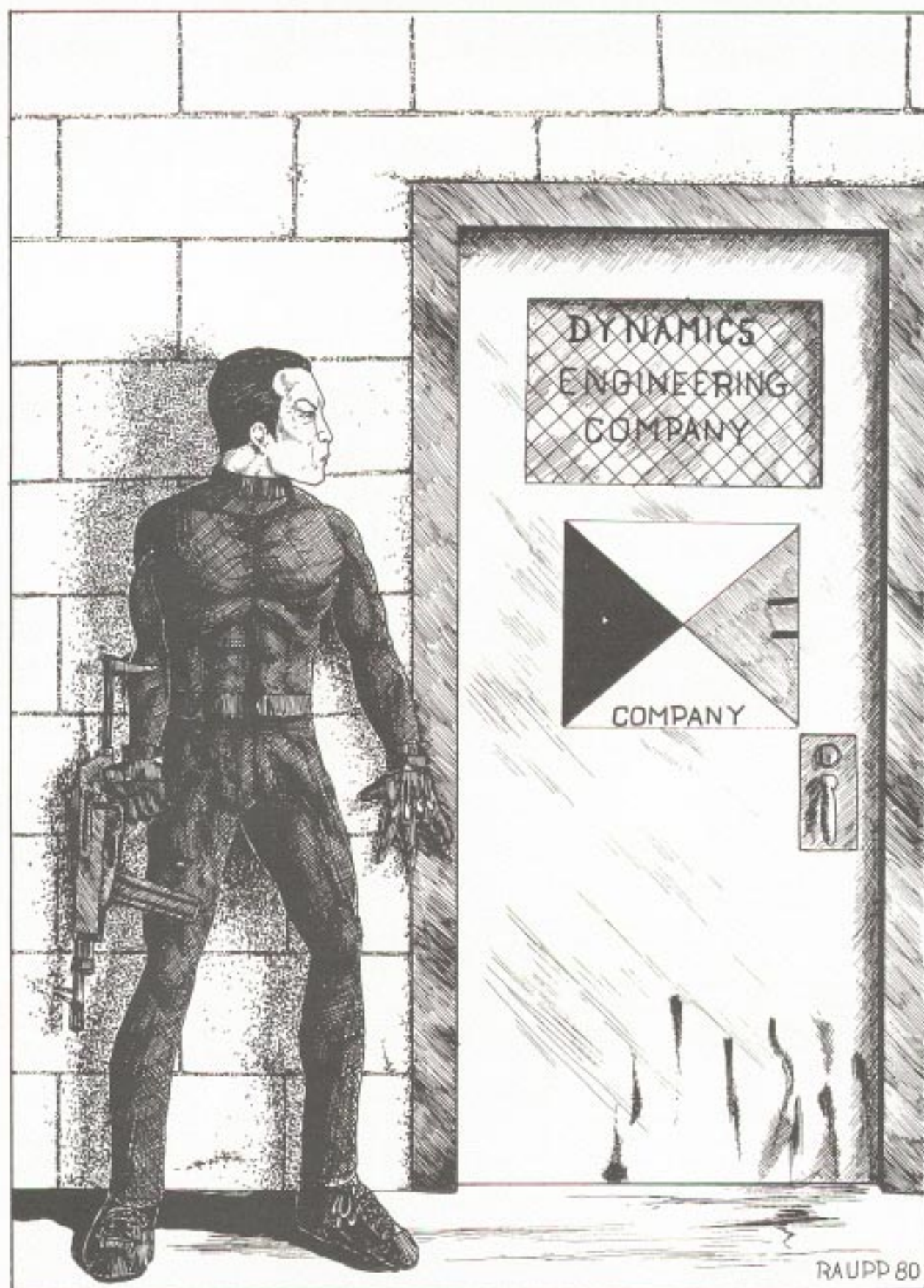


THE MISSILE MISSION



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THE MISSILE MISSION

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INTRODUCTION

"The Missile Mission" is an adventure designed for use with TOP SECRET, the espionage role-playing game produced by TSR Hobbies, Inc. As presented on these pages, it includes everything which players and the gamemaster will need to run the adventure, either as a one-time exercise or as an episode which takes place within the context of a larger campaign. The mission can be played by from two to eight players (a minimum of six players is highly preferable), with an Administrator who moderates the activities of the players and controls the activities of various non-player characters who may take a part in the proceedings.

Besides being usable by itself, "The Missile Mission" is designed to give TOP SECRET players and gamemasters an idea of the way in which they might construct their own scenarios. This is just one example of the many types of adventures which may be devised to be used with the game's basic rules and components.

BACKGROUND

The rivalry between Soviet and Chinese world goals manifests itself in many ways. The bitter competition between the Communist giants shows intensely in military, political, and propaganda circles. This of course carries over into the area of intelligence, where both adversaries strive to obtain useful information about each other's activities, aims, and plans. But the two countries also maintain an active espionage effort against other powers—and this time that is the arena where the competing agents will collide

* * * * *

The development of one of NATO's newest (and most secret) missiles has been the object of considerable interest by both the Soviets and Chinese for several years. Despite continuing efforts by the intelligence agencies of both countries, few details have been discovered. As the time nears for production and deployment of the missile, the interest in the weapon has grown, although most avenues of espionage have led to dead ends.

Luck, both good and bad, plays a part in the conduct of espionage. Whereas bad luck had before thwarted various attempts at learning more about the missile, good luck (of sorts) had just now provided a break. That is, if one team of agents could act quickly enough . . .

At last night's lavish New York City dinner party staged by the Defense Contractors Association, both Soviet and Chinese agents had been present. In the revelry which went into the wee hours of the morning, the drinking was heavy. The sales representative of the Dynamics Engineering Company, producer of the guidance system for the missile, was particularly fortunate, he thought, in persuading to his hotel room the young, attractive Oriental woman who had been so interested in him. With this encouragement and a

tongue loosened by too much to drink, as well as the need to impress, talk turned to company matters and the work being done by Dynamics Engineering. Yes, the project was a success, and although security was tight, who knew that a duplicate copy of the plans was locked away in the safe at the Dynamics Engineering parts warehouse, in addition to the copy kept at the heavily guarded main plant? Who knew, indeed?!

The young Chinese woman knew now, and wasted no time in taking her leave to report the word to her superiors. At the same time, the Russian bug placed behind the wall painting in the same hotel room also carried the news to the appropriate ears. The race was on . . .

* * * * *

The Dynamics Engineering Company's parts warehouse is in a rundown section of the city's industrial district. It is a typical building of its type, constructed of cement-block walls and a flat, corrugated steel roof. There are two primary access doors, with several garage doors for the loading dock areas.

During the week, the warehouse is fairly busy, but on Saturday morning the crew is small: two shipping clerks working the forklift, a security guard, and two German shepherds. Of the three around-the-clock shifts, this is the smallest.

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ADJACENT AREAS

The rough map provided with this module shows the warehouse and its immediate environs, should such information be needed for reference during play.

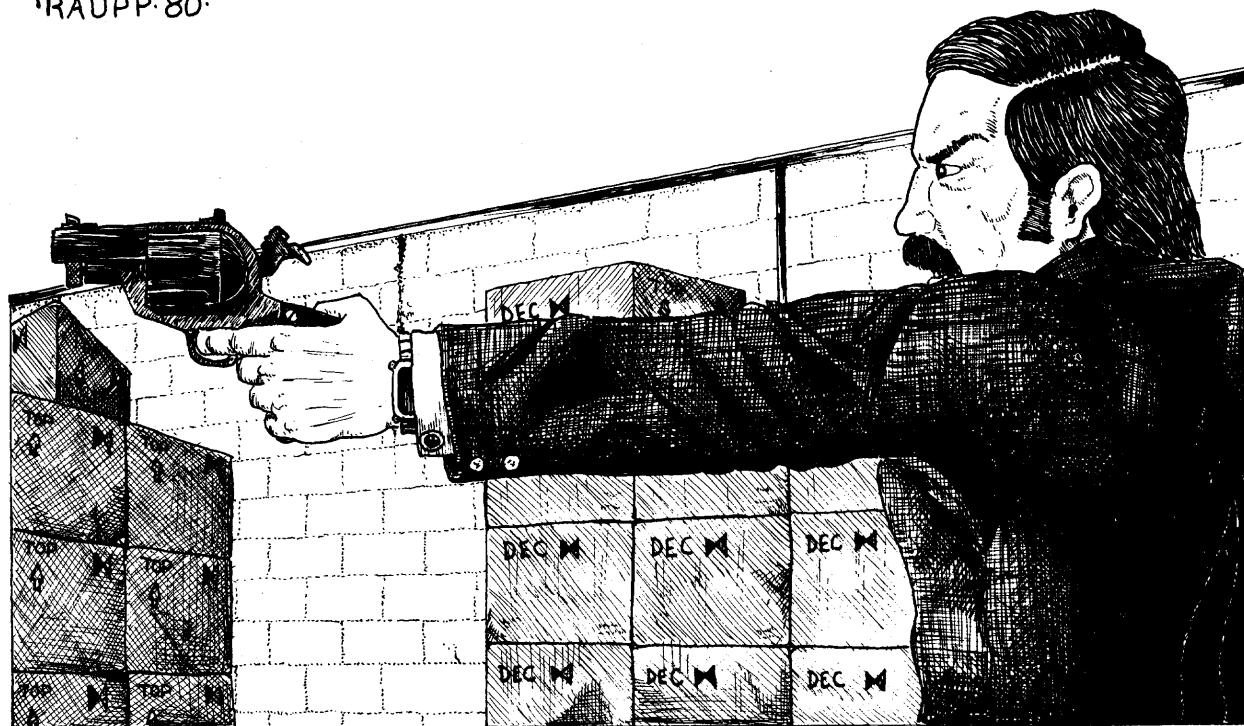
DRAMATIS PERSONAE

The three groups represented in this scenario are the two opposing agent teams (Soviet and Chinese) and the unsuspecting employees of Dynamics Engineering Company who happen to be present when the mission is executed. The arrival of local police personnel is a possibility.

Depending upon the number of actual players, the agent teams can be handled as desired. Four agents are given for each side, with listings of the appropriate Personal Traits for each, and weapons or equipment carried. If this scenario is being used as part of a regular TOP SECRET campaign, the agents listed can be used or discarded as desired; in some instances it may be possible to simply substitute one or two player characters for names given here, if practical. The best scenarios will use either three versus three agents, or four versus four.

The Dynamics Engineering employees are played by the Administrator, who will determine their actions and reactions randomly, keeping in mind that initially they will not be aware of what is actually occurring. At first, they may accost intruders and inquire about why they are on the premises, asking them to leave (that is, unless player agents don't give them the chance. . .). Once aware of what may be occurring, they can react randomly (by interfering,

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fleeing, or calling for help) according to dice rolls taken by the Admin at probabilities deemed appropriate.

The city police are not a regular part of the Scenario, but are included as extras. Should a call for help be made in time, or should the mission be unduly delayed, there will be a chance (at the Administrator's discretion) that the city police might arrive before the agents have departed the scene. Their roles are to be played by the Admin, and they will react appropriately to the situation as they perceive it.

THE SETTING

The Dynamics Engineering warehouse is a cement-block building divided into three primary sections: the main warehouse, the parts storage area, and the offices.

Main Warehouse

The main warehouse comprises the majority of the building. It is a large, open area where cases of packed machine parts are stacked on pallets. The stacks are of varying heights, ranging from 2' to 6' off the floor. Each box is approximately a foot square and weighs about 10 pounds. The boxes contain an assortment of different plastic and metal parts and assemblies. Bullets will pass through individual boxes fairly easily; it takes several boxes to stop such projectiles (the Administrator can determine such effects randomly in each case, depending upon caliber, distance, number of boxes the bullet must pass through, contents, etc.). Keep in mind that the game map shows stacks but not individual boxes.

Parts Storage Area

The parts storage area is a large open room containing numerous parts bins. Each parts bin is 3'

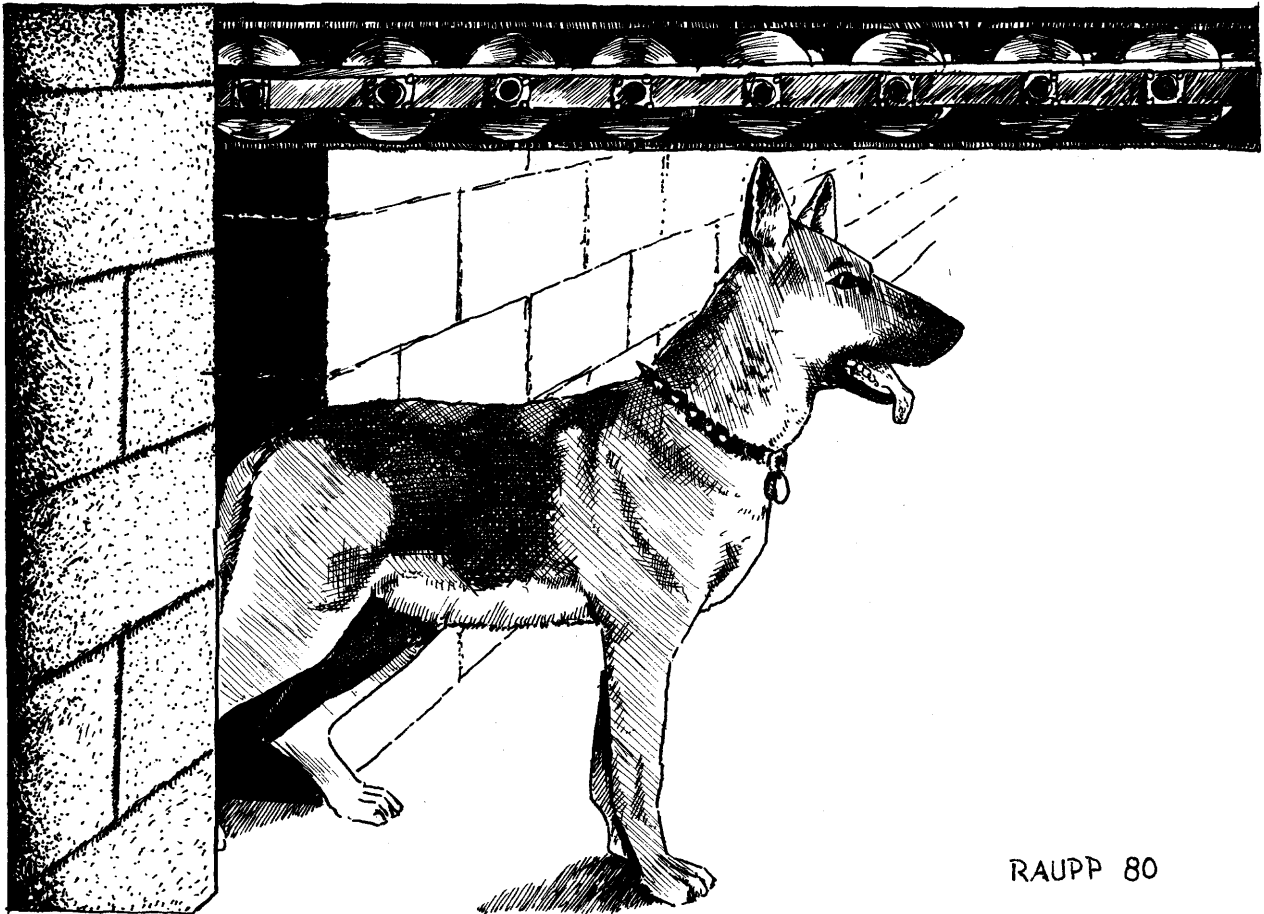
in height, a metal container holding parts or assemblies of metal and/or plastic. An automated conveyor apparatus passes near each of the individual bins, and is part of an overall system which extends into the main warehouse. The system is designed to pick out parts and assemblies for packing and shipping, and deliver the packed boxes to the main warehouse for shipping. The conveyor apparatus is 3' off the floor, with supports located every six feet along its length, which allows easy crawling underneath; two "drawbridge" sections of the conveyor are at the main aisles to allow passage of the forklift truck, which operates in both areas.

Offices

The building's offices are located in the west/southwest part of the building. There are three individual offices, plus a traffic office with a window which looks out into the main warehouse. A supply room and file room are also part of this area, as are the two rest rooms. A receptionist's desk and sofa are in the hallway. The entire area has an 8' suspended ceiling.

The building has no security alarm systems. Many doors are metal fire doors with small wire-reinforced windows which, when locked, have a rating of -/40. Wooden office doors, when locked, have a rating of -/20. The larger doors are overhead metal garage doors which, when locked, have a rating of -/35 (and which will make some noise when opened, either manually or by pushing an electric wall button on the interior wall near the door). The garage doors also have wire-reinforced windows which are about 4' off the floor.

The building's telephone and electric lines enter on the west side of the building, at a point which is 12' off the ground and 35' from the northwest corner of the building.



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ROOM & AREA DESCRIPTIONS

The various parts of the Dynamics Engineering warehouse are described below in some detail. Before using the mini-module, the Administrator should review the descriptions given here and study the playing map to familiarize himself with the setting and visualize this building as a place for the mission.

Effort has been made to provide as useful and complete a description here as possible; however, questions about the physical surroundings or equipment/furniture present may arise which are not covered in this outline. In such cases, the Administrator should feel free to describe the setting and such details as he desires, keeping in mind that the place is a rather mundane warehouse.

1. Parts Storage Area: This large open room measures 48' x 105', with a 12' ceiling. It is filled with numerous parts bins, each 3' high. An automated conveyor apparatus which is 3' off the floor runs alongside the bins, but is turned off.

Access to the room is provided by five doors: an exterior garage door on the north wall (locked) which is at a loading dock, the warehouse's rear entrance on the east wall (locked), and three doors on the south wall—one without a window (locked) which leads to the office hallway, one which opens to the main warehouse for foot traffic (unlocked), and a small garage door alongside it which is for the forklift truck (unlocked). Additionally, there is an opening in the south wall which is approximately 3' wide and 6' high (up to 6' off the floor) where the conveyor passes

into the main warehouse. The space is a passage for the guard dogs, as well (it could be a crawlway, too).

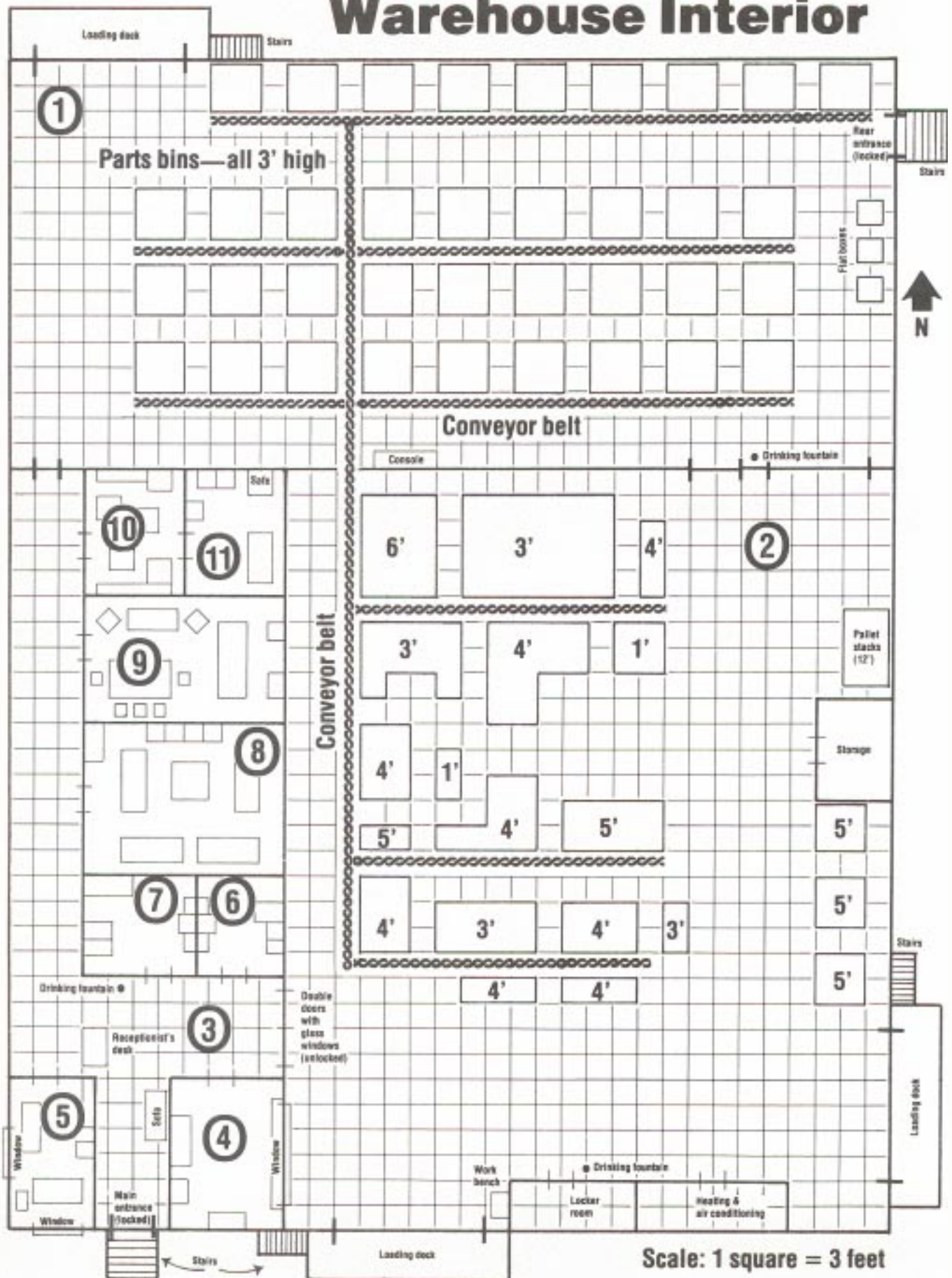
On the south wall just to the east side of the conveyor passage is a large computer console with a keyboard, printer and CRT screen, plus other assorted dials and knobs. This is the control board for the automated conveyor packing system. It is turned off.

On the east wall just south of the rear entrance are stacks of flat cardboard boxes, each stack approximately 6' high. The box flats are bundled in two dozen lots, and are the standard size cartons.

One guard dog ("Rex") is asleep at the conveyor passageway; if aroused, he will be able to go into either room (see the TOP SECRET rules section on page 40, AROUSING HUMAN OR ANIMAL GUARDS, and subtract 15 from any rolls on the ANIMAL GUARD REACTION TABLE to reflect Rex's tendency to growl and bark rather than attack strangers.). Rex has a Life Level of 7 and Injury Points of 4. He will respond to commands given by Chuck Evans, the plant security guard.

2. Main Warehouse: This large open room measures 90' x 72', with a 12' ceiling. It is filled with numerous stacks of packed cartons placed upon wooden pallets. The stacks are alongside the several arms of the conveyor system for the most part, awaiting shipment out of the warehouse. The stacks vary in height and size, and the height is shown upon the game map for each particular stack (the Administrator can use this information to determine visibility and line of sight as needed).

Warehouse Interior



Access to the room is provided by five doors: the two entrances from the Parts Storage Area previously described, garage doors on the east and south walls which lead to the loading docks (the east door is unlocked and open, the south door is locked), and a set of double doors (unlocked) with large, wire-reinforced windows which lead to the office area. A large glass window just to the south of the double doors provides a view of the Traffic Office, and vice versa.

Along the east wall is a large stack of unused wooden pallets which reach nearly to the ceiling. They are next to a storage room (locked) which contains miscellaneous items: unused conveyor sections, cartons of paper goods, machine parts, tools, supplies, etc.

Along the south wall are two small rooms (unlocked). The first contains the heating and air conditioning equipment for the building and little else, while the second (nearest the loading dock door on the south wall) is an employee locker room containing lockers, vending machines, a table, and several chairs. Outside the door is a drinking fountain (one of three in the building) and around the corner near the loading dock door is a workbench which holds a pipe wrench (1-20/NC/), screwdriver (1-20/-4/) and hammer (1-18/NC/) within a tool box atop it.

A forklift truck is parked in the southwest corner of the room. It is off, but the key is in the ignition switch. It is a standard industrial forklift truck (powered by a small LP gas tank). It has a maximum speed of 10 mph. All three Dynamics Engineering employees know how to operate it; others have a percentage chance equal to their Knowledge rating to know how to use it.

Two Dynamics Engineering employees are in the main warehouse at the start: Ed Landers is at the workbench, looking over a mass of paperwork which describe the prior week's shipment orders; Mort McNally is near the eastern garage door (which is open), scrutinizing the shipping labels on the 5' high stack of cartons nearest the door. The room is relatively quiet except for Ed's radio at medium volume on the workbench and the sound of the air blowers which circulate the air in the warehouse.

If Ed and/or Mort perceive danger, they will undertake any number of possible actions: alert the others (including Chuck Evans, the guard), attempt to call the police (from a wall phone by the workbench, or from one of the offices), resist intruders who are hostile (unless bluffed), or perhaps simply flee. The Administrator can handle their actions using logic and appropriate dice rolls.

3. Office Hallway: The office hallway connects the main warehouse, the front entrance to the building, the various offices and rooms, and the parts storage area at the rear.

The building's main entrance is a steel fire door (locked) with a wire-reinforced window which is larger than the others of similar design. The words "Dynamics Engineering Warehouse Offices" are stenciled on the exterior of the glass.

The hallway is tiled, with lightly painted walls (the interior walls of the building are wood and fiberboard

with decorative paneling, while the exterior walls and the walls separating the offices from the main warehouse and parts storage area are cement-block construction). A sofa for waiting visitors is in the front hallway, and a receptionist's desk is at the intersection. All drawers of the desk are locked (-/10). A drinking fountain is against the wall across from the receptionist's desk.

The second guard dog ("King") is asleep underneath the receptionist's desk. He, like "Rex", will respond as previously noted. King has a Life Level of 5 and Injury Points of 3.

4. Traffic Office: The Traffic Office is the nerve center of the warehouse. Within it is a long counter along the east wall underneath a large window which provides a view of activity in the Main Warehouse. The counter has numerous pigeonholes for all kinds of paperwork. Two desks with typewriters, a filing cabinet, and a computer terminal are within the office, and on the walls are an assortment of clipboards containing shipping orders, inventory reports, and other similar information. Both desks have telephones upon them.

Using one of the telephones is Chuck Evans, the guard for the building. He is talking to his wife while sitting on the edge of the desktop, gazing out of the glass window and into the warehouse. He will converse until interrupted by some occurrence, at which point he will investigate (with a 50% chance of telling his wife "There's a problem, I've gotta go . . ." before hanging up, and a 50% chance of telling her "Hold on, there's a problem"—in which case she will be on the line until he either returns or doesn't return and she becomes suspicious of trouble).

Chuck Evans will investigate trouble promptly and fairly aggressively, although he is not armed. He will ask that unauthorized personnel leave the building immediately; if they are discerned as hostile, he will either resist them (if feasible, unless obviously dangerous), seek to warn the others and notify police, or flee if in great danger. Both guard dogs will respond to his verbal commands (including "attack," if necessary).

The door to the room is wooden, without a window. On the hallway side it has a plaque reading "Traffic Office." It is open slightly, but mostly closed (sounds can be heard through the doorway depending upon proximity and loudness).

5. Traffic Manager's Office: The Traffic Manager's office has a wooden door (locked) without a window. The room itself is a typical office, with a desk, bookcase, table and chairs, typewriter, and stand. There is also a computer terminal atop a small filing cabinet (locked) which contains an assortment of business records, letters, and the like. A telephone is on the desktop.

The office has two exterior windows (the only windows anywhere on the outside of the building except for those on the overhead garage doors). The windows are fairly heavy glass and appear to have a tape alarm, but the tape is a ruse designed simply to discourage burglars.

A plaque on the hallway side of the door reads, "Traffic Office, R. Saunders."

6. **Men's Room:** This is a typical men's room with a sink, one stall, and two urinals.

7. **Women's Room:** This is a typical women's rest room with a sink, counter, two stalls, and a couch.

6. **Central Office:** This room is a typical office,

Russian Agents

Victor Drenovich

PHYSICAL STRENGTH	68	OFFENSE	56		
CHARM	97	DECEPTION	84	HTH COMBAT VALUE	137
WILL POWER	54	EVASION	69	WRESTLING VALUE	124
COURAGE	71	DEACTIVATION	52	SURPRISE VALUE	153
KNOWLEDGE	63	LIFE LEVEL	12		
COORDINATION	40	MOVEMENT VALUE	162		

SUPERIOR AREAS OF KNOWLEDGE:

Animal Science = 58
Economics/Finance = 78

WEAPONS & EQUIPMENT:

7.62mm AKM assault rifle (x)
with 20-round magazine
and spare magazine

Vladimir Kozenov

PHYSICAL STRENGTH	79	OFFENSE	84		
CHARM	29	DECEPTION	67	HTH COMBAT VALUE	125
WILL POWER	88	EVASION	46	WRESTLING VALUE	163
COURAGE	104	DEACTIVATION	55	SURPRISE VALUE	113
KNOWLEDGE	47	LIFE LEVEL	17		
COORDINATION	63	MOVEMENT VALUE	230		

SUPERIOR AREAS OF KNOWLEDGE:

Computer Science = 100
Physical Education = 82

WEAPONS & EQUIPMENT:

9mm FN Browning pistol (e)
with silencer

Boris Cherovsky

PHYSICAL STRENGTH	40	OFFENSE	68		
CHARM	38	DECEPTION	57	HTH COMBAT VALUE	90
WILL POWER	72	EVASION	50	WRESTLING VALUE	108
COURAGE	75	DEACTIVATION	80	SURPRISE VALUE	107
KNOWLEDGE	99	LIFE LEVEL	11		
COORDINATION	61	MOVEMENT VALUE	173		

SUPERIOR AREAS OF KNOWLEDGE:

Astronomy/Space Science = 92
Engineering. Transportation = 70
Engineering, Industrial = 81
Metallurgy = 58
Physical Education = 91
Psychology = 89

WEAPONS & EQUIPMENT:

Switchblade (gg)
Sleep gas capsules (2)
Smoke grenade
Bulletproof vest
(Note: Coordination trait
already adjusted)

Anton Kalenko

PHYSICAL STRENGTH	90	OFFENSE	67		
CHARM	75	DECEPTION	64	HTH COMBAT VALUE	168
WILL POWER	65	EVASION	78	WRESTLING VALUE	157
COURAGE	53	DEACTIVATION	67	SURPRISE VALUE	142
KNOWLEDGE	54	LIFE LEVEL	16		
COORDINATION	80	MOVEMENT VALUE	235		

SUPERIOR AREAS OF KNOWLEDGE:

Military Science/Weaponry = 108

WEAPONS & EQUIPMENT:

.357 snub nosed revolver (i)

and contains four desks (each with a telephone and typewriter), a computer terminal and printer, a photocopying machine, several filing cabinets (locked), a word processor, and a paper shredder (with a box full of shredded printouts of no value). On the walls are a

large corkboard with various routine company memos attached, a calendar, and two sizable paintings, as well as a road map of the United States with pins marking various locales.

The door to the room (locked) is wooden and is

Chinese Agents

Chung Yee

PHYSICAL STRENGTH	88	OFFENSE	65		
CHARM	38	DECEPTION	60	HTH COMBAT VALUE	131
WILL POWER	90	EVASION	43	WRESTLING VALUE	153
COURAGE	82	DEACTIVATION	54	SURPRISE VALUE	103
KNOWLEDGE	60	LIFE LEVEL	18		
COORDINATION	48	MOVEMENT VALUE	226		

SUPERIOR AREAS OF KNOWLEDGE:

Physical Education = 94

WEAPONS & EQUIPMENT:

.22 pocket Beretta pistol (d)

Yung Kow

PHYSICAL STRENGTH	54	OFFENSE	70		
CHARM	86	DECEPTION	76	HTH COMBAT VALUE	134
WILL POWER	70	EVASION	80	WRESTLING VALUE	124
COURAGE	66	DEACTIVATION	62	SURPRISE VALUE	156
KNOWLEDGE	50	LIFE LEVEL	12		
COORDINATION	74	MOVEMENT VALUE	198		

SUPERIOR AREAS OF KNOWLEDGE:

Physical Education = 126

Military Science/Weaponry = 119

WEAPONS & EQUIPMENT:

Fragmentation grenade

Stiletto (hh)

Sleep gas capsule

Liu Lung Fu

PHYSICAL STRENGTH	65	OFFENSE	63		
CHARM	48	DECEPTION	60	HTH COMBAT VALUE	117
WILL POWER	80	EVASION	52	WRESTLING VALUE	128
COURAGE	71	DEACTIVATION	71	SURPRISE VALUE	112
KNOWLEDGE	87	LIFE LEVEL	15		
COORDINATION	55	MOVEMENT VALUE	200		

SUPERIOR AREAS OF KNOWLEDGE:

Architecture = 75

Astronomy/Space Science = 92

Engineering, Mechanical = 61

WEAPONS & EQUIPMENT:

9mm short Walther PPK pistol (h)
with silencer

Sun Ming

PHYSICAL STRENGTH	44	OFFENSE	70		
CHARM	52	DECEPTION	66	HTH COMBAT VALUE	100
WILL POWER	78	EVASION	56	WRESTLING VALUE	114
COURAGE	80	DEACTIVATION	52	SURPRISE VALUE	122
KNOWLEDGE	44	LIFE LEVEL	12		
COORDINATION	59	MOVEMENT VALUE	181		

SUPERIOR AREAS OF KNOWLEDGE:

Animal Science = 55

WEAPONS & EQUIPMENT:

9mm Uzi submachine gun (t) with
25-round magazine and
spare magazine

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marked with a plaque on the hallway side which reads, "P. Sloan, S. Miller, J. Slowinski, R. Ramsey."

9. Executive Office: The executive office is fully carpeted, paneled, and generally well-appointed. There is a small conference table with five chairs in the western part of the room, and a single desk at the eastern side opposite the door. The desk is walnut and is the most impressive of any in the building. Behind the desk is a credenza, as well as a small two-drawer filing cabinet (unlocked) which contains memos, letters, and the like. There are two side chairs and a plush sofa also within the room.

The north, east, and south walls of the room each feature a single oil painting. Behind the east painting (which is behind the desk) is a small wall safe (15/50) which contains \$310 in cash, a certificate for 80 shares of Dynamics Engineering stock (worth \$24 per share currently) in the name of William Ferris, and a single one-ounce gold coin.

The door to the room is wooden (locked) and the plaque on the hallway side reads, "W. Ferris, Manager."

10. Supply Room: The supply room contains miscellaneous items: several folding chairs and two tables stacked against the wall, shelves containing an assortment of paper forms (blank invoices, inventory reports, shipping orders, letterheads, envelopes, etc.), and a metal cabinet (unlocked) full of office supplies.

The door to the supply room is wooden (locked)

and the plaque on the hallway side reads, "Supply Room/File Room."

11. File Room: A metal fire door (locked) gives access to the file room from the supply room. The room contains three large filing cabinets (locked), a desk with a chair, and a small but heavy (600 pounds) safe. The safe (-/50) carries a brand name and the word "tamperproof," but is in fact nothing extraordinary. A sticker near the combination lock reads "Dynamics Engineering Company policy limits the access to safeguarded material to those authorized employees with proper clearance as signified by the K300 yellow card. Others seeking access to safeguarded materials or documents will be subject to immediate dismissal."

The filing cabinets contain bundles of past invoices, shipping orders, personnel records, company memos, and the like. The safe contains \$500 in cash, product drawings of several Dynamics Engineering machine parts, as well as an envelope with a copy of the blueprint plans for the new missile guidance system.

The safe will take a minimum of 20 seconds to open, per attempt.

SETTING UP & CONDUCTING THE MISSION

Depending upon the number of participants, the Administrator can run the mission as desired. Although four agents are listed for each opposing team, groups of three can be used. Additionally, substitutions of players' own characters can be made if the

Administrator is agreeable. Other adjustments may also be called for if the gamemaster deems them appropriate, as well.

Secrecy and limited intelligence are the keys to a successful and enjoyable mission, so it is strongly recommended that the Administrator emphasize that fact to the participants: that their own enjoyment will relate directly to their efforts to follow the gamemaster's instructions and that they should not discuss inappropriate information with the other players, even those on the same team.

Once sides have been chosen and agent identities assigned (if the number of players is few, one can control two agents, though one per player is preferable), the two groups should be briefed independently of each other. The PLAYERS' MISSION BRIEFING background (below) should be read to each group, and the information thus imparted will be the same for both teams. Although one group is Russian and the other is Chinese, they need know nothing more than the fact that their mission is to locate and retrieve the plans as soon as possible-mention of who or what might oppose them is not needed.

The "Warehouse Environs" map is used to pinpoint each group's starting location (where they have parked the car). It can be shown to both teams. The Soviet agents start in the parking lot just south of the building, and their car is parked near the sidewalk leading to the main building entrance. The Chinese agents start in the north parking lot, where their car is

parked along the wall just around the corner from the building's rear entrance (both the main and rear entrances referred to are normal size doors, not the garage doors at the loading docks). The mission begins as both groups emerge from their cars alongside the building. Whether they wish to leave someone in the car or leave the keys in the ignition (or whatever) is up to them, but moving the car should be discouraged, at least initially. In any event, it is assumed that there are two sets of car keys and the Administrator should have the players decide who will have them.

Both groups will be armed and equipped as listed. Extra gear or weapons should generally not be permitted, as the mission has been quickly and hastily organized; the Administrator's judgment should prevail in this regard. Neither group will be familiar with the warehouse, its construction, or who or what is inside.

As the mission is played, the Administrator should be alone in a room which is separate from the other participants (who ideally should also be kept apart, with strict instructions not to discuss the game in progress). The Administrator should then conduct the mission by calling first one side and then the other into the room to handle their movement and actions, monitoring the time passage as desired while alternating "moves" of the Russian and Chinese protagonists (the pace can be slowed when encounters and fighting occur). In the meantime, the Administra-

City Police

Officer Milt Savage

PHYSICAL STRENGTH	81	OFFENSE	60		
CHARM	39	DECEPTION	52	HTH COMBAT VALUE	128
WILL POWER	75	EVASION	47	WRESTLING VALUE	141
COURAGE	64	DEACTIVATION	48	SURPRISE VALUE	99
KNOWLEDGE	41	LIFE LEVEL	16		
COORDINATION	55	MOVEMENT VALUE	211		

SUPERIOR AREAS OF KNOWLEDGE:

Military Science/Weaponry = 88

WEAPONS & EQUIPMENT:

.357 Police Magnum revolver (j)
Billy club (rr)

Officer Pete Lewis

PHYSICAL STRENGTH	60	OFFENSE	51		
CHARM	51	DECEPTION	55	HTH COMBAT VALUE	107
WILL POWER	77	EVASION	47	WRESTLING VALUE	111
COURAGE	59	DEACTIVATION	57	SURPRISE VALUE	102
KNOWLEDGE	71	LIFE LEVEL	14		
COORDINATION	43	MOVEMENT VALUE	180		

SUPERIOR AREAS OF KNOWLEDGE:

Law = 69
Military Science/Weaponry = 62
World History/Current Affairs = 75

WEAPONS & EQUIPMENT:

.357 Police Magnum revolver (j)
Billy Club (rr)

The officers will arrive on the scene in a standard police squad car, equipped with one 12 gauge shotgun (aa, full choke).

tor can handle the "neutral" non-player characters according to logic and common sense, determining their actions by appropriate dice rolls which reflect the existing situation and their perception of it. Agents within sight and sound of their fellows can act in concert and communicate, but those operating independently or away from others should be called into the room individually. The Administrator can handle this aspect as desired, depending upon the number of players, whether dual roles are being played, etc.

The game map should be kept hidden from the players at all times. Prior to the game, the Administrator can prepare several wall outlines of the exterior walls only, filling in the interior details (by tracing, perhaps, unless a gridded sheet is used) as they are "seen" by the exploring agents—each agent or team having their own floorplan outline. As an alternative, the Administrator can shield his own game map carefully, using paper sheets, and exposing what each agent "sees" by moving the shielding sheets as appropriate during play. In any event, the intention is clear; individual gamemasters can do as they wish.

The side removing the desired plans from the warehouse and making a successful getaway with

them will be the winners, regardless of losses. If this mission is a part of a larger campaign, experience points and payoff amounts can be awarded as the Admin sees fit. Other adjustments in the background information, agent assignments, and other details can be altered as appropriate for campaign play, as well.

The Administrator should monitor time in handling play, but should keep in mind that many actions take time to accomplish. There is a normal tendency in games like this to allow players to do much more than otherwise would be possible in a short time span, so the actions attempted and the number of seconds passing in a "turn" should be considered.

PLAYERS' MISSION BRIEFING

The following mission briefing should be given verbally to both teams prior to play. If the Administrator wishes, he can give the impression that each team has their own briefing, though in fact they are identical . . .

In the war of intelligence between East and West, the information-gathering process is neverending. New weapons and new technologies are ever com-

Dynamics Engineering Employees

Ed Landers, Warehouseman

PHYSICAL STRENGTH	70	OFFENSE	59		
CHARM	42	DECEPTION	46	HTH COMBAT VALUE	125
WILL POWER	39	EVASION	55	WRESTLING VALUE	129
COURAGE	50	DEACTIVATION	52	SURPRISE VALUE	101
KNOWLEDGE	37	LIFE LEVEL	11		
COORDINATION	67	MOVEMENT VALUE	176		

SUPERIOR AREAS OF KNOWLEDGE:

None applicable

WEAPONS & EQUIPMENT:

Pocket knife (/ -18/-1/)

Mort McNally, Warehouseman

PHYSICAL STRENGTH	88	OFFENSE	56		
CHARM	76	DECEPTION	75	HTH COMBAT VALUE	145
WILL POWER	60	EVASION	57	WRESTLING VALUE	144
COURAGE	74	DEACTIVATION	43	SURPRISE VALUE	132
KNOWLEDGE	48	LIFE LEVEL	15		
COORDINATION	38	MOVEMENT VALUE	186		

SUPERIOR AREAS OF KNOWLEDGE:

None applicable

WEAPONS & EQUIPMENT:

None

Chuck Evans, Guard

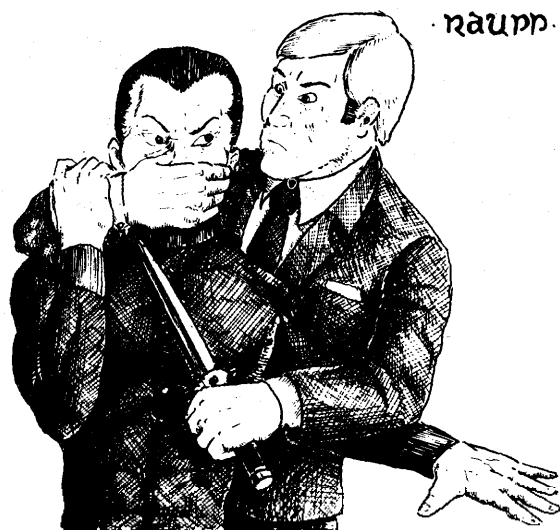
PHYSICAL STRENGTH	58	OFFENSE	54		
CHARM	65	DECEPTION	57	HTH COMBAT VALUE	120
WILL POWER	41	EVASION	62	WRESTLING VALUE	112
COURAGE	48	DEACTIVATION	65	SURPRISE VALUE	119
KNOWLEDGE	70	LIFE LEVEL	10		
COORDINATION	59	MOVEMENT VALUE	158		

SUPERIOR AREAS OF KNOWLEDGE:

None applicable

WEAPONS & EQUIPMENT:

None



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ing to the forefront, and it is essential that accurate first-hand information be obtained and relayed to the appropriate intelligence offices of the People's Government. As field agents for this noble effort, you have pledged your efforts and lives to ensure that the directives and aims of the central office are fully carried out.

The development of one of NATO's newest (and most secret) missiles has been the object of considerable interest by our government for several years. As you know, despite our continuing diligent efforts, few substantive details have yet been discovered. As

the time nears for production and deployment of the missile, it has become more and more imperative that we obtain the necessary details, though our organization's efforts have so far been fruitless.

Just early this morning, however, our most recent effort provided an unexpected lead. A representative of the Dynamics Engineering Company, producer of the missile's guidance system, was encouraged to provide details about the location of a duplicate set of plans for the missile which are outside of the heavily guarded main plant. Our source indicates that the plans are also contained in a safe at the Dynamics Engineering parts warehouse in a rundown section of this city's industrial district. Since this is Saturday morning, there should be few people on duty and minimal security, since we know that the warehouse is not under the same heavy guard as the large main plant.

You are ordered to proceed to the warehouse immediately this morning, enter, locate, and seize the plans. Discretion is advised, of course, but you should not hesitate to act appropriately in doing whatever is necessary to complete the mission. The organization requires those documents (be they blueprints, microfilm, or whatever) at all costs.

Due to the haste with which this mission has been ordered, we regret that full preparation and briefing has not been possible. Use the tools you have been given and your own training and skill to reflect well upon the organization and our peoples. Good luck.

