conditioning coils, all connected to a new radiator system. Boards cover the old ventilation ducts (area 10).

12. Roof. A parapet of tiny pillars surrounds the roof of this massive building. This provides a convenient shield to hide climbing intruders. Sheets of thin metal cover the entrances to the old ventilation ducts (area 10).

Central Control of Information

CENTRAL CONTROL OF INFORMATION, CHINA'S espionage and counterespionage agency, maintains a headquarters in a brick building labeled as offices of the People's Ecological Bureau. Agents may come here to garner information. They may also come here as captives. The section titled *Internal Security*, on p. 73, describes ways in which CCI might capture the agents.

Investigation

To investigate CCI, the party must either sneak in or watch from the outside. The Company has no convenient moles within this building.

Use of a ranged microphone or similar instrument allows the agents to pick up one conversation of interest. This takes place between a nervous-sounding official who keeps repeating himself and a quiet, concise man, who happens to be Chao Bao. The official claims to have a new report spotting military trains in the Ukraine, headed East. "If I may humbly submit, sir, this is precisely the sort of information required by General Xi-Nan."

The quiet voice allows a moment to pass. Then Chao Bao replies. "It is not important for him to know."

Agents may also attempt to kidnap workers in this building as they enter or leave. The 15 Intelligence Officers of this building tend to know about the work in their offices. Therefore, anything the party could learn by breaking into the rooms described on the map key, it could also learn by capturing the correct Officers. These Officers also know how to use the thermostats in area 3 to open secret doors. However, Chao Bao's agents are by no means weaklings, as the sidebars show.

Layout

1. Ecological Office. This sunny room contains two desks, where two young women receive public inquiries about China's environmental policies. Although the poster behind their desks encourages the "Chinese People" to "cry out against pollution and waste," this office seldom receives complaints. Slick posters depict modern realistic paintings of pristine landscapes and proclaim China's love of nature as opposed to the wastefulness of Western capitalists.

2. Rear Offices. These offices contain metal file cabinets and electric typewriters. Five CCI officers work here. This office performs primarily administrative functions, but even those deal with secret information. Anyone who looks through the files can find a directive concerning "Distribution of Soviet military intelligence data." This indicates that although General Xi-Nan should still receive information on Soviet troop movements, the Ministry of Foreign Affairs need not. A memorandum attached to this order indicates that Chao Bao should clear all transfers of information to Xi-Nan. These documents also specify the location of Xi-Nan and his forces. If the agents go there, consult p. 78.

Another set of files, titled "Soviet Guest Book," discusses Viratov, Valkov and Karpov, three Russian officers "useful to Xi-Nan's planning." It continues with orders from Chao Bao to "delay the three" until "affairs in the North develop." These files provide an address for the Green Dragon Hotel, where the Russians currently lodge. If agents investigate them there, consult *Green Dragon Hotel*, p. 75.

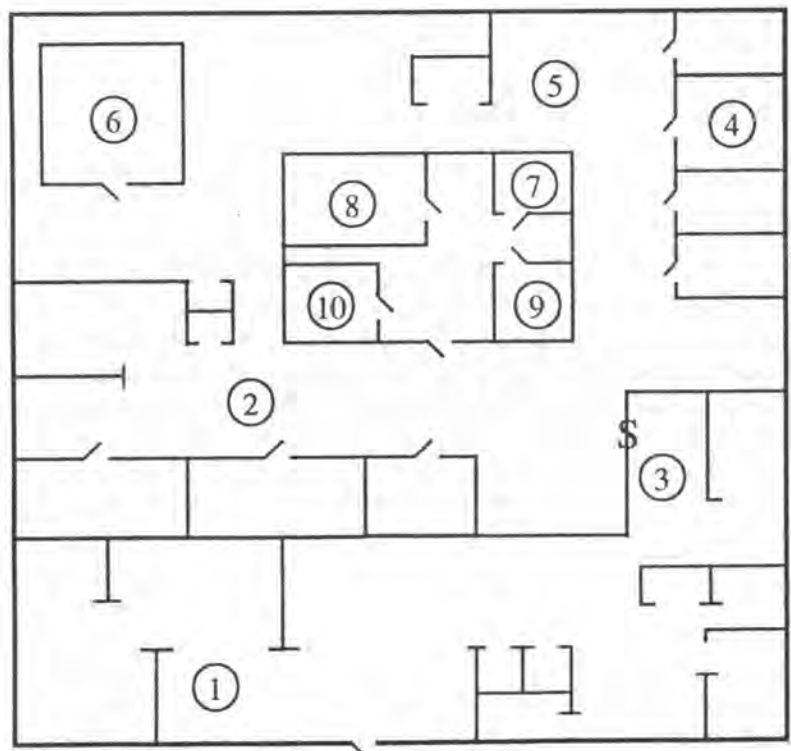
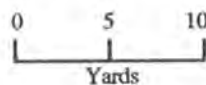
CCI Prisoners (Continued)

Chao Bao wants the agents to locate other foreign influences in China. He particularly wishes to know the membership and properties of the Rain Water Triad. If agents obtain this data for him, he destroys the Triad within 1d days.

The agents may stage an escape in the course of these operations. If that proves impossible, they have one more hope in the form of Chao Bao's sense of humor. Should the party prove ridiculously, hopelessly, hilariously incompetent, Chao Bao may allow its members to go out of sheer amusement. However, if the agents do anything to impress their captor, yet prove unsuitable for use as tools, Chao Bao must kill them. He orders them shot without feeling the slightest twinge of conscience.

CCI Offices

1 hex = 2 yards



CCI Office Workers

ST 12, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 5, Parry 10 (Karate).

No armor; no encumbrance.

Skills: Administration-11; Driving (Stock car)-13; Fast-Draw (Pistol)-12; Guns (Pistol)-13; Karate-15; Stealth-13.

Language: Chinese-12.

All of Chao Bao's employees receive espionage training. This improves office security, and provides Chao Bao with a larger pool of agents. Many work only briefly at the CCI offices but go on to accept positions elsewhere and become informers.

3. *Secret Doors.* These passages appear to be ordinary wall panels. Each one has a thermostat on the wall beside it. When the thermostat is set to 80 degrees, the panels swing open. Anyone looking for these panels may find them by making a Vision roll at -2. Tapping the walls eliminates this penalty, but gives the disciples a second Hearing roll to detect intruders.

Agents who do not know about the thermostats may attempt to open these doors by tampering with the wiring. This requires an Electronics roll. It does not take much strength to open these doors by force, but that obviously alerts everyone in the building to the intrusion.

4. *Intelligence Offices.* Five CCI officers work in these windowless offices. They peruse documents and microfilms of assorted kinds. Anyone who steals documents from this room obtains intelligence data worth \$17,000 on the espionage black market. A file on the Ministry of Foreign Affairs reveals that a diplomat named Fu Wan-To argued with General Xi-Nan about the wisdom of "the Kazakh project." Fu Wan-To lost the argument, leading to a purge of his department.

The Intelligence Offices also contain files on Viratov, Valkov and Karpov, the three Russian officers now living as "guests" in China. These documents include transcripts from bugging devices placed in their rooms along with reports by servants in the hotel where they stay. The three have "occasionally discussed renegade forces," but not yet provided "any comprehensive account of Soviet troops available for Xi-Nan's purposes." This file concludes with the remark that the three Russians seem eager to leave China, but are being "dissuaded." If agents investigate the three, consult *Green Dragon Hotel*, p. 75.

Finally, these offices contain the counterespionage files on the agents themselves. The GM should invent details based on what the party has allowed CCI to discover about party members and their purposes.

5. *Laboratories.* Air ventilators hum in these scrubbed chambers. Long formica benches equipped with sinks and Bunsen burners run the length of these rooms. Five CCI officers work here.



6. *Prison.* This is a deep pit, lined with concrete. Five bamboo cages hang on thin cords inside the pit, secured to winches on the level above. The cages hover only a few feet above the floor. However, to discourage escapes, a mass of serpents slithers about the floor of this pit. Ten of the snakes are actually venomous. See the sidebar for details.

Anyone may break the bars of the cage with a ST roll. However, to get out of the pit, one must get up the rope or walls. Climbing the rope requires a Climbing or Acrobatics roll with a -2 penalty. In addition, the agent must make a DX roll to avoid snapping the rope. Anyone who tries to climb the walls must make a single Climbing roll at -4.

7. *Interrogation Chamber.* This concrete room contains a single metal chair.

8. *Practice Hall.* Chao Bao and his disciples practice their martial discipline here. An orderly series of reed mats covers the floor. At the south end of the room, one finds a vast iron gong, inscribed with the stylized image of a tiger.

9. *Dormitories.* This room contains five mattresses. Chao Bao's disciples sleep here. Wicker cabinets hold clothing, books and a few candy bars. When not performing duties elsewhere, one can find them present, reading, meditating and moving slowly through martial arts drills. One of the disciples always stands apart from the others, his limbs loose, his back straight. He serves as a sentry, listening for intruders.

10. *Chao Bao's Chambers.* This room contains a bed, a shelf of books, a closet of clothing and a small color television. A microwave oven and miniature refrigerator stand in one corner. This apartment belongs to Chao Bao, director of this CCI office. One can usually find him here. He spends his time sitting on the bed, going over records.

The Mind of Chao Bao

The party's chances of learning Chao Bao's true motives are minimal. He confides in nobody, not even his own superiors. Chao Bao lives in this compound, and it would take a heroic feat to capture him alive, or to force him to talk. However, under exceptional circumstances, the party may come up with some ruse which causes him to talk with them. For example, Chao Bao might answer questions from Chinese officials. He proves even friendlier to fellow students of the martial arts. If agents disguise themselves as such people and have the acting and martial arts knowledge to support their stories, he may talk to them of his motives. This should require both roleplaying and Social Skills rolls. The GM may remember Chao Bao's Overconfidence.

Chao Bao knows General Xi-Nan's real intentions. The general sponsors renegade factions of the Red Army hoping to provoke widespread disorder across the Chinese border. This will give him a pretext to intervene to "protect" China from "chaos." In the process, he intends to take back disputed territory along the old Sino-Soviet frontier.

The diplomat Fu Wan-To considered this plan foolishly rash, criticized it, and suffered for his honesty. Chao Bao has no intention of risking himself by protesting. Instead, he intends to wait until Xi-Nan traps himself in a debacle. At that point, Chao Bao hopes to exploit the situation by removing Xi-Nan and arranging for one of his own allies to assume Xi-Nan's position. In this way, Chao Bao expects to gain influence within China while almost entirely avoiding risk.

Note that once the party learns Chao Bao's full intentions, the agents know virtually all the information they came to China to learn.

CCI Building Security

The CCI offices contain no alarms. No uniformed guards patrol their corridors. However, the moment the party enters the complex, the GM should start paying attention to ways in which the agents might attract attention. Office workers, of course, may notice intruders during daytime. Furthermore, Chao Bao, director of the complex, practices an ancient school of martial arts. Five of his disciples live within the building.

Chao Bao's disciples study arts which allow them to detect even faint noises and scents outside the ordinary. One of them stands watch at all times at area 9. When the party enters, and each time agents do something potentially noisy, the GM should make a Hearing roll at -2 for him to detect the sound. Agents may modify or avoid these checks with Stealth and other appropriate skills.

The disciples do not rely on their ears alone. A cat named Jade prowls this building freely. Through breeding and mystic animal-training disciplines, Chao Bao made this feline into a living burglar alarm. Jade has a keen sense for anything out of the ordinary, and an awareness of strangers. If Jade encounters intruders, she slips away at once, disturbed. Within 1d minutes, one of the disciples notices her consternation. This alerts them to the presence of intruders.

Every five minutes that the party spends in the complex, the GM should roll 1d. On a roll of 1-2, Jade meets the party. She is a huge, slim cat with jet black fur. In the darkness, agents must make Vision rolls to even notice her as she approaches, turns and withdraws on padded feet.

Chao Bao's Danger Sense may allow him to avoid direct attempts at kidnapping and other harm.

Once this building's personnel detect intruders, the five disciples attempt to subdue them. Chao Bao himself may participate in a battle if necessary, but if his side starts to lose, he escapes while his followers block the way. They prefer not to use lethal force, although they do not sacrifice their lives by pitting fists against bullets. Note, however, that they can use the narrow corridors of this complex along with special techniques to close with their targets and disarm them without risking gunfire.

During the day, this building also contains 15 CCI officers, all trained in martial arts. They support the disciples in any battle. At night, they go to their homes throughout Beijing.



Chao's Disciples

ST 12, DX 13, IQ 10, HT 11,

Speed 6, Move 6.

Dodge 7, Parry 10 (Karate), 8 (Knife).

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Advantages: Combat Reflexes; Toughness (DR 2).

Disadvantage: Code of Honor (martial arts discipline, honorable combat for honorable enemies).

Skills: Driving (Stock car)-13; Guns (Pistol)-13; Guns (Rifle)-13; Karate-14; Knife-14; Poisons-10; Stealth-14; Thrown Weapon-13; Traps-10.

Language: Chinese-13.

Weapons: 3 large knives, 1d cutting, 1d-1 impaling damage; smoke grenade; whip, 1d crushing damage; Makarov automatic pistol, 2d Cr, Acc 2, SS 10, 1/2 Damage at 150, Max 1,600, RoF 3, Shots 8+1, Rcl -1.

These five CCI agents serve Chao Bao as pupils of the martial arts have always served masters: they wait upon his every need and follow his example in all things. These henchmen use whips to entangle their foes.

Poisonous Snakes

ST 9, DX 13, IQ 3, HT 15/10.

Speed 4, Move 4.

Dodge 4.

There are ten snakes. A snake's fangs can penetrate two points of DR. Anyone bitten must make a HT roll at -4 each day for three days. A failed roll means 1d damage while a critical failure means death. Modify the HT rolls by +1 if agents immediately suck the venom out and +2 if antivenin is available.

Ministry of Foreign Affairs

AGENTS FAMILIAR WITH CAI HU-TANG

and Fu Wan-To may decide to investigate affairs in China by visiting the Ministry of Foreign Affairs. To get useful information, they must go to the office complex where Cai and Fu once worked. They may get the address of this from Cai himself, from Mai Li-Aa, or by using the agency Contacts and Sources report on China and making an Intelligence Analysis roll. The Ministry for Foreign Affairs has its offices in a larger government building in downtown Beijing.

Simple surveillance of this building reveals little. If the party uses electronic bugs or ranged microphones to eavesdrop on the building, they receive only discussions of bureaucratic procedures and meaningless talk of trade negotiations, with all speakers taking care to speak only Communist orthodoxy. To learn what really happened here, agents must talk with its employees, either by guile or by apprehending them.

People

Over 100 people work in these offices. For the sake of convenience, the GM may assume that when agents decide to talk with an employee, they get one of the following two people. If the agents ask someone to refer them to a Ministry employee, these are the people their allies recommend. Agents who want an official automatically get Ku Lo-Lo. Those seeking a less influential employee talk to Hsien. If the agents do not specify what sort of person they wish to speak with, the GM may choose randomly.

Remember to play through the process by which agents introduce themselves to these people. Central Control of Information keeps this office under surveillance, and as the party searches for contacts, it may expose itself to detection. The paragraphs titled *Security* and *Layout* (p. 67) describe CCI measures.

Ku Lo-Lo. This balding man perspires easily and sports a small mustache. He recently rose to the position of Aide to the Chief of Foreign Affairs. When his workday ends, he travels feverishly among the markets and government stores of Beijing, checking prices on televisions, refrigerators and other appliances.

Ku Lo-Lo takes pride in his new position and newfound wealth. He eagerly talks about his new purchases, sharing information on where to get the best bargains. He complains about shopkeepers and street merchants in a way which emphasizes that he now has the money to patronize them. However, if anyone raises the subject of how he earns this money, he shuts up. Further questions cause him to shake visibly.

Despite Ku's fear, the party should have little trouble getting information out of this bureaucrat. Ku Lo-Lo is talkative and extremely obsequious. Nobody should have any difficulty tricking, cajoling or intimidating him. Ku obtained his position in the aftermath of a department purge aimed at followers of Fu Wan-To. Ku can explain that Fu Wan-To opposed General Xi-Nan's plans to mass troops along the Kazakh border, and to aid reactionary elements of the old Soviet Army. This bureaucrat also accuses Fu of "pacifistic leanings," and of failing to understand that "revolution is not a dinner party."

Ku Lo-Lo has one great worry. Once again, the party should have little difficulty getting him to talk about it, because he can barely keep from chattering nervously on the subject all the time. His department now has a problem which may become political. Three Russian military officers, Xi-Nan's guests, desire permission to leave the country. However, Chao Bao, a director in Central

Control of Information, has issued orders to keep them in China. Ku fears being caught between the general and the master spy and purged, just like his predecessor.

The party has little difficulty convincing Ku to talk. However, he talks equally freely to the party's enemies. If the spies question Ku and then leave him free to act, he reports the conversation to the Ministry cadre. This alerts CCI to the agents' existence, as described under *Internal Security* on p. 73. The party could force Ku to keep his mouth shut with threats and successful Fast-Talk or other social skills rolls. If the agents silence him through a more violent method, other Ministry officials notice his absence after one day leading to a police investigation. The GM may determine the success of this inquiry based on the amount of evidence the party left. However, the GM should certainly let the party hear word through contacts or newspapers about the investigation, if only to seed fear.

Hsien. Hsien works as a Ministry typist. He is a short man with a flaring nose, who firmly supported Fu Wan-To. Currently, he keeps his mouth shut about politics, which allows him to survive and keep his job. When people ask him dangerous questions he ducks his head and mutters, "I wouldn't know," or "no opinion." However, if the agents give him a chance to talk in a safe place, he gladly gives out all the information Ku possessed, as described above. He knows of the dispute between Fu and Xi-Nan, and the purge which followed. He knows about the three Russians. Hsien can provide directions to the Green Dragon Hotel (p. 75).

Hsien admires Fu Wan-To deeply. This secretary considers the old chief a true diplomat and a sensible man. He also notes that Fu Wan-To had a true sense of honor. When it became obvious that Xi-Nan would win the debate, Fu called upon his commanders in the army reserve and requested to return to active duty as a private soldier so that he might serve in the Fifth Army, under Xi-Nan. In this way, he showed his willingness to overlook personal defeat and think of the Chinese People. Hsien knows Fu Wan-To's platoon and posting. If agents seem sympathetic to Fu's cause, Hsien may reveal it to them. When Company representatives attempt to contact Fu, the GM should consult *Fu Wan-To*, on pp. 84 and 86.

Security

The Ministry contains no armed guards. A simple burglar alarm system protects the outside doors and windows at night, but one can disarm it by making a Traps roll. If triggered, the alarm sounds a siren in the immediate area. Beijing police respond within 3d minutes. The police arrive with four officers and a squad car. The sidebar on p. 71 describes Chinese police.

Despite the lack of guards, this building contains more subtle perils for intruders. Central Control of Information has cameras and microphones concealed throughout the building. If the agents break in, or if they have questionable conversations with Ministry employees, the Chinese secret police watch them in the act. Consult *Internal Security*, p. 73, for ways in which CCI may use this information.

Every room in the Ministry contains a standard listening device. Video cameras watch crucial places, as shown in the Layout.

Layout

1. *Lobby.* A secretary with her hair in a bun sits behind the desk here. This lobby contains several classical Chinese landscape paintings.



Ku Lo-Lo

Age 39; 5' 9", 130 lbs.; bald, dark eyes.

ST 9, DX 11, IQ 12, HT 11.

Speed 5.5, Move 5.

Dodge 5.

No armor; no encumbrance.

Disadvantage: Greed.

Skills: Administration-9; Diplomacy-10; Driving (Stock car)-11.

Language: Chinese-12.

Ku wants only to outdo his neighbors in acquiring modern goods. He not only keeps himself out of dangerous political situations, he laughs at those who fail to.

Hsien

Age 27; 5', 100 lbs.; lengthy dark hair, dark eyes.

ST 7, DX 11, IQ 12, HT 9.

Speed 5.75, Move 5.

Dodge 5.

No armor; no encumbrance.

Disadvantage: Bad Temper.

Quirks: Privately opinionated.

Skills: Administration-12; Diplomacy-12; Driving (Stock car)-12.

Language: Chinese-12.

Hsien has strong political feelings and friends among Fu Wan-To's supporters. However, he also has the sense to conceal his thoughts. He is not a coward, but often behaves like one to avoid trouble.



Illustrious

Age 37; 5' 10", 170 lbs.; black hair and trimmed beard, brown eyes.

ST 10, DX 13, IQ 12, HT 12.

Speed 6.25, Move 6.

Dodge 6, Parry 9 (Karate), 6 (Knife).

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Advantage: Toughness (DR 2).

Skills: Administration-13; Detect Lies-14; Driving (Stock car)-13; Gambling-12; Guns (Pistol)-14; Karate-14; Knife-13; Leadership-12; Merchant-14; Streetwise-14.

Language: Chinese-14.

Weapon: Beretta 92, 2d+2 damage.

This rotund, self-satisfied crimelord maintains an aura of impassiveness. He hides his emotions behind a round poker face. Illustrious also actively incorporates ancient ritual into his organization. His Triad exists simultaneously as a mystic brotherhood, a resistance group against the Communist Party and a criminal racket.

Illustrious' Henchmen

ST 12, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 6, Parry 10 (Karate).

No armor; no encumbrance.

Advantages: Combat Reflexes; Toughness (DR 2).

Skills: Driving (Stock car)-13; Fast-Draw (Pistol)-14; Gambling-10; Guns (Pistol)-15; Guns (Rifle)-15; Karate-15; Savoir-Faire-9; Stealth-13; Streetwise-10.

Language: Chinese-12.

Weapon: AMT Backup, 2d damage.

These thugs serve as proprietors and enforcers in Illustrious' teahouse. They use martial arts to bloody a foe quickly with a minimum of disturbance. In a real fight, none hesitate to shoot.

2. *Typing Pool.* Desks stand in regimented rows across this room. During the day, a typist sits at each one, operating a clunky electric typewriter. Hsien works in this room.

3. *Files.* This windowless room seems almost airless as well, despite occasional gusts from a tiny air shaft. Beige file cabinets line the walls. At the center of the room, a porcelain vase in a glass case adds a bit of color. A light bulb in the vase causes it to glow faintly, revealing its exquisite thinness.

The vase, which contains a video camera, is made of material similar to that used in one-way glass. The light inside it ensures that while the camera can see out, nobody outside can see in. Therefore, the GM may assume that CCI agents watch everything which happens in this room.

Two files may interest the agents. Those who make an Intelligence Analysis roll may pick them out. One, the file on Fu Wan-To, indicates that the chief left his post here for "reasons of political incompatibility." They also note that Fu Wan-To re-entered military service. The documents reveal his current location, described under *Fu Wan-To*, p. 86.

Another drawer contains correspondence from foreign nationals. It includes a letter from Viratov, demanding permission for himself and his two companions to return to Russia. A memo attached to the letter explains that Viratov came to China as a "special guest" of General Xi-Nan. Another note states that Chao Bao of the Intelligence service wishes to detain these Russians.

This room also contains information unimportant to this mission on Chinese negotiation plans. Anyone who makes an Intelligence Analysis roll can find data here worth \$1,000 on the espionage black market.

4. *Corridor Junction.* Here, two corridors cross. The ceiling consists of mirrored panels, while a maroon carpet covers the floor. CCI has a video camera hidden behind the panels of the ceiling.

5. *Offices.* These dim offices each contain a desk and a typewriter. Ku Lo-Lo works in one of these cubicles.

6. *Office of the Cadre.* A red star marks the door of this office. Mu Tong-she (Comrade Mu) works here, attempting to restore "socialist behavior" after the incident involving Fu Wan-To. Mu knows all the information on Fu listed earlier in this section. However, he does not talk about them except under force. This cadre criticizes everything and everyone. He keeps his office painfully neat.

7. *Office of the Chief.* This room contains a globe and bookshelf behind the desk. The new Ministry Chief, Pi Hu, works here. This heavy, taciturn man refuses to discuss politics, but he naturally knows the information on Fu Wan-To and Viratov listed elsewhere in this section. His desk contains no papers relevant to the operation. However, a microcamera mounted on his globe surveys the room. CCI obtains a picture of everyone who enters.

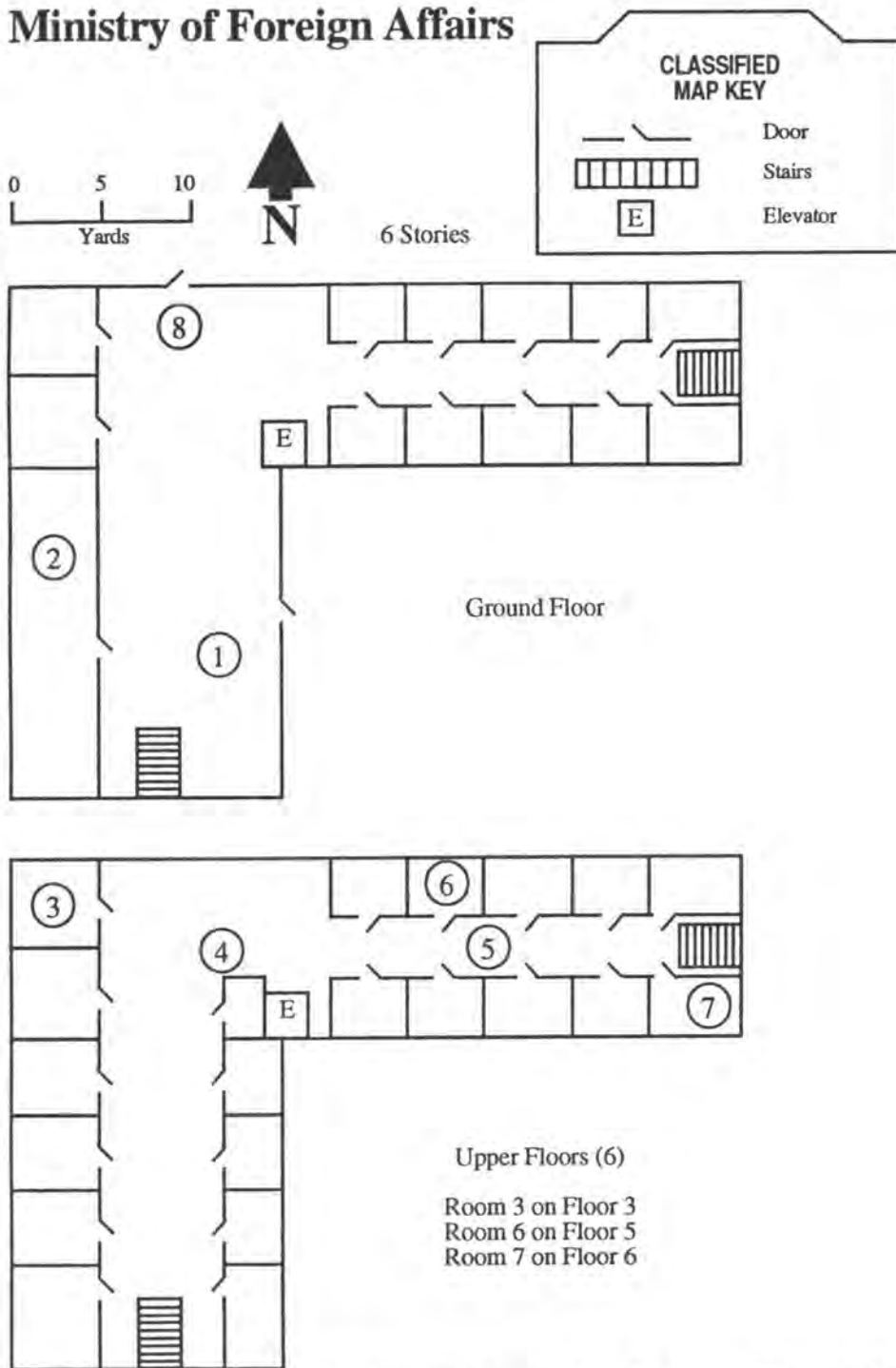
8. *North Wing.* This door leads to other offices of the same government building. These offices oversee fertilizer programs in the Yellow River basin.

Rain Water Triad

AGENTS WITH CONNECTIONS TO MR. LIU A.

automatically receive a referral to this Triad. Those who use other friends or simple street skills to contact China's underworld may find the Rain Water on their own. Rain Water often assists Western intelligence agencies, and can help the party obtain both equipment and information. However, the Triad has its own motives for working with the party, and may impose demands the agents do not wish to meet.

Ministry of Foreign Affairs



The Rain Water Triad operates from Madame Lu's Teahouse. This complex of outdoor cafes and mirrored dance halls offers a variety of pleasures both traditional and Western. A simple Streetwise roll can obtain some of the more illegal vices, such as heroin and prostitution. Those who mention the word "Peiping" identify themselves as having more serious interests. Once agents use this password, the Teahouse employees usher them through curtains of beads into the back rooms, where they receive an audience with the Triad boss, a man who calls himself "Illustrious."

As the operatives enter the antechamber of Illustrious' room, one of the Triad guards requests their weapons. A metal detector in the doorway confirms whether they have complied. Assume that the operator has a Holdout skill of 12.

The Triad's Price

Illustrious does not give the agents all his help at once. Each time he doles out a favor, he assigns the agents a mission to carry out on his behalf. The party finds itself spying for the Triad as well as for the Company. Illustrious' assignments involve the same institutions the agents already happen to be investigating, but the Triad wants to know far more than the Company.

Illustrious' assignments include:

- * Stealing communication codes from the Ministry of Foreign Affairs. The agents must perform this assignment quietly enough to keep the Chinese from detecting the theft and changing the codes. See p. 66 for details on the Ministry.

- * Stealing files from the Ministry of Foreign Affairs. See p. 66.

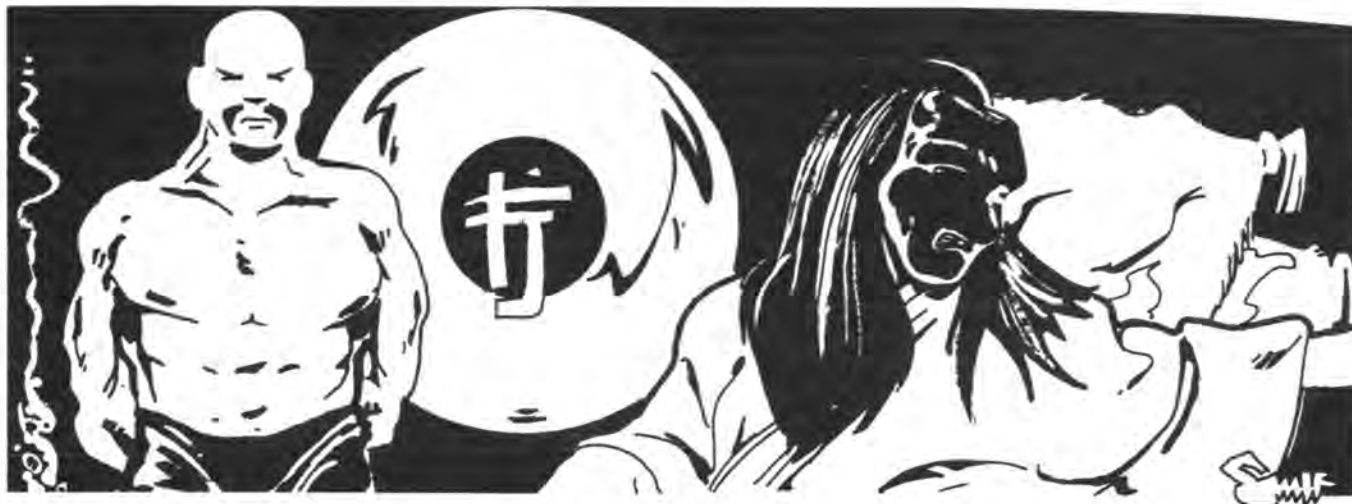
- * Kidnaping one of Chao Bao's students for interrogation. Illustrious assigns this only to agents noted for their subtle operations. See pp. 61-65 for details on Chao Bao and the Central Control of Information.

- * Obtaining grenades, assault rifles and other heavy weapons. The party would most likely obtain these weapons from the outposts of the Fifth Army, where it can also accomplish business of its own. See p. 81.

- * Cultivating a new contact within the Ministry of Foreign Affairs. The GM should treat this primarily as a roleplaying challenge, and feel free to improvise NPCs to match the agents' needs. However, Hsien offers an obvious choice for this contact.

- * Assassinating General Xi-Nan. This is another assignment reserved for the most quiet and competent agents. One can find details on the general on p. 83.

Note that the Company does not sanction any of these operations. If the party undertakes Rain Water's missions and gets caught, it can expect an inquiry by the U.S. government. The Company makes no attempt to shield agents facing investigation for Rain Water activities.



Reluctant Agents

If the agents do not contact the Triad, Illustrious may attempt to reach them. The Triad knows of the existence of any agents who accepted favors from Mr. Liu A. A simple Streetwise roll allows Illustrious to locate any agents in China who are not making a special effort to conceal their location. He sends his henchmen to find the party and invite them to the Teahouse for dinner. If the agents come, he gives them a meal, and states that he may have a great deal to offer them. He then asks why they did not come to him at once.

If the spies either do not answer Illustrious' invitation, or refuse to do business, the Rain Water Triad attempts to punish them. Illustrious can inform the local police of the party's arrival, and indicate that they may have criminal intentions. Rain Water Triad does not actually frame the agents for a crime, but this warning ensures that the police keep an eye on them, and investigate them first whenever an appropriate crime occurs. Whenever agents under this sort of surveillance wish to do something questionable and out-of-doors, the GM should roll 1d. On a roll of 1 or 2, a policeman lurks nearby, watching the agents. If the agents commit a crime and the police investigate, officers gain a +2 modifier to Forensics and other rolls to connect the offense to the agents, because they consider the spies to be suspect in any event.

If the agents actually betray Rain Water, Illustrious orders their deaths. Five of his henchmen undertake the job. They act as intelligently as possible, watching the agents until a moment arrives to close in with their concealed machine pistols. If these five have the luck to find an agent alone, they attempt to kidnap him or her alive. They then contact the party with a threat to kill the victim in three hours unless the agents meet with them in a hutong, or back-alley neighborhood, near the Jacinth Hotel. There, they attempt to ambush any rescuers in the alley, hiding on the roofs and using their guns.

Working with Illustrious

Illustrious does business from a darkened room, lit by the red light of three brass braziers. He reclines upon a couch of red silk cushions, his face obscured by a mask of black plaster. He speaks to the party in a low monotone, with a faintly cultured accent to his voice. Illustrious motions to a servant in a white uniform. The lackey offers Illustrious' guests spicy viands and small cups of warmed Chinese rice wine. Dishes of rice and spiced vegetables follow.

As the agents refresh themselves, Illustrious leans closer to them and inquires about their errand in China, their successes and their business with him. He remains painfully courteous, but he does not hesitate to probe the most sensitive details, asking for names of contacts and locations of meetings. Illustrious' mask prevents the agents from seeing his response to their answers. This questioning has two purposes. First, Illustrious has an insatiable hunger for information, particularly about clandestine operations within the People's Republic. Second, he wishes to see how honestly the party answers him. (Note his Detect Lies skill.)

The amount of help Illustrious offers the agents depends on whether they conceal information from him, and whether he believes they can use his aid to further the goals of Rain Water. The GM must decide how much Illustrious trusts the party, taking note of such factors as whether the agents told any direct lies, whether they have behaved foolishly in the past and whether they gave him any truly interesting information. Agents can also acquire Illustrious' favor with valuable gifts, but cannot buy the aid of the Rain Water Triad on a strictly mercenary basis.

If the party seeks information, the Rain Water Triad can help it locate the Ministry of the People's Army and the Ministry of Foreign Affairs. See p. 59 and p. 66 for details on what the agents find if they follow these leads. Rain Water can also give the party a contact within the Ministry of the People's Army. Ko Sung, a clerk there, is a chronic gambler, and owes a debt of \$10,000 to Madame Lu's Teahouse. "This," Illustrious remarks, "is a handle by which you might make him useful."

The Rain Water Triad can also warn the agents against Mai Li-Aa, the Company contact in Beijing. Illustrious knows that she is "a fly within Chao Bao's web." He can further explain that Chao Bao, director of Chinese counter-intelligence for the area, practices the "older ways of his arts." Rain Water knows that Chao Bao operates from the People's Ecological Bureau, as described on p. 62. However, Illustrious reveals this information only to agents who strike him as exceedingly competent and quiet. Illustrious respects Chao Bao, both as a dangerous opponent not to be antagonized lightly and as an honorable man, to be treated with proper decorum, even in enmity.

The Rain Water Triad can also provide equipment. Once again, it considers the ways in which the party is likely to use these tools. It provides sidearms and surveillance equipment with few questions. This Triad can also provide heavy weapons of almost any type, but it has no desire to see such things used within China. If agents of proven skill and loyalty request such gear for missions that sound reasonable, Rain Water provides them. Otherwise, it does not, for any amount of money. The GM may demand Fast-Talk or Diplomacy rolls to determine whether Illustrious finds the agents' requests convincing. However, the most important consideration is whether the party's request actually does seem reasonable.

The Triad excels at providing legal help. Officials at every level of the Chinese bureaucracy owe favors to this gang. If the Triad wants an obscure crime overlooked, a travel permit granted or some other official favor, the GM should make a Streetwise roll, assuming that the Triad's contacts have a skill of 14. The Triad cannot and will not intervene if the agents commit some highly public outrage.

The Triad grants legal fixes more readily than any of its other favors. However, once agents accept this sort of help, they find themselves under the Triad's control for at least as long as they remain in China. Just as the Triad can arrange for officials to overlook a crime, they can arrange for that crime's immediate investigation. They can cancel bogus travel documents with the agents deep in China. Illustrious does not flaunt this power over the party, but if the agents balk about helping him, he does not hesitate to use it.

Layout

Note that if the agents create trouble in this complex, Illustrious has a total of 18 henchmen capable of dealing with them. Three occupy the Dance Hall, two are in Illustrious' chambers, five are in the Back Hall and eight wait in their own chambers.

1. Tea Room. Paper lanterns light this broad room. Waiters in dapper white suits serve a variety of exotic teas, coffees and alcoholic beverages on silver trays. Three slim young Chinese women circulate through the room, making casual comments to patrons. If anyone responds to them, they join that person at the table and offer conversation throughout the meal. One girl, who calls herself Lotus, also offers more intimate companionship for \$50, but she remains discreet until customers make advances.

The women in the tea room work for Rain Water. If anyone mentions the word "Peiping," they take that person to Illustrious.



Chinese Police

ST 12, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 5.

No armor; no encumbrance.

Advantage: Law Enforcement Powers.

Skills: Driving (Stock car)-13; Fast-Draw (Pistol)-12; Guns (Rifle)-13; Stealth-10.

Language: Chinese-12.

Weapon: Makarov automatic pistol, 2d Cr. Acc 2, SS 10, 1/2 Damage at 150. Max 1,600, RoF 3, Shots 8+1, Rcl -1.

The Chinese police have an advantage over most police forces in both manpower and freedom from restriction. Once the police begin looking for the outsiders, they cover all public places, including street corners and airports. Two officers stand guard at each location. The GM should roll one IQ check for the police, including a modifier of -2 in Beijing or other major city or +2 in rural areas.

If agents offer resistance or flee, the police call for reinforcements. They can summon paramilitary forces of 12 troopers to assist them.

On the Run in China

Life as a fugitive in China is a nightmare, for a Westerner in particular. Caucasian features and Anglo-European accents immediately identify an outsider. The GM should assign a -2 penalty to Disguise and Acting rolls made by foreigners pretending to be Oriental. Furthermore, outside cosmopolitan cities such as Beijing and Shanghai, Westerners appear rarely enough for ordinary people to remember each individual distinctly. Therefore, the GM should feel no qualms about assuming that the party's enemies find and identify them. If the group appears in public, someone almost certainly recognizes them.

The Chinese government imposes restrictions on travel rarely seen in the West. In addition to the usual travel documents, foreigners require special visas to visit interior parts of the country, and although agents can obtain phony documents, this doubles the chances for someone to detect the forgery. The CCI and police, of course, may ignore pass restrictions.

The party's only sure way to exist undetected in China is to hide in the safe house of some criminal organization. The Rain Water Triad, described on p. 68, protects agents in return for a steady series of favors. Criminal gangs of a less political nature also own motel rooms and comfortably equipped warehouses for this purpose. Gangs charge an average "rent" on their apartments of \$1,500 immediately and \$150 per day thereafter.



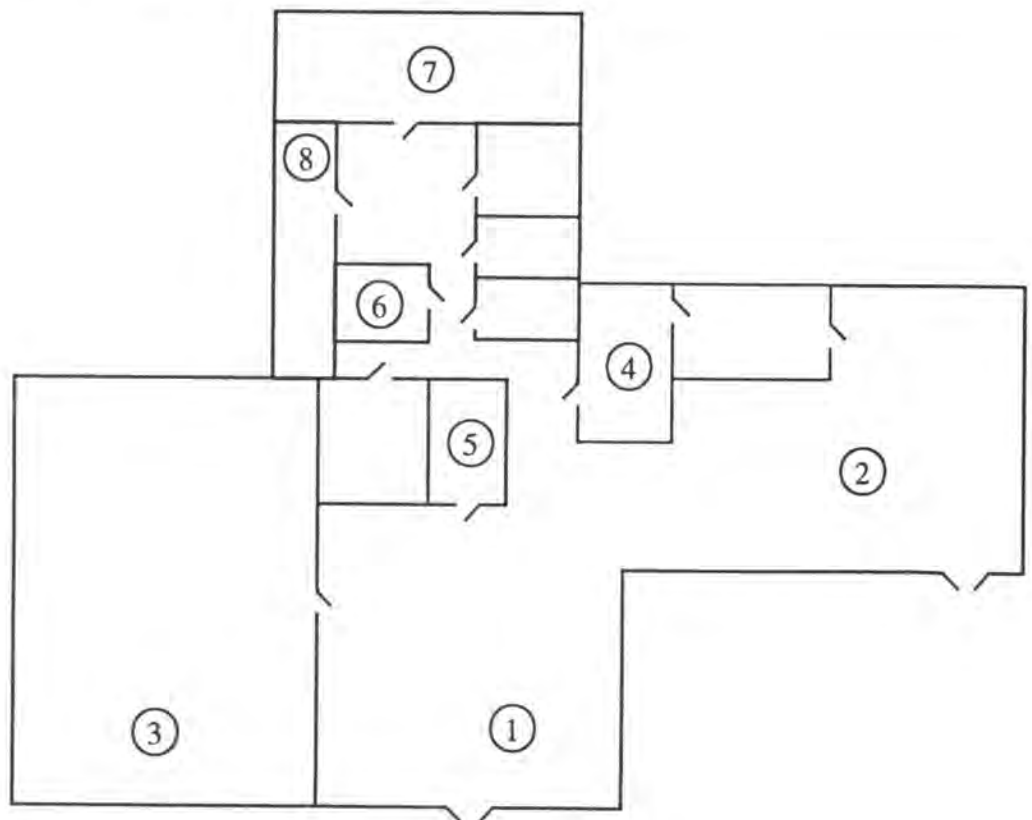
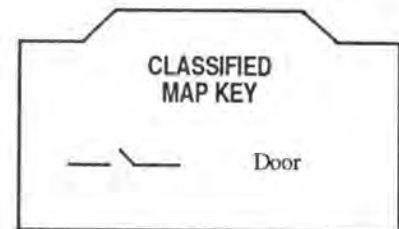
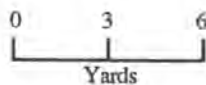
2. *Restaurant.* This restaurant offers both Chinese and Western food of high quality and amazing variety. Waiters and waitresses dress in neat white uniforms. They recognize the "Peiping" password.

3. *Dance Hall.* This room reverberates to Western popular music. Strobe lights flicker on the highly-polished floor. One can buy drinks here. The bar is a single piece of molded plastic, with pink and blue lights running around its edges. Three stony-faced men in suits linger in this room, two by the bar and one by the door. These are some of Illustrious' henchmen. They can escort those with a taste for vice to the Back Hall, described under area 5. These men also recognize the "Peiping" password.

4. *Kitchens.* These brightly-lit rooms contain a flurry of activity. Cooks chop vegetables, waiters come in and out with trays, pots steam and oven alarms sound. Side rooms contain food, janitorial equipment and the other materials needed to operate this complex.

5. *Back Hall.* Smoke hangs in the air of this room. Dim booths line the walls, where patrons drink, play cards and throw dice. A short Oriental man with huge ears circulates about the room, making sure that patrons have all the things they might require. This may include narcotics and other pleasures which fall outside the law. Five of Illustrious' henchmen keep order here.

Madame Lu's Teahouse



6. *Private Hall.* This small chamber features gambling and carousing. However, the only patrons are eight of Illustrious' henchmen. They do not indulge in intoxicants, and they remain ready to do their master's bidding at any time. This room contains a six-foot-long carving of an Oriental dragon, its scales painted garishly in blue and yellow.

7. *Illustrious' Chamber.* Illustrious receives guests in this interior chamber. Three servants and two of Illustrious' henchmen stand in alcoves, awaiting their master's need. The decor features crimson silk cushions and a bronze gong.

8. *Bedrooms.* Illustrious' henchmen live in these Spartan chambers.

Internal Security

THIS SECTION COVERS THE ACTIVITIES of the Central Control of Information against spies. The GM must apply these strategies to particular cases, deciding how CCI and the police (sidebar, p. 71) cope with the party's attempts at evasion or escape.

Central Control of Information

Chao Bao of Central Control of Information may discover the party through the double agent Mai Li-Aa, or through his surveillance of government ministries. He directs a team of elite martial artists, as described under *Central Control of Information*, p. 62. Fortunately for the spies, he does not bring the police in on his hunt. Chao Bao has private ambitions in Chinese politics, and wishes to deal with intruders in his own way.

If Chao Bao does not already know the party's location, he taps his enormous ring of informers. Chao's employees penetrate most of the major crime rings in the city. If the group takes shelter with any gangsters but the Rain Water Triad, the GM may assume that Chao Bao locates them at once. In other cases, he may attempt a Streetwise roll each day to find the cell. The GM may omit this roll if the agents keep out of view 24 hours a day and have no landlord, landlady, hotel staff or other "friends" to describe them. Furthermore, if the agents change their location, Chao Bao does not find them that day.

Once Chao Bao locates the agents, his men have little difficulty trailing them. All have studied shadowing techniques almost since birth. They have a variety of cars to use if necessary, ranging from a battered red Japanese truck to a gray government sedan with windows tinted black.

The section on the CCI, p. 62, describes Chao Bao's forces. He may use them in the following attacks.

* If the party sleeps with only one person on guard, or for other reasons leaves a single agent alone, Chao Bao takes advantage of the situation. He approaches the isolated PC, disguised as an aging Chinese gentleman, wearing a long false beard and leaning on a cane. Four of his disciples accompany him, but remain at a safe distance at first. Chao Bao attempts to ambush and hypnotize the lone guard. If successful, he suggests that the victim bring him the other agents, one by one. The other CCI agents wait with both their hands and their submachine guns, ready to pounce if the initial effort breaks down.

* If Chao Bao tracks the party to the Ministry of Defense, Ministry of Foreign Affairs or even its own headquarters, he uses this spot to capture the agents. While the spies attempt to sneak into the complex, ten of Chao Bao's men approach them as stealthily as they can and attack, ideally when the group is already busy with the building's defenses.

* If the agents give Chao Bao no other opportunities, he orders them seized wherever they happen to be. Five of Chao Bao's followers, dressed in ordinary workers' clothing, attempt to seal off routes of escape. Another five approach as closely as possible and attack.



Green Dragon Guards

ST 12, DX 13, IQ 10, HT 11.

Speed 6, Move 6.

Dodge 7, Parry 10 (Karate), 8 (Knife).

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Advantages: Combat Reflexes; Toughness (DR 2).

Disadvantage: Code of Honor (martial arts discipline, honorable combat for honorable enemies).

Skills: Driving (Stock car)-13; Guns (Pistol)-13; Guns (Rifle)-13; Karate-14; Knife-14; Poisons-10; Stealth-14; Thrown Weapon-13; Traps-10.

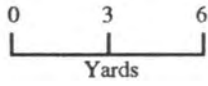
Language: Chinese-13.

Weapons: 3 large knives, 1d cutting, 1d-1 impaling damage; smoke grenade; whip, 1d crushing damage; Makarov automatic pistol, 2d Cr, SS 10, Acc 2, 1/2 damage at 150, Max 1,600, RoF 3, Shots 8+1, Rcl -1.




These martial artists wear cheap denim clothes. They maintain a servile attitude. This is merely another part of their martial arts discipline. The Green Dragon guards respect Chao Bao (p. 61) as their teacher.

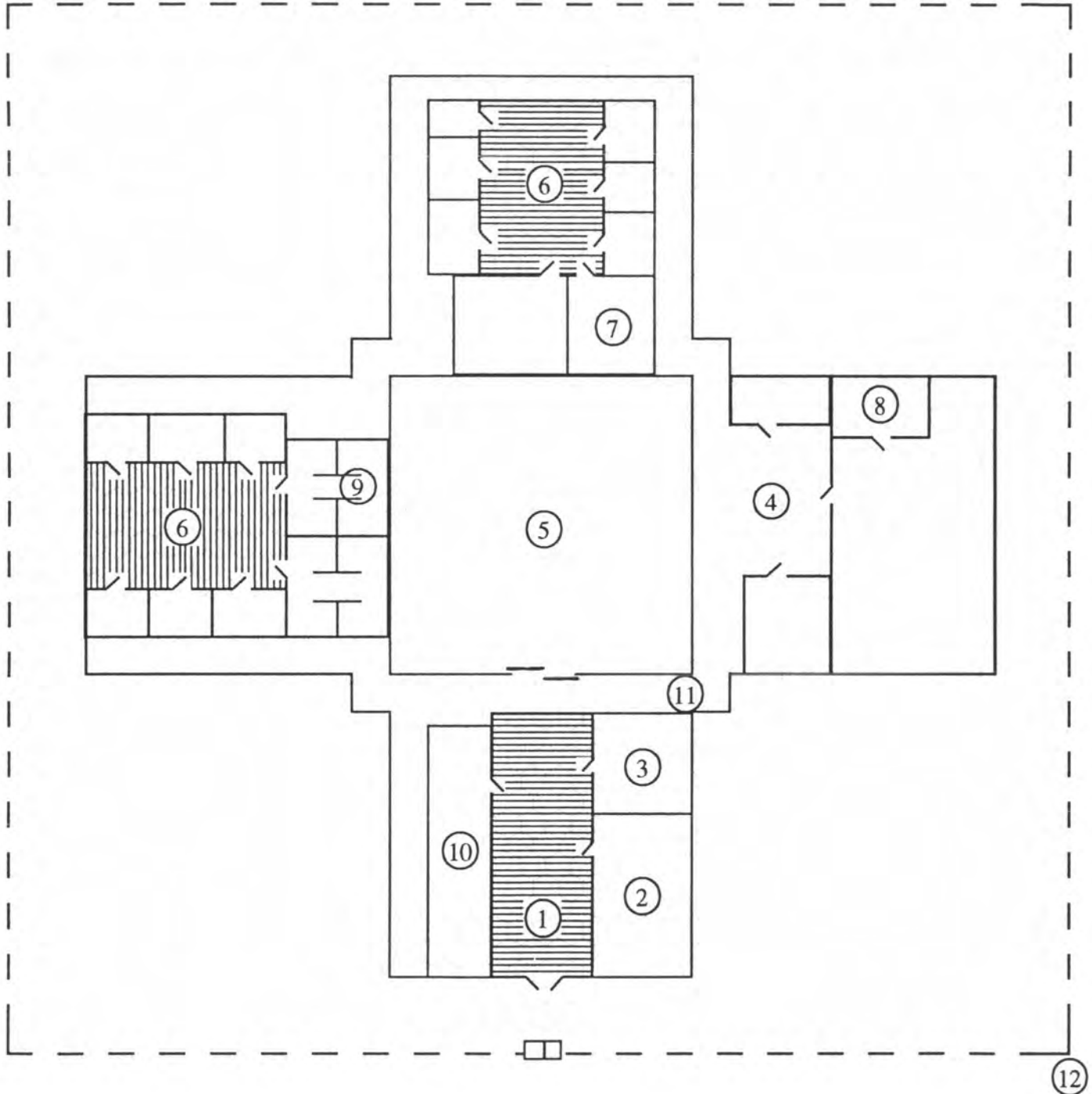
Green Dragon Hotel

1 hex = 1 yard



**CLASSIFIED
MAP KEY**

	Nightingale Floors (Area 6)
	Fence (Area 12)
	Door



Green Dragon Hotel

WHEN AGENTS INVESTIGATE THE CCI

and Ministry of Foreign Affairs, they may learn of a group of Russian officers staying secretly at a Central Control of Information safe house called the Green Dragon Hotel. Depending on the source of the agents' information, they may know that these Russians requested permission to leave but failed to receive it. Spies can investigate this situation in many ways, ranging from quiet surveillance to forcible penetration to attempting to talk with the Russians inside.

The Green Dragon Hotel appears to be a Chinese inn of traditional architecture, with two floors, a peaked roof of tile and a number of small subdivisions. Rooms cost \$80 per night. If the agents stay here, they receive rooms in area 6, described on p. 77.

Security and Surveillance

Five trained martial artists, CCI agents, watch the Green Dragon Hotel. These fighters disguise themselves as hotel workers, and quietly observe all activities in the buildings. A system of secret passages allows them to circulate unseen, listening to whatever people say in the rooms. Whenever the group does anything in the hotel, the GM may assume that one of the guards is in the passage outside. However, agents who remain absolutely silent may sneak past them, because they depend more on hearing than on sight. Certain sections of the floor contain squeaking panels, making stealth far more difficult. The CCI agents also have an assortment of microphones and metal detectors in this building.

When the CCI agents must confront an intruder, three hide as well as they can around corners, behind bamboo screens or in other convenient places. The other two come forward looking innocent and slightly foolish, asking to shine the agents' shoes, show the agents the way to the restaurant or perform some other minor service. Once they get close enough for melee combat, they either attack or icily demand that the party explain irregularities. In case their martial arts fail, these guards also carry guns.

The secret passages allow CCI agents to get wherever they want to in the hotel. Therefore, they can always maneuver their own agents behind intruders before attacking. The GM can assume that whenever the guards attack, they have the targets surrounded.

If the hotel's defenders capture party members, consult the section on *Central Control of Information* (p. 62).

During a disturbance, the GM should also note Yuriki Koma, in area 7 (p. 77). She may interfere with any battle. This dismays both sides, but presents the most physical danger to the party, because Koma attacks outsiders with berserk fury.

Layout

1. *Lobby*. This cozy lobby contains an admissions desk and a small meeting area. A display of green glazed porcelain adorns the shelf on the east side of the room. Traditional Chinese paintings hang on the walls, depicting the Great Wall and mountain scenery.

The narrow doorway contains a highly sensitive system of metal detectors. Assume that the operator has a Holdout skill of 13. If agents try to bring



Yuriki Koma

Age 24; 5' 9", 130 lbs.; bun of dark hair, dark eyes.

ST 9, DX 13, IQ 13, HT 11.

Speed 6, Move 6.

Dodge 6, Parry 9 (Judo), 7 (Knife).

No armor; no encumbrance.

Advantage: Appearance (Beautiful).

Disadvantages: Berserk; Enemies (Yakuza); Paranoid.

Skills: Driving (Stock car)-13; Guns (Pistol)-13; Judo-14; Knife-14; Poisons-10; Sex Appeal-12; Stealth-14.

Languages: Chinese-13; English-13; Japanese-14.

Yuriki Koma's mass of shiny dark hair, girlish cuteness and graceful movements give her the look of a Japanese singing star. Her innocent appearance served her well as an assassin. However, the process of killing and learning to kill shook Koma's unstable grip on sanity. She passed into paranoia long before her betrayal of the Yakuza justified such universal fear.

Grigor Valkov

Age 44; 5' 9", 130 lbs.; light brown hair, dark eyes.

ST 12, DX 13, IQ 8, HT 10.

Speed 5.75, Move 5.

Dodge 5.

No armor; no encumbrance.

Advantages: Language Ability; Military Rank (Captain).

Skills: Driving (Stock car)-13; Fast-Draw (Pistol)-14; Guns (Rifle)-15; Interrogation-10; Leadership-9; Stealth-13; Strategy-8; Tactics-9.

Languages: Chinese-12; German-12; Kazakh-11; Russian-13.

Grigor Valkov is a weary man. Before the breakup of the Soviet Union, he felt as if he understood the world and where he fit in it. Now, everything is confusing, and he finds himself caught in a situation which seems as if it ought to be impossible. He strives to remain calm and do the sensible thing under the circumstances. Nevertheless, he hopes constantly for someone to take charge and tell him what to do, relieving him of his sudden responsibilities.

Grigor's dull wits have slowed his progress throughout his life. However, he has a natural talent for languages. This made him a valued man in Soviet military intelligence, and won him his place in Vatutin's expedition to China.

weapons into the hotel, the five martial artists approach them as soon as they go deeper into the building than the lobby. The floor here is also nightingale floor. (See area 6 for a description of this ancient security option.)

2. *Restaurant.* Screens of hanging bamboo partition the restaurant. As people enter or leave, the breeze of their motion causes chimes to tinkle. The three Soviet "guests" eat their meals here. Whenever they are in the room, one of the CCI guards sweeps the floor, cleans tables or performs other work nearby.

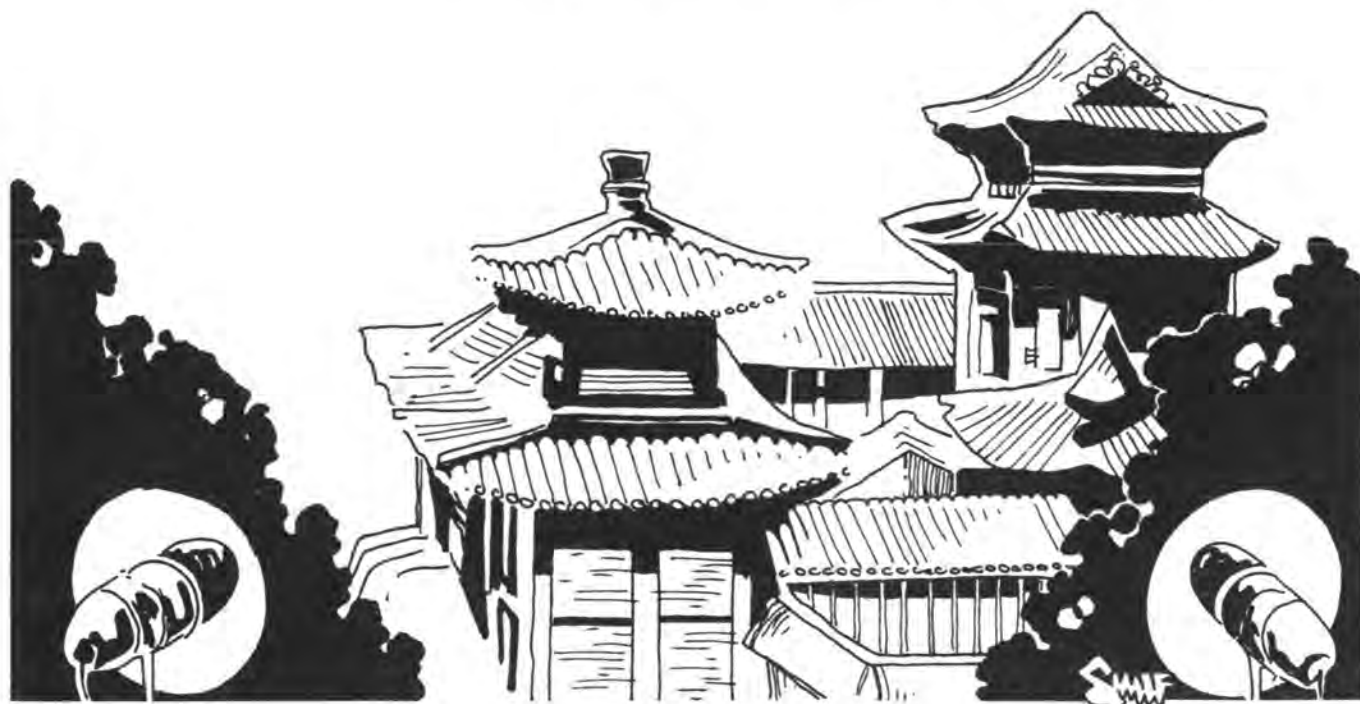
Whenever the party comes to the restaurant, the GM may roll 1 die five times, to determine whether certain important people are present. On a roll of 1, the person in question is there. He should make these checks for Grigor Valkov, Leonid Viratov, Boris Karpov, Yuriki Koma and Mr. Dao. *Inmates*, p. 78, and the sidebars on pp. 76-77 describe the three Russians. More details on Yuriki are available in area 7, p. 77, and the sidebar on p. 75. Details on Mr. Dao appear in area 8, p. 77, and the sidebar on p. 78.

3. *Kitchen.* A variety of aromas permeate this hot room. Rice boils on an institutional-sized gas range and the ingredients for assorted dishes cover the tables. This room also contains a walk-in freezer. Chao Bao's agents have an entrance to the secret passages behind the shelves here.

4. *Servants' Chambers.* This barren room contains a set of blue metal lockers. Five bunk beds stand bolted against the walls. In one corner a receiving unit with headphones attached occupies a small table. Unless their plans call for them to be elsewhere, two of Chao Bao's guards disguised as "servants" sleep here.

5. *Courtyard.* The peaked roofs of hotel structures rise around this open area. A small vegetable garden runs around the edges of the courtyard. The leafy plants conceal a hidden microphone which allows the agents at area 4 to eavesdrop on any conversation.

Whenever the party comes to the courtyard, the GM may roll 1 die five times, to determine whether certain important people are present. He should make these checks for Grigor Valkov, Leonid Viratov, Boris Karpov, Yuriki Koma and Mr. Dao. On a roll of 1, the person in question is there. The section titled *Inmates* (p. 78) describes the three Russians. See area 7 (p. 77) for more details on Yuriki. Details on Mr. Dao appear under area 8, p. 77.



6. *Rooms.* A guest at the Green Dragon Hotel stays in a small room, equipped with a Western-style bed, a night stand, a chair and a bathroom. The telephones in these rooms serve as bugs, broadcasting all conversations to the CCI agents at area 4 (p. 76.) Furthermore, CCI taps the lines, not from the telephones themselves, but from the central switchboard. If anyone looks for bugs in the room, he finds nothing. Agents who specifically search the telephone may figure out the system by making an Electronics Operation roll at -1.

Nightingale Floors. These sections of corridor contain a security device based on an old Japanese trick. The boards are flexible, and rest on bamboo noisemakers. Nobody can walk across them without squeaking. Those taking no precautions automatically give away their presence, attracting attention from the five guards. Anyone using Stealth must immediately make a roll at -4 upon crossing this floor. If agents search for alarm devices, the GM may allow them to detect these floors by making a Traps roll at -1.

7. *Yuriki Koma.* A woman called Yuriki Koma (sidebar, p. 75) lives in this room. She spends most of her time sitting quietly at her night stand, reading or playing a solitary game of go, first moving for one side and then moving for the other. If anyone disturbs her, Yuriki glances up with wide, startled eyes. She answers questions as briefly as possible.

Yuriki once worked for the Japanese Yakuza. She used her charm and her lethal talents to gather information and to punish the enemies of her oyabun, or Yakuza boss, within the corporate suite. However, when Central Control of Information kidnaped her on an errand in Hong Kong, she failed to take the customary step of committing suicide. This constituted treason to the Yakuza. Therefore, Yuriki had no choice but to cooperate with CCI in return for protection from her old masters.

Now Yuriki listens carefully for any disturbances in the Hotel. She uses all her skills to detect and kill intruders, fearing that her oyabun may use them, directly or indirectly, to kill her.

Central Control of Information has tiny microphones implanted in the walls of this room, allowing Mr. Dao at area 8 to eavesdrop on anything said within. If the people in the room turn on faucets or take other steps to thwart the bugs, he comes to investigate at once.

8. *Mr. Dao.* An aging Chinese gentleman lives in this room. Wisps of white hair hang from his chin. When anyone enters, they find him perusing a book of classic poetry, sipping tea. This man calls himself Mr. Dao (sidebar, p. 78). Central Control of Information placed him here to watch over the foreign renegades in the Green Dragon Hotel.

Mr. Dao has a small device resembling a radio with headphones. It allows him to listen to anything said within range of the microphones in Green Dragon Hotel rooms.

9. *Russian Officers.* The three ex-Soviet officers live within these rooms. They keep their chambers in an orderly condition, and have all their possessions packed into suitcases. For details on what they can offer the party, consult *Inmates*, p. 78.

Central Control of Information has tiny microphones implanted in the walls of this room, allowing Mr. Dao at area 8 to eavesdrop on anything said within. If the people in the room turn on faucets or take other steps to thwart the bugs, he comes to investigate at once.

10. *Conference Room.* This windowless chamber contains several office chairs with black padded seats and a desk. The desk drawers hold fresh writing paper. Two pens stand upright in silver receptacles. Central Control of Information uses this room for debriefing new arrivals.

Leonid Viratov

Age 29; 5' 11", 160 lbs.; shock of black hair, dark eyes.

ST 12, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 5, Parry 9 (Brawling).

No armor; no encumbrance.

Advantage: Military Rank (Lieutenant).

Skills: Administration-11; Brawling-14; Driving (Stock car)-13; Fast-Draw (Pistol)-12; Guns (Pistol)-13; Leadership-10; Stealth-13; Strategy-9.

Language: Russian-12.

This brute of a soldier has a barrel chest and hulking frame. As a military officer, he led his troops aggressively. Captivity infuriates him, but since there is little he can do about it, he simply lets his frustration build.



Boris Karpov

Age 39; 5' 11", 160 lbs.; neat dark hair, brown eyes.

ST 10, DX 12, IQ 13, HT 10.

Speed 5.5, Move 5.

Dodge 5.

No armor; no encumbrance.

Advantage: Military Rank (Lieutenant).

Disadvantage: Bad Sight (Nearsighted).

Skills: Administration-13; Diplomacy-13; Driving (Stock car)-13; Fast-Draw (Pistol)-12; Guns (Pistol)-13; Leadership-10; Politics-13; Stealth-9; Strategy-13.

Languages: Chinese-8; German 11; Russian-13.

Karpov wears wire-rimmed spectacles. His wrinkled brow gives him the appearance of intelligence. This officer speaks little Chinese, but he still attempts to talk and work with Chinese officials, negotiating for release and for the aid Vatuin required.



Mr. Dao

Age 59; 5' 11", 150 lbs.; balding with wisps of white hair, brown eyes.

ST 13, DX 13, IQ 12, HT 11.

Speed 6.25, Move 6.

Dodge 7, Parry 11 (Karate), 8 (Knife).

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Advantages: Combat Reflexes; Intuition.

Disadvantage: Code of Honor (martial arts discipline, honorable combat for honorable enemies).

Skills: Driving (Stock car)-13; Guns (Pistol)-12; Interrogation-14; Karate-16; Knife-14; Knife Throwing-14; Literature-13; Poisons-12; Stealth-13; Thrown Weapon-13.

Languages: Chinese-14; English-13; Russian-13.

Weapons: 3 large knives, 1d cutting, 1d impaling damage; Beretta 92, 2d+2 damage.

This aging martial artist trained Chao Bao, the CCI leader described on p. 61. However, Mr. Dao loves literature more than combat, and allowed himself to drift away from action. The fact that his pupil now outstrips him both in position and in skill does not concern him at all. Mr. Dao does his duty to CCI loyally, treating the inmates of the hotel like wayward children.

Chinese Soldiers

ST 12, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 5.

No armor; no encumbrance.

Skills: Guns (Rifle)-13; Stealth-10.

Language: Chinese-12.

Weapon: AK-47, 5d+1.

11. *Back Passages.* These narrow passages run between the walls of the different buildings in this complex. Peepholes in the walls allow people in the passages to peek into certain of the rooms.

12. *Fence.* A fence made from upright slats of bamboo surrounds this hotel. Each pole of the fence rises to a different height, producing a quaint, hand-built appearance. These bamboo poles actually have razor-sharp edges. Anyone who attempts to climb the fence or push through takes 2d damage.

Inmates

Three ex-Soviet officers, Grigor Valkov, Leonid Viratov and Boris Karpov live within this hotel. They came to Beijing seeking Chinese aid for Vatuin, a colonel in the old Soviet Red Army who now leads a band of renegade troops in Kazakhstan. They now find themselves unable to leave China. The three would give information to agents in return for help in an escape.

The three Soviet officers can tell the following story. Although the dissolution of the Soviet Union proceeded smoothly on the whole, several Red Army outposts in Central Asia underwent mutiny and rebellion. Local troops used the opportunity to seize munitions and begin a spree of plundering. Furthermore, a GRU military intelligence specialist named Rogov refused to accept the breakup of the Union, fearing that it would lead to anarchy. Therefore, he took command of several Red Army posts, and formed a renegade band dedicated to restoring the old Soviet Union.

The three officers here served under Colonel Vatuin, a third actor in the affair. Vatuin feared unrest as well, and allied himself with Rogov as a means to keep order. Viratov adds that Vatuin joined out of "duty to his men." However, Viratov adds, Vatuin saw that "history is a clock which guns cannot turn back." Therefore, he sent these three officers to China, to acquire weapons for immediate security, but also to request Beijing's mediation in negotiations with Moscow to disband the renegade armies.

A Chinese diplomat named Fu Wan-To attempted to keep the three out of China entirely. However, they know that a General Xi-Nan overruled him, invited them into the country, and arranged to send Rogov substantial arms shipments via Germany. However, whenever they mentioned Vatuin's desire for diplomatic mediation, Xi-Nan ignored them. Furthermore, when they requested to leave China, Mr. Dao (see sidebar) informed them that "security conditions" prevented them from even leaving this hotel.

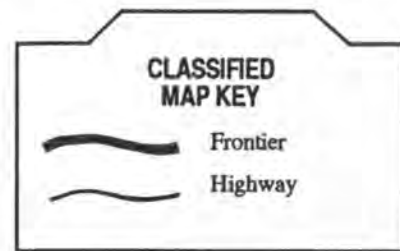
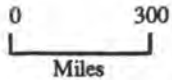
The three men know one more fact about their superior. Vatuin commanded a top-secret watching post near the Chinese border. Valkov, Viratov and Karpov speculate that the base also contained some highly sensitive device, possibly advanced electronic gear. Viratov suspects that the base contains some "extremely potent weapon." Neither Rogov nor Vatuin wish the Kazakh government to acquire this item.

Northwestern China

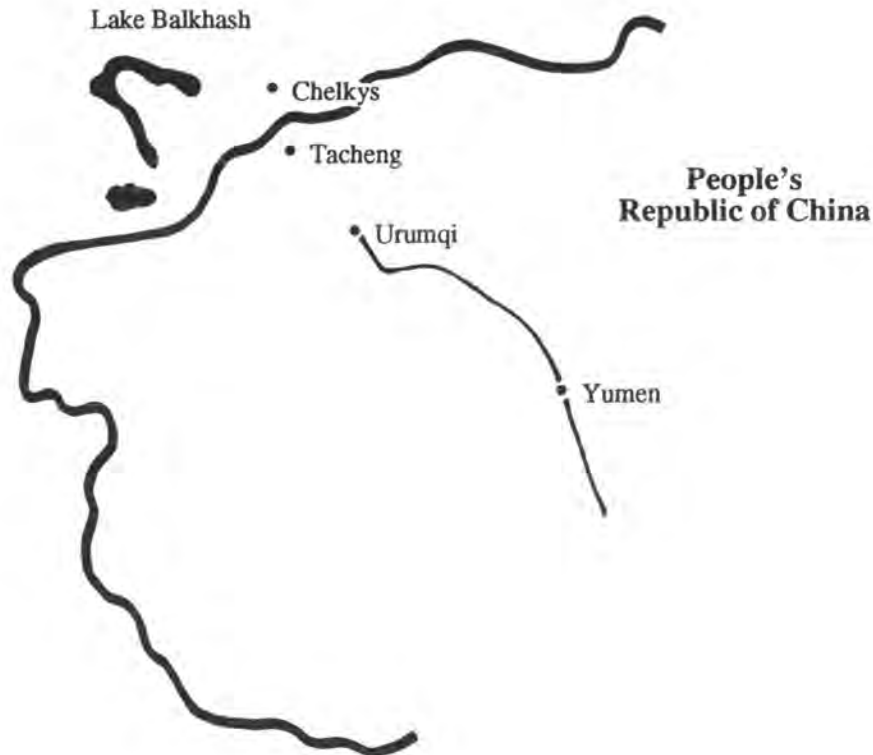
BY INVESTIGATING LEADS IN BEIJING, the party learns of elements from the Chinese Fifth Army moving northwest. The reckless General Xi-Nan commands them. Furthermore, Fu Wan-To, a disgraced member of the Ministry for Foreign Affairs central to the Soviet affair, serves as a private soldier in this army. Agents may travel to this region to learn the exact size and intentions of the Fifth Army or to speak with Fu Wan-To.

The major settlement nearest to the Fifth Army operational area is the city of Urumqi, in the Xinjiang Uygur region. China's visa restrictions allow foreigners to travel there, but require them to register their trip and its reasons. No other Westerners are currently within Urumqi, meaning that if the agents make

Frontier Between China and Kazakhstan



Kazakhstan



any form of disturbance, the officials immediately recognize them. The Rain Water Triad or other criminal organizations can provide agents with false registration, not connected to their usual cover identities.

This part of the adventure takes place in the grassland of Central Asia. The GM should describe the landscape, emphasizing its vast emptiness. Even in the American Southwest and the Russian steppe, few spots in the world can match this section of China for sheer desolation. Patches of brown grass intersperse with tracts of dust and stone. In the mornings a thick white frost forms over exposed stones.

Urumqi

The lights and low buildings of this city sprawl for miles across the wasteland. This city contains no major hotels or tourist attractions. Visitors must stay in the rooming houses used by local citizens, which cost only \$10 per night but place guests in communal rooms with 1d other patrons. Most of the people here

Chinese Militiamen

ST 9, DX 11, IQ 12, HT 11.
Speed 5.5, Move 5.
Dodge 5.
No armor; no encumbrance.
Skill: Guns (Rifle)-11.
Language: Chinese-12.
Weapon: AK-47, 5d+1 damage.

Wang Fu

Age 59; 5' 8", 130 lbs.; short gray hair, dark eyes.

ST 9, DX 11, IQ 12, HT 11.

Speed 5.5, Move 5.

Dodge 5.

No armor; no encumbrance.

Advantages: Acute Hearing +1; Common Sense.

Disadvantage: Bad Sight (Nearsighted).

Skills: Breath Control-12; Detect Lies-12; Fast-Draw (Pistol)-13; Guns (Pistol)-13; Merchant-12; Streetwise-13.

Language: Chinese-12.

Weapon: Makarov automatic pistol, 2d Cr, SS 10, Acc 2, 1/2 Damage at 150, Max 1,600, RoF 3, Shots 8+1, Rcl -1.

This black marketeer has grown crotchety with age. He trusts nobody and conserves his own money. Wang Fu believes in Chinese traditional medicine and has begun practicing breath-control disciplines and drug treatments which he hopes can offset aging. Some of his "dragon's eye pills" are expensive, making him even greedier in his business transactions.

Shopping in Urumqi

While in Urumqi, agents may attempt to obtain items and services for a trip north. They find an active trade in the back streets of the city. Well-dressed city merchants (both official and unofficial) do business with the lean, canny peasant/nomads. Most of the exchanges take place in barter, due both to the uncertain value of Chinese money and the scarcity of opportunities for spending it. Although the following paragraphs list prices in dollars, agents may acquire things far more cheaply by offering such treasured items as modern parkas or camping equipment or firearms. Assume that these things have five times their usual value.

A horse costs from \$500 for a poor specimen to \$2,000 for a superior breed. To acquire a motor vehicle, one must first make a Merchant roll to locate a seller. People here drive a variety of rough-terrain vehicles, ranging from outdated jeeps to Range Rovers. Whatever vehicle the party finds costs \$6,000. The GM should also roll 1d. On a roll of 1-3, the vehicle contains some mechanical flaw, and breaks down after 1d days. Anyone who examines the engine may locate the flaw by making a Mechanic roll. To actually repair the damage, one must make a Mechanic roll at -3.

Continued on next page . . .

are shopkeepers and professionals who serve the villagers of the surrounding countryside. One can see legal offices, a medical complex and street-corner dentists at work with foot-powered drills. For entertainment, Urumqi offers two gaudy cinemas, along with a few dozen room-sized movie theaters which show videotaped movies on television screens.

Agents see definite signs of military activity in Urumqi. Anyone the spies speak to can tell them of days when hundreds upon hundreds of trucks rolled through the town, first filled with crates and then carrying troops. Daily convoys of olive-drab trucks rumble up the highway from the southwest. They refuel in the city, and a few weatherbeaten soldiers emerge to smoke in the harsh steppe wind. Each convoy consists of ten vehicles, with two soldiers in each one. Anyone who investigates the trucks finds them full of crates holding rations, gasoline and oil. An occasional truck carries small-arms ammunition.

The convoys do not exercise particularly tight security. However, the soldiers in the trucks do note anyone snooping. They carry AK-47 rifles and have the statistics described in the sidebar on p. 78. These troops attempt to capture spies, but if that proves impossible, they shoot to kill. The GM may assume that 2d troops dismount whenever the convoy stops, while the others remain on board their vehicles.

These vehicles do not carry radios. However, if the party arranges for a convoy to "disappear" in the wasteland, the military notes its absence after one day. All forces go on immediate alert. Double the size of all guard detachments, and give them a +2 bonus on all rolls to detect intruders, due to heightened awareness.

Chinese authorities do not permit foreigners to travel into the countryside. Any Westerners caught outside the city limits faces deportation. If Chinese officials recognize the party as spies, they take even more severe measures, as described on p. 82. Therefore, agents who travel north from Urumqi must avoid both army patrols and the militia of the villages along their route. Professionals will be cautious about arrangements for an expedition to the north (see sidebar, p. 80).

The Rain Water Triad operates in Urumqi. It has its local headquarters in the establishment of a carpenter named Wang Fu.



The Open Steppe

Agents crossing the steppeland face the twin dangers of the environment and of army patrols. Anyone traveling across the steppes must make a Survival roll each day to continue in the correct direction. The GM should also keep in mind that the steppe offers no sources of food or water.

The Chinese military surveys the plains north of Urumqi using single-engined propeller aircraft. Each day, the GM should roll 1d. On a roll of 1, 2 or 3, a spotter plane passes overhead. Agents on foot may avoid notice by making a Camouflage roll. One agent may Camouflage the entire party with one roll, but this imposes a +1 penalty on the check. It requires fifteen minutes to Camouflage a vehicle, and the airplanes do not give agents that much forewarning. However, these scouts carry no night-vision equipment, so agents willing to hide in the day and travel at night may cross the steppe unnoticed.

If the aircraft spots travelers in open countryside, it radios the Army headquarters for a land patrol. It requires 1d hours for these forces to arrive. During that period, the aircraft flies a lazy series of loops above the outsiders, keeping a watch on their location. If the agents shot down the aircraft, they could lose themselves in the steppe. To escape, the agents must travel at least two miles from the last point where the aircraft saw them and then make a Tracking roll to cover their trail.

The patrol sent to find intruders consists of one truck holding a squad of 12 Chinese soldiers. None of these troops speak any language but Chinese. These patrollers do not detain local nomads, but they arrest any Westerners on sight. The agents suffer a -4 on Disguise checks to masquerade as steppe nomads, or a -2 if they have actual tribesmen traveling with them.

If the agents shoot down an airplane or defeat a patrol, the local commanders identify them as a threat. The GM should double the size of all patrols. Furthermore, the GM should roll 1d and divide the results by two, for a result between one and three. This number of surveillance aircraft fly over the agents each day.

Three noteworthy cities lie between Urumqi and the Fifth Army encampments. These are Shihezi, Usu and Karamay. The army keeps a garrison at each one. To get in by road, one must pass checkpoints manned by five troops. These soldiers check identification and entry visas. One can also sneak into town using Stealth at -1 or by hiding in a vehicle and allowing native allies to do the talking.

These cities offer food, water, beasts and further evidence of the army's presence. For most purposes, they have the same resources as Urumqi.

Outposts

Gray, sharp-edged hills rise from the plain. Here and there, these mesas sprout tiny outposts, with buildings, radio dishes and barbed wire. These outposts provide lookout points and air defenses for the Fifth Army encampment. Each one has a battery of four SA-8 surface-to-air missiles, along with an armored turret holding two KPV heavy machine guns, for both anti-aircraft and anti-personnel work.

The outposts form a continuous radar umbrella around the encampment, making it difficult for any aircraft to approach unnoticed. A pilot may fly in beneath this radar by winning a Contest of Skills involving Piloting against the radar operator's Electronics Operation skill of 12. In addition, the pilot must pass a second Piloting check simply to keep the plane under control. If this fails, the aircraft crashes into a stony bluff. Everyone on board suffers 6d damage. A Chinese Army patrol arrives in one hour.

Shopping in Urumqi (Continued)

Agents cannot buy aircraft in Urumqi. However, the Rain Water Triad may arrange for them to use a small, unarmed plane. This vehicle's documents identify it as a Public Safety aircraft used to spot grass fires.

Agents may also seek local people to guide them through the steppeland. These peasants, many of whom can remember their days as free-ranging nomads, know the plains intimately. They negate the need for Navigation rolls and similar rolls for orienteering. They can also travel into smaller towns without attracting attention from authorities. Few have much love for the central government and agents may convince them to smuggle people through the countryside for \$1,000.

The authorities monitor Urumqi's markets. Anyone attempting to buy things for the journey north must make a Streetwise roll. If this roll fails, an informer tells the local militia about the party's purchases. It takes 2d hours for the security forces to respond. Then five militiamen go to the visitors' official residence to question them.

The response of the militia depends on the nature of the party's purchase. If the agents requested something blatantly illegal, such as help sneaking into restricted towns, the troops arrest them and hand them over to the regular army, as described under *Army Prisoners*, on p. 82. Otherwise, the militia confiscates the agents' purchases and warns them about the ban on foreigners exploring the hinterlands. Should the party disappear entirely, the militia warns officers at the army camps. In this event, double the number of air and land patrols.

KPV Machine Guns

Those who do not own *GURPS High-Tech* may use these statistics for the KPV machine guns: 13d+1 Cr, SS 20, Acc 16, 1/2 Damage at 1,400, Max 6,000, RoF 10, Shots 50 belt, Rcl -2.

Kazakh Soldiers

ST 12, DX 13, IQ 9, HT 10.
Speed 5.75, Move 5,
Dodge 5.
No armor; no encumbrance.
Skills: Guns (Rifle)-13; Stealth-13.
Languages: Kazakh-9; Russian-8.
Weapon: AK-47, 5d+1 damage.



Army Prisoners

If the People's Army captures Western agents, it interrogates them as rapidly as possible. Relatively few of the soldiers in this area speak Western languages, but trained interrogators at the headquarters do. These soldiers have no scruples whatsoever about interrogation techniques. They hold prisoners in separate cells at the Tacheng Jail.

After extracting all the information they can and apprehending any intruders known to remain at large, the Chinese troops dispatch their captives to the interior. They do not execute Western prisoners, since the captives might someday serve as propaganda material or as part of a prisoner exchange. Instead, they send them by truck to Urumqi. Agents ride in the same vehicle, handcuffed but together. One driver and one soldier sit in the cab, while a third soldier rides on the rear of the vehicle. From Urumqi, the agents go to separate labor camps throughout China.

The spies' best hope is rapid escape. After that, they must prepare to survive independently in the deserts of China's northwest. Although the local people may help conduct travelers through a technically restricted zone, few dare to actually support fugitives from the army. The citizens' reasons are valid. If Chinese troops link the agents to any native individuals, the PCs see these friends rounded up and unceremoniously shot.

Agents' quickest route out of China runs across the Kazakh border. Information on Chinese and Kazakh border patrols follows. Once the spies enter Kazakhstan, consult the map and key for the next adventure.

When the outposts detect strange aircraft, they issue radio challenges in Chinese and Russian. "Unidentified aircraft, you have entered a restricted zone within the national airspace of the People's Republic of China. Identify yourself and proceed at once to the airfield of Tacheng, or we shall open fire."

The SA-8 missiles have a range of 7.5 miles. Missile operators must make a Gunner roll with an effective skill of 9 to hit the party's aircraft. Surface-to-air missiles cannot yet achieve a certain kill. It is entirely possible for the missiles to miss. In this event, the Chinese continue to track the party's plane. If it lands, they direct ground patrols to the site.

A missile hit on a small plane causes 1d damage to everyone on board and forces the pilot to make a Piloting roll at -5. If this fails, the airplane crashes. Everyone on board suffers 6d damage. A ground patrol of 12 Chinese soldiers arrives in one hour.

Intruders can "spoof" the missiles' guidance system using jamming and false signals. This requires access to an electronic-warfare system. Agents with forethought and talent may improvise electronic-warfare equipment by making an Electronics roll at -2. The device requires 2d hours to assemble. To use anti-radar devices successfully, agents must win a Contest of Electronics Operation against the gunner's Electronics Operation skill of 9.

Agents on the ground may avoid the outposts simply by keeping their distance. Chinese lookouts automatically see anyone who approaches within 100 yards of an outpost. From that range out to about 5/8 of a mile, lookouts must make a Vision roll with an effective skill of 12 to see the agents. From there out to about 4 1/4 miles, the lookouts' effective skill becomes 9. However, if the agents have vehicles, the lookouts gain a +2 to their rolls. If the lookouts detect unknown groups traversing the steppe, they direct patrols toward them. See the information on spotter aircraft, above, for the size and behavior of these patrols.

Each outpost has a barbed-wire fence around the outside. Manning each are 20 Chinese soldiers, with two on lookout duty, five manning anti-aircraft defenses and two at the machine guns. The rest are unarmed and perform non-combat duties.

Fifth Army Encampment

AGENTS WHO CROSS THE WASTES

of Northwest China eventually reach the encampment of the Fifth Army around Tacheng. Trucks roar constantly across the steppe, crisscrossing the landscape with tire tracks. Bivouacs of metal shacks spring up in the waste. Anyone with the most rudimentary military skill can see that this supports more than the few "battalions" authorized by Chinese military orders. To contact Fu Wan-To or spy on General Xi-Nan, the agents must penetrate this massive complex.

Chinese Border

At Tacheng itself, a chain-link fence topped with barbed wire runs along the border, and a squad of 12 soldiers patrol by truck each hour. Beyond this, ruins of old border defenses remain in place. Here and there, one comes across a few hundred yards of coiled barbed wire, possibly augmented by steel anti-tank barriers. However, for many miles, the border remains completely unmarked. Grassy hills rise and fall, one side of the frontier as anonymous as the other.

If agents wish to ascertain the exact location of the border, the GM should roll 1d. On a roll of 1-3, it is not immediately obvious, and spies must resort to Vision rolls. The Kazakh border defenses may provide a useful reference point.

The old border defenses present a hazard. Whenever agents cross the border, the GM should roll 1d. On a roll of 1, the spies enter an abandoned minefield. Anyone who makes a Traps roll at -2 can lead the party around the danger zone entirely. Others must make three separate Vision checks to avoid triggering anti-personnel devices, which inflict damage as RGD grenades. Those moving rapidly must attempt the Vision checks at -3. Those moving at a creep and probing may attempt the rolls at +1.

The minimal defenses do not mean that the Chinese ignore their border. Individual troops man well-camouflaged positions on the hilltops. They scan the frontier with binoculars, and notice crossers on a Vision roll against an effective skill of 12. Agents may hide themselves using Camouflage skill and by traveling at night. The lookouts have orders to report any intrusions from the north, but not to reveal themselves.

When the lookouts detect people crossing the border from China, the Chinese troops immediately dispatch troops to stop the crossing, but these soldiers are unlikely to arrive in time. It takes 7d minutes for a land patrol, 12 troops in a truck, to arrive. If the Chinese military already knows that the agents are at large, it can send a MiG fighter to the position within 2d minutes. This aircraft may strafe the party with its machine guns. However, the Chinese do not consider the party important enough to pursue across the border.

Agents may well overlook the watchers on the hills. The lookouts have an effective Camouflage skill of 12. However, anyone who searches the ground for signs of passing may find evidence of their existence. A standard Tracking roll reveals numerous trails of watchers rotating on and off duty.

Xi-Nan

Age 37; 6', 160 lbs.; dark hair, brown eyes.

ST 10, DX 12, IQ 13, HT 10.

Speed 5.5, Move 5.

Dodge 5.

No armor; no encumbrance.

Advantages: Military Rank (General); Voice.

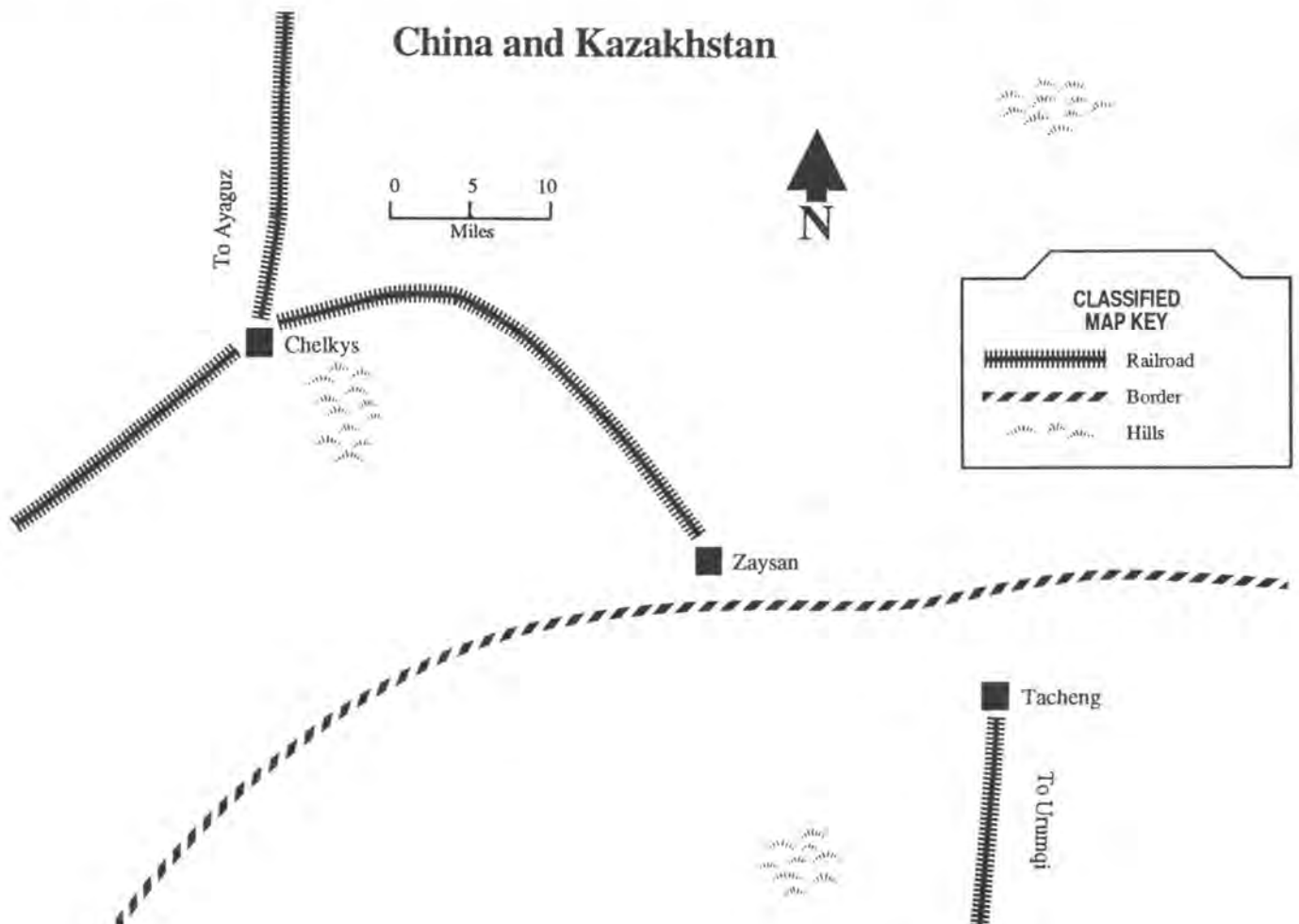
Disadvantage: Megalomania.

Skills: Administration-13; Diplomacy-13; Driving (Stock car)-13; Fast-Draw (Pistol)-12; Fast-Talk-13; Guns (Pistol)-13; Leadership-10; Politics-15; Stealth-12; Strategy-13.

Languages: Chinese-13; Russian-12.

Weapon: Makarov automatic pistol, 2d Cr, SS 10, Acc 2, 1/2 Damage at 150, Max 1,600, RoF 3, Shots 8+1, Rcl -1.

This tall man speaks in a strident tone and always holds himself perfectly erect. He thinks highly of his own skills, and has a driving ambition to prove them. Xi-Nan loves the combat of politics as much as actual battle, and spends a great deal of time devising intrigues. He hopes that his actions in Kazakhstan can boost him into an influential position within China's government.



Fu Wan-To

Age 47; 6', 160 lbs.; dark hair, brown eyes.

ST 10, DX 11, IQ 13, HT 11.

Speed 5.25, Move 5.

Dodge 5.

No armor; no encumbrance.

Disadvantage: Honesty.

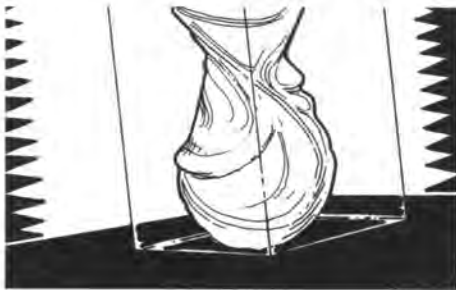
Skills: Administration-13; Diplomacy-13; Driving (Stock car)-13; Guns (Rifle)-13.

Languages: Chinese-13; English-11; Russian-12.

Weapon: AK-47, 5d+1 damage.

Fu Wan-To spoke out on behalf of what he considered wise policy in the Ministry of Foreign Affairs. As repayment, the Chinese government humiliated him and sent him to fight as a simple soldier in the operation which he condemned. Fu struggles to avoid bitterness, but sometimes an angry word slips through.

This man once appeared fleshy. His unexpected return to military life leaves him gaunt.



Xi-Nan's Plan

An interview with Fu Wan-To or an examination of the Fifth Army documents reveals Xi-Nan's intentions. The general intends to funnel weapons to the most radical of the renegade Soviet officers. He hopes to create chaos within Kazakhstan. This, then, would offer him a pretext for invading to eliminate the "threat on China's border," and, in the process, annexing large portions of territory claimed by the People's Republic.

Xi-Nan's plan involves some deception of his own superiors as well, since it entails more risk than a nation of China's size normally cares to take. However, his orders state, "Xi-Nan's novel plan may proceed as long as he demonstrates favorable circumstances."

Once the agents understand all aspects of Xi-Nan's plan, they have accomplished their mission. However, the more information they can gather on China's forces and the renegades in Kazakhstan, the more preparation they have for the next mission.

Kazakh Border

A barbed-wire fence runs along the Kazakh border. No troops, however, man its expanse. The Kazakhs maintain a garrison of 150 men at Zaysan. These troops patrol within ten miles of the city. If agents cross the border there, the GM should roll 1d and assume that on a roll of 1, 2 or 3, the agents meet one of these detachments. A Kazakh patrol consists of five soldiers on foot. They attempt to bring strangers into Zaysan for questioning.

Relations between Kazakhstan and China remain cordial, but hardly warm. As long as the agents have not broken any laws in Kazakhstan, officials there do not return them to the People's Republic. Events from Operation Loose Ends may prejudice the Kazakh officials' reaction to the PCs. However, assuming that no special circumstances apply, agents who make it to Kazakhstan can expect a safe return to the West in a few days.

Tacheng

Tacheng has become a military town. Soldiers stand at intersections and army units requisition quarters in civilian homes. Prefabricated steel huts supplement the locally-available buildings.

1. *Perimeter.* The People's Army fortified Tacheng with two barbed-wire fences, with a ten-yard cleared zone between them. This cleared zone contains a minefield. Anyone passing between the fences must make a Vision roll or detonate a mine equal to an RGD grenade. Those who travel faster than half speed suffer a -2 penalty on the Vision roll.

2. *Outlying Houses.* The people around Tacheng live by herding sheep and farming the sparse soil. Many of these people live outside the People's Army perimeters. These people find the army's presence a great inconvenience, and have no love for the Chinese communists. As long as the agents have money and have not attracted any official attention, they may hope for minor aid here.

3. *Checkpoints.* Lines of trucks, carts and pedestrians form at the exits and entrances to Tacheng. The combination of civilian activity and the logistic effort of supporting a multi-division force in a strange city overburdens these positions with traffic. Each major road passes by a gatehouse where a pair of Chinese soldiers check identification documents. However, they do not have time to search vehicles or thoroughly examine papers. They have an effective IQ of 8 for detecting forgeries.

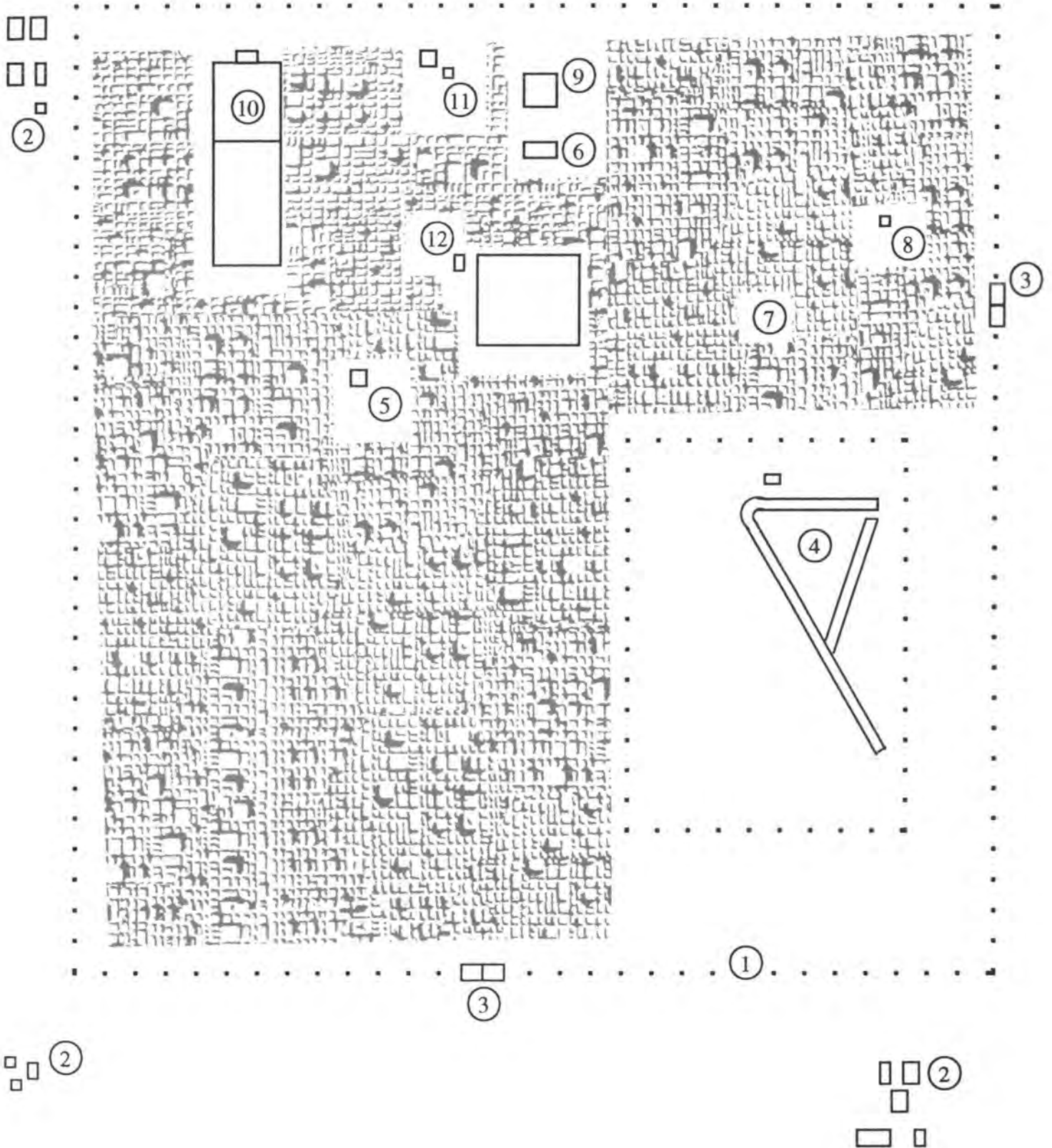
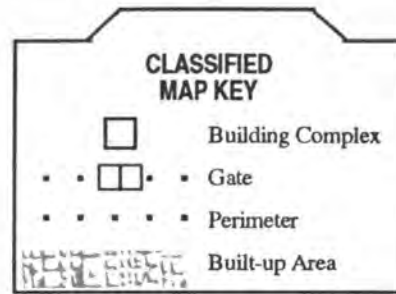
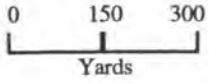
4. *Airstrip.* Military aircraft land and take off every few hours on this dusty tarmac. A company of 150 troops protects it, with 20 stationed around the perimeter and a platoon of 50 waiting to respond to any assault. The Chinese forces in this area have 20 aircraft, along with five light planes used for reconnaissance.

5. *Shrine of the Golden Buddha.* The spire of this stone temple rises above the town. Inside the cool, dim shrine, one finds a three-foot-high Buddha covered in gold leaf, surrounded by tapestries of religious paintings. This is one of the few spots in town where one can avoid meeting soldiers. Tacheng's citizens congregate here, drink tea, and complain about the military influx.

Agents who mingle with the temple-goers can gain information about military forces within the town. To win the local people's trust, they need only show a moderate tendency toward Buddhism, and a sympathy with the locals against the Chinese central government. This may require Diplomacy, Fast-Talk or Religion rolls, at the GM's option.

These people have sharp eyes. They can give accurate reports on any of the areas described in the Tacheng map key. In addition, they can provide rough estimates of the size of Chinese forces. Not only that, many have relatives in

Tacheng



Conclusion

Agents may try to end this mission prematurely. However, simply discovering the Chinese troop masses in the north, or even uncovering Xi-Nan's feud with Fu Wan-To, does not provide all the information the Company requires. Western policy-makers need to know the actual reasons why Xi-Nan supports the Soviet renegades, and what he plans to do with his forces. If the agents attempt to return to Washington without this information, the GM should have some suitable NPC remind them, as swiftly as possible, that their work is not complete. A raised eyebrow and gentle reminder from Mr. Cornell, Liu A. or some other patron should suffice.

When the party has actually discovered the entire Chinese plan, it may report this to Mr. Cornell. He accepts this information calmly, asking frequent questions about the Soviet renegades, their strength, their intentions and the Chinese plans for overcoming them. Then he pays the agents the \$10,000 promised. The company pays the following bonuses:

Providing Chinese Order of Battle: \$1,000

Providing Order of Battle for Soviet renegades: \$1,000

Providing Soviet officers from Green Dragon Hotel: \$1,000

Award character points as follows:

Accomplishing mission: 3 points

Providing Chinese Order of Battle: 1 point

Providing Order of Battle for Soviet renegades: 1 point

Providing Soviet officers from Green Dragon Hotel: 1 point

Avoiding detection by authorities: 1 point



Chelkys across the border. Therefore, they can also provide information on the next adventure. They know the following facts:

* A group of Western fighters operates in Chelkys. They currently seem to follow a woman.

* The Soviet military occasionally sent convoys into Chelkys guarded by both helicopters and armored vehicles.

Some worshippers at this temple know of Fu Wan-To. Although he now serves as a private, rumors of his former station have spread through the army. Therefore, if agents ask about him here, people can direct them straight to his barracks.

6. *Communications Center.* This block stands on a hill, rising above the rest of the town. The Chinese army uses it as a communications center. A series of radio dishes allows the Fifth Army to communicate with Beijing and with other military units throughout China. Up to 50 troops guard this complex, with ten standing watch at any given time and ten more ready to respond to an attack.

7. *Billets.* These were once the residential sections of Tacheng. Soldiers now camp in the homes of citizens. These sparse apartments contain little furniture, and both troops and tenants usually end up sleeping on the bare floors. The army has divided up the city by regiment, battalion, company and platoon. Placards outside each building indicate the troops lodged within. Therefore, agents seeking a particular unit, the one containing Fu Wan-To, for instance, may find it with relative ease.

8. *Fu Wan-To.* Fu Wan-To billets in a three-story building, along with 20 other men from his platoon, ten local citizens, and a family with eight inquisitive children. The mother in this family scrambles constantly to keep the children from wandering.

If the agents reach the building, they may talk with Fu. The apartment complex offers corners and back rooms private from everyone but the children, who may break in at any time the GM finds amusing. Fu Wan-To feels righteous enough in his opposition to Xi-Nan's plans to betray them, even to Western agents. The section titled *Xi-Nan's Plan* outlines the general's intentions.

9. *Headquarters.* This building once served as the Hotel Tacheng. General Xi-Nan now uses it as his headquarters. A pair of soldiers watches each door, and ten more troops remain ready for action in the lobby. The Chinese officers use the rooms on the second floor for conferences and planning. The senior officers, including Xi-Nan, sleep on the third level. Five more troops stand guard in the hallways of each level.

Agents seeking sensitive documents may find them in the old hotel safe. This contains a detailed Order of Battle for the Chinese forces in Tacheng, an outline of General Xi-Nan's plan as described below, and reconnaissance reports on the renegade forces in Kazakhstan. They estimate that "Colonel Vatuin" has only a "handful" of men, while "Colonel Rogov" claims to command an entire company and may soon amalgamate Vatuin's forces into his own.

10. *Fuel Depot.* The Fifth Army stores its gasoline supplies in vast plastic bladders, spread throughout an old athletic field and the parks around it. Dozens of soldiers work in the depot. A team of 20 stands guard.

11. *Maintenance.* Vehicles from trucks to tanks stand in various states of disassembly here. Their black, greasy internal parts wait on pallets.

12. *Motor Pool.* Row after row of trucks, jeeps and armored vehicles occupy these streets and the few buildings which can accommodate them. At least 20 guards stand watch over the vehicles.

SONS OF THE BEAR 4

Sons of the Bear offers an excellent chance to merge *Espionage* with *Special Ops*. If the players want to try different sorts of characters, this is the place to switch from an *Espionage* game to a commando campaign. The GM could also integrate *Special Ops* characters into the spy scenario here, as long as the GM does not feel that differences in point totals create an imbalance.





Running the Adventure

The agents begin this adventure in *The Countryside* (p. 89). The portion of that section headed *Insertion* describes their choices for arriving on the scene.

Game Masters should not forget the danger of outside forces becoming involved in Kazakhstan. The Company stages this mission largely to keep the Communist Chinese out. PCs should also avoid coverage by the news media. Sections beginning on p. 99 cover situations which may trigger such intervention. If the agents have not completed the adventure within three days, the Chinese automatically begin their intervention. This begins with a news release and continues with an attack. Details appear on p. 99.

This adventure emphasizes combat. However, to succeed, the agents must learn the local situation and take advantage of it. They have three choices to attempt: to negotiate with the armed bands of this region, to pit them against each other or to launch swift raids. However, if they miscalculate, they face not only the usual risks of combat, but the additional threat of outside intervention.

The GM must choose a strategy for the NPCs. When the party enters a new section of the adventure, be aware of the NPCs and their capabilities. Play them to their own best advantage, basing their actions on their personalities and the amount of information they have about the PCs. Note that some encounters have time deadlines. If the party has not taken action by a certain point, other events take place, possibly resulting in disaster.

Game Masters and players also have unusual freedom in choosing the types of soldiers for this adventure. Since this is not an authorized military operation, its planners feel free to draw troops from assorted units and perhaps even from different countries to create the mix of skills they desire. One player might play a Navy SEAL, while another could roleplay a British SAS trooper. If the players wish, some might even portray Russian Spetsnaz troops, assigned to cooperate with the West to wipe out an embarrassment to their nation.

Briefing

The agents receive a call at 1:00 a.m., Eastern Standard Time. A clipped voice on the other end instructs them to appear at Mr. Cornell's office immediately. When the agents arrive at the building, they find it dark and closed for the night. A Marine in combat uniform meets agents at the main door and escorts them to a tiny auditorium. There they find Mr. Cornell among a cluster of other men, some wearing dark suits, the others dressed in the uniforms of military officers.

Mr. Cornell directs the agents to sit. Then he moves to the front of the room and motions to have the lights dimmed. An overhead projector displays a map of Central Asia upon a screen.

"Recent efforts, in which some of you played a part, reveal that remnants of Soviet border garrisons continue to operate within the wastes of what is now Kazakhstan. The commanders of these units refuse to recognize the dissolution of the Union of Soviet Socialist Republics. Complicating matters, certain leaders in the People's Republic of China hope to use these units as a pretext for reopening an ancient border dispute. They hope to provoke an incident of terrorism and then invade the region to 'guarantee stability.'

"Under the best of conditions, these renegade military units constitute a threat to regional stability. Given the opportunism in the People's Republic of China, we cannot tolerate their existence. The successors to the Soviet Union prefer to deny the existence of these brigands. However, this evening we had a breakthrough in negotiations with the Kazakh and Russian governments. They have authorized us to deal with these rogues ourselves, as long as we avoid all outside attention.

"Our intelligence identifies the renegade troops as elements of a unit known as the Guards Special Frontier Group. We direct you to pinpoint the Group and eliminate it. You may use whatever techniques you find expedient. Our estimates conclude that you are facing roughly 100 troops, but these are divided into at least two factions and could certainly be subdued by the elimination of their leaders.

"Other armed bands may be present in your operations area. You are neither instructed nor forbidden to fight them. Deal with them as the circumstances require. Furthermore, keep in mind that the international news media must remain ignorant of this operation, and that you must avoid giving the People's Republic of China an excuse to intervene.

"Due to the urgency of this mission and the diplomatic challenges of retaining Kazakhstan's cooperation, this operation must begin within six hours.

"Upon your success, the Company will pay you a total of ten thousand dollars."

Support

The Company does not stint on supporting agents for this mission. However, government agencies cannot release any equipment or funds which clearly identify them as the sponsors. Furthermore, little time remains in which to locate suitably "clean" equipment. If agents complain about the lack of equipment, their superiors inform them that it may be possible to acquire weapons and other supplies within Kazakhstan.

The agency provides PCs with funds for this mission. This money must come from unvouchered and untraceable sources. The Company has \$30,000 to spend on equipment, bribes and logistics. They give the agents \$10,000 in Russian/Commonwealth rubles and the rest in Krugerrands.

The Company can issue each agent an AK-47 assault rifle, along with ammunition. Their superiors also make grenades and plastic explosives available. Agents with access to military bases could attempt "midnight requisitioning," (see p. SO98), using a Scrounging roll to locate equipment. Those with black market connections, including Mr. Liu A., have six hours in which to tap them. This requires a Streetwise roll. It will also be 1d days before such items reach Kazakhstan.

Those who acquire weapons or other goods on the black market must then get them to Kazakhstan. The agency can arrange an airdrop, as described under *Insertion* (p. 89). Agents could also hire a smuggler to bring items overland. Smugglers charge a base fee of \$10,000, although a negotiator may bring this as low as \$6,000 if he insists. Smugglers demand half the fee in advance. Once the party contracts with a smuggler, the GM should roll 1d. On a roll of 1-2, the smuggler fails to complete the mission.

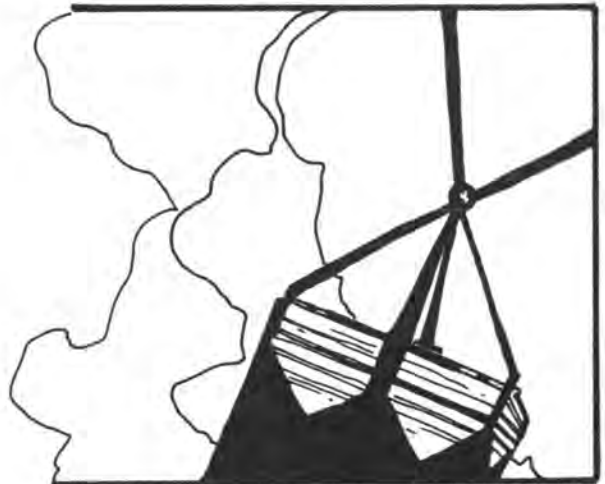
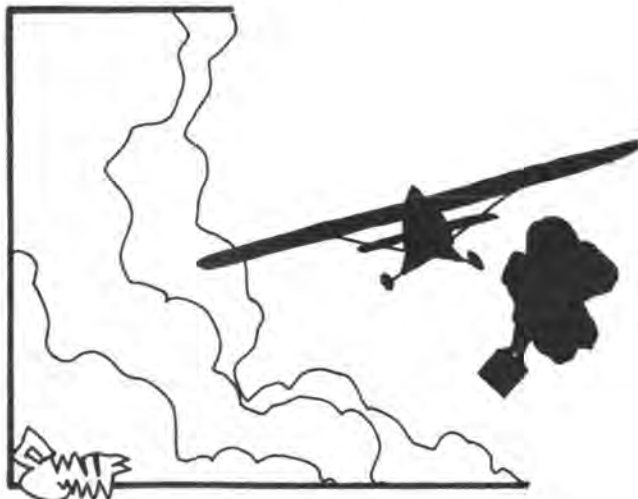
A more certain method of smuggling exists. By making a Streetwise roll at -4, agents may find a "pipeline" leading to Bridget Salley, the Irish mercenary in the Kazakhstan region (see p. 90). The GM may reduce the penalty on this roll for agents whose suppliers have direct connections to the international arms trade or to the ex-Soviet republics.

The Countryside

THIS SECTION COVERS THE ENVIRONMENT of the adventure. The portion titled *Insertion* describes ways in which agents might arrive, while *Wilderness Camp* and *Town Camp* cover places where they might base their activities. A map and key cover things and people that spies might encounter in the area.

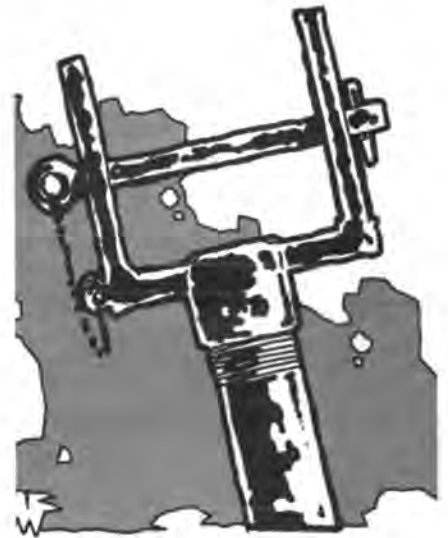
Insertion

Agents may choose their own means for getting to Kazakhstan. Likely techniques include crossing the Chinese border, infiltrating through the Commonwealth of Independent States or parachuting in. Agents may also combine techniques. For example, they may choose to enter by rail under some innocuous cover, while having their weapons dropped by air. The Company can assist in any of these measures.



Chelkys Militia

ST 11, DX 11, IQ 11, HT 11.
Speed 5.5, Move 5.
Dodge 5.
No armor; no encumbrance.
Skill: Guns (Rifle)-11.
Language: Kazakh-11.
Weapon: AK-47, 5d+1 damage.



Experienced Kazakh Troops

ST 12, DX 13, IQ 9, HT 10.
Speed 5.75, Move 5.
Dodge 5.
Flak Jacket and Helmet (PD 2, DR 4 areas 9-10, 17-18; PD 3, DR 4 areas 3-4); no encumbrance.
Skills: Driving (Stock car)-13; Fast-Draw (Pistol)-12; Guns (Rifle)-13; Stealth-10.
Languages: Kazakh-10; Russian-9.
Weapon: AK-47, 5d+1 damage.



Bridget Salley

Age 44; 5' 10", 120 lbs.; light red hair, gray eyes.

ST 9, DX 12, IQ 13, HT 12.

Speed 6, Move 6.

Dodge 6.

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Skills: Diplomacy-13; Fast-Draw (Pistol)-13; Fast-Talk-13; Guns (Rifle)-13; Guns (Pistol)-13; Politics-13; Sex Appeal-14; Stealth-14; Survival (Steppe)-13.

Language: English-13; Kazakh-11; Russian-12.

Weapon: Stechkin machine pistol, 2d Cr, SS 02, Acc 2, 1/2 Damage at 150, Max 1,600, RoF 12, Shots 20+1, Rcl -6.

Bridget Salley is self-reliant and adaptable. She stays aware of events as they develop. These skills allowed her to take control of her lover's mercenary operation, and they should enable her to survive whatever comes next in Kazakhstan.

Bridget is a slim woman, who wears her hair loose down her back. She generally dresses in a leather jacket and jeans.

For details on a border crossing from China, consult the previous adventure. The Chinese approach involves a long trek through hostile territory, but may prove worthwhile if the agents cultivated contacts there during the previous mission.

Russia tacitly approves of the party's expedition. Therefore, agents face no difficulty in passing through that Republic. The dangers of infiltration begin at the Kazakh border. Although Kazakh diplomats gave permission for this operation, few in the nation's bureaucracy actually know about the operation, and customs inspectors show the party no special considerations.

The airports of Kazakhstan employ outdated X-ray machines. Assume that their inspectors have a Holdout skill of 12. The newly-established border posts on Kazakhstan's road and rail routes have inferior experience and equipment. Their Holdout skill is 10. In either case, inspectors overlook arms if the agents offer them a bribe of at least \$1,500.

When agents smuggle arms into Kazakhstan, word spreads on the Kazakh black market. Ahmed, described on p. 96, attempts to waylay the party and steal its valuable weapons at the first opportunity. Bridget Salley has her followers watch them, as described on p. 95.

Agents airdropping into the region use planes based in Turkey. The GM should sketch the region for players, showing hills, steppes and towns. PCs may then choose their landing area. The GM should briefly describe the flight, mentioning takeoff from a tiny airstrip in the Turkish hills, the beeping of electronic-warfare instruments as the plane passes Kazakh air defenses and the long cruise over the desolation of Central Asia, only yards above the hills.

Finally, the aircraft climbs, and agents make their jump. This requires a Parachuting roll from every agent. Those jumping over the hills suffer a -2 to their rolls. Failure indicates 2d of damage from a tumble into stones.

Aircraft penetration involves another hazard. The Guards Special Frontier Group is only one of the local armed bands which may notice the flight. The GM should roll 1d for each of the following armed bands: Maxim Vatuin's men, Rogov's men and Ahmed's men. On any roll of a 1 or 2, the group in question notices the drop and sends a patrol to investigate. See p. 105 for details on Vatuin, p. 103 for details on Rogov and p. 96 for details on Ahmed. Patrols arrive in 1d hours.

Note that these bands may detect drops of equipment as well as agents. If agents have their equipment airdropped but fail to pick it up before local troops arrive, assume that the patrol steals it.



Wilderness Camp

If the agents decide to establish a camp in the open country, they give themselves and their enemies more freedom. Nobody intervenes in battles in the wilderness. The map shows the type of terrain available. Allow the agents to sketch the location of their tents, fire, vehicles etc.

The GM must determine when and if other forces discover the party's camp. To determine if these encounters occur, the GM should roll 1d every 12 hours. On a roll of 1 or 2, a patrol locates them. To determine the loyalties of the patrol, note the position of the encampment relative to the hilly country at the center of the map.

Unless otherwise noted, a patrol consists of five men, using the weapons and statistics of that faction's usual soldiers.

If the agents camp in the southern part of the hills, they meet Rogov's patrols. (See p. 103 for details on Rogov's troops.)

If operatives camp in any other part of the hills, they meet Ahmed's bands. (See p. 97 for details on Ahmed's troops.)

If Company representatives penetrate to the center of the hills (or land there by parachute), they meet Vatuin's patrols. Note that if Vatuin must send troops to aid Rogov, these patrols do not circulate. (See p. 105 for details on Vatuin's troops.)

On the open steppe, the agents may meet patrols of ten men from the Kazakh militia. (See p. 89 for details on the militia.)

If the party camouflaged its camp, it may escape detection even if a patrol arrives. Treat this as a Contest of Skill between the Camouflage skill of the agent who directed the camouflage operation and the Vision of the patrol leader. Unless otherwise noted, patrol leaders have a Vision of 10.

The GM should keep track of patrol members the agents dispatch. Whenever the party encounters this faction's main body, the dead soldiers are no longer available.

Town Camp

1. *Chelkys*. Chelkys remains relatively unaffected by the ongoing turmoil. This town lies on the main road and on the rail routes to Ayaguz, and Kazakh internal security forces vigilantly keep order. The town also serves as a trading center for private farms and collectives of the surrounding steppe. Flocks of sheep and herds of cattle mill about in pens. Rust-colored trains arrive daily to collect them.

The militia from area 3 (p. 95) patrols the streets of Chelkys. Groups of three sweep the streets of the town. If the party attempts to commit any crime in town, such as breaking and entering or fighting in the street, the GM should roll 1d. On a roll of 1, the patrol happens to pass just as the agents begin their activity. If the party makes noise, increase this chance to 1-3.

In the event of an actual battle, the militia calls in a force of 20. However, the time it takes for a message to reach Headquarters (p. 95) and for reinforcements to arrive may give agents a chance to escape. After this, party members face immediate arrest if they appear in Chelkys. If the agents flee into the steppe, militia members attempt to track them, enlisting the aid of a grizzled ex-nomad in the region. This man's skills resemble those of the other militia members, but he has Tracking at 14. For details on how the militia treats prisoners, see p. 96.

Agents who wish to buy equipment here find barren shelves. One must make a Merchant roll simply to find the goods one wants, with a penalty of -3 for large items such as vehicles. Most transactions end up as word-of-mouth bargains in the marketplace or behind shops. Items cost five times what one would usually expect. The party can acquire accommodations in a hostelry for \$20 per night.

Salley's History

Salley came to Kazakhstan along with her lover Jack O'Malley, an Irish fighter whose IRA activities led him into a more general career as a mercenary. O'Malley saw Kazakhstan as a field of opportunity for his profession. He secured a contract from a renegade Soviet officer named Rogov (see p. 103) to train the local hill brigands as an auxiliary guerrilla force to supplement the troops of the Guards Special Frontier Group. The brigands gladly accepted his shipments of arms but showed little interest in his ideas on organization. Before long, one of the brigands killed Jack O'Malley.

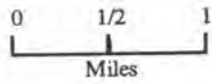
Bridget found herself in the wilderness of the Kazakh steppes, living with nomadic bandits and a few of her lover's henchmen, engaged in illegal activity. At first, she felt terrified. However, she gradually took control of her situation. Bridget killed the tribesman who murdered her lover, and quickly assumed Jack's position of leadership among the mercenaries. Then she attempted to establish a position among the local brigands and Soviet renegades. Where force did not serve her, she found that seduction worked as well.


Bridget Salley won herself an enviable position. The Chelkys garrison both protects her and overlooks her breaches of the law, thanks to favors she bestowed upon the militia commander. The local brigands, under Ahmed, fear her slightly and value her ability to procure weapons from abroad. Rogov values her for the same reasons. He has also spent the night with her on more than one occasion.

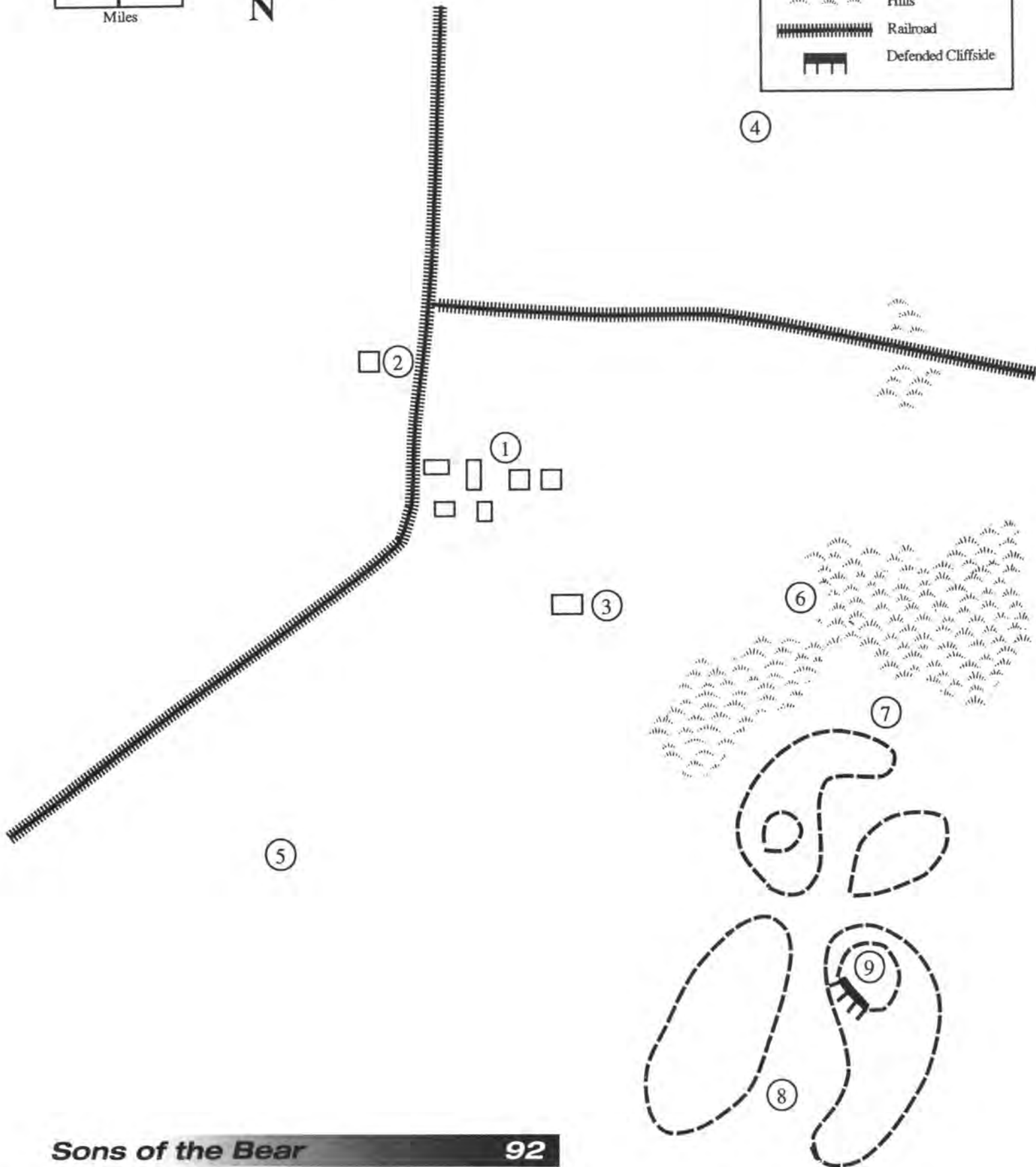
Of the local notables, only Vatuin remains free from Salley's influence. He firmly refused her attempts at seduction. Instead, he simply advised her to get out of the country any way she could, implying that Kazakhstan was too dangerous for her. Therefore, Bridget Salley hates Vatuin. She does not miss a chance to ridicule him.

If Bridget Salley realizes the party's mission, she tries to turn the agents against Vatuin. She knows that Vatuin possesses a stock of advanced Russian military technology, although she cannot tell exactly what it is. She bites her lip and tells the agents that it terrifies her to know that Vatuin has this equipment, because he is an unpredictable, violent man. She then goes on to tell how Vatuin has fortified his camp, refusing all requests that he surrender his store of munitions to Kazakh or Russian authorities. She describes all the fighting in the area as an attempt to curb Vatuin's expanding career as a warlord.

Chelkys and Surroundings



CLASSIFIED MAP KEY	
	Building Complex
	Contour Line, 1,000'
	Hills
	Railroad
	Defended Cliffside



Chelkys has no bars or similar meeting grounds. Most social activity revolves around the old marketplace. Here, men in turbans and woolen tunics stand with their sheep, goats and cattle, seeking to sell them outside the government channels. Vendors sell spicy food and strong coffee. People ranging from young off-duty soldiers to elderly men with long white beards sit on the doorsteps around the marketplace talking.



The party can acquire information here. People know the geography of the region. They can tell the agents that most military activity took place around the hills to the southeast. Most also know the area in which Ahmed operates and refer to him with a shudder (see p. 96). Bridget Salley and her followers (p. 94) have considerable notoriety, both for being Westerners and for the fact that Bridget is a woman. Most people know that they conducted some sort of business for Russian officers. Strict Muslims despise Salley; others find her intriguing.

If the group attracts attention, Bridget Salley may attempt to investigate them at the marketplace. See area 2, p. 93, and the sidebars on pp. 90-91 for more on her. Salley arrives accompanied by her bodyguards Chegem and Farun. She pretends to shop and talk with vendors, hoping the novelty of a red-haired woman in Kazakhstan will lead the agents into talking with her. If this fails, Salley introduces herself, commenting on her own surprise at meeting foreigners in Central Asia.

Salley attempts to chat with the party, particularly with any male agents who seem vulnerable to her charms. If the conversation develops, she takes the party to a local vendor named Homet, who sells a rare sort of rich coffee. At this point, Salley simply wants to learn what the agents will tell her about themselves, and to put herself on friendly terms with them. She maintains her own cover as a geologist exploring for oil reserves in the newly-independent Soviet republics.

2. Eire Geological. A barbed-wire fence rings this camp on the outskirts of Chelkys. Signs in Russian, Arabic and English identify it as the Eire Geological Company. Inside, one sees a few metal shacks, along with the framework of a drilling rig. A dusty airstrip lies beyond that. This complex belongs to Bridget

Farun

Age 24; 6', 180 lbs.; brown hair, dark eyes.

ST 12, DX 13, IQ 8, HT 10.

Speed 5.75, Move 5.

Dodge 5.

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

Advantage: Toughness (DR 2).

Disadvantage: Laziness.

Skills: Driving (Stock car)-13; Fast-Draw (Pistol)-14; Guns (Rifle)-15; Stealth-13; Tactics-9.

Languages: Kazakh-9; Russian-8.

Weapon: Stechkin machine pistol, 2d Cr, SS 02, Acc 2, 1/2 Damage at 150, Max 1,600, RoF 12, Shots 20+1, Rcl -6.

This dark-skinned, sluggish man loiters at Bridget Salley's side. He finds working as her bodyguard far easier than any life he might lead upon the hills and steppes.

Chegem

Age 20; 6'1", 160 lbs.; brown hair, dark eyes.

ST 10, DX 13, IQ 11, HT 10.

Speed 5.75, Move 5.

Dodge 6.

Second Chance Standard body armor (PD 2, DR 14); no encumbrance.

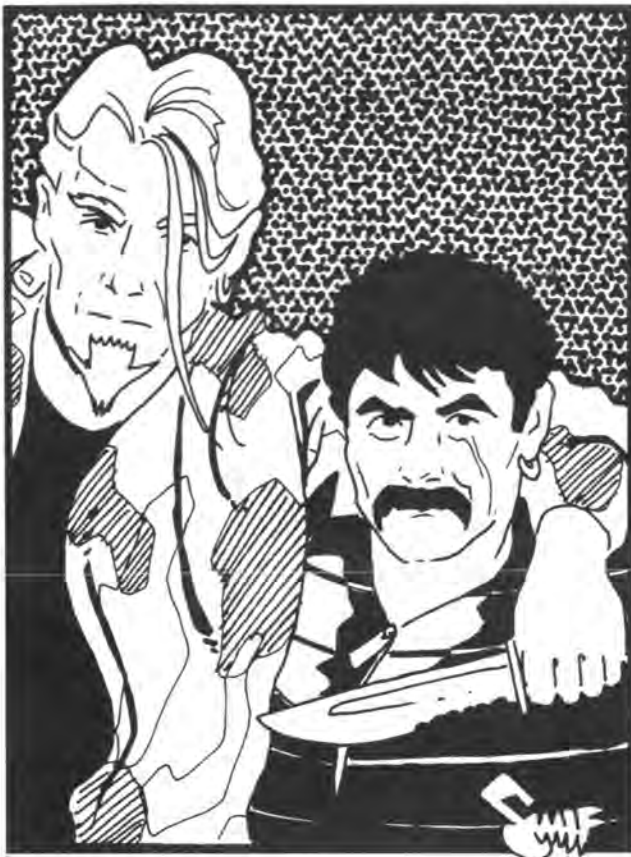
Advantage: Combat Reflexes.

Skills: Driving (Stock car)-13; Fast-Draw (Pistol)-14; Guns (Rifle)-15; Interrogation-11; Leadership-11; Stealth-13.

Languages: Kazakh-12; Russian-11.

Weapon: Stechkin machine pistol, 2d Cr, SS 02, Acc 2, 1/2 Damage at 150, Max 1,600, RoF 12, Shots 20+1, Rcl -6.

As a Muslim, Chegem cannot approve of Bridget Salley's lifestyle. However, as a fighting man, he respects her and would rather serve her than a brigand such as Ahmed. Furthermore, although he would not admit it, Chegem feels a touch of desire for Salley himself. Chegem does not know about all of Salley's well-timed seductions, and he pretends not to remember the ones he has seen.



European Mercenaries

ST 13, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 5.

Flak Jacket and Helmet (PD 2, DR 4 areas 9-10, 17-18; PD 3, DR 4 areas 3-4); no encumbrance.

Advantage: Toughness (DR 2).

Skills: Driving (Stock car)-13; Guns (Rifle)-13; Interrogation-10; Stealth-10.

Languages: Dutch-10; English-9; German-9; Russian-9.

Weapon: AK-47, 5d+1 damage.

These hardened fighters pursue their profession for excitement and to prove their manhood. They come from scattered parts of Germany, Ireland and the Netherlands. All wear camouflage fatigues, but their long hair, ear studs and gold chains clearly distinguish them from military personnel. Most admire Bridget Salley for being a woman as tough as they are.

Salley, an Irishwoman who wields considerable influence in the area. She maintains the fiction of being a geologist, surveying for oil in Central Asia. A sidebar on p. 91 describes her actual history and position.

Anyone who attempts to attack or infiltrate this place discovers it guarded. A web of tripwires runs through grass around the perimeter, extending ten feet inward from the fence. These lead to homemade booby traps consisting of primed shotgun shells. Anyone who passes through the trapped region must make a Vision roll at -1 to avoid detonating a shell. Those who move cautiously may make the roll at +2 instead, while those who dash through suffer a -4 penalty. The shotgun shells cause 4d damage to the person who set off the trap and to anyone else within one yard.

In addition to the mechanical traps, Bridget Salley has seven henchmen. These are her five European mercenaries and two Kazakh bodyguards, Farun and Chegem. One of these men always stands watch. Agents must make Stealth rolls to avoid attracting attention. The guard automatically notices anyone who detonates a shotgun shell. This band has no qualms about shooting intruders.

If the agents approach openly on friendly terms, they may not find Salley to be an enemy. First, she wants to discover their motives, and potential role in local politics. Salley then tries to use the party to make money and increase her own influence in the area. She attempts to

befriend them if they seem powerful but tries to eliminate them if they seem hostile. The GM may decide how Salley reacts to the party based on roleplaying and the way they react to her.

Bridget Salley can arrange for meetings between the group and Ahmed the bandit chief, Rogov the Soviet officer, or Jirchen, the head of the local militia. Ahmed and Jirchen may respond favorably to reasonable suggestions by the party. Jirchen, for instance, might agree not to intervene in the party's operations in return for a bribe of at least \$10,000. Ahmed may make a similar bargain, and could also sell the services of his men as guides through the hills. He knows the layouts of both Vatuin's camp and that of Rogov. Ahmed prefers payment in weapons to money. He requires at least \$5,000 for guide service. The GM may consult pp. 96 and 103 for more details on Ahmed and Rogov.

Bridget Salley's lover O'Malley had connections throughout the European black market. She can now call on those contacts to purchase arms or other equipment, and if the party is on friendly terms with her, she may acquire things for them. Her sources charge double the listed price for all items. A locked shed in Salley's compound currently contains engine parts for Soviet T-64 and T-72 tanks worth \$15,000, 50 AK-47 assault rifles, ten pounds of plastic explosive and 50 RPG-7 rocket-propelled grenades. For details on the RPG-7, consult *GURPS High-Tech, Second Edition*.





If the agents treat Bridget Salley with hostility, or if they make it plain that they intend to destroy Rogov, she attempts to eliminate them. She may do this using either of two tactics. First, she may arrange with Jirchen to have the militia arrest the party. The exact charges do not matter, although if the agents carry weapons, Jirchen can later use this as an excuse for his actions. See *Chelkys* (p. 91) and *Militia Headquarters* (p. 95) for details on the militia. If the agents end up in prison, the GM may roll 1d. This equals the number of days it takes for Salley to persuade Jirchen to have the agents killed in their cells.

Bridget Salley may also direct her European mercenaries to set up an ambush for the agents. They take positions where they can conceal themselves on either side of a road or other pathway and catch the agents in a crossfire. These men may spring this trap either in town or in the hills, wherever they can find the party and have cover to hide behind.

3. Militia Headquarters. The Chelkys militia occupies an enormous complex on the edge of town. Barracks and tin-roofed garages stand in orderly rows. Three barbed-wire fences surround the compound, and concrete pyramids rise among the defenses. Here and there, one sees concrete stands with iron posts upon them, which those with military experience recognize as emplacements for anti-aircraft artillery. (The GM may require a Gunner roll with a +2 bonus to see if agents can identify the gun mounts. Anyone who makes a Tactics roll can tell that the militia neither needs these extensive defenses nor mans them. Most players will deduce this without needing to roll, and one can assume that their characters do too.)

Chelkys keeps 100 militiamen armed and ready to enforce order. While on duty, they live in two barracks within the militia compound. A third shed serves as an administrative building.

Anyone who comes here on business must talk to Jirchen, the militia commander. As far as Jirchen is concerned, he has maintained the peace for years, and newcomers such as the agents are no more than potential troublemakers.

Jirchen

Age 29; 5' 11", 160 lbs.; black hair, dark eyes.

ST 10, DX 11, IQ 12, HT 11.

Speed 5.5, Move 5.

Dodge 5.

No armor; no encumbrance.

Skills: Administration-13; Driving (Stock car)-11; Fast-Draw (Pistol)-12; Guns (Pistol)-13; Leadership-12; Politics-12.

Languages: Kazakh-12; Russian-12.

Weapon: Makarov automatic pistol, 2d Cr, SS 10, Acc 2, 1/2 Damage at 150, Max 1,600, RoF 3, Shots 8+1, Rcl -1.

Jirchen commands the Chelkys militia. He discharges his duties with competent mediocrity, and welcomes an occasional bit of graft. After one night with Bridget Salley, he is infatuated with her, and does not hesitate to use his rank on her behalf. Jirchen has no experience with major crises, such as renegade army troops or invasions by China. He refuses to even consider such disasters until they take place.



Ahmed

Age 39; 5' 11", 160 lbs.; graying hair, long beard, dark eyes.

ST 12, DX 13, IQ 12, HT 12.

Speed 6.25, Move 6.

Dodge 7.

No armor; no encumbrance.

Advantages: Combat Reflexes; Toughness (DR 2); Voice.

Skills: Fast-Draw (Pistol)-12; Guns (Rifle)-15; Leadership-13; Stealth-13; Survival (Mountain)-13; Tactics-12.

Languages: Kazakh-12; Russian-11.

Weapon: AK-47, 5d+1 damage.

Ahmed spent the early years of his life on a Soviet kolkhoz, or collective farm. However, his people traditionally live as raiders and herdsman in the hills, and Ahmed's family returned to that lifestyle. Ahmed gradually accumulated followers. As the Soviet central government lost its authority, this band developed into a raiding party, like those which have haunted these mountains for centuries.

Ahmed has a streak of fierceness, and a wicked glint in his eyes. However, he knows how to negotiate, and understands his place in the modern world.

Therefore, if his patrols notice the agents involved in paramilitary activity, he shows them no consideration. He certainly refuses any suggestion that he use his own forces against the renegade Soviet troops. If the agents are unprofessional enough to tell him about the possibility of Chinese intervention, he scoffs at them.

Jirchen is strongly drawn toward Bridget Salley. This attraction is fueled by his unhappy marriage and an occasional promising night. Therefore, Salley can get what she wants from Jirchen. If agents can use her as an intermediary, they may buy favors from this officer.

The Kazakh militia keeps prisoners in a concrete shed with heavy bars over the windows. They have only one large cell, but keep potentially dangerous inmates shackled, with their hands cuffed behind their backs. In theory, the militia here sends criminals for trial in Ayaguz. It takes 1d days before they send the prisoners away. The militia currently has no other criminals in custody.

If Jirchen has any reason to dislike the prisoners, he does not hesitate to have them shot "trying to escape." Five militiamen carry out these executions the night following the arrest. They gather the victims and truck them out into the steppe. There, they release the prisoners unarmed, level their guns at the prisoners and order them to run. Agents may contrive an escape en route.

Whether the agents find themselves in prison or simply want information on the situation, they may wish to sneak into or out of the militia compound. As noted previously, the militia here cannot man all the old defenses. Therefore, those who wish to cross the perimeter need only make a simple Stealth roll, although the defenses themselves may present some difficulty.

An investigation of the militia offices reveals only routine law-enforcement material, such as lists of wanted criminals and reports on the arrests of the brigands in the hills. Agents find most of the old military buildings locked. Despite the heavy defenses, they find no barracks or other traces that a major unit of troops was here. Instead, they discover only a trio of concrete bunkers, with white metal doors sealed by strips of black rubber. Anyone who makes a Tactics roll at -4, an Intelligence Analysis roll at -4 or a Chemistry roll at -4 recognizes these bunkers as storage areas for chemical weapons.

Those who break into the chemical facilities find the interior stripped, and heavy plastic taped up over the concrete.

4. *Herd Country.* Herds of cattle, sheep and goats range across this grassland. Here and there, one comes across the barbed-wire fences of different collectives or private farmers, but in most cases, the animals graze on open country. If agents come here after dark, the GM should roll 1d. On a roll of 1 or 2, the party encounters a patrol from Ahmed, come to replenish their supplies by stealing cattle. See p. 97 for details on Ahmed and his patrols.

5. *Open Steppe.* Not even the herds of cattle come this far into the plains. Everywhere one looks, one sees brown grasses, occasionally interspersed with rocks. As one approaches the hills, the ground grows rough, and occasionally plummets in precipitous ravines.

6. *Hills.* Barren ridges jut abruptly from the plain, rising to stony peaks. Two regions of valleys traverse the region, one controlled by Ahmed and the other by Rogov, as described below. Those who wish to cross other sections of the hills must pick their path among cliffs and ravines. The GM should roll 1d per day (or fraction of a day) of mountain travel. Every member of the party

must make this number of Climbing rolls to avoid a fall of 4d yards. At the end of this journey, one member of the team must make a Survival (Mountain) roll. If this fails, the team ends its trip on the wrong side of an impassable cliff or ravine, forced to retrace its steps, making an equal number of Climbing rolls, and start again.

The GM should keep in mind that Ahmed's men patrol these hills. See *Wilderness Camp* for details.

7. *Ahmed's Country*. A valley of sorts divides the hills from north to south. The ground still rises and falls, and huge stones dot this pass, but the slopes are gentle, and sheer cliffs on either side channel both water and travelers along a narrow route. A band of brigands operates here, led by a man named Ahmed.

Anyone who enters this pass from the south encounters Ahmed's band. His men camp on a point of high ground in the divide, with cliffside outposts watching both the northern and southern routes of approach. One of Ahmed's men watches from each cliff outpost, armed with a FN-FAL automatic rifle.

At the central camp live 16 more bandits, sheltered by banks of stacked boulders. They have a small spring for water. Their larder consists of smoked beef and canned food. In addition to their AK-47 assault rifles, Ahmed's men have a communal box of six USSR RGD-5 defensive grenades.

Ahmed's Followers

ST 12, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 6.

No armor; no encumbrance.

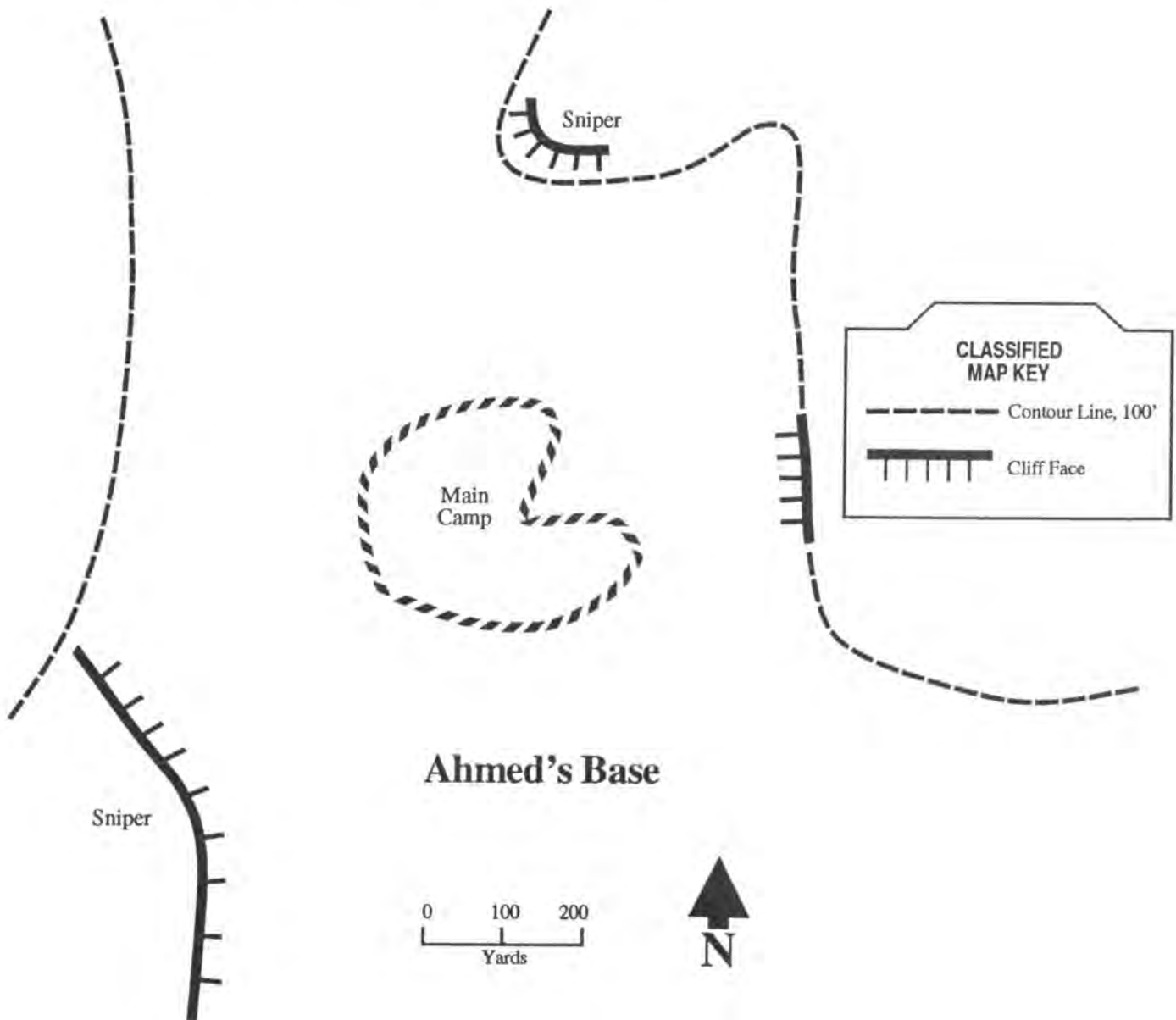
Advantages: Combat Reflexes; Toughness (DR 2).

Skills: Guns (Rifle)-15; Stealth-13; Survival (Mountain)-13; Tactics-12.

Language: Kazakh-12.

Weapon: AK-47, 5d+1 damage; FN-FAL, 7d damage.

The typical bandit here is half criminal and half tribal warrior. A few toughened veterans mix with equally tough teenage fighters. The group follows Ahmed, because he has experience in the hills and because most of the original brigands began their careers under him.





Harald Keller

Age 29; 5' 11", 160 lbs.; short, mousy hair, dark eyes.

ST 10, DX 13, IQ 12, HT 10.

Speed 5.75, Move 5.

Dodge 5, Parry 8 (Brawling).

No armor; no encumbrance.

Advantage: Reputation (Breaks solid stories on little-known events).

Disadvantages: Addiction (Chainsmoker); Impulsiveness.

Skills: Administration-12; Brawling-13; Driving (Stock car)-13; Guns (Pistol)-12; Photography-13; Stealth-13; Strategy-9; Writing-14.

Languages: English-12; French-11; German-12; Russian-12.

This freelance reporter has a reputation throughout the European press for finding unusual stories and making hard news out of them. He considers Kazakhstan an excellent place to continue this career. Agents find Keller prying everywhere, always stubbing out one cigarette and starting another. He constantly asks questions in his acerbic German accent.

In Kazakhstan, Keller risks questioning the wrong people. Every day that he spends in the area, the GM should roll 1d. On a roll of 1 or 2, Ahmed's band seizes Keller. On a roll of 3, Rogov's followers do the same thing. They then hold the reporter prisoner. His absence creates a stir in the international media. Reporters feel that what happened to him could someday happen to them. Keller's disappearance implies that Kazakhstan might contain an interesting story. Therefore, after 1-3 (1d divided by two) days, the massive media influx described on p. 99 takes place.

Ahmed and his followers carry on a spirit of freeholding practiced by the people of this region since ancient times. Soviet domination never fully erased this practice. Ahmed and his followers live by raiding, and constantly seek more booty. They have a special desire for military weapons, such as machine guns and anti-tank rockets, because these are the items they need to attack armed opponents.

Ahmed knows the renegade Soviet commander Rogov well. At one time, he allowed Rogov to use his men as an extension of the Guards Special Frontier Group, hoping to get new weapons in the process. When the guns failed to materialize, Ahmed became more independent, but the two remain allies. Ahmed met Bridget Salley through Rogov. He now views her with a great deal of respect, a little fear and the constant hope that she will help him buy effective weapons on the international black market. As for Vatuin (see p. 105), Ahmed views him and his men as easy prey. Ahmed does not allow anyone to enter or leave Vatuin's stronghold.

If the party enters this region unannounced, Ahmed's men waylay them. However, they do not bear a special grudge against the PCs. If the agents contact Ahmed through Bridget Salley or Rogov, they may be able to bribe Ahmed into leaving them alone. Such an arrangement would require at least \$10,000 or half that amount in heavy weapons.

Ahmed lives by the ancient ethics of his people. This gives agents two additional options for avoiding his enmity. If someone enters his camp unarmed and appeals to him as a guest, he may take that person under his protection. (Although if the person in question has anything worth stealing, he or she will probably not get as far as Ahmed's camp.) Ahmed also respects acts of courage. If an agent does something spectacular in battle, Ahmed may honor that fighter's request for a talk and a bargain. The GM must judge whether Ahmed finds a deed suitably impressive.

8. *Frontier Group Outpost.* As one enters the hills from the southeast, one finds signs of human activity. Paved roads and tracks cut through the hills. Oil cans, bits of cardboard and scraps of metal litter the side of the road. The Soviet Guards Special Frontier Group had its prime camp here. Today, the renegade troops under Colonel Rogov use this outpost as a stronghold.

A separate map and descriptive section cover this region. See p. 102.

9. *Vatuin's Camp.* Dense evergreen thickets cover the top of this hill. The trees are short, but close-packed and prickly. Tiny game trails run between them. A traveler gains +3 on Stealth rolls here, due to ample concealment. When operatives enter this area, the GM should immediately roll 1d. On a roll of 1-3, Vatuin's patrol locates the party and moves toward it as quietly as possible. Agents may appeal for negotiations by making a Diplomacy roll, but otherwise the patrol attacks.

If Vatuin must send troops to aid Rogov, these patrols do not circulate.

A bunker complex honeycombs the southeastern side of this hill. Those who observe this area may make Vision rolls with a -4 penalty. Success indicates that the viewers observe camouflage netting strung among the trees, along with a number of stones which appear to have melted slightly in dripping water. This area conceals a hidden camp, dug in beneath the surface of the hilltop. Colonel Vatuin has his base here.

A separate map and descriptive section cover this region. See pp. 105-106.



Chinese Intervention

CHINA'S INTERVENTION

means the end of this mission, and probably its failure. Agents cannot hope to defeat an invasion by multiple divisions of the People's Army. To salvage the mission they must destroy the renegade forces of Rogov and Vatuin in the hours before Chinese troops overwhelm the area, thereby removing China's pretext for the invasion and opening the way for a diplomatic reversal of the attack. Whether the agents succeed or fail, they must then find a way out of the region.

The Chinese intervention takes place automatically if the agents allow five days to pass without taking action. Agents can also trigger it early if they attract media attention. The news coverage portrays Kazakhstan in a state of anarchy which justifies the intervention. Finally, the GM should recall that Chinese authorities monitor electronic communications in this region, as described above. If Chinese officials intercept a message which indicates that the party plans an immediate assault on Rogov, they launch the intervention, knowing that they may otherwise lose their opportunity.

If, however, the party succeeds in eliminating Vatuin and Rogov, China cancels its invasion plans. Without the threat of renegade forces creating chaos, China has no excuse for the attack.

The Chinese begin their invasions with radio transmissions on all communication channels. These broadcasts override all normal transmitters. They inform the locals that the Chinese People, acting out of concern for their own security and humanitarian concern for the innocents caught in a crossfire between warring factions, has decided to prevent the dissolution of order in southeastern Kazakhstan by military intervention. The message declares an immediate 24-hour curfew and warns all listeners not to resist the Chinese "peace troops."

From this point on, the GM should watch the progress of the Chinese invasion. The party may take whatever actions it chooses in order to flee, hide or conduct a final strike against the renegade forces. As Chinese troops approach, the PCs' chances of encountering patrols increases. The Intervention Map shows how fast Chinese troops reach certain positions. When agents are within the shaded area, the GM should roll 1d every hour. On a roll of 1 or 2, the agents encounter a Chinese patrol. The Chinese troops attempt to take them into custody.

A Chinese patrol consists of three squads of 12 soldiers each, which have three trucks for cross-country movement.

If the Chinese capture spies, the agents' history controls their fate. Those who are captured in battle, or who have failed to maintain their anonymity, face a grim fate. General Xi-Nan relishes the chance to discover Western agents behind the unrest in Kazakhstan. If he can link the agents with espionage activity, he has them put on trial. A People's Court sentences the spies to 20 years of labor. Spies may attempt to escape, but that lies beyond the scope of this adventure.



Media Attention

Fortunately for the agents, this mission takes place in a region often ignored by the international news media. Nevertheless, if the agents behave recklessly or allow the operation to drag on too long, they may attract worldwide attention. The party may attract media curiosity under the following circumstances:

If the agents discharge weapons or create minor disturbances within the town of Chelkys, the Kazakh press takes notice. An irregularly-printed newspaper in Alma-Ata publishes all available details, although the agents do not notice this unless they specifically ask to monitor media sources. A day later, Harald Keller, the Austrian reporter described in the sidebar, arrives in Chelkys probing deeper for a story.

The party may give away its presence through communications. Agents of China's Central Control of Information draw on their electronic surveillance capabilities to watch for telephone and radio messages from this region. Not only may they use information they gain for their own purposes, they may report the presence of secret agents to the world press. Once again, the GM may assume that Harald Keller investigates the incident.

Continued on next page . . .

Media Attention (Continued)

If agents ever use electronic means of communication without stating that they take precautions against eavesdropping, the GM may assume that the Chinese intercept their message. When the spies take this danger into account, allow them to make an Electronics Operation roll to keep the message secret.

If Rogov fears the party, he calls on China for aid. At first, the Chinese do not answer this call. Instead, they release the message to the news media, seeking worldwide justification for their intervention.

Three days into the operation, the Chinese automatically release information to the media on Rogov and Vatuin. This attracts heavy coverage. After two days of broadcasts, the Chinese launch their intervention.

Harald Keller's exploits across Kazakhstan create a minor subplot. Once the general media discovers this story, reporters descend upon Chelkys. Camera crews from the U.S. and Britain, France, Russia and dozens of other nations camp around the town eager to interview any European. Journalists in jeeps cruise the steppes. When agents operate in the wilderness, the GM should roll 1d twice per day. On a roll of 1 or 2, they meet five reporters in an all-terrain vehicle who want to follow and film them.

News coverage strips the agents of their anonymity, leading to endless complications in future adventures. Furthermore, it leads to certain Chinese intervention in two days. The strike comes immediately if reporters uncover plans for a decisive strike against Rogov or Vatuin.

Media coverage also embarrasses Kazakh authorities. A team of 20 experienced troopers joins the local militia and attempts to keep order.



However, agents lucky enough to have no identifying features need not fear capture as long as they surrender unarmed. China has no justification for harming Western "civilians" caught in the combat zone. Instead, Chinese officers ask the spies to make a statement on camera thanking the People's Army for rescuing them. If they refuse, the officers grow grim and threatening, but take no further action. In either event, the Chinese release the PCs to a Western nation of their choice.

J. Rogov

ROGOV DREAMS OF BECOMING A RUSSIAN

Napoleon, re-establishing the Soviet system. He sustains these fantasies half out of megalomania and half out of the knowledge that should he fail, he faces imprisonment, if not death, for leading a mutiny. This colonel currently has two hopes for his plan. He still imagines that the Chinese may assist him. Rogov also knows that the Guards Special Frontier Group possessed a store of nerve poison. If he obtained this toxin, he could either commit chemical terrorism or sell the material on the black market. However, the gas remains under Vatuin's control.

Vatuin and Rogov initially worked together to retain their independence when the Soviet Union broke up. Technically, they remain allies. However, Rogov now keeps Vatuin's camp under a sort of siege. If Rogov spots an opportunity, he may attempt to seize the gas.

Rogov's Defenses

The tactical map shows Rogov's set defenses. Note that he has mortars in the central complex, allowing his guards on the perimeter to call for indirect fire. Note also that if Rogov expects an attack, he has his BTR-50 armored vehicles (p. 105) readied to react to any battle. Rogov may also call upon his allies if he feels threatened. Ahmed (p. 96) would order his patrols in the surrounding hills to harass Rogov's enemies. Bridget Salley (p. 90) would attempt to have Rogov's antagonists arrested or assassinated in town. In either case, the agents may forestall these dangers by settling affairs with the NPCs in question first.

If the party attacks and wins the battle but withdraws, Rogov calls on Vatuin for aid. Assuming that the two have not yet fought one another, Vatuin does not betray his fellow colonel. His patrols receive orders to kill the intruders on sight. Furthermore, he sends five troops to defend Rogov's camp. These five operate as a mobile team, waiting until the party appears, then counterattacking while the PCs fight Rogov's defenders.

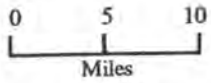
Rogov also sends to China for aid. The Chinese pass his call on to the international news media, as described on p. 99. After two days of coverage the Chinese launch a full-scale intervention, as described on p. 99.

1. *Minefields.* These zones contain small, anti-personnel mines. Anyone who passes through the mined region must make a Vision roll at -1 to avoid detonating a mine. Those who move cautiously may make the roll at +2 instead, while those who dash through suffer a -4 penalty. The mines cause 4d damage to the person who set off the trap and also to anyone within one yard.

2. *Strongpoints.* Strongpoints consist of three troops in a small trench, with rocks or sandbags along the lip. In addition to their usual AK-47 rifles, one of these soldiers has an RPG-7 anti-tank weapon. The troops use their RPG only in extreme circumstances. Soldiers in the strongpoints have walkie-talkies, for use in summoning help and artillery fire from the central camp. Consult *GURPS High-Tech, Second Edition*, p. 78, for details on indirect artillery fire.

3. *Kill Zones.* These are cleared areas between strongpoints.

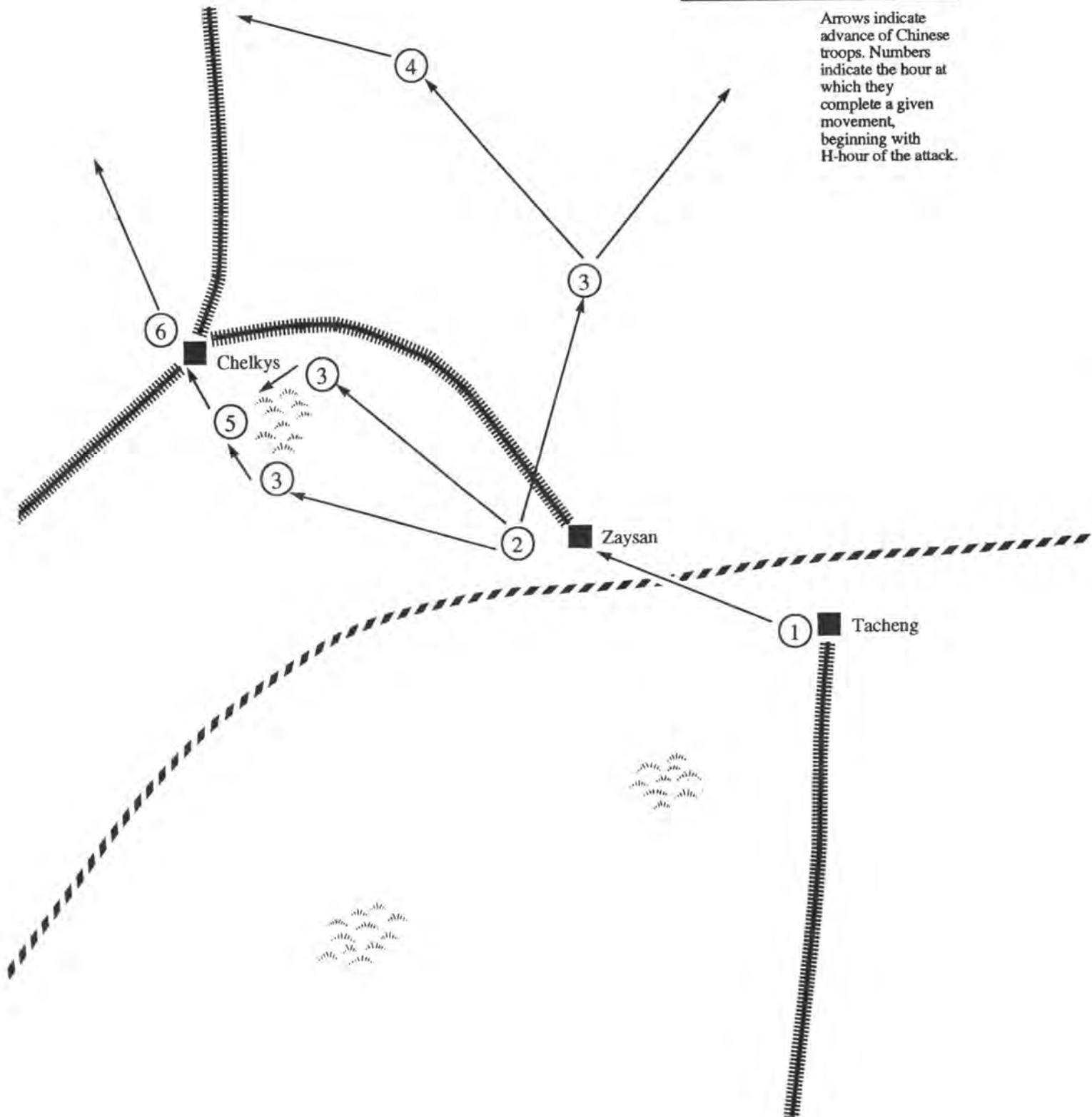
Invasion Map



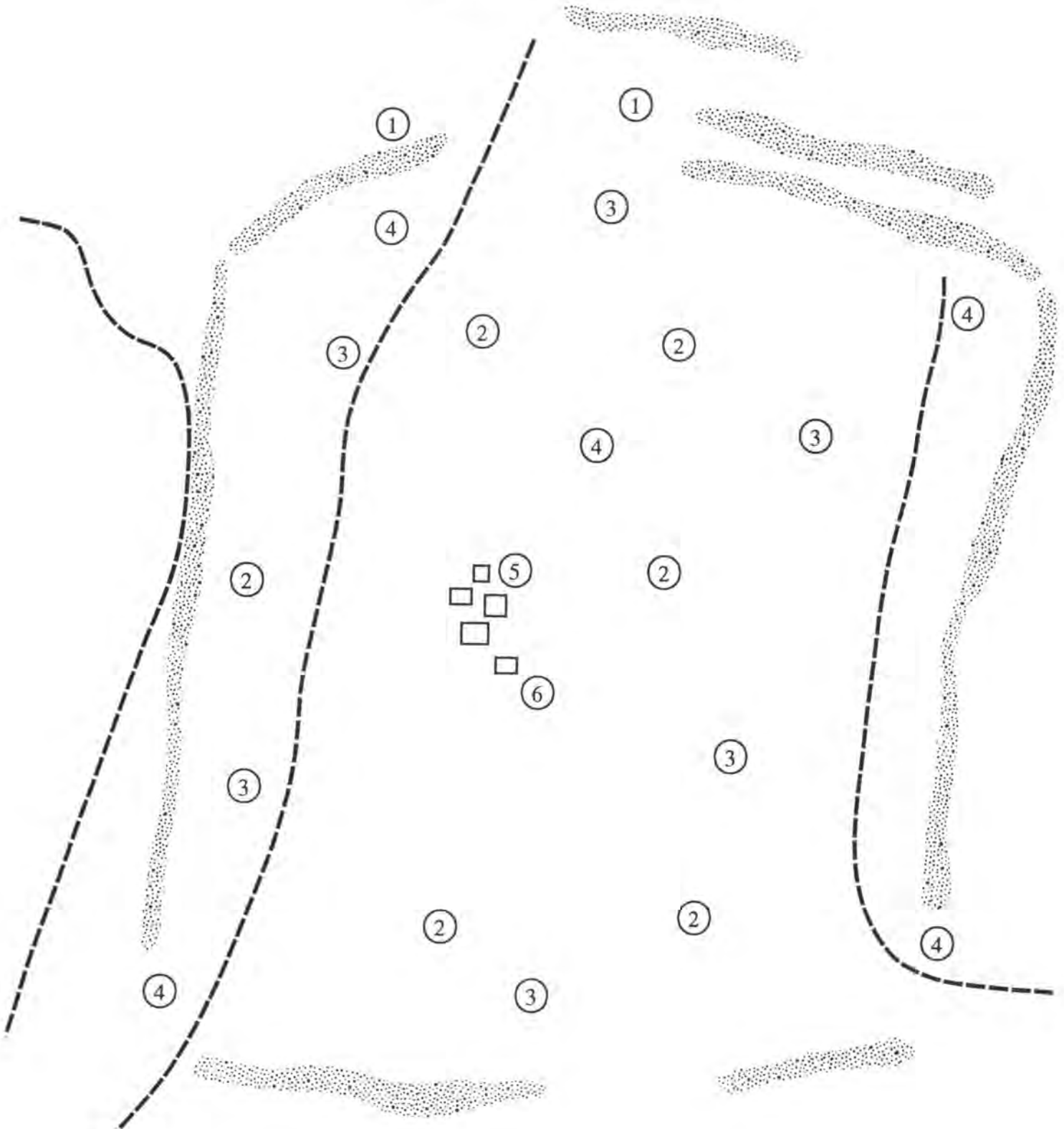
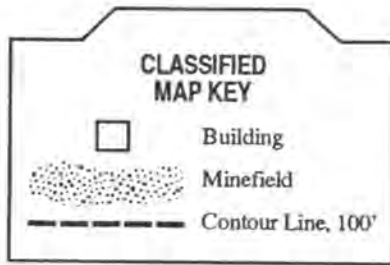
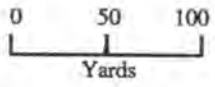
**CLASSIFIED
MAP KEY**

- Railroad
- Border
- Hills
- Advance of Troops

Arrows indicate advance of Chinese troops. Numbers indicate the hour at which they complete a given movement, beginning with H-hour of the attack.



Rogov's Base



4. *Decoys.* Decoys represent T-64 tanks, their hulls partially protected by stone, their turrets commanding the pass terrain below. Rogov has not managed to keep these tanks or their guns in operating condition. However, he hopes their presence may disrupt an attack, either by drawing fire or by causing troops to avoid the tanks.

5. *Central Complex.* This consists of an assortment of prefabricated metal buildings. At any given time, 20 of Rogov's soldiers sleep, eat and perform assorted duties here. They require 3d minutes to prepare for any sort of combat. After that, they still must reach the scene of the fighting. If Rogov knows the party plans to attack, halve the length of time to prepare.

The troops here have five 60mm mortars, which they may use to support battles nearby.

The central complex also contains five BTR-50 scout vehicles. Rogov does not have the spare parts or the fuel to keep these operational. However, if he expects an attack, he has his mechanics prepare two of the vehicles for action. These then respond to any attack on the camp.

6. *Headquarters.* The upper story of this building appears deserted. Windows are smashed and rooms are barren. However, Rogov lives in the basement, along with the five soldiers who act as his bodyguards and advisors.

Dealing With Rogov

If intruders appear unannounced at this camp, Rogov's troops attack. However, the party may manage to speak with Rogov. Bridget Salley (see p. 90) can arrange a meeting. Rogov attends such parleys accompanied by ten of his men. Exactly what the party discusses with Rogov depends on the agents' wiles and plans.

Agents may win Rogov's interest by offering to sell him weapons, or to connect him with allies in the world of black marketeering and covert wars. If the party can produce samples of these goods, and either make rolls of Diplomacy or Fast-Talk or roleplay such attempts well enough to convince the GM, it may persuade Rogov to enter personal negotiations, possibly on other ground. This gives agents a chance to assassinate him.

If the operatives attempt to persuade Rogov to give up his guns, he pretends to listen to them. However, he has no intention of surrendering. He does not believe that the Chinese intend to betray him. Nor would he consider any other means of escaping his situation. However, Rogov does not mind letting the party waste time and reveal its motives by talking to him. He may even pretend to agree to the group's ideas, but ask for time in which to prepare his troops. During that period, he sends a force of 20 to attack the spies.

Vatutin

WHEN THE SOVIET UNION DISINTEGRATED, Colonel Vatutin saw his duty in the prevention of anarchy. He commanded a highly secret base, armed with chemical agents, and he did not want these to fall into the hands of criminals, Kazakhs or reckless factions from the old Union. To protect these weapons, he led a rebellious faction himself. Vatutin joined with Rogov to spark a quiet mutiny. He seized the camouflaged bunkers in which the army held the nerve gasses and occupied them.

Dealing with Vatutin

The new Russian government proved more stable than Vatutin expected. However, now he fears for himself and his comrades. It seems outrageous to him that he might face prison for what he considered a patriotic act and furthermore, he feels it would be treason to his followers to surrender them to this

Rogov

Age 35; 6', 170 lbs.; short black hair, dark eyes.

ST 10, DX 13, IQ 12, HT 10.

Speed 5.75, Move 5.

Dodge 5, Parry 9 (Brawling).

No armor; no encumbrance.

Advantages: Charisma; Military Rank (Colonel).

Disadvantage: Overconfident.

Skills: Administration-11; Brawling-14; Driving (Stock car)-13; Fast-Draw (Pistol)-12; Fast-Talk-12; Guns (Pistol)-13; Leadership-10; Politics-12; Stealth-13; Strategy-9.

Languages: English-11; German-11; Russian-12.

Weapon: AK-47, 5d+1 damage.

Rogov is a man of great ambition. He worked energetically to rise in the Soviet military. The breakup of the Union caused his vision to temporarily outstrip his sense. He formed his renegade band of troops hoping to take advantage of coming chaos. Then, when general upheaval did not materialize, he found himself outside the law with no prospect for seizing power.

Rogov has a quiet voice which seldom reveals emotion. He may negotiate, but does not listen to remonstrance or threats.

Rogov's Soldiers

ST 12, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 5.

Flak Jacket and Helmet (PD 2, DR 4 areas 9-10, 17-18; PD 3, DR 4 areas 3-4); no encumbrance.

Skills: Driving (Stock car)-13; Fast-Draw (Pistol)-12; Guns (Rifle)-13; Stealth-10.

Languages: Czech-10; Russian-12.

Weapon: AK-47, 5d+1 damage.

Men and Morale

Rogov has a total of 58 men. At any given time, 25 are in camp, 18 man strongpoints, ten patrol in two groups of five, and five more protect Rogov. It would be practically impossible for the agents to defeat this many troops in a simple battle. Intelligent agents employ a variety of high-powered weapons, surprise attacks and hit-and-run strikes to avoid such a battle.

The GM must give this strategy a fair chance to work by keeping track of how many of Rogov's troops the agents kill and how much equipment they capture. Rogov cannot replace what he loses. If the soldiers in strongpoints die, he uses troops from the central complex to replace them, but this, of course, weakens the force there.

Furthermore, although Rogov has a few enthusiastic troops, his soldiers' discipline remains uncertain. Some of his soldiers follow him simply because he was once their commander; these grow continually more discouraged about their plight. Others joined his force out of a desire to seize booty and power in a forthcoming civil war. They too feel frustrated by events. A few others sincerely believe in Marxism-Leninism, and they often endure friction with less idealistic troopers. If the party takes advantage of these conditions, it could make Rogov's force disintegrate from within.

At present, Rogov's troops see no alternative to following their commander. Agents who wish to exploit this poor morale must offer them some alternative. The GM makes the ultimate decision about success and failure in such efforts. However, if the party can both communicate the possibility of surrender (or escape) to these troops and injure them severely enough to make this option attractive, he may wish to establish a regular system for determining their response.

Treat attempts to undermine troop morale as a Contest of Skills. The agents use Psychology (Agitprop), or possibly Diplomacy, depending on their techniques. Rogov uses his Leadership skill. In the event of Rogov's death, one of his subordinates takes his place, but this soldier has a Leadership of merely 10.

If the agents win the Contest of Skills, the GM should roll 2d. This many troops defect from Rogov's forces. Agents may attempt a new Contest of Skills each day.

The GM may modify this Contest of Skills to reflect conditions. Likely modifiers to the agents' roll include:

Rogov's forces suffer casualties without inflicting any: +1.

Rogov's forces kill an attacker: -1.

Rogov's forces lose at least 29 men: +3.

Rogov dies: +4.

fate. Therefore, he and his men remain in their bunker, listening to transistor radios for news from the outside world.

Should matters go awry, Vatuin does not intend to surrender. He has reached a state of desperate resignation. His men have planted explosive charges large enough to destroy the bunker and its inhabitants, releasing the nerve gas in the process. Vatuin feels that dispersing the gas on a hilltop in the wasteland is no more dangerous than allowing it to fall into the hands of attackers. If he feels that he cannot win a battle, he detonates this suicide charge.

Agents who wish to talk with Vatuin must find a way to get in touch with him. Several options exist. Vatuin's men monitor a multi-band radio scanner, looking for news which might pertain to them, and any agents who think of radioing the hilltop may break through. Agents may also meet one of Vatuin's patrols in the hills. They can send a message through these soldiers, possibly by capturing one and releasing him. However, their most likely tactic is to sneak past Ahmed or Rogov and approach Vatuin's fort openly, asking to parley.

When approaching either Vatuin's stronghold or a patrol, agents must make Diplomacy rolls to keep Vatuin's men from shooting at them. These rolls suffer a -3 penalty if the party approaches armed. The GM may assume that even if agents have not yet spoken to Vatuin, the Diplomacy skill includes knowledge of how to approach in a non-threatening manner and how to communicate one's desire to talk before shooting starts.

If agents can contact Vatuin, they find it possible to negotiate with him. He would agree to surrender under two circumstances. First, the party would have to arrange to get the nerve gas in his bunker to Russia or the West. Second, they would have to keep him and his followers from facing punishment for their acts.

An imaginative bunch should be able to solve these problems. They do have to resolve several details. Vatuin refuses to defect to the Company, and would not permit his men to reveal Soviet secrets. However, most parties can come up with an alternative solution, such as calling on a Patron to help Vatuin and his men change their identities. They might also lure the colonel out of his stronghold with false promises and then betray him.

Once the operatives arrange Vatuin's exit, Game Masters must decide how many of the details to play out. In general, if the party comes up with a solid plan for disposing of Vatuin and his men, the GM should allow it to succeed, possibly roleplaying the necessary negotiations. The actual escape from Kazakhstan may present more danger. Here, the GM may wish to go through every step of the trip, using the section titled *Insertion* (p. 89) as a guide to Kazakh border guards and their behavior.

The agents may wish to communicate with the Company or other outside sources regarding their negotiations with Vatuin. Game Masters should keep in mind that this may attract media attention, as described on p. 99.

Vatuin's Defenses

Vatuin has 15 crack commandos under his command. At any given time, five are on patrol. The rest wait in the tunnels of Vatuin's complex, ready to defend it. At any given time, four will be asleep, eating or occupied. The others remain on duty. In the event of an attack, the guards at the entrances fire from their positions. Off-duty troops spend 1d turns preparing, and then make ready to repel any challengers who penetrate the cavern.

Vatuin's men can detonate small explosive charges to help repel an attack. See area 2 for details.

Vatuin himself remains in the control room, watching the battle's outcome. If Vatuin considers defeat a certainty, he detonates his suicide charge. He takes

this action if the agents kill eight or more of his men, or if he himself reaches zero hit points. However, he cannot escape a final moment of horror at what he is about to do. Vatuin must make a Will roll at -3 to actually detonate the charge. If the first one fails, he may attempt a new one each combat turn. This may buy the agents a few seconds to stop him.

1. *Cliffsides.* Stones jut outward from these stony precipices, making them almost impossible to climb. The trails allow an easy route up the mountain. Those who go elsewhere must make Climbing rolls at -2 or fall 20 feet.

Anyone who emerges either upon the trails or cliffsides here becomes visible from the tunnel mouths. The troops there may accept calls for a parley, as described above. However, if the agents approach this place as enemies, this is where the guards in the tunnel mouths open fire.

2. *Explosive Charges.* Vatuin's men have small explosive charges buried in the stone. Wires running through loose gravel connect these improvised claymore mines to the tunnel mouths. Soldiers there may detonate the charges at will. Treat these explosions as US Mark 67 Defensive grenades, with a +2 to damage due to flying stone.

3. *Tunnel Mouths.* Artificial boulders conceal these entrances to Vatuin's complex. Two soldiers watch each one, ready to open fire with both assault rifle and explosive charges.

Note that each tunnel bends sharply just past the entrance. This keeps attackers from tossing grenades or other hazards deep into the complex. It also gives the defenders a second redoubt from which to hold off an assault. If a soldier in a tunnel mouth suffers a wound, he withdraws around the corner. Then he waits there, ready to pounce upon the first enemy who tries to enter.

The tunnel mouths also contain speakers for a public-address system. Vatuin uses this to warn attackers of his suicide bomb. As his beloved men suffer casualties, he may grow melodramatic. "I am not one to be taken alive. But I am quite ready to take us all to hell."

4. *Complex.* Whitewashed concrete walls line the interior of this complex. Bundles of cable run along the ceiling, carrying, among other things, wires crucial to the explosive charges and the suicide bomb. If agents could contrive to sever these wires, they could prevent the detonation of these charges.

The complex contains barracks, a kitchen and a command center, complete with computer screens and panels of radio equipment. A generator hums in this center. Vatuin and the off-duty soldiers spend their time here.

5. *Missile Bay.* Vault doors protect this vast chamber. The bunker contains oiled racks and a concrete launching pad designed for firing short- and intermediate-range Scud missiles. An adjoining chamber contains the missiles, stacked in neat rows, labeled with heavy plastic tags.

6. *Chemical Weapons Bunker.* One enters this room through a small chamber, protected by doors with rubber seals. The smaller room contains a chemical sniffer, a shower stall, and a rack of protective suits. These antiquated chemical-protection suits are made of heavy black rubber, with bulky O-rings at each seal.

The interior chamber contains the gas, stored in pressurized cylinders six feet tall. The containers are painted tan and olive drab. Vatuin fixed his suicide charge to these canisters with layers of electrical tape. This bomb contains enough plastique to devastate the tunnel complex and release the gas. See the sidebar (p. 106) for details on its effects.

Fortunately, simply severing the bomb's wires defuses it. The difficulty lies in getting past Vatuin's defenses before he sets the bomb off.

BTR-50 Armored Personnel Carriers

The BTR-50 is a tracked, boxlike vehicle, with one machine gun. It travels at 27 mph by road or 6.24 mph in the water. The vehicle can carry up to 14 men. A BTR gun has these statistics: 13d Cr, SS —, Acc 8, 1/2 Damage at 1,400, Max 6,000, RoF 10, Shots 50B, Rel -2.

Maxim Vatuin

Age 39; 6', 170 lbs.; short black hair, dark eyes.

ST 10, DX 12, IQ 13, HT 11.

Speed 5.75, Move 5.

Dodge 5, Parry 9 (Brawling).

No armor; no encumbrance.

Advantages: Military Rank (Colonel); Strong Will +2.

Disadvantages: Sense of Duty (His men); Sense of Duty (His country).

Skills: Administration-11; Brawling-14; Driving (Stock car)-13; Fast-Draw (Pistol)-12; Guns (Pistol)-13; Leadership-10; Stealth-13; Strategy-9; Tactics-13.

Languages: English-11; Polish-12; Russian-12.

Weapon: AK-47, 5d+1 damage.

This stern-jawed colonel stands erect. He spends much of his time in silence now. Vatuin feels an obligation to keep the toxic gasses in his possession out of enemy hands and a duty to spare his followers punishment for their rebellion. As Vatuin's situation becomes hopeless, he remains calm and efficient but gradually resolves to destroy both himself and his enemies in a final, desperate move.

Vatuin's Commandos

ST 12, DX 13, IQ 9, HT 10.

Speed 5.75, Move 5.

Dodge 6.

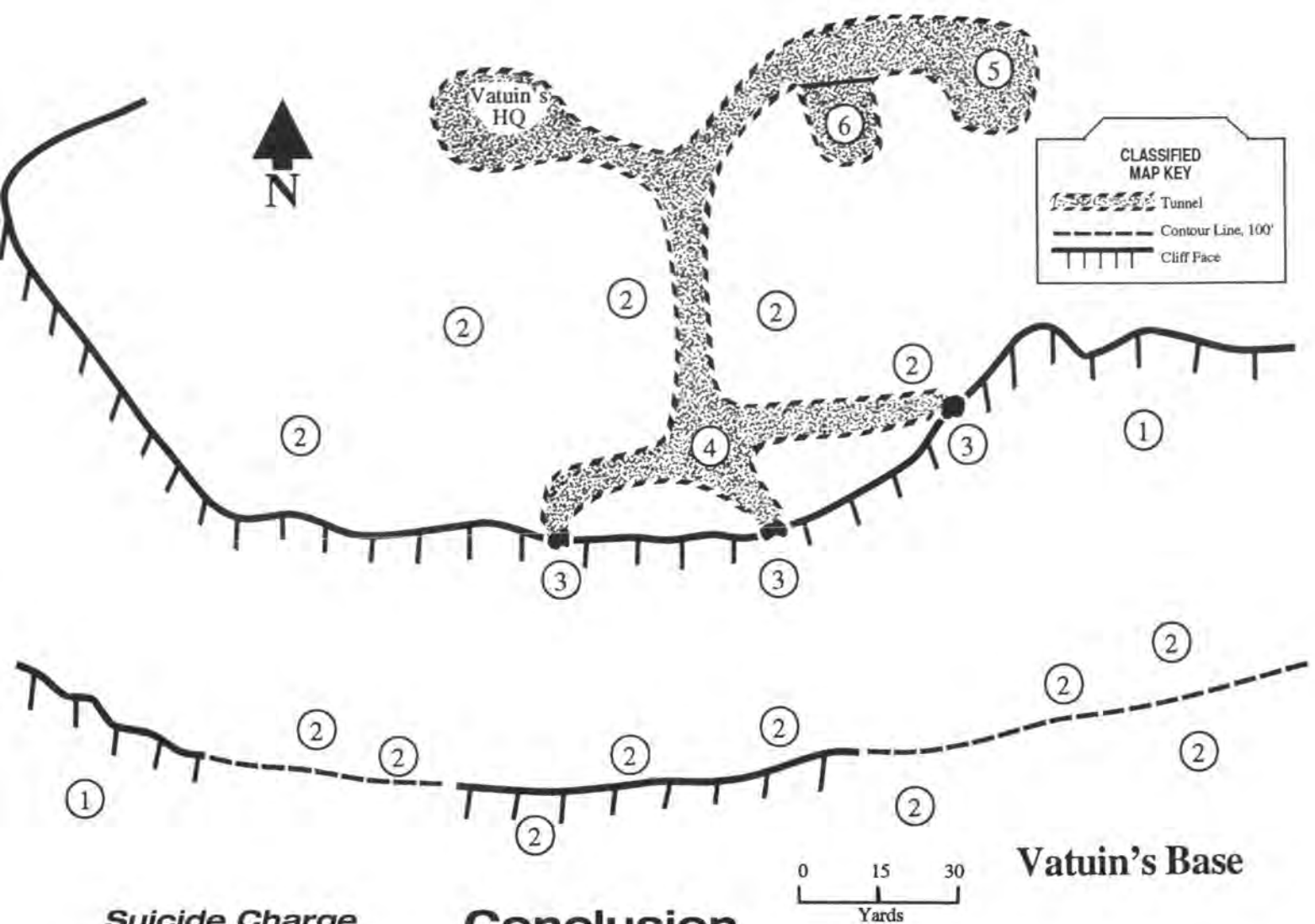
Flak Jacket and Helmet (PD 2, DR 4 areas 9-10, 17-18; PD 3, DR 4 areas 3-4); no encumbrance.

Advantages: Combat Reflexes; Toughness (DR 2).

Skills: Driving (Stock car)-13; Fast-Draw (Pistol)-14; Guns (Rifle)-15; Stealth-13.

Languages: Czech-10; German-10; Russian-12.

Weapon: AK-47, 5d+1 damage.



Suicide Charge

If Vatuin detonates his suicide charge, or if agents accidentally release the nerve gas, the following effects are observed.

Nerve gas can enter a victim's system through either the lungs or the skin. Anyone breathing contaminated air automatically receives a dose. Those wearing gas masks but no protective clothing may remain unaffected for 1d turns. Victims who receive a dose of nerve gas suffer 1d damage per turn until death. This damage continues even if exposure to the nerve agent ends. A dose of atropine sulfate can halt this damage. However, atropine itself is poisonous. The person administering the atropine must make a Poisons roll to keep from inflicting 1d-2 more points of damage with the antidote.

Vatuin's bomb contains a pound of C-4 plastic explosive, which can cause 9d damage. Quarter this damage for every two hexes away from the explosion the victim stands. Following the explosion, a cloud of gas covers the entire hill and drifts with the wind, poisoning everything in an elongated oval half a mile long. The GM should roll 1d to determine wind direction. On a roll of 1 or 2, the cloud travels east. On a roll of 3, it travels north, on a roll of 4 it travels west and on a roll of 5 or 6 it travels south.

Conclusion

AFTER THE DISPERSION OF VATUIN AND ROGOV'S armies, the agents may return to the United States. Ideally, their activities remain unknown. However, this adventure may well end with a flurry of media coverage. There are constant headlines about Chelkys. Whenever the agents see a television set, the endless brown of the Kazakh steppe catches their eye. In either event, they have a day to rest before their meeting with Mr. Cornell.

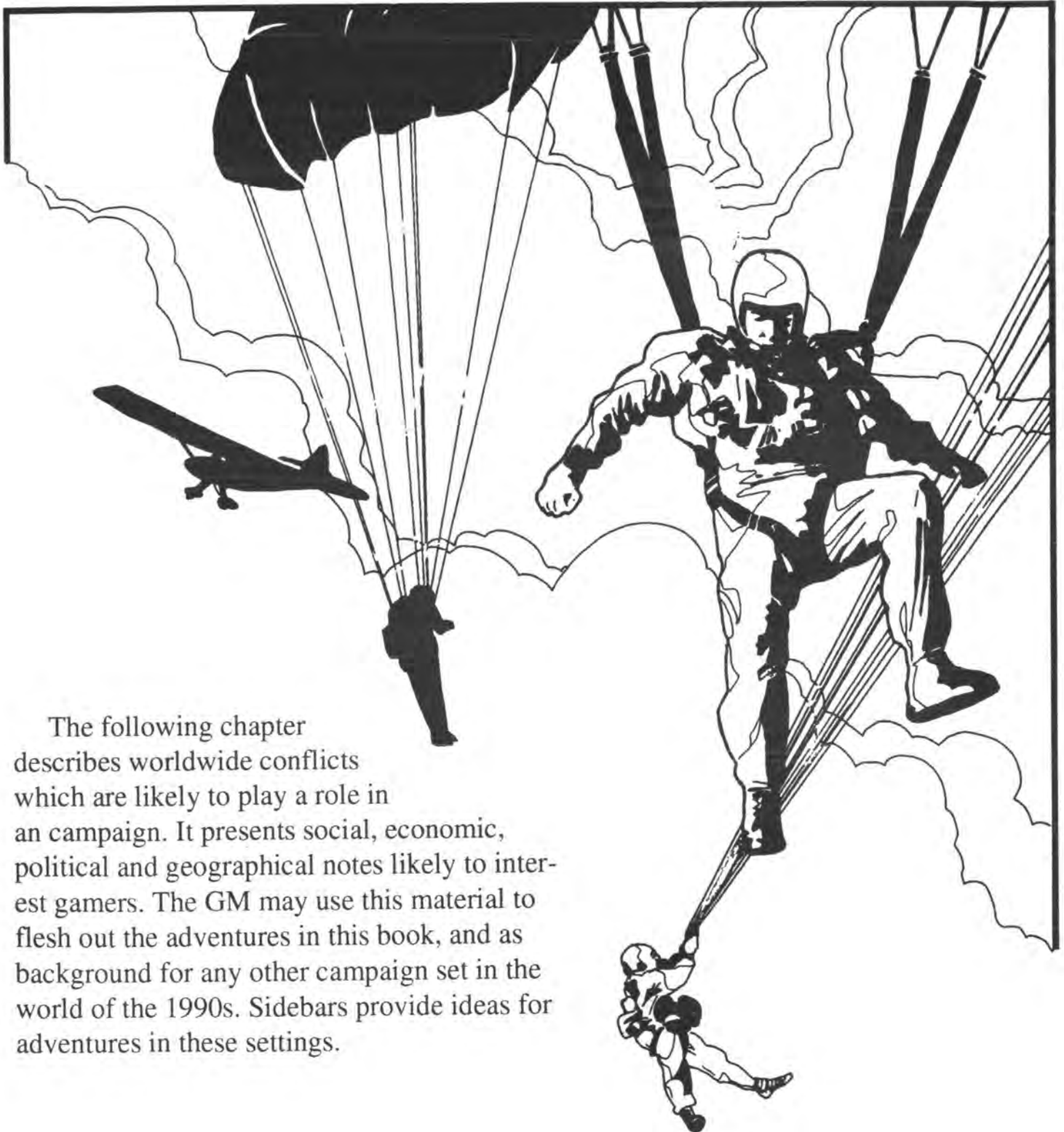
Mr. Cornell's mood depends on the success of the mission. If the agents avoided all media attention, he greets them with a twinkle in his eye. For the first time, he appears actually cheerful. Should the mission have attracted more attention, he seems dour, speaking through clenched teeth. However, as long as the agents did eliminate the renegade armies before the Chinese arrived on the scene, Cornell identifies the mission as a success and pays the agreed sum.

Award character points for this adventure as follows:

- Defeating Rogov: 2.
- Defeating Vatuin in battle: 2.
- Accomplishing Vatuin's evacuation without a battle: 3.
- Avoiding all media attention: 1.



ADVENTURE LOCATIONS 5



The following chapter describes worldwide conflicts which are likely to play a role in an campaign. It presents social, economic, political and geographical notes likely to interest gamers. The GM may use this material to flesh out the adventures in this book, and as background for any other campaign set in the world of the 1990s. Sidebars provide ideas for adventures in these settings.



The Nuclear Club

The following list shows nations which possess major nuclear arsenals and the number of strategic warheads they possess.

China: 200.

France: 402 or more. France officially plans to reduce this total to 384 by the next century.

Great Britain: 192. Great Britain's current plans call for an increase in the nuclear arsenal, to a possible 400 warheads.

Israel: 100 or more. The existence of an Israeli nuclear arsenal remains unofficial but widely known.

Russia: 10,237. Russia officially plans to reduce this total to 3,000 by the next century.

United States of America: 9,986. The U.S. officially plans to reduce this to 3,500 by the next century.

The following list shows nations with active nuclear programs:

- Algeria
- Iran
- Iraq
- Libya
- North Korea
- Pakistan
- South Africa.

India has already detonated nuclear devices but claims not to maintain a nuclear arsenal.

Certain data, such as currency exchange rates, fluctuate dramatically. The information here is up-to-date at the time of the book's writing (freely adapted from Brian Hunter's compilation, *Statesman's Yearbook*, St. Martin's Press, 1992), and should suffice for roleplaying purposes. In the same fashion, suggestions about terrorist or espionage activity, while grounded in real-world conflicts, should be interpreted as guides for creating adventures, not depictions of everyday life in the nations concerned.

Western Europe

MOST GAMERS KNOW THE LANDMARKS

and political alignments of Western Europe well. Europe offers an ideal setting for subtle espionage in elegant settings. Terrorism and counterterrorism no longer make the news as frequently as in the mid-1980s, but this remains another avenue for adventure.

Andorra

This tiny fiefdom between Spain and France is noteworthy primarily for its smallness. Andorra is highly mountainous. It uses both French francs and Spanish pesetas.

Finland

With the decline of the Soviet Union, this nation may obtain more independence internationally. Finland's lakes and tundra offer a beautiful, remote and dangerous setting for adventures. Although the country has no noteworthy military conflicts, secret agents may find it useful for its isolation or its proximity to Russia. The Arctic may also interest those with a need to contact satellites in certain polar orbits. \$1 = 4.48 Finnish marks.

France

Paris remains the center of French civilization, although espionage agents may also find France's southern ports pivotal in operations involving the less stable parts of the Mediterranean. France's cosmopolitan tradition has historically made this country a haven for deposed heads of state and also for assorted political radicals. The French also have a reputation for tolerating arms dealers, terrorists and similar international troublemakers, as long as these people do not create disruptions within France itself.

Organizations taking shelter within France include the Committee in Solidarity with Arab Political Prisoners, the Computer Liquidation and Hijack Committee (an organization dedicated to destroying modern technology), the Iparretarrak Basque separatists and the Anti-Terrorist Liberation Group, an organization of right-wing Spaniards opposed to the Basques. Terrorists operating directly against French interests include Breton separatists, the Corsican National Liberation Front, vari-

ous anarchist movements and SOS France, a racial-purity movement. However, the French police hope that they have liquidated several of their more infamous terrorist organizations, notably Direct Action.

France also plays a central role within the European Community. This nation offers a prime target for economically-motivated espionage. Furthermore, if the French continue their traditional practices, they themselves discreetly spy upon friendly countries.

The French national myth emphasizes the idea that France's universal civilization can assimilate any peoples. By learning the language and following the local customs, people of any land can become French. This system worked superbly for expatriates from other European countries, along with those from the Far East and the French colonies of black Africa. However, a recent influx of immigrants from Algeria and the Middle East has not adopted French ways so smoothly. Most large cities now have Arabic districts, and a few of the Middle East's disputes now appear in France as well. Furthermore, the presence of these impoverished outsiders, with their Muslim religion has infuriated right-wing groups within France. \$1 = 5.58 francs.

Germany

The recent merger of East and West Germany restores this nation to its old position as the dominant nation in Western Europe. Germany's industries make it prominent in the Western corporate world, and its geography makes it likely to play a prime role in the emerging politics of post-Soviet Central Europe. However, the cost of absorbing East Germany presents a considerable strain on Germany's resources. As of

Operation Grindstone

The French police find a minor employee of the Russian embassy murdered in Paris. Word spreads in espionage circles that the dead man carried a card from the Banque Chartiers in Luxembourg, allowing him access to a numbered account holding unknown sums of money. The agents' role begins when their agency decides to investigate the account's purpose and the identity of its holders.

Agents who actually want to see the bank card must get it from the French police. This calls for well-placed contacts or a bit of trickery among allies. The Securitie, or French secret police, consider the matter their own business and do not make a policy of sharing information with foreigners. They intend to store it away in the files of the nation which coined the word "bureaucracy." Banque Chartiers keeps all information on account-holders secret and employs a highly-equipped team of private security guards.

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Operation Grindstone (Continued)

To perform surveillance on the account, agents must either plant someone inside the bank or obtain the card and use it to access account records. In this way, they uncover a series of drops and couriers leading to Mr. Henric VanKams of Antwerp. VanKams heads a shipping operation which transports munitions, agents and other material for Russian intelligence. This wealthy smuggler has ample means to punish those who pry into his affairs. If agents fail to keep their operation quiet, they face his assassins.

This mission presents agents with the temptation to embezzle funds from the account. Grindstone does indeed contain \$2,000,000 in French francs. However, using this money presents more dangers than the agents may realize. Banque Chartiers keeps meticulous records of both electronic transactions and the serial numbers on bills. If agents spend stolen money without carefully laundering it, the authorities, the KGB and VanKams himself discover their attempts and take appropriate action.

this writing, Russian divisions remain on German territory, despite official plans to withdraw. A spate of neo-Nazi violence in late 1992 indicates that social unrest is likely, at least on a small scale. This combination of restored potential and ongoing hardship makes Germany a prime location for espionage activity.

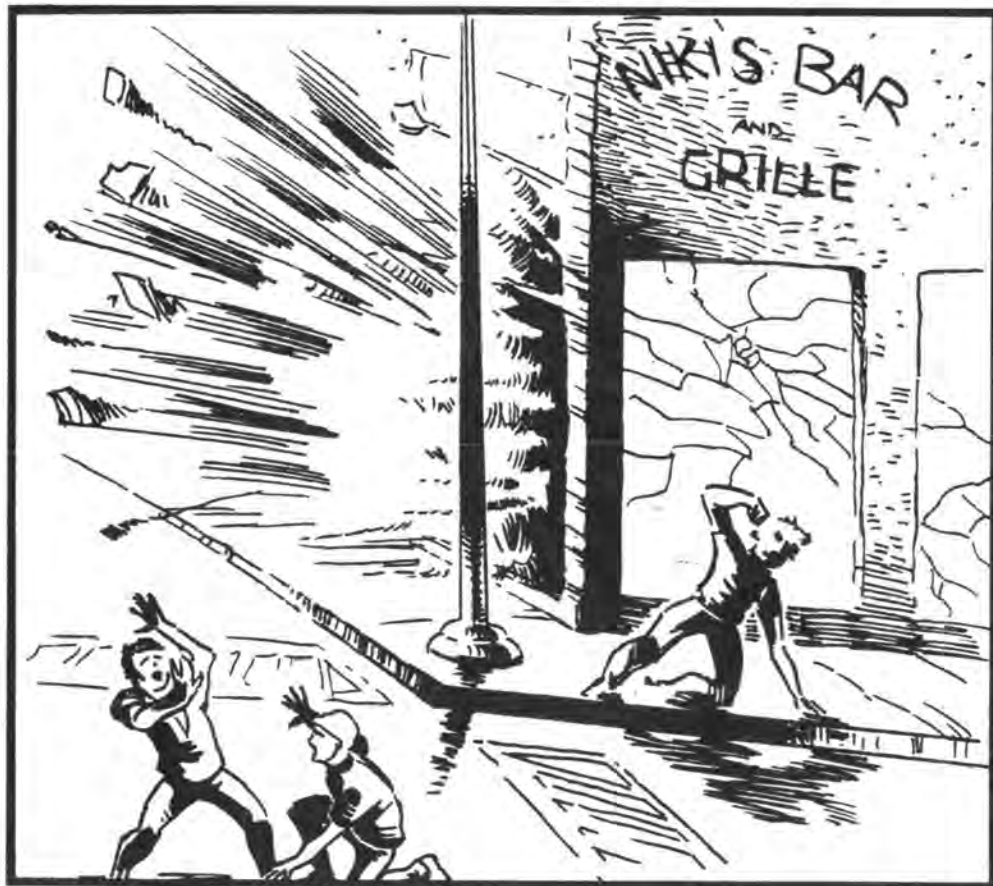
During economic booms, Germany tends to encourage immigration from the Balkans and Turkey. As jobs grow scarce, native Germans begin to resent these outsiders, and this has led to racial trouble throughout the past decades. If unrest continues to spread in Central Europe, Germany can certainly expect an influx of refugees as well. \$1 = 1.64 deutsche marks.

Great Britain

Britain's famous espionage system probably does not go to waste in the modern world, and although the British Empire no longer exists, English policymakers still concern themselves with the affairs of the entire world. Britain's largest internal problem of interest to spies remains the Irish Republican Army. The IRA interests secret agents not only as an undercover organization pursuing its cause through violence, but as one of the West's foremost traders in contraband arms and experienced mercenaries. Terrorists and spies alike may turn to the IRA to procure such resources.

Britain, like all of Europe, recently experienced an influx of immigrants. The most notable ethnic groups in England come from such former colonies as India and Pakistan. In addition to such expected prob-

lems as racist terror organizations and organized crime among the isolated ethnic communities, Britain's immigrants present a matter of special interest to secret agents. According to rumor, the Soviet GRU took advantage of the war in Afghanistan to infiltrate agents through Pakistan into England. These spies operated heroin-smuggling rings, acquiring drugs from the poppy fields of Pakistan and using the funds to support Soviet operations worldwide. If this actually took place, the GRU agents must still be in place, possibly cut off from Moscow and probably continuing the drug trade for their own ends. \$1 = 0.57 pounds.



Greece

Two potential wars threaten Greece. The Greek rivalry with Turkey, centered on the island of Cyprus, has simmered for over a century. In 1974, it developed into open warfare. Now, with the breakup of the Warsaw Pact, Greece has a rivalry with Bulgaria as well. Both Greeks and Bulgars claim Macedonia, an ancient ethnic region which overlaps the borders of both countries. No open hostilities have yet occurred, but neither has either side proposed a settlement.

A number of terrorist groups take shelter in Greece. Some, such as the anti-Turkish Greek Cypriot movement, enjoy unofficial government toleration. The Athens airport once had a reputation for low security, and this made it a frequent target for hijackers and bombers. \$1 = 186.7 drachmas.

Iceland

This volcanic, frozen island has great strategic importance to northern European powers. In the world wars and in the U.S./Soviet conflict, Iceland served as an outpost with which to confine the fleets of first Germany and then the Soviet Union. The Soviets reportedly deployed Spetsnaz commandos there, disguising them as civilians. In the event of war, they would commit sabotage or possibly stage a takeover of the island. Today, these commandos may continue to obey Russia's military intelligence system. One could also imagine them going independent, and turning to mercenary work, or simply fading into the population, carrying troves of secret information on the Soviet military intelligence system with them. One should also recall that if Russia, a unified Germany, or any other country developed ambitions to become powerful in this region, it would be wise to obtain influence in Iceland.

If the agents adventure here, the GM should keep in mind the splendor and danger of Iceland's tundra. Gamers who mix fantasy or horror elements into their campaigns might note that the Norse religion persisted openly on Iceland until late in the Middle Ages. Neo-pagan groups remain active here today. \$1 = 52.75 kronur (1 krona = \$.02).

Ireland

The arms trade supporting IRA guerrillas flows through the independent nation of Eire. Chief IRA leaders also base themselves here, hoping for a measure of protection from British strikes. In response, commandos of the British Special Air Service occasionally mount illegal strikes on Irish targets. The Irish government officially suppresses terrorist activity, although a great many people sympathize with IRA motives. \$1 = 0.61 pounds.

Turkey

Turkey maintains more soldiers than any other country from the old NATO alliance. The Turks also face multiple threats. Greece presents a potential enemy to the West. Furthermore, the mountains of Eastern Turkey harbor both experienced Armenian terrorists and bands of Kurds. The Turkish government also considers Islamic fundamentalism a threat, and imposes strict measures to suppress it. \$1 = 5,878 liras.



The Traitor's Mark

It grows gradually more obvious that a double agent operates within the agency's Milan counterterrorism branch. Information coming from that source has become misleading and often, wholly false. The Company sends the party to locate the source of the leak.

Agents may either arrange for assignments to the Italian branch or attempt break-ins and electronic surveillance of their own agency. The Italian branch operates out of Babel Consulting, a dummy computer firm specializing in multilingual software. The employees of the firm range from Reginaldo Convera, an agency thug trained by the Sicilian Families to Guido Ricardo, an accomplished translator whose absent-minded extravagance keeps him in perpetual poverty.

The actual double agent proves to be Camile Felinni, a young communications officer in the office. She recently became infatuated with Javert Monast, a mature French leftist and adventurer. Javert fought on behalf of the Viet Cong in the early 1970s, the French terrorist group Direct Action during the early 1980s and now belongs to the anarchist group Prima Linea (front line). This veteran terrorist has acquired nearly superhuman levels of skill and a few friends as well.

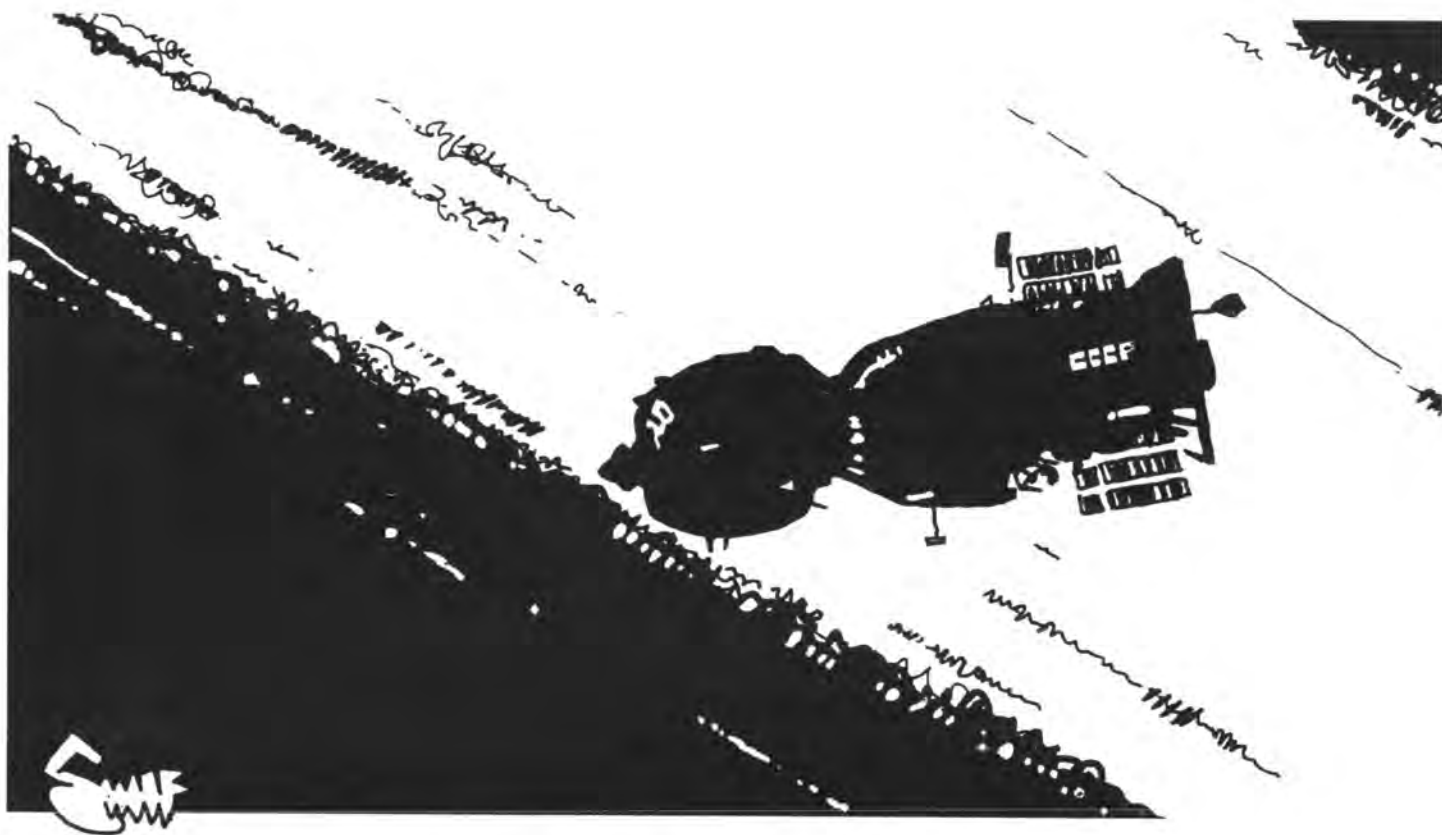
Javert Monast and Camile would fight to the death to protect each other. Agents may choose to overpower them. However, another option exists. Javert owes his loyalties to his sense of adventure, not to any one political cause. The agents might recruit him as an asset for the agency. Controllers would still remove Javert and Camile from positions involving secret information, but the two could still serve in other ways.

Central Europe

THE POST-COMMUNIST NATIONS OFFER SECRET agents a chance to become involved in shaping history. Depending on the nature of the GM's campaign, forays east of the old Iron Curtain can involve a harsher, more violent sort of European adventure, or they can help to shape the future continent.

Albania

Since World War II, this tiny, mountainous country maintained strict isolation from both East and West. Partially as a result, Albanians live under conditions which may be the most primitive in Europe. Many citizens wish to emigrate, but Italy and the other nearby nations are reluctant to accept large numbers of them. Albania possesses reserves of oil, in addition to extensive forests. \$1 = 50 lek.



Bulgaria

Once one of the Warsaw Pact's most useful tools, Bulgaria was also among the earliest states to separate itself from the Soviet empire. Today, Bulgaria's proximity to the remnants of Yugoslavia makes it a route for arms smugglers and perhaps secret agents as well. Furthermore, Bulgaria may face an ethnic dispute of its own. The Bulgars and Greeks each claim the province of Macedonia. Although Macedonia currently remains peaceful, this question has historically involved as much violence as the other disputes of the region. \$1 = 18.37 leva (1 lev = \$.05).

Czech Republic

With the coming of 1993, this nation separated itself from Slovakia. The Czechs remain the wealthier of these peoples, and the ones with the most connections to the West. This mountainous country's geographical location makes it central to the middle part of Europe. \$1 = 28.92 korunas.

Hungary

Hungary, like all its neighbors, must find a system to replace Marxist government and the Warsaw Treaty Organization. Furthermore, Hungary and neighboring Romania have contending claims on the Transylvanian mountains, along their mutual border. \$1 = 78.13 forints.

Russia

Despite the dissolution of the USSR, the Russian Republic still stretches to the Pacific, and still controls the bulk of the Soviet Union's armed forces. Inflation, inefficiency and shortages wrack Russia's economy, assorted factions threaten its government, but the nation remains one of the most powerful on earth. Russia continues a space program, and its research facilities continue to produce innovative weapons, including new forms of mobile anti-aircraft weapons and artillery systems. Western intelligence agents no longer need consider Russia the world's foremost archvillain, but they must continue to monitor Russia and to guard themselves against it.

The classic villain for adventures in Russia of the 1990s is a faction seeking to bring back strict Communism. Certainly, much of the Soviet system remains intact. The army's officer corps was formed under Marxism/Leninism. Although few government bureaucrats still openly espouse Communism, many received their jobs for loyalty to that system. The current government, headed by Boris Yeltsin, achieved control more through immense popular support than actual power or established routine. This popular support already shows signs of wavering in the face of hardship, and further hardship seems inevitable. Old-fashioned Communists pose a genuine threat.



Homecoming (A Horror Crossover)

Mr. Cisneros Ionescu, a young Eastern European gentleman residing in Paris, hires a group of "freelance professionals." He wishes to return to his holdings in Hungary. However, owing to the political instability in that nation, he requires the services of competent bodyguards. Mr. Ionescu explains that he has been politically outspoken and has numerous enemies.

Indeed, Mr. Ionescu was quite outspoken — in the 19th century. Ionescu fought for independence from Austria and, when mortally wounded by government bullets, offered his soul to an Undead in return for a chance to continue the struggle. He became a vampire. Ionescu used his new powers to full advantage against the Austrian secret police. Unfortunately, he did not know how to control the transmission of his dark gift, and thus turned several of his foes into vampires as well.

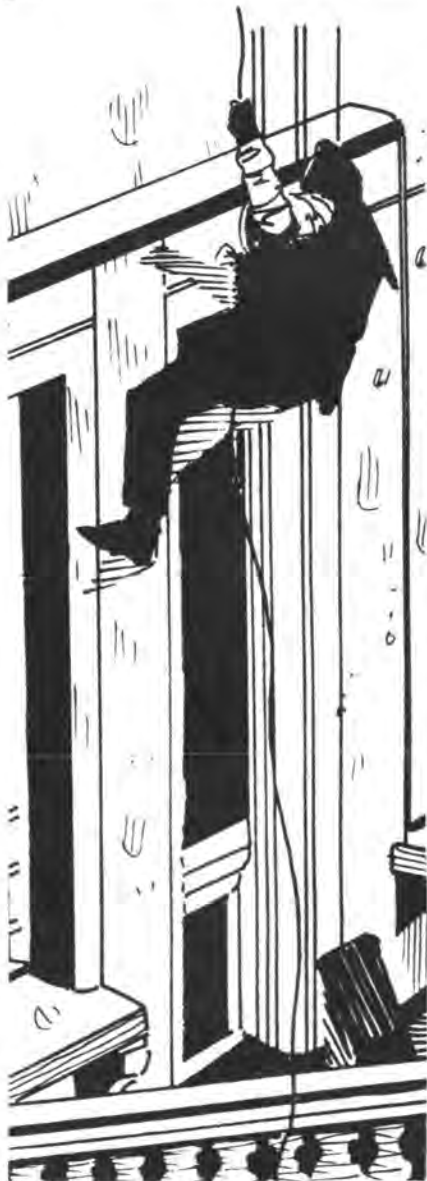
Following the Hapsburgs' recognition of the Hungarian dynasty, Ionescu claimed the title of a minor nobleman and used his new influence to feed his new hunger. The police-vampires survived as well and continued to strive against him.

Naturally, Ionescu attempts to keep his condition secret from the mercenaries he hires. There are rooms they must not enter and times (daylight) when they must not disturb him. Meanwhile, they find themselves defending his castle by day against the assaults of hired thugs and professional assassins, all managed by a network of master spies who have operated for over a century. At night, the secret police may come themselves. Furthermore, should some believable evidence of these affairs become public, the agents may face attack by superstitious peasants.

Highway to Ruin

This adventure sends the agents to war-torn Yugoslavia. European relief agencies wish to send convoys along the highway from Dubrovnik to Sarajevo. Although the United States officially takes no part in this operation, the agency sends operatives to locate Serbian ambushes and artillery positions threatening this route. The agents need not eliminate these positions. They have only to find them.

The adventure consists of an exploration of the highway, the towns along it and the surrounding hills. If the agents can elicit information from the frightened farmers and townspeople who live throughout this region, they may avoid a number of dangerous traps. Patrols of Serbian-sponsored bandits also roam this area, making the adventure yet more dangerous.



Other groups may not threaten the Russian government's existence, but they may involve secret agents. Pamyat, a right-wing political party, wishes to establish a pseudo-fascist regime. Pamyat's goals include cleansing the nation of non-Russian peoples. The newly-independent republics may also threaten Russia, by allowing their own conflicts to go across borders. The larger republics, notably Ukraine, can directly challenge Russia's control over territory, resources or military assets.

Geographically, Russia offers gamers a continent full of adventure locations. Russia has an Arctic region in the north, with ancient taiga forests south of that. European Russia contains cities and industrial zones. To the east, one encounters open steppeland. \$1 = 0.57 rubles.

Romania

A variety of rivalries divide this nation. The violent uprising against Nicolai Ceausescu left a variety of ex-government officials and strongmen in power, some of whom have started to abuse their new influence. The new Romanian government has shown a tendency to bring gangs of supportive miners to the cities for use as thug squads. In addition, ethnic disputes dating to the 1930s and before are again on the rise. Romania's old ultra-fascist party, the Iron Legion, has members again. Hungarians and Romanians bitterly resent one another. The nation of Hungary still claims much of Romania's territory in Transylvania. \$1 = 198.21 leu.

Slovakia

The eastern half of old Czechoslovakia remains free of the ethnic disputes to its east. It may serve as one of the more stable of Eastern Europe's newborn states. As such, it could become a staging ground for espionage activity in more troubled nations. As of this writing, Slovakia continues to use the currency of the united Czechoslovakia. \$1 = 28.92 korunas.

Yugoslavia

The nation of Yugoslavia, an amalgam of Balkan nationalities, no longer exists. Serbia, one of the largest nations within Yugoslavia, fights to control as much of the old republic as it can. This has caused fighting and genocidal "ethnic cleansing" throughout the region. Other nations which have emerged or are likely to emerge from Yugoslavia include Slovenia, Croatia, Bosnia, Herzegovina and Macedonia, which may soon become the focus of a dispute between Greece and Bulgaria. Rugged mountains and a long tradition of hatred make it nearly impossible for outsiders to intervene in Yugoslavia's war. \$1 = 13.6 dinars.

Central Asia

THIS REGION OFFERS EXOTIC CULTURES and forbidding terrain. Although Central Asia remained on the periphery of world politics during recent decades, it could become crucial to a near-future balance of power.

Afghanistan

This nation's mountain warriors have fought outsiders and each other for most of history. The withdrawal of Soviet troops may have reduced



Afghanistan's visibility in the Western media, but it hardly ended warfare between guerrilla bands. The Afghan hill people follow their ancient customs of strict Islamic religion, hospitality and revenge. A tiny urban elite favors more Western values, such as central government and women's rights. The devastation of the countryside caused by warfare forced many of these people into cities, or into neighboring Pakistan. \$1 = 56.37 afghanis.

India

India's vast size and population make it a candidate for world power. Within India, the mixture of peoples and religions creates an amazingly rich culture, but also leads to extensive violence. India's rivalry with Pakistan provides yet another threat to the nation. The countryside itself, with densely populated lowlands, teeming cities, diminishing tropical jungle and mountains challenges agents.

India's chief internal troubles come from the hatred between the Islamic and Hindu religions. The Sikhs also defend themselves actively, particularly since the government's repeated occupations of the Golden Temple, their holiest shrine. Minor insults between religions can easily provoke riots and massacres.

Religious and ethnic groups form underground cells to promote their causes. Political murder remains a common tool of these factions. India lost a president to assassins as recently as 1991, when gunmen killed President Rajiv Gandhi. The Gurkhas wage an armed campaign for the independence of their homeland in Darjeeling. Sikh organizations include the Khalistan Commando Force, the Bhindranwale Tigers Force and the All India Sikh Students Organization.

On the international level, India remains in a state of near-warfare with Pakistan. Actual shooting occurs in the Himalayas, along the border with China. Despite its status as the world's most populous democracy, India has never had smooth relations with the United States. Japan, however, has shown interest in India's economic development, and actively promotes trade with the subcontinent. Players of near-future games may see an alliance system in which China and the United States oppose India and Japan for influence in this region.

India has detonated an atomic explosion, although it claims not to maintain a nuclear arsenal. \$1 = 26.17 rupees.

Pakistan

This mountainous Islamic nation maintains an enmity with India which could develop into war at any time. Pakistan also plays a role in the espionage world because of its proximity to Afghanistan. Afghan refugees flood the northern sections of Pakistan, and all of the arms trade associated with that fighting flows through this country. Opium and

The Topsy-Turvy Country

Taira Cubed Inc., a Japanese electronics firm, attracts attention from the agency. Taira's aircraft-guidance electronics now outperform anything the West can produce. Meanwhile, the company's management displays increasingly independent policies, withholding information from both the Japanese and Western governments. The Company decides to plant long-term spies in Taira's internal-security division. Controllers assign the PCs to fake a split with the agency and then become double agents in the service of Taira Cubed.

Japan makes an excellent environment for a long-term penetration campaign. The strict and seemingly contradictory social behavior of that nation, along with its strict emphasis on group behavior makes it difficult for Western agents to blend with the population. It also gives players an interesting gaming challenge, as they roleplay characters who must roleplay their way through a strange culture. Gradually, agents either accustom themselves to Japanese ways or break. Those who break may endanger all their companions.

Most of the senior executives in Taira Cubed owe their positions to the Yakuza. If the agents hope to prosper, they must cooperate with criminals as well. The agents' oyabun meets them on the glittering streets of the Ginza. He may give them minor assignments to carry out in the course of the adventure.

Eventually, Taira develops a revolutionary new product. The senior executives plan to sell it to the Russian Republic in hopes of reviving a little East-West rivalry and setting off a little arms race in aircraft electronics. The agents receive orders to steal plans for the new chip and escape to the West. Their success or failure depends on the contacts they built up in earlier phases of the adventure.

heroin smuggling also runs rampant, and much of it finances guerrilla or espionage organizations. The Pakistan black market also supports a trade in pirated computer software, and this was the source of one of the most destructive machine viruses ever to hit the United States.

In 1990, Pakistan's military removed the reformist President Bannazir Bhutto from office in what Bhutto described as a "constitutional coup." The future of this country's government remains uncertain. \$1 = 24.6 rupees.

Middle East

THE OIL RESERVES OF THIS REGION MAKE IT central to world affairs. Furthermore, the violence of politics in the Middle East give secret agents plenty of opportunities to use direct force.

Bahrain

This oil-rich desert monarchy remains an ally of the United States. The ruling Amir al-Khalifa dynasty provides port facilities to U.S. ships. It has also been known to fund Western covert operations. \$1 = 0.38 dinars.

Cyprus

Greece and Turkey both claim the island of Cyprus, and regularly threaten to seize the territory by force. Currently, United Nations peacekeeping troops occupy Cyprus, to keep the rival nations apart. Nevertheless, a sharp division remains between the north of the island, which is Turkish, and the south, which is Greek. A cold war of sorts rages on this island, and may draw in foreign spies.

Cyprus is also a virtual museum of art treasures. It features Byzantine mosaics and icons, Turkish ornamentation and relics of the ancient period. The unrest on this island allows an illegal traffic in such things to flourish. Greek and Turkish soldiers seized invaluable works of art during their assorted battles on this island, and much of their plunder entered the black market.

International crime families based in Italy, Austria, Yugoslavia and France operate on Cyprus. Art smugglers show all the ruthlessness of their colleagues who trade in guns or narcotics. Furthermore, due to the nature of their business, these criminals remain in constant contact with the refined upper class of Europe. Secret agents may find art smuggling to be an invaluable corridor between the underworld and the parlors of the elite. \$1 = 0.46 Cypriot pounds.

Iran

Iran's extremist Islamic regime continues to fund Shi'ite factions throughout the world. These groups often conduct terrorism for their own purposes, or on behalf of Iran. However, the Iranian government seems to have matured since the early 1980s, and now has a fairly pragmatic foreign policy.

Bandit gangs armed with heavy weapons operate in Iran's western mountains. Kurdish guerrillas have bases there as well. \$1 = 66.22 rials.





Iraq

Iraq's defeat in the Gulf War has not crushed the nation, or its leader, Saddam Hussein. The Baghdad government suppressed rebellions by Kurds and fundamentalist Shi'ites and continues to test the limits of the peace treaty. Saddam Hussein is notorious for his desire to obtain nuclear weapons, and defeat has probably not extinguished that desire. Iraq is a hotbed of intelligence activity, much of it overt, as Western forces struggle to keep Hussein from attaining this goal and to enforce the terms of the war settlement. \$1 = 0.34 dinars.

Israel

This nation has defended itself against both military invasion and terrorism throughout its history. Currently, its efforts have taken a new turn, as the Palestinian movement turns away from classical terrorism by organized guerrillas and toward mass resistance by the people. Israel's recent willingness to bargain with its rivals has also changed the dynamics of the struggle. The leaders of the old Palestinian Liberation Organization no longer have complete power in their movement. Whether these trends lead to a settlement or a new sort of violence remains to be seen. \$1 = 2.35 shekels.

Kuwait

This tiny nation's oil reserves ensure it the protection of the Western nations. The Gulf War served as dramatic evidence of this commitment. In the aftermath of this war, Kuwait faces limited pressure to reform its

Desert Star

Intelligence reports indicate that Iraqi president Saddam Hussein has located a supplier for the DEF chip, a highly sophisticated electronic-warfare device. The West finds this intolerable. However, these chips do not technically violate the ceasefire agreements. Even if they did, the Coalition nations have no desire to begin another international incident. They assign the agents to capture or destroy the chips quietly.

Iraq intends to import the DEF chips on a freighter called the *Star*. The *Star* carries textile imports as its main cargo. A team of six Iraqi secret agents ride on board the ship disguised as sailors to prevent exactly the sort of thing the agents intend to do. Spies may use any means they desire to attack the *Star*, ranging from a commando attack on the open sea to an attempt at infiltration while the ship is in port.



Flight of the Hunter

During the 1980s, the Christian militia leader Adam Abdoolam served as a vital Company contact in Beirut. Now, with Lebanon at peace again and under Syrian domination, he faces disarmament and reprisal. The agency decides to extract Abdoolam from Lebanon, both as a gesture of gratitude, and in hopes that he still has useful information on Middle Eastern factions. The PCs receive the assignment to bring him out.

This adventure features an expedition into Beirut. The open violence of the past decade is over. However, armed bands still exist and the Lebanese security forces are heavily armed and willing to fight. Syrian secret agents patrol the city. As a crowning danger, Israel's Mossad wants Adam Abdoolam dead. He knows details about several Israeli anti-Palestinian operations which they cannot allow the public to know. Therefore, the agents must protect Abdoolam from Israeli assassins, which may prove especially dangerous for a party which unwittingly selected Israel as its escape route.



monarchical system of government, but it shows little inclination to doing so. The sheiks of Kuwait have provided funds for Western covert operations. \$1 = 0.295 dinars.

Lebanon

For much of the 1980s, warlords of rival religious and political factions ruled Lebanon, dividing its capital city, Beirut, into a patchwork of fortified neighborhoods. Beirut became a world capital for kidnapers, bombers and guerrilla fighters. Lebanon's aggressive Maronite Christians, allies of Israel, dominated the official government. In 1990, Syrian troops entered the country, suppressed the private armies, and installed a Government of National Reconciliation. For the moment, Syria controls this country, and the countless blood feuds seem quiet. \$1 = 974.2 pounds.

Saudi Arabia

This oil-rich monarchy generally allies with the United States. It maintains only a minimal army, but does not hesitate to use outside troops, including Jordan's elite commando unit. The United States, of course, protects Saudi Arabia against major assaults. The Saudi Arabians do, however, possess an air force, and their pilots have a reputation for high quality.

Saudi Arabia controls the holy city of Mecca. This gives it both power and responsibility within the Islamic world. By custom, Mecca must remain open to all Muslims. \$1 = 3.74 riyals.

Syria

Syria's President Hafez al-Assad continues to prove himself one of the most cunning leaders in the Middle East. After a long career of cooperation with the Soviet Union, he has managed to take unofficial control of Lebanon, and to side with the United States in the Gulf War. Syria's connections to terrorist organizations allows it to either arrange attacks or negotiate the release of hostages, as suits Syrian policy. \$1 = 20.23 Syrian pounds.

North Africa

Algeria

This relatively prosperous country has a pleasant, fertile coast and a desert interior. Many of its people subscribe to a strain of radical Islamic fundamentalism. In December of 1991, the Muslim political party Islamic Salvation Front won national elections. However, in March of 1992, the military declared the elections void and took power. The situation currently remains stable, but several mysterious assassinations have taken place in the intervening years, and the potential exists for an explosion. \$1 = 22 dinars.

Egypt

This large, wealthy nation is the pre-eminent power in the region, and with justification. Egypt controls the Suez canal, and Egypt main-



Stitch In Time

Algeria has only a vestigial nuclear research program. The Company wishes to make sure that this program never grows any larger. Therefore, agents receive an order to infiltrate the country and destroy the El Akbar laboratories, where researchers attempt to develop nuclear triggering systems. The agency wishes to keep this operation silent.

Agents must evade the fierce security measures imposed by Algeria's ruling junta to suppress uprisings by Islamic fundamentalists. They must remain hidden in Algeria's urbane cities and manage a trek across the desert to strike the laboratories. In addition, they face a second enemy. Sword of Justice, an Islamic group opposing the military government, operates in the area. Sword of Justice hopes to reinstate the democratically-elected Islamic government which the military overthrew. This organization hopes to attract international attention. Sword feels that if outside nations intervene, they will force the military to accept a compromise.

Sword of Justice may offer to help the agents. However, its true goal is only to provoke a grand battle between foreign agents and the police. Failing that, Sword may kidnap or injure Western agents in order to create an international incident.

Bodyguard Work

Aron Habarak, a prominent Egyptian politician cooperates readily with Western governments. This makes him valuable to the Company, but creates enemies for him at home. He has recently received a series of death threats from an unknown Islamic organization. Therefore, the Company dispatches the agents to protect Habarak's life, secretly, to avoid attracting any more hostility to him.

The agents find their job hampered by Habarak's own personality. Habarak is impulsive and loves risk and adventure. He also has a Bad Temper, and takes the death threats as a personal challenge. Habarak has armed himself and makes no secret of his comings and goings. He intends to provoke a showdown with his antagonists. The agents might change his behavior with some clever roleplaying and social skills rolls. However, they cannot completely change his personality. Eventually he will give in to his impulsiveness.

To keep Habarak safe, the agents must hunt down and eliminate the assassins. This leads them into a battle with a terrorist sect based in Cairo, backed by Libya's leader Muammar Qaddafi to destabilize his powerful neighbor. Habarak himself may wish to take part in any final raid.

The GM may wish to have an assistant run Habarak's character in the same fashion as an Adversary.

tains one of the region's largest and most efficient armies. Egyptian leaders have also shown political skill. From the 1950s to the 1970s, Egypt's President Nasser and, later, President Sadat used the East-West conflict to good advantage, obtaining substantial military aid and industrial grants from the Soviet Union. However, Nasser never allowed Moscow to dictate his country's affairs. The Nasser regime regularly executed those who wished to promote Marxism-Leninism in Egypt.

By reaching a peace agreement with Israel in 1979, Sadat made it possible for Egypt to ally with the United States as well. Since 1979, the United States and Egypt have tended to join forces against any threat to the regional balance of power. Operation Desert Storm against Iraq provides a classic example. The United States provided modern military power, while Egypt's participation in the war helped justify Desert Storm to the world's Muslims. Egypt and the United States might also cooperate against sudden threats from Libya, Syria, Iran, or other radical powers of the region. In these other cases, the roles played in Desert Storm might be reversed, with U.S. agents attempting to use Egypt for actual military operations, while shielding the Egyptians from international criticism.

Western secret agents may often cooperate with Egyptian ones. However, they should seldom trust them. Modern Egypt has a history of acting in its own interests and nobody else's. Therefore Western spies must be prepared to obtain the help they need from Egyptians using diplomacy and guile. \$1 = 331 Egyptian pounds.

Libya

Colonel Muammar Qaddafi, an old nemesis of the West, continues to rule this desert country. Qaddafi became notorious for his attempts to obtain nuclear and chemical weapons, and for his support of terrorism. \$1 = 0.28 dinars.

Deep Africa

Angola

Angola was a hotbed of East/West and intra-African conflict throughout the 1980s, as Jonas Savimbi's Union for Total Independence of Angola (UNITA) waged a guerrilla war against the socialist government of the People's Liberation Movement of Angola (MPLA). Cuba sent troops to bolster government forces. Meanwhile, South Africa intervened in Angola at will. In 1990, UNITA and the MPLA signed a peace treaty. UNITA renounced the accord in 1991. Many reports link Jonas Savimbi to the illegal trade in ivory, rhinoceros horn and diamonds. \$1 = 182.6 kwanzas.

Botswana

This nation's vast desert, the Kalahari, occasionally serves as a haven for guerrilla groups operating against South Africa. Militarily, Botswana is almost entirely at South Africa's mercy, and the South African Defense forces have not hesitated to invade this country when they choose. \$1 = 2.4 pula.

Ethiopia

Until recently, Ethiopia ranked among the most developed and powerful nations of Africa. Now, Ethiopia has become a symbol for starvation. Ethiopia reached another transition point in 1991, when an assortment of rebel movements overthrew the Communist regime of Mengistu. The most prominent victors belong to the Eritrean People's Revolutionary Democratic Front (EPLF), an organization dedicated to the independence of what was once the Ethiopian province of Eritrea. Despite its triumph, the EPLF has not attempted to take control of the entire nation. Therefore, another rebel movement, the Tigre Liberation Front, seems likely to assume government of Ethiopia proper.

An optimistic observer might note that during the civil war, both forces displayed impressive internal stability and organizational skill. The two showed genuine concern for the people they aimed to rule, at least when compared to the isolation and starvation tactics of the government. Both kept themselves free of foreign obligations. Furthermore, the Tigreans and the EPLF cooperate readily today.

Questions, however, remain. All parties in Ethiopia have espoused some form of socialism, and the EPLF still proclaims a strict Marxist ideology. One cannot say how the current discrediting of Marxism will affect this movement. Furthermore, Eritrea, the newly-independent province, contains Ethiopia's ports and much of its best land. If this region's separatism severely injures the inland provinces, a movement for the reconquest of Eritrea could easily develop.

Furthermore, armed bands in Somalia make incursions into Ethiopia. The Ethiopian invasion of Somalia in 1981-1982 only fueled this conflict. The current United Nations peacekeeping mission to Somalia may eliminate this threat, but it could also have the opposite effect, driving Somali bandits into adjacent countries.



A referendum, set for an indefinite date in the future, may resolve many of the unknowns about Ethiopia.

In this anarchic country, currency value has little meaning.

South Africa

South Africa finally seems to be on the road to eliminating the apartheid system of discrimination against black citizens. The Council for Democracy in South Africa (CODESA) began this process in 1991. This leaves South Africa as one of the most prosperous and modern states on the African continent, with an active arms industry and a rumored nuclear program. South Africa has a highly independent and aggressive foreign policy, and does not hesitate to invade its neighbors when necessary. The nation has also made itself a haven for mercenaries and international exiles. \$1 = 3.68 rand.

East Asia

WITH THE RISE OF JAPAN AND THE POTENTIAL rise of China, East Asia is another location which may be crucial to the world politics of the coming decades.

Myanmar (Burma)

This torrid country stretches from the Himalayas in the north to tropical forests in the south. The monsoon brings up to 160 inches of rain each summer. A military clique controls Myanmar's government, and maintains one of the more stringent Communist regimes still in place. Assorted guerrilla bands take advantage of the dense wilderness to oppose this regime. These include the Red Flag Army, the White Flag Army, the Shan State Army and the Palaung State Liberation Army. The most noteworthy group is the Karen National Liberation Army of General Bo Mya. Observers note the Karens for their conservatism in guerrilla warfare. They launch relatively few raids and take a great deal of care about both their selection of targets and their own security. Revolutionaries of Myanmar have earned a reputation as disciplined, professional soldiers, who take care not to cause unnecessary harm to the populace. \$1 = 6.13 kyats.

The Lion's Corpse

Everyone must welcome South Africa's final move toward racial equality and democracy. However, this good news also presents a new danger to the agency. South Africa formerly made itself a haven for arms dealers, mercenaries and anti-communist espionage operatives. As reform sweeps through South Africa's political system, much of this activity may become public.

When the Company needed to conduct business too secret for normal government channels, it turned to Hans vanKampf, an Afrikaaner rancher and international power-broker. Hans vanKampf, in turn, had considerable influence in the South African secret service. Now, the agency wants all traces of its operations with vanKampf erased. It sends the agents to South Africa, with a list of connections to break and incriminating documents to destroy.

In Africa, agents must avoid both official police and desperate members of the old South African secret service. VanKampf and his associates would not hesitate to sell their information, or to blackmail the agency with it. Agents may end up assassinating vanKampf, or simply working around him, destroying evidence before the old arms broker develops his plot for betrayal. Furthermore, he has the intelligence to yield to the party if they present a believable threat to his life.



The King of the World (An Illuminati Crossover)

This adventure begins when Prism Blue, the latest U.S. reconnaissance satellite, mysteriously vanishes from orbit. At the moment of its disappearance, other satellites detect an unaccounted-for burst of light in the Lop Nor region of China and powerful emission of high-frequency electromagnetic radiation. It appears that the People's Republic of China destroyed the satellite with some form of X-ray weapon, unknown even in the West. The agency sends investigators to learn how the Chinese acquired this new weapon, and why China chose to destroy Prism Blue.

By trekking to the site of the X-ray pulse, agents discover a vast laboratory complex with highly sophisticated facilities. A powerful force of guards protects this complex. Those who make it past the guards discover that many of the scientists there are not Chinese. Europeans, Africans and U.S. citizens are working on this project. Anyone who examines financial records discovers that the funds come from elsewhere as well. As for the X-ray weapon, it exploded in its first firing, killing many of the workers.

The laboratory still has meticulous files on Prism Blue and its orbit pattern. The mysterious sponsors of this project seemed especially concerned with Prism Blue's laser-seismography instruments, which could detect and map underground formations from space. Orders for the destruction of the satellite came as Prism Blue passed over Tibet. The astute may also notice Tantric Buddhist symbols within the laboratory complex.

If agents follow these clues to Tibet, they discover a cavern network underneath the mountains. A sect of monks lives in these ancient tunnels, waiting upon the mysterious King of the World who dwells underground beneath Tibet. These monks provided both the funding and the technical knowledge for destroying Prism Blue. Now that the agents know this, of course, they find themselves drawn into the King of the World's plots. Or perhaps the King himself is merely a decoy for some other powerful figure.



China

China is now the world's one great Communist power. The Tiananmen Square massacres of 1989 demonstrate its refusal to consider radical democratization like that seen in the old Soviet Union. Politics within the Chinese Communist Party retain a little of their traditional cutthroat nature, with leaders vying for influence in the military and other potent institutions.

Nevertheless, China can also consider itself one of the most stable and productive nations in the region. Despite Chinese resistance to political liberties, China's government conducts a program of economic modernization, including many pseudo-capitalist policies, which enjoys great success. China has a nuclear program. Its space program features the Long March series of rockets, and occasionally accepts contracts to launch satellites for foreign countries.

China faces a number of internal conflicts. Its illegal pro-democracy movement still exists in hiding. In addition, several of the peoples absorbed into China wish to break away, and occasionally stage uprisings. Tibet remains the clearest example.

In international affairs China has two faces. This nation's Communist ideology and its raw power make it an obvious rival to the West. However, geographic and political considerations often give China and the United States common interests. Once, the two unofficially worked together to curb the Soviet Union. In the future, one can imagine a similar alliance against a newly-aggressive Japan.

China sporadically fights with India over disputed mountain territory. Neither country seems interested in expanding this minuscule war, but the conflict indicates the way these nations will align themselves in any international dispute. India and China have the potential to play a far larger role in world politics, and they will almost certainly be rivals.

China's terrain ranges from desert to mountains to the rivers and fertile plains of the east. This nation has one of the world's oldest civilizations and over one quarter of Earth's people. Those interested in extended campaigning here might consult *GURPS China*. \$1 = 5.46 yuan.

Japan

Japan becomes a focus for espionage precisely because of its enormous success. Japanese corporations not only have great economic significance, they produce essential defense commodities. Japan has a monopoly on certain military microprocessors. Furthermore, Japan's history of imperialism makes it reasonable to speculate that this country may seek to expand its power. The years after World War II imbued this nation with a strong streak of pacifism, but this may change, and furthermore, Japan's commercial activities may allow it to attain imperial goals without armed force.

Secret agents operating in Japan should also remember that Japan maintains strict laws against the possession of weapons. \$1 = 129.59 yen.

Cold War With Japan

One can base an interesting campaign on the idea that the economic tension between the United West and Japan festers into something fiercer. The cultural differences between East and West not only introduce prospects for a bitter struggle, they add exotic people and situations to the campaign. Furthermore, the extensive contact between the U.S. and Japan makes it easy to imagine spies slipping from one country to another. Indeed, corporate espionage between the U.S. and Japan takes place in reality. One can make a U.S.-vs.-Japan campaign as realistic or speculative as one wants.

Japan's organized crime families, the Yakuza, would certainly play a major role in this sort of campaign. They have influence in some of Japan's largest corporations, and would not welcome interference by Western agents. Yakuza families also operate in the United States. More legendary organizations, such as the ninja, could certainly appear as well.

Industrial advantage is the prize in this type of campaign. Agents attempt to uncover Japanese industrial secrets and the confidential plans of zaibatsu corporations. Alternatively, they may try to root the spies of foreign corporations out of their own country. This allows adventures of intrigue, infiltration and quiet break-ins. The GM may also introduce more action-oriented themes. Corporate spies are often amateurs, prone to panic and to use violence. They know nothing of the etiquette built up over decades by more ordinary secret agents.

Korea (North)

With the slowdown of the East/West conflict, North Korea takes its place as perhaps the most threatening Marxist-Leninist nation in the world. Its army remains poised to strike south. Its government remains a firm dictatorship by Kim Il Sung, who promotes a veneration bordering on worship for himself and isolates his country from all outside contact. Kim's health remains constantly in question, and although his son Kim Dae Jung has become heir apparent, the leader's death could easily trigger a coup or insurrection, or a rash attempt by the new leader to attack South Korea. \$1 = 97 won.

Hot War With Japan

The cold war with Japan could conceivably escalate. If faced with an incentive, Japan has little to stop it from full rearmament. Japan's industry would require little retooling to produce high-technology weapons equal or superior to those of the more martial powers. A war involving a rearmed Japan would involve espionage agents in attempts to commit sabotage, steal battle plans and conduct paramilitary operations on a scale unlikely elsewhere in the world.

Any war with Japan would revolve around control of the Pacific. Espionage remains vital in naval warfare, as a way of uncovering codes, electronic-warfare techniques and the locations of submarines. U.S. acoustic systems can theoretically track all submarines in the world but advanced quieting systems may thwart these measures.

The Coming War With Japan, by George Friedman and Meredith Lebard, describes the potential for war between Japan and the United States. However, it may be more plausible in a roleplaying game for Japan to fight a more traditional enemy within Asia. Japan would need a powerful reason to abandon its successful policy of low military spending and economic competition. However, one can imagine China or even North Korea growing suddenly aggressive. This could provide the spark for Japan's re-armament and eventual re-entry into the military arena.

U.S. agents would play a large role in a Japanese war even if the US was not directly involved. The West could not afford to remain neutral, nor could it allow any foreign power to dominate Japan. Despite usual assumptions, a coming-war-with-Japan campaign may involve Western agents operating on Japan's behalf. The relationship would not be entirely friendly, however. The U.S. and Japan remain rivals, and U.S. agents could not allow Japan to conquer enough territory to support a new imperialism, or to obtain sufficient natural resources to alter its classic position of dependence on the outside world.

Operation Dove's Claws

The anti-militarism in Japan's culture cannot vanish quickly. Many Japanese people feel quite strongly that Japan should not maintain an army or pursue wars overseas. In a campaign where Japan plays a new military role, this popular movement may create real disruption. Operation Dove occurs during a war between Japan and the U.S. The agents are assigned to clandestinely organize Japan's pacifists and harass the government.

Organization, planning and roleplaying are crucial to this adventure. The agents must contact potential leaders for their pacifist organization without allowing a police informer to track down the whole network. They must also figure out a way to overcome the traditional unwillingness of Japanese people to act without the sanction of society. Clever roleplaying and use of Psychology can assist here.

As the movement gathers steam, it must fight the security police on the streets. The police probably do not simply massacre crowds. However, Japan has already developed sophisticated anti-riot techniques, including special armored vehicles equipped with claws to physically scoop up masses of protesters. If the agents cannot neutralize police tactics, their movement may collapse.



Korea (South)

South Korea faces a constant threat of invasion from the north. This nation's sluggish drift toward democracy has partially satisfied the dissident groups within the country, but fierce political rivalries still exist. Talk of reunification with the north, while still hypothetical, has become possible. Meanwhile, South Korea's commercial ventures continue to increase this nation's position among industrialized countries. \$1 = 1,344 won.

Taiwan

As outside countries deepen their relationships with mainland China, Taiwan grows increasingly isolated. Taiwan now practices a cautious foreign policy, and even entertains perfunctory talk of rejoining Communist China. However, Taiwan continues its Spartan institutions, once aimed at reconquest of the mainland. Taiwan's government has close ties with several international criminal organizations, notably the United Bamboo Gang, which occasionally serve it abroad. \$1 = 25.11 Taiwanese dollars.

Southeast Asia

Brunei

This sultanate occupies a tiny chunk of Malaysia. Oil reserves give the Sultans of Brunei fabulous wealth, and they have often provided funds for Western covert operations. The British government stations a battalion of Gurkhas here. \$1 = 1.64 Brunei dollars.

Cambodia

Fighting and massacres have plagued Cambodia since the Vietnam War. Invasion by Communist Vietnam ended the government of the Khmer Rouge, along with its practice of systematically killing Cambodia's educated, city-dwelling class. However, Vietnamese and Cambodians have hated each other throughout history, and although this invasion ended one of the 20th century's most infamous examples of genocide, most of Cambodia's people resented it. Numerous insurgent organizations, including the cadres of the Khmer Rouge, fought the invaders. Vietnam withdrew in 1989, leaving the United Nations with the task of providing a government for Cambodia.

The United Nations Transitional Authority in Cambodia, UNTAC, established Prince Sihanouk, Cambodia's ruler before the Khmer Rouge revolution, to form the new government. Sihanouk retains considerable popularity and military support. He also has a level of education, experience and psychological stability that United Nations officials find reassuring. However, the state-building process broke down in late 1992. Certain guerrilla bands have fired on UNTAC delegations. The Khmer Rouge retains the largest army in the country, with over 25,000 men. Cambodia's fate remains as uncertain as ever. \$1 = 749.36 rials.

Indonesia

The Indonesian islands feature jungles and tropical resources. Indonesia has reserves of oil and also such commodities as rubber, which was a valuable strategic resource as recently as World War II. An independence movement on the island of Timor, the Frente Revolucionario de Este Timor Independente (FRETILIN), carries on continued warfare against the central administration. Government forces respond with massacres of the Timorese people. Another threat to Indonesia's stability comes from Muslim fundamentalists, who have a terrorist wing known as the Jihad Commandos. \$1 = 2010.6 rupiah.

Laos

The Vietnam war left this jungle country in turmoil. Its Marxist-Leninist government reportedly uses Soviet chemical weapons against insurgent villages. Although the evidence for this remains highly questionable, it makes a useful premise for a game. Laos also offers a haven for the heroin traffickers of Asia's Golden Triangle. Unconfirmed reports link the Central Intelligence Agency with this activity. Many of the U.S. servicemen missing in action from the Vietnam War disappeared within Laos, and a trade exists in their remains, and in forgeries of them. \$1 = 704 kip.

Singapore

This city-state has one of the most productive economies in Asia, aside from that of Japan. Game Masters setting adventures here should keep in mind Singapore's highly paternalistic legal system, which imposes stiff punishments for littering and spitting and includes numerous other laws against poor health habits. \$1 = 1.64 Singapore dollars.

Thailand

Thailand managed to escape the chaos visited upon Laos, Cambodia and Vietnam in the 1960s and '70s. Instead, it became the "Switzerland of Southeast Asia," an island of security and a center of black market activity. Weapons, drugs, secret documents and, occasionally, slaves flow through Bangkok. Other merchants specialize in human bones claimed to be the remains of U.S. soldiers missing in action from the Vietnam war.

In 1991, the military seized power in Thailand, setting off a series of student protests. \$1 = 25.52 bahts.

Vietnam

Vietnam won its war with the United States, and has since maintained one of the larger armed forces in the region. It occupied Cambodia and fought border skirmishes with China. However, the combination of warfare and an economic embargo from the United States sapped the Vietnamese economy, creating widespread poverty. The Soviet Union no longer exists to sustain this nation. Vietnam's government, ever pragmatic, has sought to improve relations with the United States, suggesting, among other things, that the U.S. Navy might lease back the use of the port at Cam Ranh Bay, built by the United States during the Vietnam War. \$1 = 11,290.3 dong.

The Golden Lure

The mission begins when Johnny Lai, an agency employee in Bangkok, disappears. Lai supervises sensitive operations in Laos, Cambodia and Vietnam. Agency controllers immediately send operatives to locate and return him.

In Thailand, the agents find no signs of a kidnaping. By investigating addresses listed in his papers and by talking to his old contacts, the agents find a trail leading into depths of the city. Johnny Lai has numerous underworld contacts, many of whom seek him as urgently as the Company does. The agents discover that Lai masterminded a heroin-smuggling operation on behalf of poppy growers in the countryside. Lai recently lost a drug shipment worth over one quarter of a million dollars to a police raid. The agency did not authorize any of this.

Johnny Lai went to beg forgiveness from Hu Ku, the gangster who supervised his smuggling operation. Currently, Hu Ku keeps Lai in his Bangkok mansion, considering how best to punish him. If he learns of the agents' search, an idea occurs to him. Hu Ku attempts to blackmail the agency with Johnny Lai, threatening to turn him over to rival intelligence services unless someone pays him the money he lost. If agents fail to recover Lai quickly enough, operatives from Vietnam and Cuba may arrive to purchase the unfortunate agent. These operatives would not hesitate to strike against the party if they suspected that the agents might try to keep Lai out of their hands.

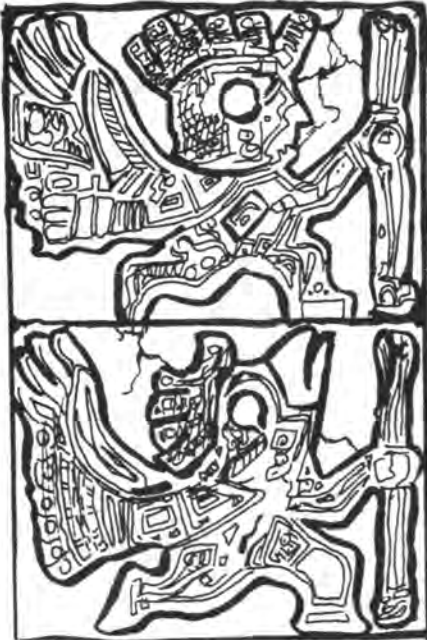


Latin America

The Brazilian Campaign

Brazil makes an excellent setting for adventures, not only in *Espionage* but in *GURPS Cyberpunk*. Brazil is the nation which fabricated an entire modern city, Brasilia, by government decree. The rain forests of the Amazon may contain unknown narcotics, pharmaceutical or other chemicals. High-ranking Nazis considered Brazil a haven after World War II. Ecoterrorism is also alive in Brazil, and may grow more frequent. The city of Rio de Janeiro has a reputation throughout the world for its beaches, its gambling and its carnival. Traditional voodoo cults thrive in Rio alleys.

Any of the themes mentioned above may develop into a campaign. Agents may hunt the last, aging Nazis. They may try to obtain samples of new chemical discoveries. For a longer-term campaign, the party may work on behalf of the Brazilian secret police, or as part of a foreign team assigned to this country. In a *GURPS Cyberpunk* setting, PCs may serve as an advance team from a corporation which wishes to establish its base in Brazil. Brazilian corporations themselves may become a powerful force in such a world. In a campaign where magic exists, the agents may find themselves defending the primal energy of the rain forest, or searching for less cosmic magical formulas on the streets of Rio.



THE DECLINE OF THE EAST-WEST CONFLICT and the settlement of civil wars in El Salvador and Nicaragua removed this region from the world spotlight. Nevertheless, Central America remains a hotbed of poverty and political violence. United States agents take a particular interest in shaping events here. Furthermore, the major nations of South America have the potential to become major actors in world politics.

Argentina

In recent decades, Argentina has been a pocket of unrest. The charismatic dictator Juan Peron and his wife Maria Estela ruled during the early 1970s. However, as the Peronist government suffered social and economic failures, its popularity plummeted. A clique of generals overthrew the Perons in 1976.

The military regime which ensued instituted the “dirty war” against subversives and leftists. Police spied on citizens using every available technique. Anyone even remotely suspected of anti-government thought “disappeared,” kidnaped by Argentina’s particularly brutal security forces. Many leaders of this campaign believed themselves to be defending the West in the first battle against a new form of Soviet onslaught involving quiet internal subversion. To make matters worse, a tiny number of far-left terrorists actually existed. They committed occasional bombings, kidnappings and other attacks.

The military regime relinquished power after its defeat in the war with Britain over the Falkland/Malvinas islands. Following this, Argentina has remained relatively secure, democratic and prosperous. However, radicals from the military regime and even the Peron period still exist. Great controversy brews in the country about how or whether to track down and punish those responsible for the “dirty war.” Finally, Argentina still claims the Falklands/Malvinas, a British colony. \$1 = 1 austral.

Bolivia

The people of this starkly poor mountain country have few sources of income other than coca, which is used for making cocaine. \$1 = 3.49 bolivianos.

Brazil

Despite legendary inflation, Brazil can consider itself one of the Third World’s real industrialization success stories. Among other successful industries, Brazil supports a thriving arms industry. The Engesa corporation produces both light armored vehicles and full-fledged tanks. Brazilian policy calls for strict neutrality in arms sales, selling to any country which can pay, regardless of ideology or international opinion. Therefore, Brazil offers a likely seller for any agents interested in buying weapons, but poses an obstacle to those seeking to cut off some enemy’s access to armaments.

Brazil’s rain forests offer another region of possible interest. Although few established intelligence organizations would mount covert

operations to protect the jungle ecology, the idea may become more feasible in a near-future campaign where the greenhouse effect has reached a more dangerous level. The discovery of a valuable chemical in some exotic jungle plant might make this region a focal point for intrigue. Finally, the unexplored regions of the rain forest also offer an ideal location for any agency to have a secret base.

Agents in the jungle may have to contend with a high degree of lawlessness. The native peoples of the rain forest wage a continuing battle against landowners and logging corporations. The landowners often adopt the techniques of mobsters, hiring hitmen and personal armies of "bodyguards."

Although few observers believe that Brazil currently possesses nuclear weapons, it once had a nuclear program and could probably restart it if the need arose. \$1 = 2,869.2 cruzados.

Chile

In 1973, Chile's President Salvador Allende embarked on a radically leftist program. This included seizure of property from foreign corporations. Allende's radical policies, combined with financial disasters and labor unrest, caused the military to lose confidence in his regime. United States agencies took advantage of this situation by selling their strategic stockpiles of copper in order to drive down the price, thereby hurting Chile's economy further. The Central Intelligence Agency reportedly helped Chile's generals to organize a coup.

The leader of the coup, General Augusto Pinochet, led one of South America's most infamous dictatorships. Pinochet's government tortured, murdered and kidnaped thousands of suspected dissidents. However, 15 years after the coup, Pinochet allowed the people of Chile to remove him from office in a referendum. A civilian president, Patricio Azocar, took power in 1989. His government remains stable.

This mountainous country enjoys prosperity by Third-World standards, although its economy depends almost entirely on the export of copper. The southern section of Chile reaches toward Antarctica, and could serve as a staging ground for activity there. \$1 = 348.19 pesos.

Colombia

Colombia serves as a playground for some of the world's wealthiest criminals, and as an industrial center for the production and distribution of cocaine. Drug kingpins, who are often willing to cooperate, maintain well-armed private forces large enough to qualify as armies. Despite repeated defeats, some form of the Medellin cartel undoubtedly continues to organize the narcotics trade and to buy influence within the Colombian government. Kidnaping and assassination remain popular tools of the narcotics barons.

Colombia also contends with a number of left-wing guerrilla movements. These include the National Liberation Army, reported to receive aid from Cuba; the Student Revolutionary Movement, and the anti-drug Young Non-Conformists. The best-known guerrilla movement, M-19, receives aid from Cuba but operates largely on behalf of Colombia's drug traffickers. Government forces claim to have forced a settlement upon M-19.



Operation Pickup

Ramon Dominguez, a colonel in the Cuban DGI, or espionage agency, remains an outspoken Marxist and enemy of the United States. He directs many of Cuba's anti-U.S. operations. The agency decides to kidnap and interrogate Dominguez. To further ruin Dominguez's work, and to convince him that he has no choice but to cooperate with his interrogators, the Company wishes to discredit him as well: they want to disguise the kidnaping as a friendly extraction.

Agents may devise their own plans. The agency can provide false documents for them to infiltrate Cuba or can drop them by parachute. The spies may then gather as much information about Dominguez as they wish, deciding how to make their strike. In the process, they must avoid attention from the Cuban security forces.

The GM should let the party develop a technique of incriminating Ramon. If agents develop a plausible plan, it probably succeeds, especially if it is simple. The challenge here lies in executing such a plan on this tropical island where Castro still holds power.



Peru

Drug traffickers and the mysterious guerrilla movement Sendero Luminoso (Shining Path) grip this country's mountains. In response, Peruvian President Alberto Fujimori seized dictatorial powers on April 5 of 1992. Now, he must make fast, dramatic progress against the guerrillas in order to justify this step. Should Fujimori fail against the guerrillas, his seizure of power may trigger another coup or a popular revolution. \$1 = 0.96 intis.

The influence of the drug lords makes Colombia a haven for other shadowy sorts as well, such as arms dealers, professional assassins and fugitives. Secret agents who need expert smugglers or killers may find them here.

Despite its drug trade, Colombia remains among the more stable and prosperous countries of the region. Drugs are not this nation's only source of foreign trade. Colombia has deposits of gold, silver and salt, which made it a valuable province in the days of Spanish rule and could still be profitable today. This nation has also maintained a democracy of sorts ever since its independence in 1819. \$1 = 624.15 pesos.

Cuba

Fidel Castro's communism has outlived that of his old ally, the Soviet Union. With Castro himself growing old and the East-West relationship changing so fast, Cuba seems ripe for revolt or invasion. It also seems possible that Cuba's government may attempt to forestall such events with aggressive promotion of their socialist system. In short, Cuba remains a potential source of international crises. \$1 = 0.76 pesos.

Panama

Although this country is technically independent, the presence of the Panama Canal ensures that the United States will monitor this country and keep it under control. The U.S. invasion of Panama in 1989 provides graphic evidence of this. Panama uses U.S. currency and its central bank has a special license to print dollars.



AS THE GIANT FALLS

The breakup of the USSR brings a thousand dangers, a thousand tragedies, a thousand opportunities . . . and agents from around the world rush to fight over the spoils.

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