WHITEOUT

A TOP SECRET® game adventure

by Merle Rasmussen

OPERATION: WHITEOUT

YOUR OBJECTIVE: GET THE GOODS ON CON — AND DON'T CATCH COLD DOING IT

AGENT FILE

CHRISTCHURCH, NEW ZEALAND
MISSION BRIEFING

GEOGRAPHY: Whiteout Base is located on a flat, icy island at 64 degrees 15 minutes south, 60 degrees 30 minutes west, ten miles away from Camp Perez. It is situated on property claimed by Great Britain, Chile, and Argentina. Estimates of its human population range from 80 to 120.

HISTORY: In 1947, President Gabriel Gonzalez Videla of Chile established several research stations to reinforce his country's claim to the Antarctic peninsula. Although geothermal activity was detected very close to the site in question, the station was abandoned after two years because the Chilean government was unwilling to finance its continued operation.

The site lay dormant and unoccupied until 1971, when Atlantis Enterprises contacted Salvador Allende Gossens (the new president of Chile) and offered to buy the station. Both Argentina and Britain protested the sale of the station on the basis of the international treaty of 1959 which stated that no person, organization, or government may own land in Antarctica until 1989. Allende ignored their protests and sold the station to Atlantis Enterprises.

Beginning five months ago, routine satellite reconnaissance of Antarctica showed evidence of construction and expansion at the Atlantis site. Best information suggests that Atlantis Enterprises has revived an old association with an ultra-survivalist group, the Children of Neptune (CON). This group has been connected with subversive activities including drug trafficking, the selling of military secrets, and the counterfeiting of Swiss francs.

Only in the last year has any detailed information surfaced about CON. The agency has thwarted two CON operations (the Floating Island Mission and the Mercenary Atoll Mission). The purpose behind the construction of a floating island and a nuclear-powered floating drydock can only be guessed at. Plans and blueprints belonging to CON have been discovered for entire floating cities and submarine cities. Now, it is apparent that CON is on the way to assembling one of these future-survival cities in Antarctica.

Atlantis Enterprises has ignored all attempts at contact by the Scientific Committee for Antarctic Research (SCAR) and governmental agencies of several countries. Each time an aircraft approaches the research station and requests landing instructions, the pilot is informed that the airfield is under localized whiteout conditions and is advised to fly to another nearby research outpost if the craft must set down. (Localized whiteouts are not uncommon in Antarctica, but the reported whiteout conditions at the Atlantis base have become so prevalent that the research station is known to outsiders as "Whiteout Base.")

It is known that research is carried on at Whiteout Base, even though exact discoveries and experiments have not been reported to the scientific community. Outside researchers hypothesize that the residents of Whiteout Base are involved in agricultural and geothermal energy research.

CURRENT STATUS: Responding to the urgings of SCAR members, the UN Security Council decided to inspect the research station. A little more than two weeks ago, a plan was conceived to have a team of SCAR scientists, including a representative of the Security Council, fly to the research station in an effort to open a line of scientific communication between the station and other Antarctic bases.

The scientific team embarked, flew toward the research station, and requested landing instructions. The pilot was informed that severe whiteout conditions over the airfield made landing impossible. The scientists feigned radio failure, approached unchallenged, and landed safely — under clear skies.

The scientists were greeted at the airport by a guard who was efficient but not hostile. He transported them to the research station, which looks from the surface like a cluster of greenhouses.

The team stayed in the complex as visitors for about 24 hours. They were given tours by qualified personnel of certain areas of the complex, and were politely but firmly denied access to other locations. They were under constant personal supervision by at least one guard, in addition to any tour guides.

When the scientists tried to question personnel about the "whiteout" ruse, everyone claimed to know nothing about it except the leader of the outpost, who identified himself as William Billeter, Canadian by birth, and the head administrator of the complex called Atlantis II. Billeter explained that airport personnel are instructed to discourage casual visitors by claiming a whiteout exists, because the station's work is centered around self-sufficiency, and too much interaction with the outside world would defeat the purpose of their research. Billeter assured them that when visitors do land, they are treated cordially but encouraged to leave fairly promptly.

The leader explained further that Atlantis II was involved in researching agriculture in polar regions, with the intent of achieving self-sufficiency. He said the project is funded by Atlantis Enterprises.

The scientists identified themselves and explained the reason for their visit. Billeter agreed to their request to set up a temporary outpost about 500 yards southeast of Atlantis II to conduct their own research, and allowed the team to maintain constant radio contact from their base.

The scientists used the outpost to keep 24-hour surveillance on Atlantis II. Activity outside the complex was almost negligible, much less than would be expected for a base of its size. No aircraft or ground vehicles arrived or departed during the surveillance period, which lasted more than 11 days. During this time, the scientists made brief, scheduled visits to the complex every three days to exchange meteorological data. Their requests for other information were refused.

On day 12 of the surveillance, geiger counters at the scientists' camp detected significant levels of radiation emanating from Atlantis II. They contacted the base, asked about the cause, and were told that information was privileged. The scientists detected the source as a cloud of radioactive steam that was airborne and beginning to drift. They requested permission to leave the base, and were told that their plane would be ready for takeoff in one hour.

They abandoned camp, keeping all their surveillance records and notes on the complex, as well as maps and photographs they had procured at Atlantis II. Just after taking off, they contacted the UN Security Council and sent a coded radio message concerning the radioactive cloud. Shortly thereafter, the Ellsworth base had this contact with the SCAR aircraft, at 1000 hours on June 2:

"Ellsworth, this is Penguin One. Come in, Ellsworth. Over."

"This is Ellsworth. We read you, Penguin One. Over."

"Ellsworth, we are airborne from Whiteout Base. Prepare to receive a complete report as soon as we land at Ellsworth. Our ETA is 1200 hours. Over and out."

"We'll be ready for you, Penguin One. This is Ellsworth, over and out."

One hour later, this message was received from Penguin One:

"Ellsworth, this is Penguin One. Do you copy, Ellsworth? Over."

"We copy, Penguin One. This is Ellsworth. Over."

"Ellsworth, we are having fuel problems. We've just passed our PNR [point of no return] *and the gauges are dropping fast. We'll try to put her down on the Filchner Ice Shelf. Our current position is 73 degrees South, 47 degrees West. We're going down."*

There was no further contact.

ASSIGNMENT

Because of the mystery about what happened to Penguin One, the Security Council has decided to increase the intensity of its investigation of Atlantis II. SCAR intends to send an investigative team to Atlantis II to discover the source of the radioactive steam, the complete plans of William Billeter, and his intended means of achieving his goals. The group has contacted your agency to assemble such a team. Violence is to be kept to a minimum.

Your team and its equipment will be transported from Christchurch, New Zealand, to Ellsworth Base, Antarctica. At Ellsworth your team is to immediately report to Dr. Michael T. Jameson for supplemental verbal instructions. Jameson can be found in the base library. He is an agency contact working for the UN Security Council.

It is suggested that your team transport all issued equipment from New Zealand, since Antarctic bases are poorly equipped for espionage missions. A limited supply of cold-weather equipment, food, water, and vehicles can be obtained from any Antarctic base.

Agent player character list

Choose one of the following agents to play. The Administrator will give you an AGENT DOSSIER after you have chosen an agent to play.

Assassination bureau

"The Mugger," a vengeful vigilante. Stalks lowlife criminals with a large-caliber handgun.

Olga, former trainer for an Olympic wrestling team. Likes to crush her opponents with her bare hands.

Confiscation bureau

"Klepto," picks up souvenirs unrelated to missions. Has large collection of tools and clothing.

Will B. Driver, getaway driver. Enjoys tailing and high-speed chases with any vehicle.

"Paper Chaser," bureaucratic paper-shuffler with piloting skills. She enjoys adventure and danger.

Investigation bureau

Miss Ecoute, interpreter and language arts specialist. She speaks English-92, French-90, Spanish-88, German-40, and Russian-91.

Pierre Piton, French mountain climber. Carries his own crampons and 50′ of nylon rope.

"Dynamo," fast-talking, fast-acting natural leader; at least he thinks so. Enjoys conversation.

Ellsworth Base
Supplemental verbal instructions

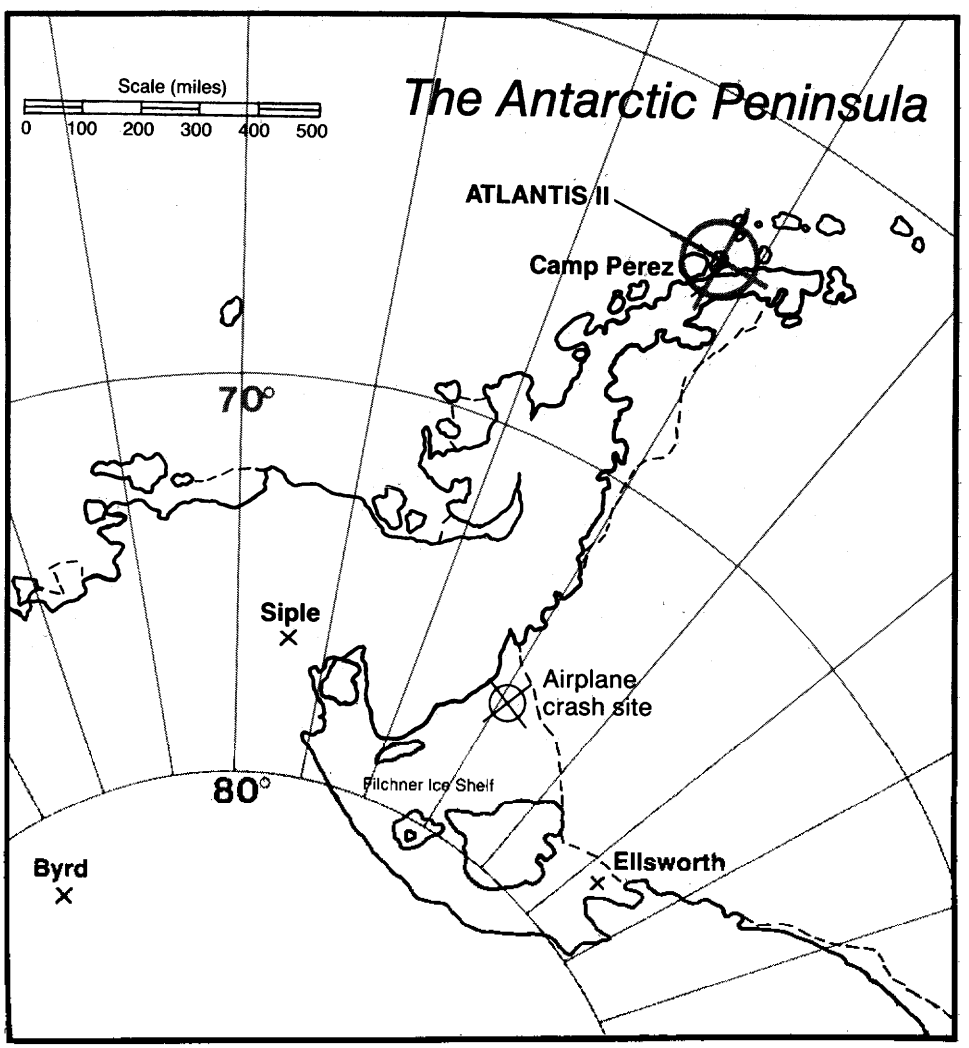
"It has been determined that Penguin One crash-landed on the Filchner Ice Shelf. The Soviets recovered the bodies of the SCAR scientists and the aircraft's 'black box.' The bodies and the black box were turned over to the Americans at Ellsworth. No maps or photos were reported found by the Soviets. It is assumed that the maps survived in a special flameproof container now hidden under snow or wreckage at the crash site.

"Your team must decide how to proceed. You may fly to the crash site to assist in the search for the maps and evidence, or you may set course for another base. Under the treaty of 1959, any base in Antarctica is accessible to you, since no base can refuse permission for a plane to land. This should also apply to Atlantis II.

"Once you arrive at Atlantis II, the exact means of penetration is left up to you. The agency suggests that your team feign aircraft engine trouble and make a forced landing on the Atlantis II airstrip. From there you are to attempt to infiltrate the main complex, collect data, and return to base to report your findings. At no time are you to reveal your true assignment to Atlantis II personnel.

"If chemical, biological, or radiological (nuclear) warfare devices are encountered in the field, you should make no attempt to disarm or contain the devices. Proper authorities (decontamination or bomb disposal units) should be notified at once, even at the risk of jeopardizing a delicate mission. Caution supersedes any political or national allegiances.

"It is currently winter on the continent, which means there is continual darkness in most places south of the Antarctic Circle. The average temperature on the coast is -40 degrees Fahrenheit. Any overland traveling is extremely hazardous. The extreme cold tends to jam conventional weapons. Trigger guards prevent mittened hands from pulling triggers. Bare flesh begins freezing after one minute of exposure to sub-zero temperatures, and bare skin freezes to metal. The agency recommends that agents avoid outdoor battles entirely."



ADMINISTRATOR'S FILE

Adventure preparation

Information in the AGENT FILE should be given to players in the order it is presented here. First, they should read the Christchurch, New Zealand Mission Briefing. Then players make their character selections based on the brief descriptions (or use their own characters), and they depart for Ellsworth Base to finish organizing supplies and receive their final verbal instructions.

A player who chooses a pregenerated character should first determine the bureau classification of the character he wishes to play. Next, he should either choose an available character from that bureau, or select one randomly. In any event, the player's choice is made without knowing details such as the character's exact ability ratings. One of the eight Agent Dossiers will be given to the player by the Admin once the player's decision is made. The personal traits of the characters are fixed, and may not be adjusted upon receipt of a dossier.

Once the players have completed their preparations for the game, the referee finishes setting the stage by bringing the player characters from the mission briefing to the place where the mission is to begin. This is usually a matter of providing a brief narrative (such as, "After obtaining supplies and getting organized, your group is taken via transport plane from Christchurch, New Zealand to the United States Base, Ellsworth.").

Plot synopsis

The Children of Neptune (CON) began as a survivalist group dedicated to insuring the survival of its members in the event of a world war or other global tragedy. At that time, the Children of Neptune practiced natural food farming, supply hoarding, outdoor survival, weapon use, and other survivalist techniques. The group seemed relatively harmless until William Billeter became their leader.

Billeter, a former Arctic explorer, is a popular, dynamic speaker and businessman. Under his leadership, group membership and revenues increased throughout the world. Billeter contacted several investors to provide capital to form a natural food franchise. This franchise became incorporated under the name Atlantis Enterprises.

Soon afterward, the Children of Neptune began planning their own colony. The idea of Atlantis II was born in 1970, and the search for a natural undeveloped building site began. In 1971, Atlantis Enterprises purchased a plot of land on the Antarctic Peninsula where a Chilean research station once stood. In 1981, Atlantis Enterprises purchased 72 prefabricated, heavily insulated housing units and the components for a geodesic dome. Thousands of feet of pipe, hundreds of fuel oil barrels, sixteen Quonset huts, and tons of assorted non-perishable supplies were shipped to Chile.

One year ago, supplies and CON personnel began congregating in Chile before being shuttled by plane and ship to the Antarctic Peninsula. Two runways were built with two hangars and temporary housing. A pipeline was driven deep into geothermal rock. Slush pumped down the pipe became superheated steam to supply power for the base. During the brief warm season, trenches were bulldozed in the sun-softened snow. Seventy-two prefabricated housing units were placed in the trenches. Corrugated metal was used to form curved snow roofs over the subsurface passageways; the snow froze in position, and the curved corrugated metal was removed. Clear acrylic Quonset huts were built on the surface of the snow between the snow-roofed passageways. The Quonset huts were connected with plywood hallways. In the center of the buildings and tunnels, a 60-foot-tall geodesic dome was constructed. The dome is 150 feet wide and is composed of 665 transparent, triangular panels supported by an aluminum skeleton.

CON personnel wasted no time moving into the finished base and setting up housekeeping. A meteorological tower and a radio antenna were raised. Live plants, food, clothing, and laboratory equipment arrived by the planeload. Housing units became mess halls, storage areas, maintenance shops, and laboratories. Atlantis II became the long-awaited colony of the Children of Neptune.

In the meantime, CON has evolved from a survivalist group into an ultra-survivalist faction planning world domination after the superpowers mutually annihilate each other. With Atlantis II as its headquarters, CON plans to rule the survivors of the earth's northern hemisphere, using a fleet of floating islands. These islands are to be constructed in nuclear-powered floating drydocks. At present, CON has constructed Atlantis II in Antarctica, a floating drydock in the northwestern Pacific Ocean, and a floating island in the Great Barrier Reef.

In recent years, CON activities came to the attention of the world's peacekeeping authorities when CON became involved in crime to raise money for construction. In what is referred to as the "Floating Island Mission," international authorities financed a small team of agents to retrieve stolen Swiss franc printing plates. Once the manufactured floating island had been invaded and secured, an intensive investigation of the premises followed. Vague references hinted at CON's involvement in the counterfeiting scheme. It is conjectured that CON was intending to produce counterfeit Swiss francs in order to finance the construction of Atlantis II. Apparently, CON personnel had no intention of flooding the world's financial market or extorting money from the Swiss government.

Agents investigating the activities of Colonel Martin "Mad Merc" Strikewell at a small atoll in the Northwest Pacific uncovered another CON construction. A floating drydock used to construct floating islands confirmed the existence of CON and increased the possibility of additional floating islands. The Mercenary Atoll Mission also hinted at the existence of another CON construction in Antarctica.

CON is attempting to make Atlantis II self-sufficient for two major reasons. First, to insure the continued survival of their members in the event of a supply-halting world holocaust or a blockade against them on the part of outside countries, they must be prepared to provide themselves with the necessities of life.

Second, in 1959, twelve countries proclaimed a treaty that prevented any territorial claims in Antarctica from being settled for 30 years. Although the Children of Neptune have staked out a large tract of land, neither CON nor any country owns land in Antarctica. In 1989, CON hopes to claim and own part, if not all, of Antarctica. CON bases its hopes on the fact that although several countries have permanent scientific outposts and military bases in Antarctica, none of the countries have a truly self-sufficient colony. CON's claim will have at least some validity, since entire families have taken up residence at Atlantis II. Also, most Antarctic bases depend on food, fuel, and supplies from home countries. Atlantis II hopes to grow its own food supplies, use naturally occurring geothermal energy, and manufacture all it needs to function as an independent community.

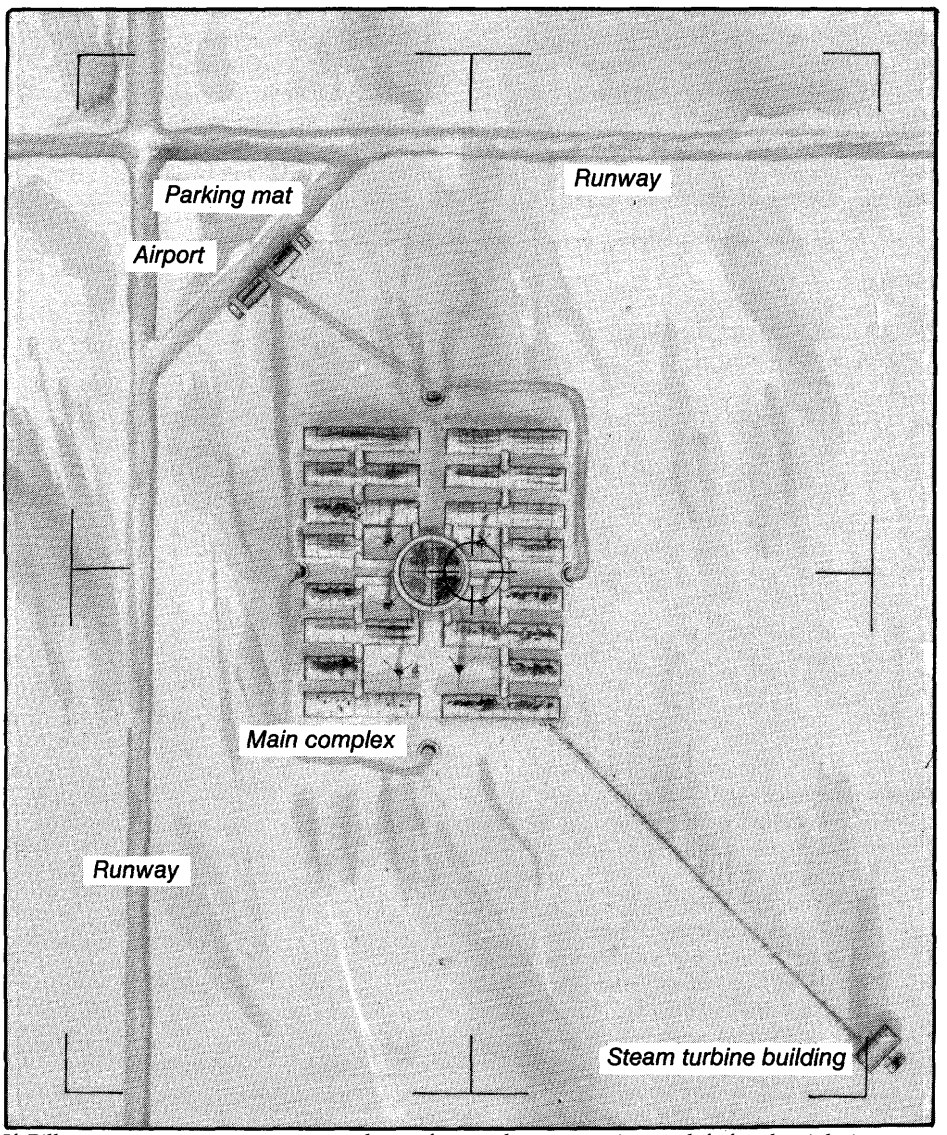
However, now that CON's crimes have been made known to the world, Billeter feels the group's survival is threatened. He has instituted a new offensive plan. A team of CON engineers has begun constructing small nuclear devices designed to destroy the other Antarctic bases. Billeter hopes that setting off a single nuclear explosion at a United States or Soviet base will cause an international crisis. If one side blames the other, a war could break out, increasing Billeter's chances of continental or world domination. If a war does not break out, Billeter plans to claim responsibility for the bomb and threaten to destroy other Antarctic bases unless Atlantis II is recognized as a political entity and given land of its own in Antarctica.

Recently, while workers were building one of the nuclear weapons, an "accident" occurred in the laboratory. This incident forced radioactive dust up an exhaust pipe to the surface. The laboratory was not contaminated, but the outside snow and the pipe were.

Most of the residents of Atlantis II are ignorant of the outside world's discovery of the floating island and the drydock, and are not guilty of any wrongdoing except their devotion to Billeter. They are intentionally kept ignorant of outside events by Billeter and his small group of advisers, who make all the policy decisions.

A small secret group of dissenters, calling themselves "625," want to flee Atlantis II.

Atlantis II aerial view



If Billeter captures any agents, members of "625" may help the agents get away — if the agents agree to take them along.

Plot directions

It is impossible to accurately predict the activities of player-character agents assigned to a free-form adventure. The adventure is riddled with clues, rumors, characters, and objects intended to provoke action and steer the agents. At certain points in the plot, they must make vital decisions. It is important that the agents be reminded of the urgency of their mission from time to time so that their actions are self-motivated, even if incorrect.

The action should begin with the agents being called to a Mission Briefing at a United Nations Security Council safehouse in Christchurch, New Zealand (see the AGENT FILE). The agents may be attacked by thugs in a car waiting outside the Christchurch safehouse. These thugs are not associated with the mission, but the action will get the players in the mood for later fast action during the investigation. The thugs can be armed with any hand-held weapon the Admin chooses. The thugs' character traits are left for the Admin to determine as well.

At Ellsworth Base, the agents meet their contact for the verbal briefing and then decide how to set out. They may refuel their plane immediately at Ellsworth and fly themselves to either the crash site, Camp Perez, Atlantis II, or someplace else. A pilot will not go with them, which means that at least one agent in the group must have piloting skill. The agents may choose to park their aircraft and proceed on foot or by other means, but this is ill advised for distances of more than a few miles. If agents want to embark on an overland trek, remind the players of the time and distance factors involved that make this impossible.

Agents won't find anything important if they visit the site of the Penguin One crash — no map case, no radiation on the wreckage. Based on the reports made by the surveillance team when they were still on the island, the agents should realize that they can probably get into Atlantis II easily, so they don't need maps and photographs beforehand.

Camp Perez is 10 miles from Atlantis II. The characters may choose to refuel and fly themselves to Atlantis II from there, or proceed on foot or by land vehicle across the ice floe. If the team flies in and asks for landing permission at Atlantis II, personnel there will tell them that the landing strip is currently under whiteout conditions and the aircraft cannot be safely directed to land. (Actual weather conditions depend on what was rolled for the current six-hour game period.)

The Children of Neptune will welcome anyone who lands at their airstrip, and will offer the agents mechanical assistance and fuel. If the agents don't want lodging, they will be expected to stay at the airport until their plane is ready to fly again (which would make this a short mission).

If the agents landed the plane because of alleged engine or mechanical trouble, Yang will offer to inspect and repair the aircraft; it will take him 1 - 10 hours to discover that nothing is wrong. He will report this fact to Billeter, who will instruct him to "Snowbank" the aircraft. (See the section on Code Names.)

Yang will only attempt to sabotage the aircraft if all the agents leave the airport area. To cover the time he needs to spend alone with the plane, Yang will tell the agents that he could not find any engine trouble or control problem with the aircraft, but discovered structural wing damage. Repairs can be made in 1-10 hours (Admin's choice or random), and in the meantime they are welcome to stay as guests in the main complex. Agents may be forced to stay because of approaching nightfall or bad weather. Of course, they can simply accept the invitation (and probably lose the services of their aircraft) as a means of getting inside the complex. When they enter, the male agents are housed in Unit #23 and female agents in Unit #8.

If the agents approach overland in vehicles, they will be detected on radar one mile away. Yang will approach them in a Sno-cat to find out where they are going and invite them into the main complex.

Agents who approach on foot won't be detected by radar, but will be seen 80% of the time on the base's infrared surveillance equipment. Two guards will come out on open snowmobiles to investigate. If the agents are discovered and remain friendly, they will be invited to stay in Unit #23 and Unit #8. If agents are unfriendly, they will be hunted by guards and shot at by Atlantis II personnel using heavy machine guns placed inside empty fuel oil barrels around the surface of the complex.

An agent who commits a crime at Atlantis II will be considered armed and dangerous. Guards will attempt to arrest the agent(s) without harming Atlantis II personnel. Captured agents will be turned over to SCAR for legal action. Agents who escape the complex and attempt to leave via their own aircraft will discover their aircraft has been sabotaged — when it crashes an hour after they're in the air.

WEATHER

The climate of Antarctica affects play directly. Temperature and wind combine to create deadly weather conditions. Agents who do not take the weather into account may be injured or killed.

Weather conditions should be checked once every six game hours. Roll two ten-sided dice, and find the number rolled on the first die in the left-hand section of the Weather Conditions and Damage Chart in either the coastal or interior column. ("Coastal" is any place within 50 miles of the sea; "interior" is the rest of the continent.) This number corresponds to wind velocity and determines what row of the temperature chart to consult. To use the temperature chart, add +4 to the second die roll if agents are in an interior location, and then find the resulting number in the top horizontal row of the temperature chart. This number corresponds to the air temperature. By cross-indexing the temperature result with the wind speed result, the Admin can find the base number of Injury Points a character will receive in every ten minutes of exposure under these weather conditions. Agents who travel on foot or in unheated vehicles will be subject to the full dangers of the Antarctic cold.

WEATHER CONDITIONS AND DAMAGE CHART

WIND CHART
First die:

TEMPERATURE CHART (degrees F.)
Second die: (may be modified)

Coast	Inter.	Conditions	Speed (mph)	1 +10	2 0	3 -10	4 -20	5 -30	6 -40	7 -50	8 -60	9 -70	10 -80	11 -90	12 -100	13 -110	14 -120
1	1	Calm	0-1	**0**	1	2	3	3	4	4	5	5	5	6	6	6	7
	2	Light air	1-3	**1**	**2**	3	3	4	4	5	5	5	6	6	6	7	7
2	3	Light breeze	4-7	**2**	**3**	**3**	4	4	5	5	5	6	6	6	7	7	7
3	4	Gentle breeze	8-12	**3**	**3**	**4**	**4**	5	5	5	6	6	6	7	7	7	8
4	5	Moderate breeze	13-18	**3**	**4**	**4**	**5**	**5**	5	6	6	6	7	7	7	8	8
5	6	Strong breeze	19-31	**4**	**4**	**5**	**5**	**5**	**6**	6	6	7	7	7	8	8	8
6	7	Fresh gale	32-46	**4**	**5**	**5**	**5**	**6**	**6**	**6**	7	7	7	8	8	8	8
7	8	Whole gale	47-63	**5**	**5**	**5**	**6**	**6**	**6**	**7**	**7**	7	8	8	8	8	9
8	9	Hurricane	64-96	**5**	**5**	**6**	**6**	**6**	**7**	**7**	**7**	**8**	8	8	8	9	9
9	10	Hurricane	97-138	**5**	**6**	**6**	**6**	**7**	**7**	**7**	**8**	**8**	**8**	8	9	9	9
10		Hurricane	139-208	**6**	**6**	**6**	**7**	**7**	**7**	**8**	**8**	**8**	**8**	**9**	**9**	**9**	**9**

Whiteout

Any **boldface** result on the Weather Chart indicates the potential for real whiteout conditions. Sometime during the next six hours (Admin's discretion), snow will begin falling or blowing so hard that the horizon will become indistinguishable from the foreground. These conditions will last for 1-100 minutes (roll percentile dice). Visibility becomes very limited at best. Small open crevasses become hidden from view (see the Terrain rules below). Attempting to travel overland or in the air without a compass will cause the travelers to become lost (Admin's discretion). Any aircraft caught in a whiteout should not try to land or take off. If either of those maneuvers is attempted, refer to the Explosive Use Against Vehicles Chart on page 37 of the TOP SECRET® Game Rulebook.

Weather damage modifiers

When calculating weather damage, the number of Injury Points to be subtracted from a character's Life Level may be modified by one or more of the following conditions:

Character is:	Modifier
Standing, lying, or inactive	+3
Walking or moderately active	+0
Running or extremely active	-3
Immersed in water or wearing wet clothes	+5
Missing mittens or boots	+2
Missing mittens and boots	+4
Protected from the wind	-2
Moving at less than 20 mph in unheated vehicle without a cab	+1
Moving at 20-60 mph in unheated vehicle without a cab	+2
Moving faster than 60 mph in unheated vehicle without a cab	+3
Wearing inexpensive parka	-1
Wearing moderately priced parka	-2
Wearing expensive parka	-3
Wearing custom parka	-4
Wearing a space suit	-5

TERRAIN and MOVEMENT

Characters who travel overland without using marked roads run the risk of stumbling into crevasses (cracks in the icy surface). The danger of crevasses is further heightened by the fact that they can be hidden beneath a thin layer of ice and snow. An intelligently outfitted convoy of vehicles moving over unmarked terrain usually has a large crevasse detector in the lead. Agents can procure a crevasse detector vehicle 25% of the time from any base, and with this can travel fairly safely.

The Admin should roll percentile dice once every game hour of travel and use the Terrain Chart to determine present conditions. Unmarked crevasses will not occur along marked roads or paths.

TERRAIN CHART

Dice roll	Terrain	Crevasses
01-40	Smooth	None
41-58	Rough	None
59-66	Smooth	Sm & open
67-74	Rough	Sm & open
75-78	Smooth	Sm & hidden
79-82	Rough	Sm & hidden
83-86	Smooth	Med & open
87-90	Rough	Med & open
91-92	Smooth	Med & hidden
93-94	Rough	Med & hidden
95-96	Smooth	Lg & open
97-98	Rough	Lg & open
99	Smooth	Lg & hidden
00	Rough	Lg & hidden

Rough terrain is crossed at one-half normal movement, regardless of the means of overland locomotion used.

Small crevasses are 1 - 10 centimeters wide by 10-100 centimeters long and deep. *Medium* crevasses are 10-100 centimeters wide by 1-10 meters long and deep. *Large* crevasses are 1 - 10 meters wide by 10-100 meters deep.

Agents can always avoid open crevasses (the sort that are not hidden by ice or snow crust) by simply jumping over or walking around them — except for small, open crevasses encountered during whiteout conditions; those crevasses are treated as if they were hidden.

Vehicles can cross any small crevasses without slowing down or being affected.

Any vehicle taken across a medium crevasse will be stuck for 1-10 minutes, and every passenger will take 1 Injury Point of damage from the sudden stop. Any vehicle driven across a large crevasse is stuck permanently, and every passenger takes 2 Injury Points of damage. Hidden crevasses can be detected and avoided by any character who succeeds in a percentile dice roll vs. his Coordination. Each character must make this roll if a group is spread out on foot; if more than one character occupies the same vehicle, check the driver's Coordination for success in detecting and avoiding crevasses. If a character's Coordination is less than the dice roll, he (or his vehicle) slips and falls into the crevasse, doing damage to the individual or each passenger as follows:

Small crevasse — Twisted ankle, 1 Injury Point of damage.

Medium or large crevasse — Damage from falling (see p. 33 of the TOP SECRET Game Rulebook).

Only the lead character risks taking damage if characters travel single file on foot. Characters on foot may choose to rope themselves together. Modify all of the tied leader's damage from falling downward by one half.

TRANSPORTATION CHART

Mode of movement	Top speed (mph)	Velocity (ft/turn)	Range (miles)	Seating capacity	Chance of access
Snowshoes/skis	3	25	—	—	100%
Dogsled	25	185	1000	3	5%
Open snowmobile	65	480	144	3	90%
Cabbed snowmobile	55	405	126	2	70%
Sno-cat	30	220	370	8	50%
Sno-cat w/detector	15	110	370	6	25%
Hovercraft	75	550	330	10	—
Helicopter	120	880	300	4	25%
Cargo plane	170	1250	1500	15	95%

Top speed of a vehicle cannot be maintained indefinitely; adjust foot-per-turn figures downward proportionately when vehicles are traveling at less than top speed. *Chance of access* is the probability that any single base will have one or more pieces of the listed equipment.

Agents will almost always use one of the modes of movement given on the Transportation Chart. In dire circumstances when a character is on foot without snowshoes or skis, his base movement rate is one-half normal (walking speed 1½ mph). This rate is cut in half again, to ¾ mph, in rough terrain.

With snowshoes or skis: Characters move at normal rates (walking speed 3 mph).

Dogsled: Atlantis II has a pair of 6-dog sleds. The dogs may pull at full speed for only 15 minutes; their usual speed is four miles per hour.

Snowmobiles, open or cabbed: These vehicles are usually available at any base. When available, they can be borrowed for the mission. Cabbed snowmobiles have heated enclosures, offering protection from the elements.

Sno-cat: These are enclosed, heated vehicles with skis on the front and treads on the rear. A Sno-cat with crevasse detector is much like a regular Sno-cat, with a spider-web framework extending from the front bumper that detects crevasses before the vehicle passes over them. The vehicle can be driven faster than 15 mph, but the detector will not function properly at higher speeds.

Hovercraft: Two of these experimental aircraft are in Antarctica, one at Ellsworth Base and the other hidden at Atlantis II. The hovercraft at Ellsworth can only be borrowed if all agents on the mission travel in it. Since hovercraft are experimental, there is a 10% chance each hour the vehicle is driven that it will break down. An agent with an AOK value of more than 75 in Electrical or Mechanical Engineering can repair any breakdown in 1-100 minutes. Both hovercraft are enclosed and heated.

Aircraft: The Administrator must keep in mind that bad weather affects low-flying aircraft. A helicopter dropping off passengers might be hit by a whiteout, become disoriented, and crash. Parachutists jumping into gale-like winds will be blown miles off course and be subject to hazardous landings. It is suggested that the Administrator describe the weather conditions and let the agents make the decision on whether to act.

All engine-powered vehicles may carry extra fuel, which can double their maximum range. Broken windows that are not repaired will cause vehicles to cease being enclosed and heated, exposing passengers to the elements. No base will loan personnel to serve as pilots or drivers who would assist the agents on their mission.

EQUIPMENT

The standard parka consists of pants and a padded pullover coat with a hood. Face masks, goggles (sunglasses during daylight), mittens, and boots are standard supplementary clothing. Because of the increased padding of a parka, all damage from combat is halved. This includes both projectile and hand-to-hand combat.

Standard weapons should have the trigger guards removed so they can be used with gloved or mittened hands. Because of the extreme cold, most guns used outdoors will misfire on a roll of 96 and jam on a roll of 97-00 during the hit determination dice roll of combat. Revolvers will misfire on a roll of 99-00, but will not jam. (See page 25 of the TOP SECRET Game Rulebook.)

PHYSICAL SECURITY

All exterior doors can be assumed to be locked (-/20) at night. Interior doors are locked 50% of the time. Desks, files, and drawers can be considered locked 75% of the time. Persons inside private rooms will probably have the door locked and chained as well. Security chains have a Difficulty rating of +10. Vehicles have the keys in them 5% of the time.

LIGHTING

Most rooms will have a light switch inside the door on the wall to the right, and from 1-10 light sources in the room. Unless otherwise noted, most ceiling lights operate from a light switch and are of the fluorescent-tube variety.

PERSONAL ENCOUNTERS

Whenever an agent in the main complex is outside a unit or the dome, there is a chance of encountering a passing pedestrian or seeing a random object. These encounters can occur anywhere except outdoors. The frequency of checking depends on the time of day as indicated on the following charts. A second encounter will not occur until the first encounter is ended. In some cases, the specified random encounter may not occur if the non-player character involved was injured or put out of action during an earlier encounter.

DAYTIME ENCOUNTER CHART
(10am to 10pm)

Roll percentile dice for every 10 minutes.

Dice roll	Encounter
01-25	None.
26-35	Sound of footsteps.
36-45	Shadows moving on the wall in the distance.
46-50	Sound of unintelligible conversation in the distance.
51-60	Maintenance person cleaning or doing repair work. Will ignore most people unless he/she is approached.
61-70	Someone calls out a name and approaches agent with an outstretched hand in greeting. The person has mistaken the agent for someone else.
71-80	A group of 1-10 children on their way to the indoor pool. Five pet penguins accompany the children.
81-90	Security person approaches on routine circuit. He is checking doors to be sure they are locked. He will not speak to the agent or stop unless the agent stops him.
91-00	Cracking and low-level rumble of icy walls settling.

NIGHTTIME ENCOUNTER CHART (10pm to 10am)

Roll percentile dice for every 20 minutes.

Dice roll	Encounter
01-25	None.
26-35	Faint light in the distance.
36-55	Sound of distant running footsteps headed south.
56-65	Faint distant laughter in unknown direction.
66-70	Young couple walking hand-in-hand toward dome.
71-75	Maintenance person cleaning or doing repair work. Will ignore most people unless he/she is approached.
76-80	Someone calls out a name and approaches the agent with a hand outstretched in greeting. The person has mistaken the agent for someone else.
81-85	Hysterical woman (Vera) approaches, begging group to take her away from Atlantis II, back to someplace warm.
86-90	Security person approaches on routine circuit. He is checking doors to be sure they are locked. He will not speak or stop unless the agent stops him.
91-95	Cold, chilly draft from above showers agent with minute ice crystals falling from ceiling.
95-00	Five pet penguins waddle toward characters expecting to be fed. The birds will not leave until they are fed or until agents run out of sight.

PERSONAL TRAIT VALUES & WEAPONRY CHART

Name	PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV	QRC
ABBY	63	26	40	91	29	56	74	59	41	43	159	10	104	100	
ABEL	90	46	21	64	54	56	60	55	51	55	167	11	141	106	
BILL	95	76	103	96	82	87	92	86	82	85	285	20	177	168	e, t
BONA	56	64	45	35	43	46	41	50	55	45	147	10	111	105	
CARL	72	60	75	76	62	89	83	68	75	76	236	15	147	143	
CORA	90	46	21	64	54	56	60	55	51	55	167	11	141	106	
DALE	46	92	41	40	35	95	68	66	94	65	185	9	140	160	
DAWN	73	35	57	74	85	75	75	55	55	80	205	13	128	110	
EARL	28	62	65	50	50	68	59	56	65	59	161	9	93	121	
EDNA	49	79	40	31	80	45	38	55	62	63	134	9	111	117	
FAY	63	26	40	91	29	56	74	59	41	43	159	10	104	100	
FELIX	76	49	39	24	69	71	48	37	60	70	186	12	136	97	
GAY	40	91	99	86	60	99	93	89	95	80	238	14	135	184	
GUY	85	93	88	54	95	53	54	74	73	74	226	17	158	147	
HANS	38	53	27	65	30	99	82	59	76	65	164	7	114	136	
HOPE	29	75	99	81	40	58	70	78	67	49	186	13	96	145	
IAN	40	91	61	86	60	44	65	89	68	52	145	10	108	157	
IDA	89	96	79	81	86	77	79	89	87	82	245	17	176	176	
JACK	36	91	46	89	91	46	68	90	69	74	128	8	105	159	e
JANE	33	33	27	76	68	51	64	55	42	60	111	6	75	97	e
KAREN	70	51	63	95	61	91	93	73	71	76	224	13	141	144	e
KEN	46	91	89	79	62	27	53	85	59	45	162	14	105	144	
LANA	61	45	60	76	84	65	71	61	55	75	186	12	116	116	
LANCE	94	48	66	82	87	49	66	65	49	68	209	16	143	114	
MAE	52	92	75	32	78	92	62	62	92	85	219	13	144	154	e
MARK	91	70	62	56	62	79	68	63	75	71	232	15	166	138	e
NADA	43	41	65	70	55	77	74	56	59	66	185	11	102	115	f
NEIL	33	50	79	81	86	34	58	66	42	60	146	11	75	108	f
OPAL	89	96	46	45	37	76	61	71	86	57	211	14	175	157	f
OTIS	90	50	92	99	78	63	81	75	57	71	245	18	147	132	e
PAMELA	85	51	91	70	80	47	59	61	49	64	223	18	134	110	
PAUL	66	80	70	90	68	91	91	85	86	80	227	14	152	171	d
RENE	68	105	36	53	42	56	55	79	81	49	160	10	149	160	f
RITA	95	90	94	47	61	96	72	69	93	79	285	19	188	162	e
SARA	68	70	81	93	55	90	92	82	80	73	239	15	148	162	
SAUL	70	79	90	80	62	90	85	80	85	76	250	16	155	165	d
THORA	75	94	84	74	38	42	58	84	68	40	201	16	143	152	f
TOM	100	81	35	27	35	97	62	54	89	66	232	14	189	143	e
UNA	80	66	62	94	65	61	78	80	64	63	203	14	144	144	
VERA	65	75	60	91	56	100	96	83	88	78	225	13	153	171	e
VIC	60	93	28	45	26	50	48	69	72	38	138	9	132	141	d
WADE	85	62	88	36	95	53	45	49	58	74	226	17	148	107	d
WANDA	52	89	62	54	95	33	44	72	61	64	147	11	112	133	k, t
XENIA	68	105	36	53	42	56	55	79	81	49	160	10	149	160	k, t
YANG	95	90	94	47	61	96	72	69	93	79	285	19	188	162	k, t
YING	95	90	94	47	61	96	72	69	93	79	285	19	188	162	k, t
ZEKE	68	70	81	93	55	90	92	82	80	73	239	15	148	162	k, t
ZOLA	70	79	90	80	62	90	85	80	85	76	250	16	155	165	k, t

THE PERSONNEL OF ATLANTIS II

Statistical and personal information on the residents of Atlantis II is given in the Personal Trait Values and Weaponry Chart and the Occupation and Location Chart that accompany this text.

Personal trait values are abbreviated in the chart headings: PS = Physical Strength; CH = Charm; W = Willpower; CO = Courage; K = Knowledge; CD = Coordination; OF = Offense; DP = Deception; EV = Evasion; DA = Deactivation; MV = Movement Value; LL = Life Level; HTH = Hand-to-Hand Combat Value; SV = Surprise Value. Statistics not given in these listings can easily be computed, using the traits given along with some imagination.

Those characters who carry weapons have the necessary information listed under the QRC (Quick Reference Code) column; weaponry includes a loaded gun plus one full extra clip of ammunition.

The Occupation and Location Chart uses some abbreviations: STB = Steam turbine building; QH = Quonset hut; SMB = Small metal building.

CODE NAMES

Individuals with knowledge of code names may divulge that information or acknowledge its use (as a password, rumor or whatever) as appropriate to any given situation. The use of code names by non-player characters is at the discretion of the Administrator. Player characters may encounter problems if they indiscriminately use inappropriate code names. The names and their meanings are:

Windfall: CON is attempting to make Atlantis II self-sufficient for two reasons, code-named *Wind* and *Fall.*

Wind (W): First, it is necessary to CON's survival to provide its members with the necessities of life in case they are cut off from the rest of the world. This could occur if outside countries form a blockade against CON or if a world war does break out and there is nowhere left to obtain supplies.

Fall (F): In 1959, twelve countries proclaimed a treaty that prevents any territorial claims in Antarctica from being settled for 30 years. At the moment, no country owns land in Antarctica. In 1989, CON hopes to claim part, if not all, of the continent.

Breakaway: Now that CON's crimes have become known to the world, Billeter feels the group's survival is threatened. He has instituted two new offensive plans, code-named *Break* and *Away.*

Break (B): A team of CON scientists has begun constructing small nuclear devices designed to destroy the other Antarctic bases. Billeter hopes that setting off a single nuclear explosion at a United States or Soviet base will cause an international crisis. If one side blames the other, a war could break out, increasing Billeter's chances of continental or world domination.

Away (A): If a war does not break out, Billeter plans to claim responsibility for the bomb. He will threaten to destroy other Antarctic bases unless Atlantis II is recognized as a political entity and given land of its own in Antarctica.

Thawout: Among the Children of Neptune are a group of dissenters who disagree with Billeter's policies and have secretly joined together into a conspiracy against Billeter. They call themselves "625" after the numbers of the housing units they live in (Units #6 and #25). The code names they use are *Thaw* and *Out.*

Thaw (T): This is the code name for an act sabotaging Billeter's projects. Thora is responsible for "accidentally" releasing the radioactive dust up the chimney from Unit #66, alerting the ill-fated scientific inspection team. Agents who are captured by Billeter's forces may be freed by members of "625" performing a *Thaw* operation.

Out (0): The members of "625" want to escape Atlantis II with the 20 children from the nursery (Unit #11) and school (Unit #12). They will try to slip a message to any Atlantis II visitor asking the visitor to help them escape.

Dustcloud (D): While workers were constructing a nuclear weapon, an accident occurred in the nuclear laboratory. This

LOCATION AND OCCUPATION CHART

Name	Sex	Occupation	Location		Code name knowledge
			Day	Night	
ABBY	F	Botanist	Dome	#19	F W
ABEL	M	Nuclear engineer	#68	#1	BDF W
BILL	M	Leader	#45	#20	A B D F S W
BONA	F	Electrical engineer	#68	#3	BDF W
CARL	M	Mechanical engineer	#66	#4	BDF W
CORA	F	Hydraulic engineer	STB	#1	BDF W
DALE	M	Chemical engineer	#68	#2	BDF W
DAWN	F	Welder	#59	#4	BDF W
EARL	M	Fitter	#59	#3	BDF W
EDNA	F	Maintenance	#53	#2	BDF W
FAY	F	Maintenance	#53	#20	A B D F S W
FELIX	M	Metal laboratory	#59	#19	W
GAY	F	Radar operator	#61	#21	W
GUY	M	Radio operator	#22	#46	W
HANS	M	Doctor	#32	#21	F W
HOPE	F	Doctor	#15	#5	F W
IAN	M	Nurse	#32	#25	F O T W
IDA	F	Nurse	#15	#5	F W
JACK	M	Cook	#13	#25	F T W
JANE	F	Cook	#34	#5	F W
KAREN	F	Cook's assistant	#13	#5	F W
KEN	M	Cook's assistant	#34	#25	F T W
LANA	F	Janitor	#22	#41	W
LANCE	M	Launderer	#29	#25	T W
MAE	F	Carpenter	#58	#6	F T W
MARK	M	Electrician	#43	#25	F T W
NADA	F	Babysitter	#11	#5	F W
NEIL	M	Babysitter	#11	#25	F O T W
OPAL	F	Teacher	#12	#5	F W
OTIS	M	Teacher	#12	#25	F O T W
PAMELA	F	Radio operator	#46	#5	W
PAUL	M	Vehicle mechanic	#38	#26	F W
RENE	M	Vehicle mechanic	#38	#26	F W
RITA	F	Nuclear assistant	#67	#6	BD T W
SARA	F	Geologist	#64	#6	F T W
SAUL	M	Nuclear assistant	#67	#25	BD T W
THORA	F	Equipment operator	#66	#6	B D F T W
TOM	M	Meteorologist	#61	#26	W
UNA	F	Metallurgist	#66	#6	F T W
VERA	F	Plumber	#52	#6	F O T W
VIC	M	Diesel mechanic	#51	#26	F W
WADE	M	Purser	#27	#26	F W
WANDA	F	Guard/pilot	#45	#5	S W
XENIA	F	Guard/pilot	#7	#45	S W
YANG	M	Guard/pilot	SMB#2	SMB#2	B S W
YING	M	Guard/pilot	QH#1	QH#1,	S W
ZEKE	M	Guard	STB	STB	F S W
ZOLA	F	Guard	#7	#45	F S W

accident forced radioactive dust up an exhaust pipe to the surface. The laboratory was not contaminated, but the surface snow and the pipe were.

Snowbank (S): This is the code name for quieting all who visit Atlantis II. All unwelcome visitors are silenced after leaving so they can't tell anyone what they have seen. The SCAR investigation team was the victim of a *Snowbank* operation. Small holes were punched in their plane's fuel tanks so they would run low on gas and either have to return or crash. Billeter may be planning to *Snowbank* the player characters by sabotaging their vehicles (Administrator's choice).

LANGUAGES

All agents and NPCs speak fluent English. Other languages known by the pregenerated agent characters are listed in their respective dossiers. Languages other than English will possibly have limited utility on this mission — but a foreign language might be handy if two or more characters want to converse without being understood by others. The Admin can assign fluency in other languages to the personnel of Atlantis II as desired.

MILITARY INFORMATION

Agents should not be allowed indiscriminate military ordnance, use of military resources, or the control of military personnel. If the agent's agency or government had wanted military involvement, they wouldn't have sent agents on an espionage mission in the first place.

A secret agent should never be allowed to request photographic analysis after surveillance has been conducted by a spy plane or a satellite. An agent should never be allowed the use of a cargo-carrying helicopter with rockets or given command of 25 paratroopers. Not only is such use of military force unwarranted on a low-profile espionage mission, it is expensive, wasteful, and beyond the scope of the TOP SECRET game.

ENCOUNTER AREAS

General descriptions for encounter areas are given, but much remains for the Administrator to describe, such as furnishings and other small details.

Entry into any outdoor environment can be gained from any point outside the perimeter of a map. Those who exit the map area are assumed to have escaped any immediate danger and will generally not be pursued unless they have broken the law.

Player characters will seek information through conversation with the characters they encounter. Answers to routine or insignificant questions will usually be obtainable. For more in-depth queries, use the "Contacts" rules from the TOP SECRET game, depending on the means employed by the player characters. The Administrator should play the roles of the encountered characters during this verbal interplay.

Airport

The Atlantis II airport consists of two hangars and two sheet metal structures. All four buildings are heated by steam pipes in the floor. Each hangar contains a helicopter, a cargo plane, and a Sno-cat, all fueled and ready to operate. The Sno-cats are used to maneuver aircraft, as emergency vehicles, and as transports from the airport to the main complex. Barrels of aviation fuel and gasoline surround the buildings.

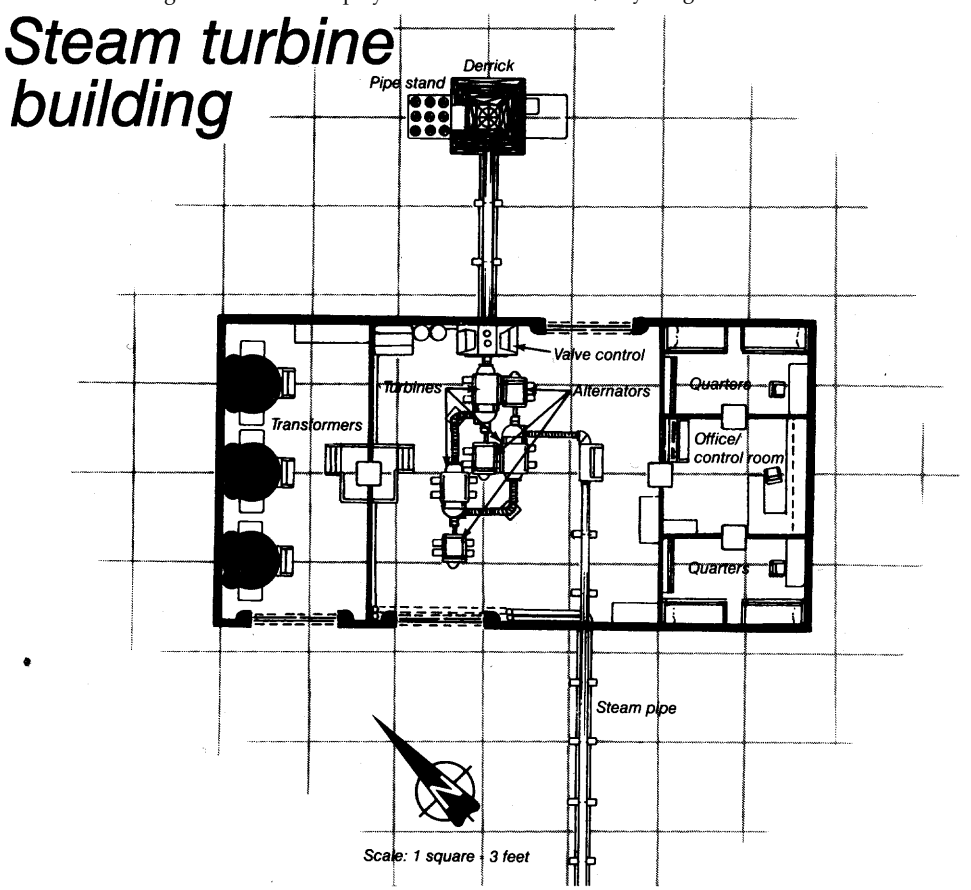
Aboard each cargo plane is a 55-gallon barrel strapped down tightly with restraints. A geiger counter brought near it will detect a very hot radioactive source. The barrel contains a miniature nuclear device (security rating -/75) powerful enough to produce a crater 100 feet in diameter and a blast zone with a one-mile radius. If the device is detonated, anything within the crater will be disintegrated. Any character in the blast zone will suffer l-100 Injury Points. The bombs are meant to be radio-detonated on separate frequencies, but the controls to detonate the bombs are not aboard the airplanes; Billeter has the detonators in his possession.

Sheet metal building #1 contains a kennel housing 12 Alaskan huskies (+3/-1), two dogsleds with six harnesses each, and a locker of raw frozen meat.

Sheet metal building #2 contains the quarters of Yang, an 8′ tall giant employed as a guard and airport caretaker. An intercom connects Yang's quarters with the security office in the main complex.

If an aircraft lands on the Atlantis II airstrip, Yang will be dispatched with lighted hand-held signals to direct the aircraft toward the parking mat in front of the airport. If the aircraft follows his signals and parks, he will assist passengers with unloading and then take them and their luggage to the west opening of the west tunnel at the main complex. Yang is armed. His parka, boots, and mittens are bulletproof.

Yang has an identical twin brother, Ying, who lives in Quonset Hut #1 at the main complex. Ying is usually available to make a trip to the airport and help transport large groups of visitors, or to bring part of a group in to the main complex while Yang stays at the airport with the others. Neither Yang nor Ying will allow any visitors inside the airport buildings without supervision.

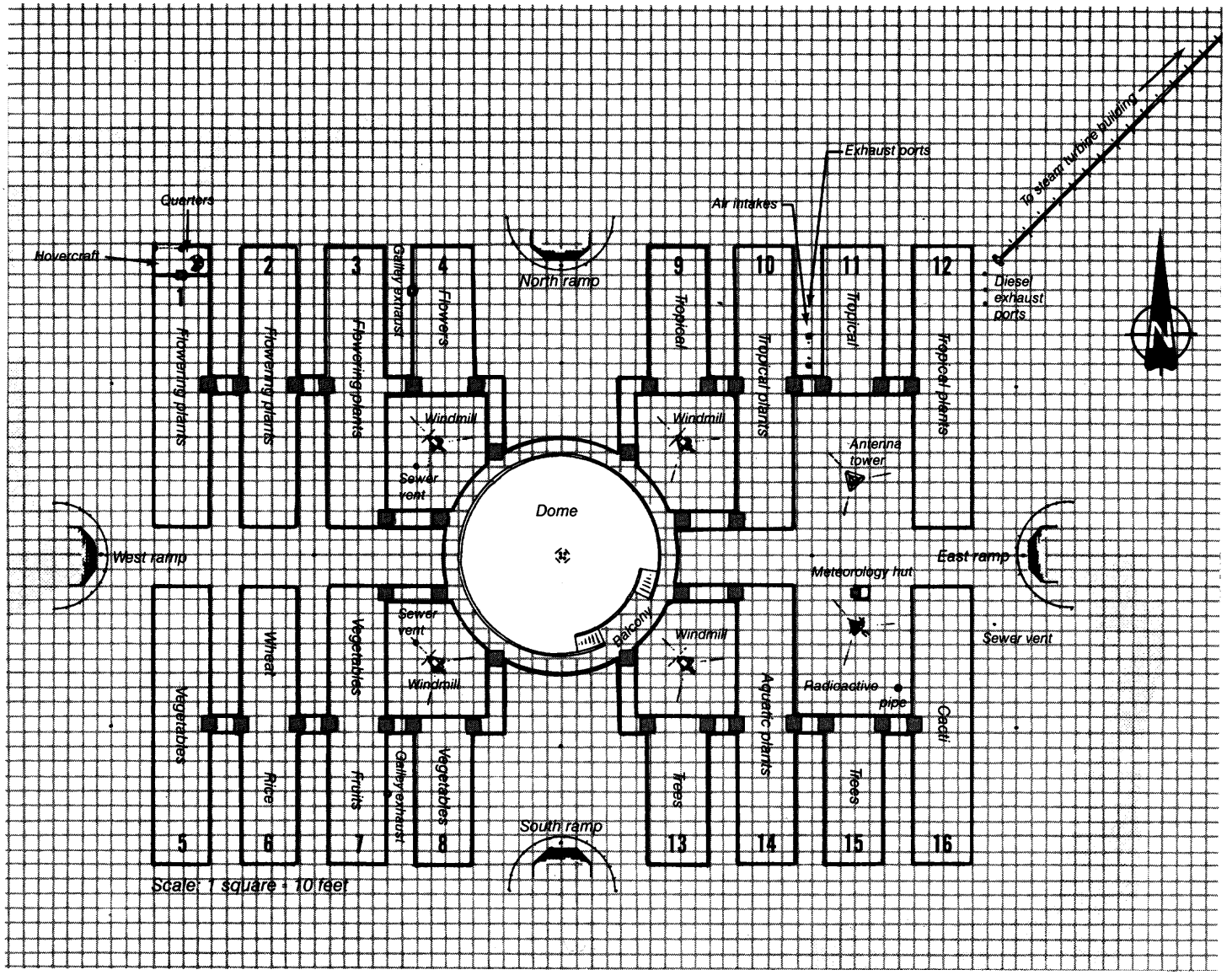


Steam turbine building

This structure stands beside the drilling platform derrick. The entire complex, including this building, is heated and powered by steam. From the derrick attached to the steam turbine building, a slushy ice-water mixture is pumped down to the geothermal rock beneath the Antarctic surface. The mixture turns to steam, which is piped back to the surface and routed against a series of turbine blades. These blades rotate generator shafts, which in turn create electricity. The steam condenses into hot water and is piped throughout the complex for heating purposes.

Zeke is quartered within the steam turbine building as a guard and technician.

Main complex, surface level



MAIN COMPLEX
SURFACE LEVEL

The Quonset huts and the geodesic dome emit a violet light through their transparent walls. This violet glow is reflected on the snow outside the complex and can sometimes be seen up to a mile away or on clouds above the complex. The violet color comes from ultraviolet lamps used to raise plants in the Antarctic darkness.

The main complex is relatively silent at all times. Voices and other sounds that might carry between the huts are drowned out by the sound of the wind blowing ice crystals against the exterior walls. The dome and the Quonset huts are heated by hot water pipes that run through the concrete floors of each building.

The transparent dome and Quonset huts cannot be penetrated by standard bullets; explosives or incendiaries must be used to cut through the tough acrylic surface.

Dome

The central dome stands 45 feet above the surface of the surrounding snow and ice. It extends another 15 feet down into the snow and is 150 feet across. The dome is composed of 665 triangular transparent panels supported by an aluminum gridwork.

Hanging inside the top of the dome are incandescent and ultraviolet lamps, and four surveillance cameras. The cameras are wired to the security control room; they point at four sections of the balcony, but do not scan the lower-level pathways, double doors, or floor.

Access to the floor of the dome is gained through four sets of double doors leading from the main tunnels of the complex. Grass-covered paths lead from each doorway, intersecting in the center of the dome's floor. The parts of the floor sectioned off by the paths contain gardens and a heated pool.

On the upper level of the dome, eight narrow corridors leading from the Quonset huts connect by doorways to the dome's balcony. Two stairways in the southeast quadrant of the balcony lead to the lower level, coming out on either side of the pool.

Beside each pair of double doors in the dome is a button that opens or closes the doors unless overridden by security.

Personnel present, Daytime: Abby.

Quonset huts

Sixteen transparent acrylic Quonset huts are connected to each other and the dome by plywood corridors. Both incandescent and ultraviolet lamps hang from the tops of each hut. Along the walls of each hut are waist-high tables filled with growing plants from around the world. Huts #1 through #4 contain flowering plants. Huts #5 through #8 contain food crops. Huts #9 through #12 contain tropical plants. Huts #13 through #16 contain trees, aquatic plants, and cacti.

All plants are grown by experimental methods. Some are started hydroponically in warm-water pipes with holes drilled in them for the roots to grow through. The seedlings are then planted in nutrient-rich soil on the waist-high tables or placed floating on Styrofoam rafts with their roots hanging in a fertilizer solution. Some vine plants climb vertical strings while others cling to

A-shaped frames, multiplying the available growing space. Ceiling-mounted conveyors move hanging root systems through nutrient-rich misting troughs. The plants respond favorably to ultraviolet light, grow to maturity, and are harvested.

Any agent with an AOK score of 75 or higher in Agriculture or Botany will be able to identify the various experimental growing methods. These methods include aeroponics, hydroponics, trickle irrigation, floating matrixes, conveying systems, intercropping, and nutriculture. Stilts, available in several of the Quonset huts, are used to reach the tops of some plants.

Quonset Hut #1 contains a plywood room with a garage-style overhead door leading to the outside. The room contains a fully fueled hovercraft, a spiral staircase leading down, and the personal belongings of Ying, the 8′ tall twin brother of Yang (see the Airport section). Ying serves as a guard and is the hovercraft operator.

Ramps

Four vehicle ramps made of concrete slope from the surface down 15′ to large metal double doors. These doors lead to the west, north, east, and south tunnels.

Fuel oil barrels

Although fuel oil is not often used at Atlantis II, many fuel oil barrels stand on the surface of the snow surrounding the main complex. Twenty of the oil barrels are really infrared surveillance cameras and remote-controlled gun mounts. The weapon statistics are: Heavy Machine Gun, PWV 95; PB 0; S -2; M -30; L -80; WS Slow; Rate 10.

Windmills

Four 60′ tall, 3-bladed windmills stand around the perimeter of the dome. These generate electricity for the dome.

Chimneys

All chimneys protrude 3 feet above the surface of the ice.

The chimney on the east side of Hut #4 leads to the galley in Unit #13; the chimney on the west side of Hut #7 leads to the galley in Unit #34. One third (33%) of the time either chimney is being examined, it will be emitting warm air that smells like cooking food.

The chimneys near the northwest and southwest quadrant windmills are vents for the sewers below the restrooms in Unit #16 and Unit #31. The chimney west of Hut #16 is a vent for the sewers below the restrooms on Unit #69 and Unit #70. The chimney between Hut #6 and Hut #7 connects to the dryer vents from the laundry in Unit #29. Humid air with bits of lint are exhausted from here one third (33%) of the time. The humid air freezes when it reaches the surface and coats the chimney with ice dotted by multi-colored lint.

Four chimneys penetrate the ice between Hut #10 and Hut #11. The two large chimneys are air intakes for the diesel generators in Unit #44. The two small chimneys are exhaust ports for the same generators. If the turbines in the steam turbine building stop rotating, the two larger chimneys will pump air in to help fuel the generators, and the two smaller ones will expel the diesel engine's exhaust gases.

Three ice-encrusted chimneys penetrate the surface beside Hut #12. These three chimneys are exhaust ports for diesel furnaces used to heat water in Unit #51. If the turbines in the steam turbine building stop rotating, these three chimneys will expel the diesel furnaces' exhaust gases.

The chimney on the east side of Hut #16 appears to be surrounded by gray rock dust. This chimney connects with the experimental ore refining machine in Unit #66. A geiger counter held near this chimney will indicate a trace of radioactivity. It was dust from this chimney, combined with blowing snow and ice crystals, which the surveillance camp detected as radioactive steam.

Antenna tower

This 100′ high tower supports an antenna connected to the radio in Unit #46. Six guy wires support the antenna tower. A 2′ tall triangular fence surrounds the base of the tower.

Meteorology hut

This small white wooden building is large enough for one man to squeeze inside. Weather instruments inside the hut are connected to displays and data analyzers in Unit #61. A small radar dish mounted on top of the meteorology hut rotates constantly. Just south of the meteorology hut is a wind direction indicator and an anemometer. These instruments are also connected to indicators in Unit #61.

MAIN COMPLEX
SUBSURFACE LEVEL

Connecting tunnels

The double doors leading inside from the ramps all open into 20′ wide tunnels that intersect with the floor of the dome. The west and east tunnels are lit, but the north and south ones are not usually illuminated. The double metal doors at the extreme ends of each tunnel have a security rating of (-/50) and a forced entry difficulty rating of 65. (See the Forced Entry rules on pp. 34-35 of the TOP SECRET rulebook.)

A closed-circuit surveillance camera is fastened to the ceiling just outside each set of double doors (eight cameras in all). The cameras are connected to monitors in Unit #45. If security personnel see someone approaching a set of doors, the doors will be opened automatically for any group led by someone wearing an Atlantis II parka (if entering from outside) or a white lab coat (if entering the dome). The doors will close and lock automatically after a person or group has passed through.

Branching off the east and west tunnels are a total of 16 side passageways that lead to subsurface units within the complex. The north and south tunnels each have two side passageways. The large tunnels and the smaller trench-like passageways surrounding the units are not heated directly, but they are a lot warmer than the outdoors. The temperature is about freezing (32 degrees F.), and there is no wind; characters do not suffer Injury Point damage from the elements while they are in the tunnels or trenches.

Two open snowmobiles are parked near the outer double doors in the west tunnel, and two more in the east tunnel. The north and south tunnels each contain four Snocats (with cabs) and two open snowmobiles.

Northwest Quadrant

Units #1-#4

Apartments: Each of these four apartments is the home of a CON scientist, his or her spouse, and two children.

Personnel present, night: #1, Abel and Cora; #2, Dale and Edna; #3, Bona and Earl; #4, Carl and Dawn.

Units #5 - #6

Day crew female dormitory: Eight beds line the west wall of this room. The east wall is lined with eight padlocked (-/25) lockers each containing women's clothing, personal belongings, and 1-100 dollars each. A bookshelf along the north wall is filled with novels. A videotape player and television beside the bookshelf are stacked high with videotape cassettes of classic movies.

Personnel present, night: #5, Hope, Ida, Jane, Karen, Nada, Opal, Pamela, and Wanda; #6, Mae, Rita, Sara, Thora, Una, and Vera.

Units #7 - #8

Night crew female dormitory: Eight beds line the west wall of this room. The east wall is lined with eight padlocked (-/25) lockers, six of them empty and two containing women's clothing, personal belongings, and 1-100 dollars each. The floor is carpeted in light blue shag. There are two clotheslines strung across the room with stockings and sweaters draped across them.

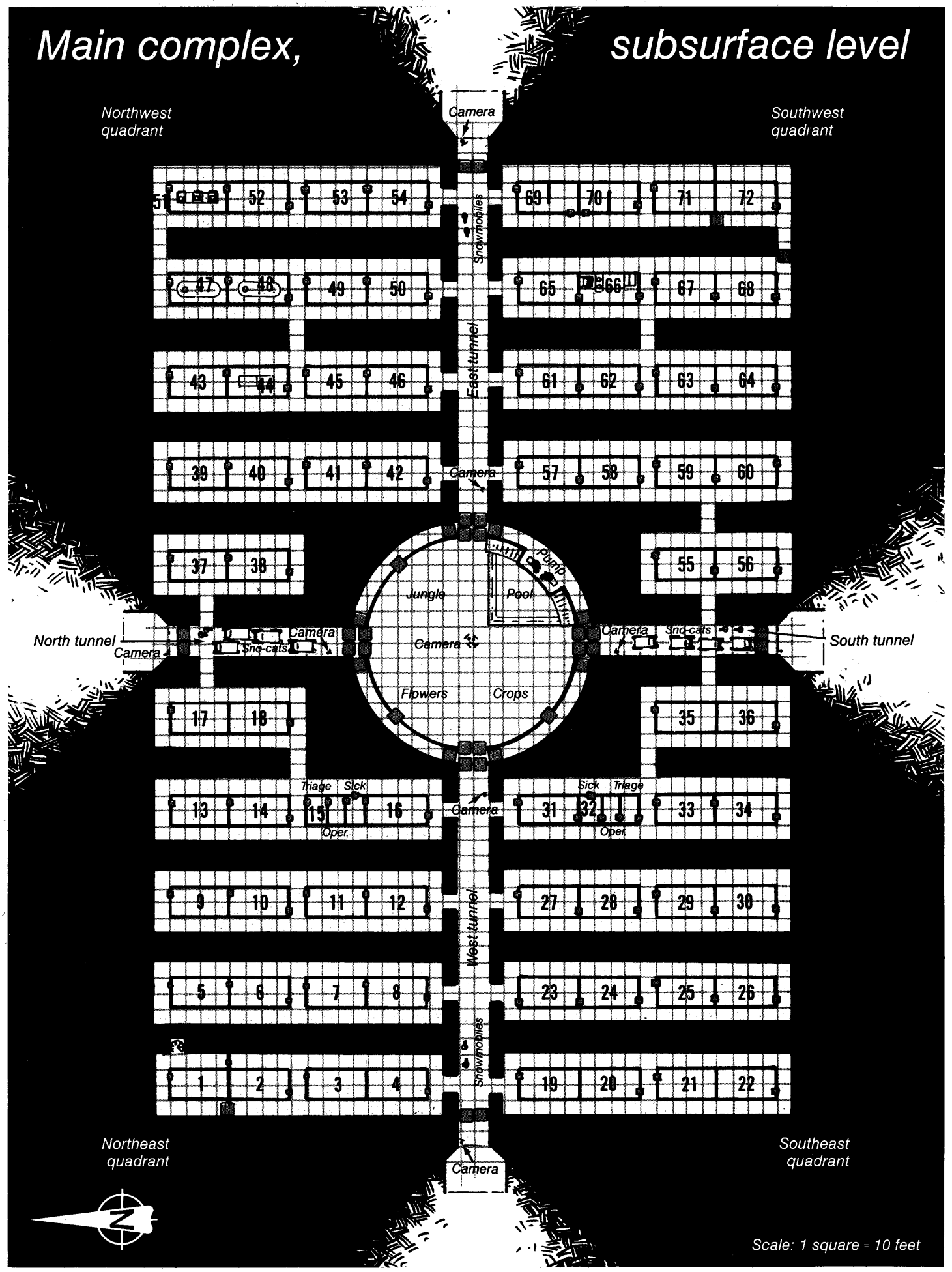
Personnel present, day: #7, Xenia and Zola; #8, unoccupied.

Unit #9

Theatre/Lecture hall: This area has been converted into a small movie theater. There is a blank white wall at the north end of the room. Chairs and a projector stand facing the white wall. Six general-interest, English language films are on a shelf behind the projector.

Unit #10

Recreation hall/Gymnasium: This room contains two weight machines, a set of


Main complex, subsurface level
Northwest quadrant
Southwest quadrant
Northeast quadrant
Southeast quadrant
Camera
Snowmobiles
East tunnel
West tunnel
North tunnel
South tunnel
Jungle
Pool
Pump
Flowers
Crops
Sno-cats
Triage
Sick
Oper.
Scale: 1 square = 10 feet

barbells, two workout benches, six jump ropes, two punching bags, and a treadmill. It has a padded floor.

Unit #11

Nursery: During the day this room contains two babysitters and six babies.

Personnel present, day: Nada and Neil.

Unit #12

School: During the day this room contains two teachers and fourteen children.

Personnel present, day: Opal and Otis.

Unit #13

Galley: Six large pots hang around the hood of a cooking stove. The walls are lined with well-stocked refrigerators, racks of knives, food preparation equipment, and storage cupboards. Inside the cupboards are clean dishes, serving bowls, platters, and silverware. There is usually a large pot of water boiling on the stove when the galley is occupied. (Treat boiling-water splashes as W type damage using the Hand-to-Hand rules.) A large baking oven and a butcher block fill the rest of the room. Thirty meals can be prepared and served at one time from this galley.

Personnel present, day: Jack and Karen.

Unit #14

Mess/Dining room: Eight tables with four chairs each line the east and west walls of this room. Trays of food can be picked up at the door separating the mess from the galley. A tray-return conveyor and dishwasher is along the west wall, connecting the mess deck and the galley. The water inside the dishwasher heats to 150 degrees Fahrenheit when the dishwasher is in use. Anyone unfortunate enough to come in contact with the heated water inside the dishwasher will suffer W type damage as in the Hand-to-Hand rules.

Unit #15

Females' medical facility: This unit is divided into three small rooms. The Triage room has first-aid supplies, examining equipment, and medicine on shelves along the west wall. In the center of the sterile Operating room is an operating table that doubles as a dentist's chair. Crowded into the rest of the room are an anesthetic set-up, trays, and cabinets containing surgical tools and a respirator. One locked (-/30) cabinet contains narcotics, sterile packaged dressings, and splints. The Sick room contains three hospital beds and three unlocked clothes lockers. A desk and two chairs stand near the door leading to the south.

Personnel present, day: Hope and Ida, in Sick room unless busy elsewhere.

Unit #16

Females' toilet and showers: This room contains five toilet stalls and five shower stalls. There are electric outlets above each of the five sinks. Across from the sinks are shelves holding folded towels and bars of soap, plus a bin for dirty clothing.

Unit #17

Fresh water reservoir: A cylindrical metal tank in the center of this room contains 2,000 gallons of fresh, clean water. A water pump (used to both fill and empty the tank) can be operated and/or repaired by any character with an AOK score of 75 or higher in Hydraulic Engineering.

Unit #18

Food storage: Large sacks and cardboard boxes filled with cereal, sugar, flour, beans, coffee, potatoes, dried milk, and salt line the west wall of this room. Six levels of shelves cover the east wall, each stacked with hundreds of canned goods. Every sort of food, from apricots to zucchini, can be found here.

Southwest Quadrant

Units #19 - #22

Unit #19 - Unit #22: APARTMENTS. Each of these rooms is the home of a CON family consisting of one man, one woman, and three children.

Personnel present, night: #19, Abby and Felix; #20, Bill and Fay; #21, Gay and Hans.

Personnel present, day: #22, Guy and Lana.

Units #23 - #24

Night crew male dormitory: Eight beds line the west wall of this room. The east wall is lined with eight empty, unlocked lockers. The floor is carpeted in light blue shag.

Units #25 - #26

Day crew male dormitory: Eight beds line the west wall of this chamber. The east wall is covered by eight padlocked (-/25) lockers each containing men's clothing, personal belongings, and 1-100 dollars. A bookshelf along the north wall is filled with novels. A videotape player and television beside the bookshelf are stacked high with videotape cassettes of classic movies.

Personnel present, night: #25, Ian, Jack, Ken, Lance, Mark, Neil, Otis, and Saul; #26, Paul, Rene, Tom, Vic, and Wade.

Unit #27

General stores: A vast collection of everyday objects and household items can be found here. Office supplies, eating utensils, motor oil, slippery hydraulic fluid, bolts of cloth, and color-coded electrical wire are stored in cardboard boxes stacked on metal shelves along the walls.

Personnel present, day: Wade.

Unit #28

Library: This quiet, carpeted area doubles as a meeting room. A long table surrounded by ten chairs is centered in the room. The west wall is lined with technical manuals, leisure magazines, and world maps. Along the east wall are a microfiche reader, a cabinet full of technical and engineering microfiches, a video console for gaming or education, and shelves full of general-interest books.

Unit #29

Laundry: Among stacks of soiled security-guard uniforms are an industrial washing machine and clothes dryer. White lab coats and casual men's and women's clothing are waiting beside an unheated mangle to be pressed. Two electric irons, two ironing boards, and a sewing machine are also in the room.

Personnel present, day: Lance.

Unit #30

Clothing storage: Stacks of dry, folded towels and sheets line the west wall. Pillowcases, gray mechanic's coveralls, and five expensive parka sets are stacked along the east wall.

Unit #31

Males' toilet and showers: This room has the same features as Unit #16.

Unit #32

Males' medical facility: These three small rooms have the same furnishings and supplies as Unit #15.

Personnel present, day: Hans and Ian.

Unit #33

Mess/Dining room: This room has the same furnishings and features as Unit #14.

Unit #34

Galley: This room has the same furnishings, equipment, and features as Unit #13.

Personnel present, day: Jane and Ken.

Unit #35

Cold food storage: This interior of this unheated unit is lined with frost. The unit contains hanging sides of beef and shelves filled with sausages, cheeses, poultry, vegetables, fruit, and fish.

Unit #36

Fresh water reservoir: This room contains the same features as Unit #17.

Northeast Quadrant

Unit #37

Parts storage: The walls of this room are lined with tools and workbenches. A large supply of various nuts, bolts, nails, cotter pins, shaft keys, C-clamps, and welding rods are sorted in bins along the east wall. Screwdrivers, wrenches, electric hand tools, extension cords, and a 200-pound welding machine are on shelves along the west wall.

Unit #38

Vehicle maintenance: Dissected small engines and a myriad of engine parts are scattered on work benches along the east and west walls of this room.

Personnel present, day: Paul and Rene.

Unit #39

Heavy supplies: Electrical wire, metal

cable, hemp rope, rubber hoses, metal primer, enamel paint, light bulbs, ultraviolet lamps, small chains, and other materials are stored here.

Unit #40

General stores: This room has the same contents as Unit #27.

Unit #41

Janitorial supply: Brooms, mops, and cleaning supplies are stored here.

Personnel present, night: Lana.

Unit #42

Furniture storage: Chairs, tables, desks, beds, and mattresses fill this musty room.

Unit #43

Electrical supplies: In the center of this room is a square wooden table. The cluttered tabletop contains an oscilloscope, unfinished electronic circuit boards, one wire rack with a dozen spools of colored wire, two soldering guns, two 25-foot extension cords, and a small carbon-dioxide fire extinguisher.

Personnel present, day: Mark.

Unit #44

Standby diesel generators: Two diesel-powered generators are located in the center of this room. If the main power supply from the steam turbine building generators is disrupted, both of these generators will automatically start after five seconds of darkness. The northern generator powers all lights and electrical devices on the surface level of the main complex, the airport, and the steam turbine building. The southern generator powers all lights and electrical devices on the subsurface level of the main complex, including the dome. Electrical cables and diesel fuel lines crisscross the ceiling and walls of the room. A character with an Electrical Engineering AOK score greater than 75 will be able to short out, stop, or start either operating generator separately.

Unit #45

Security monitoring room: Six swivel chairs face a bank of 32 television screens. All controls are marked in English. Any character with a Knowledge rating of 75 or higher should be able to activate and operate any device in the room. A single, well-aimed bullet will destroy any particular device, screen, or control in the room.

Twenty of the monitoring screens show the slowly panning views from the surveillance cameras mounted in the empty fuel oil barrels outside the main complex. The images appear to be dark except for heat sources, which appear in various shades of red, orange, and yellow.

In front of each of these twenty screens is a joystick and four buttons. The **STOP PAN** button locks a camera onto a viewed target, stopping the sweep of the infrared camera above the fuel oil barrel. The camera's motion is now controlled by the joystick. Pressing the **TARGET** button magnifies the image on the screen for more precise targeting with the joystick. If the thumb button atop the joystick is pressed, a stream of .60 caliber ammunition will be fired from the machine gun in the fuel oil barrel. The original 1000 rounds of ammo in each gun is enough to operate it for about a minute and a half.

The weapon statistics are: Heavy Machine Gun, PWV 95; PB 0; S -2; M -30; L -80; WS Slow; Rate 10.

If the **RETRACT** button is pressed, the infrared camera will be lowered into the fuel oil barrel. The camera image will appear to roll off the top of the monitor screen as the image fades to black. The **START** button raises the camera out of the barrel and starts it panning the surroundings again.

Twelve of the monitoring screens show stationary views from surveillance cameras inside the main complex. These images are in natural light. Eight of these cameras are outside the double metal doors in each of the subsurface tunnels. The other four are attached to the roof of the dome and trained on different sections of the balcony. These twelve cameras have wide-angle lenses that produce a somewhat distorted picture. The cameras are stationary and not equipped with guns; their twelve monitors do not have joysticks and control buttons in front of them. These cameras are always on and operating unless they or the monitors are disabled or damaged.

All the metal double doors enclosing the tunnels on the subsurface level of the main complex can be locked, unlocked, opened, or closed from the security control room by throwing the proper switches. An intercom links the steam turbine building and the airport with this room, so that any sound occurring at those locations can be heard. Three gas masks and a fire extinguisher hang near each of the two doors.

Personnel present, day: Bill and Wanda. Night: Xenia and Zola.

Unit #46

Radio room: This room contains a radio transmitter/receiver connected to the antenna tower on the surface.

Personnel present, day: Pamela. Night: Guy.

Units #47 - #48

Diesel fuel storage: Each of these rooms is practically filled by a huge cylindrical tank containing diesel fuel. Piping from the tank in #47 runs toward the heat plant in Unit #51; the tank in #48 is connected to the standby generators in Unit #44.

A character with an AOK score of 75 or higher in Transportation Engineering or Chemistry will recognize the smell of diesel fuel in either of these rooms. If either tank is penetrated by 20 ounces of plastique (or the equivalent), the resultant massive explosion will ignite the other tank as well. The area of Units #47, #48, and #49 will be destroyed, and everyone in those areas at the time of the blast is killed. Characters in Units #43-#46 and #50-#54 will take 1-10 Injury Points from the explosion, and all of those areas will be moderately to severely damaged.

Both tanks are about two-thirds full at present. They are bulletproof.

Units #49 - #50

Empty rooms: These chambers may be used as cells to hold captured agents and as a storage area for captives' equipment. The outside door of each room may be padlocked (-/25) from the outside. The door leading between the rooms may be key locked (-/20) from either side.

Unit #51

Heat plant: This room contains three auxiliary heat engines (diesel furnaces) which are used to heat water when the steam turbine building is shut down. Hot water is circulated from the heat engines through pipes in the concrete floors of each building unit, and then back to the heat engines. Fuel lines run from the heat engines to the diesel fuel storage tank in Unit #47. A character with an AOK score of 75 or higher in Construction, Hydraulic, Industrial, or Transportation Engineering will be able to operate the heat engines.

Personnel present, day: Vic.

Unit #52

Plumbing supplies: Leaning against the west wall of this room are several 1- 10 foot lengths of plastic pipe, aluminum conduit, and ducting material. Boxes of metal screws, pipe elbows, joint cement, T-fittings, caps, copper tubing, and plumbing fixtures are stacked against the east wall.

Personnel present, day: Vera.

Unit #53

Tools and storage: This room has a square metal table in its center piled high with disassembled mechanisms. Pumps, filters, valves, tubing, control boxes, intercom parts, and fan motors lie scattered about the table. Also in the room are six cans of motor oil, a five-gallon drum of slippery hydraulic fluid, one 200-pound welding machine, welding rod, and a portable cutting torch. Assorted nuts, bolts, nails, washers, and insulators are in a bin along the south wall. The cutting torch acts like a sword at point-blank range only and can inflict 1 - 10 points of flame damage per hit.

If the floor of this unit or another unit is covered with oil or hydraulic fluid, a character with a Coordination of less than 75 who tries to run on it will fall 50% of the time he steps on the surface. The oil or hydraulic fluid can only be ignited by open flame, not by a bullet or an explosion. It will not soak into icy tunnel floors, nor will it melt the ice beneath where it is burning.

Personnel present, day: Edna and Fay.

Unit #54

Parts storage: The contents of this room are the same as those of Unit #37.

Southeast Quadrant

Unit #55

Vehicle maintenance: This room has the same features as Unit #38.

Unit #56

Parts storage: This room contains the same equipment as Unit #37.

Unit #57

Wood storage: There are stacks of fresh, uncut lumber along the east and west walls of this room. Six sealed, plainly marked nail kegs stand beside the door in the south wall. The kegs contain nails ranging from 8-penny size to railroad spikes. Each keg weighs between 75 and 100 pounds. If dropped or thrown, a keg will shatter upon impact with a wall or floor.

Unit #58

Carpentry shop: Two wood lathes, a band saw, and a rotary saw are the largest tools in this room. Power hand tools include a pneumatic nail driver with a clip of 30 nails. The nail driver has a PWV of 50, an Injury Point modifier of -5, a point-blank modifier of 0, and a short-range modifier of-25. It will not fire beyond short range.

Other power tools in the room include a router, a 3/8" drill, and a power saw. Hand tools in the room are two rip saws, a crosscut saw, two hammers, a hatchet, an axe, an adz, and a crowbar. A pair of sawhorses and a pushbroom are along the north wall.

Personnel present, day: Mae.

Unit #59

Metal shop: Two 200-pound welding machines stand near the center of this room. The walls are lined with large machine tools including metal lathes, brake presses, drills, and punches. Small hand tools include ball peen hammers, grinders, pliers, wrenches, drills, and calipers.

An acetylene torch with two 100-pound fuel tanks on a wheeled cart is ready for use. Both the oxygen and the gas must be turned on for a torch to be ignited with a spark from an igniter or by an open flame.

The room also contains 30-gallon barrels, each plainly marked in English according to its contents. The barrels contain lubricating fluid, hydraulic oil, cutting oil, cleaning solvent, motor oil, and sawdust.

Personnel present, day: Dawn, Earl, and Felix.

Unit #60

Metal storage: Bins for the storage of metal take up most of the wall space in this room. The metals range from brittle wrought iron to carbon-hardened plate. Finely tooled steel in a variety of lengths and dimensions, used for repair work, is stored here. There are also large steel plates weighing 250 pounds apiece stacked here, along with coil springs of varying sizes, and long, thin metal bars.

Strewn in front of the door to Unit #59 are the parts of a makeshift set of barbells. The set weighs 150 pounds and can easily roll along the floor at ankle height.

Unit #61

Meteorology laboratory: Inside this lab are the gauges and equipment connected to instruments outside on the surface. Radar equipment, a thermometer, a barometer, a hygrometer, a wind gauge, and a wind direction indicator are all here.

Personnel present, day: Tom.

Unit #62

Hydrogen laboratory: This laboratory contains a table covered by apparatus and three hydrogen-filled balloons, each three feet in diameter. Any character with an AOK score of 75 or higher in Chemistry will recognize the apparatus as hydrolysis equipment. Electrical current is passed through normal drinking water. The current separates the oxygen from the hydrogen. The hydrogen is collected in tubing, pumped into a tank, and used to fill weather balloons. Popping the balloons will cause a loud but harmless explosion which can be heard outside the unit.

Unit #63

Glaciology laboratory: This lab is currently empty and unused.

Unit #64

Geology laboratory: This lab appears to be currently unused but contains pickaxes and whisk brooms. On the tables along the east and west walls are all sizes of rocks and core samples. Characters with an AOK score of 75 or higher in Geology will be able to tell that many of the samples are from igneous rock, which indicates the presence of geothermal activity. The same character will find what appear to be trace samples of gold, uranium ore, and oil shale. It will occur to the character that if the samples were collected by Atlantis II personnel, they must know that they are sitting on a veritable goldmine of natural resources. A geiger counter will detect radioactivity in the uranium ore samples.

Personnel present, day: Sara.

Unit #65

Mining equipment storage: This room contains shovels, pickaxes, rock crushers, grinders, drill bits, and a small red box containing 10 sticks of dynamite.

Unit #66

Ore refinery: This room is dominated by an experimental ore refinery machine. Any character with an AOK score of 75 or higher in Geology will be able to tell that the equipment is well used and appears to be for refining uranium. It looks like the crushed ore is dumped in one end of the machine and uranium ore is separated from the worthless rock at the other end. A geiger counter will indicate a trace of radioactivity everywhere in this room.

Personnel present, day: Carl, Thora, and Una.

Unit #67

Nuclear laboratory: A geiger counter in this room will indicate a trace of radioactivity. Any character with an AOK of 75 or higher in Geology will recognize that the lab is used for packaging uranium ore. The walls of this unit are lead-lined, and three sets of lead aprons and lead-lined gloves are available (hung on the wall when not in use) for workers and visitors to wear.

Personnel present, day: Rita and Saul.

Unit #68

Assembly area: A geiger counter in this room will detect a trace of radioactivity. The walls of this unit are lead-lined. Any character with an AOK score of 75 or higher in Industrial Engineering will immediately recognize that the room is used for assembling something extremely radioactive and dangerous. Eight ounces of plastique, two wire detonators, and an electronic timer are in the room along with various hand tools and miscellaneous equipment.

Personnel present, day: Abel, Bona, and Dale.

Units #69 - #70

Dressing rooms: Each of these units (#69 for males, #70 for females) is divided into a dressing room and a restroom. In each dressing room is an industrial-size electric clothes washer and dryer, plus other laundry accessories. Along the east wall of each dressing room are eight locked (-/30) equipment lockers. Each locker contains a white radiation protection suit with hood, breathing apparatus, boot coverings, and a dosimeter. A suit, properly worn, will protect a character from radiation indefinitely, but there is only enough air in each suit tank for 30 minutes of not too strenuous work. A suit will not protect the wearer from the effects of cold, steam, explosion, gunshot, or a hand-to-hand attack.

Unit #71

Garbage room: This room is filled with the sights and smells of garbage. Eventually, the biodegradable part will be used as plant fertilizer, and the metal and glass garbage will be separated for recycling.

Unit #72

Hot waste: This chamber contains 25 stainless-steel cylinders adorned with radioactive warning labels. Some of them contain unused radioactive core material, others contain radioactive waste dust. The cylinders all weigh the same (25 kilograms each when full, 5 kilograms when empty), and their contents cause radiation poisoning. For each minute that a character is exposed to the contents of a cylinder (only possible if one is opened or broken), that character will receive 1 Injury Point of damage each day for the rest of his or her life. (Loss of 2 pts. per day for 2 minutes' exposure, etc.) A geiger counter in this area will detect a trace of radiation if no containers are opened. If a container is opened, the geiger counter will indicate a very hot source of radiation.

WHITEOUT agent dossiers

Administrator: Photocopy this page, then clip out agent descriptions and hand them to players when their selections are made.

'The Mugger'

Assassination bureau

PS	CH	W	CO	K	CD
86	60	89	86	49	78

Language: English 84

OF	DP	EV	DA	MV	LL
82	73	69	64	273	18

Superior Areas of Knowledge:

	H T H	S V
	155	142

- Engineering, Construction/Civil. 62
- Engineering, Hydraulic. 90
- Engineering, Mechanical. 74
- Metallurgy 103
- Military Science/Weaponry. 96

Olga

Assassination bureau

PS	CH	W	CO	K	CD
92	34	58	80	52	81

Languages: Russian 92, English 68

OF	DP	EV	DA	MV	LL
81	67	68	67	231	15

Superior Areas of Knowledge:

	H T H	S V
	160	135

- Engineering, Construction/Civil. 78
- **Geology** 84
- Medicine/Physiology 92
- Physical Education 112
- Political Science/Ideology 81

'Klepto'

Confiscation bureau

PS	CH	W	CO	K	CD
64	79	56	70	68	94

Language: English 90

OF	DP	EV	DA	MV	LL
82	75	87	81	214	12

Superior Areas of Knowledge:

	H T H	S V
	151	162

- Astronomy/Space Science 64
- Engineering, Electrical. 106
- Engineering, Mechanical. 114
- Geology 82
- Photography 90
- Psychology 76
- Social Sciences 98

Will B. Driver

Confiscation bureau

PS	CH	W	CO	K	CD
75	62	82	96	74	87

Language: English 88

OF	DP	EV	DA	MV	LL
92	79	75	81	244	16

Superior Areas of Knowledge:

	H T H	S V
	150	154

- Architecture 77
- Computer Science 92
- Engineering, Electrical. 78
- Engineering, Transportation 116
- Law. 68
- Mathematics/Accounting. 88
- Physics. 82

'Paper Chaser'

Confiscation bureau

PS	CH	W	CO	K	CD
46	76	80	94	82	66

Language: English 87

OF	DP	EV	DA	MV	LL
80	85	72	74	192	13

Superior Areas of Knowledge:

	H T H	S V
	118	157

- Agriculture 100
- Botany 96
- Chemistry 84
- Ecology/Earth Sciences 74
- Engineering, Aeronautical. 118
- Engineering, Transportation 92
- Mathematics/Accounting. 106
- Social Sciences 102

Miss Ecoute

Investigation bureau

PS	CH	W	CO	K	CD
38	89	52	60	94	70

Languages: English 92, Spanish 88, Russian 91, German 40, French 90

OF	DP	EV	DA	MV	LL
65	75	80	82	160	9

Superior Areas of Knowledge:

	H T H	S V
	118	155

- Biology/Biochemistry. 68
- Botany. 77
- Chemistry 86
- Fine Arts 106
- Geography. 73
- Literature 98
- Photography 89
- Political Science/Ideology 91
- Religion. 64

Pierre Piton

Investigation bureau

PS	CH	W	CO	K	CD
78	75	90	88	50	96

Languages: French 91, English 73

OF	DP	EV	DA	MV	LL
92	82	86	73	264	17

Superior Areas of Knowledge:

	H T H	S V
	164	168

- Ecology/Earth Sciences 86
- Engineering, Aeronautical. 94
- Engineering, Industrial 78
- Geology 96
- Physical Education 101

'Dynamo'

Investigation bureau

PS	CH	W	CO	K	CD
67	90	65	74	76	72

Language: English 96

OF	DP	EV	DA	MV	LL
73	82	81	74	204	13

Superior Areas of Knowledge:

	H T H	S V
	148	163

- Agriculture 82
- Economics/Finance 69
- Engineering, Hydraulic. 84
- Law 76
- Mathematics/Accounting. 68
- Medicine/Physiology 88
- Political Science/Ideology 90
- Psychology 112