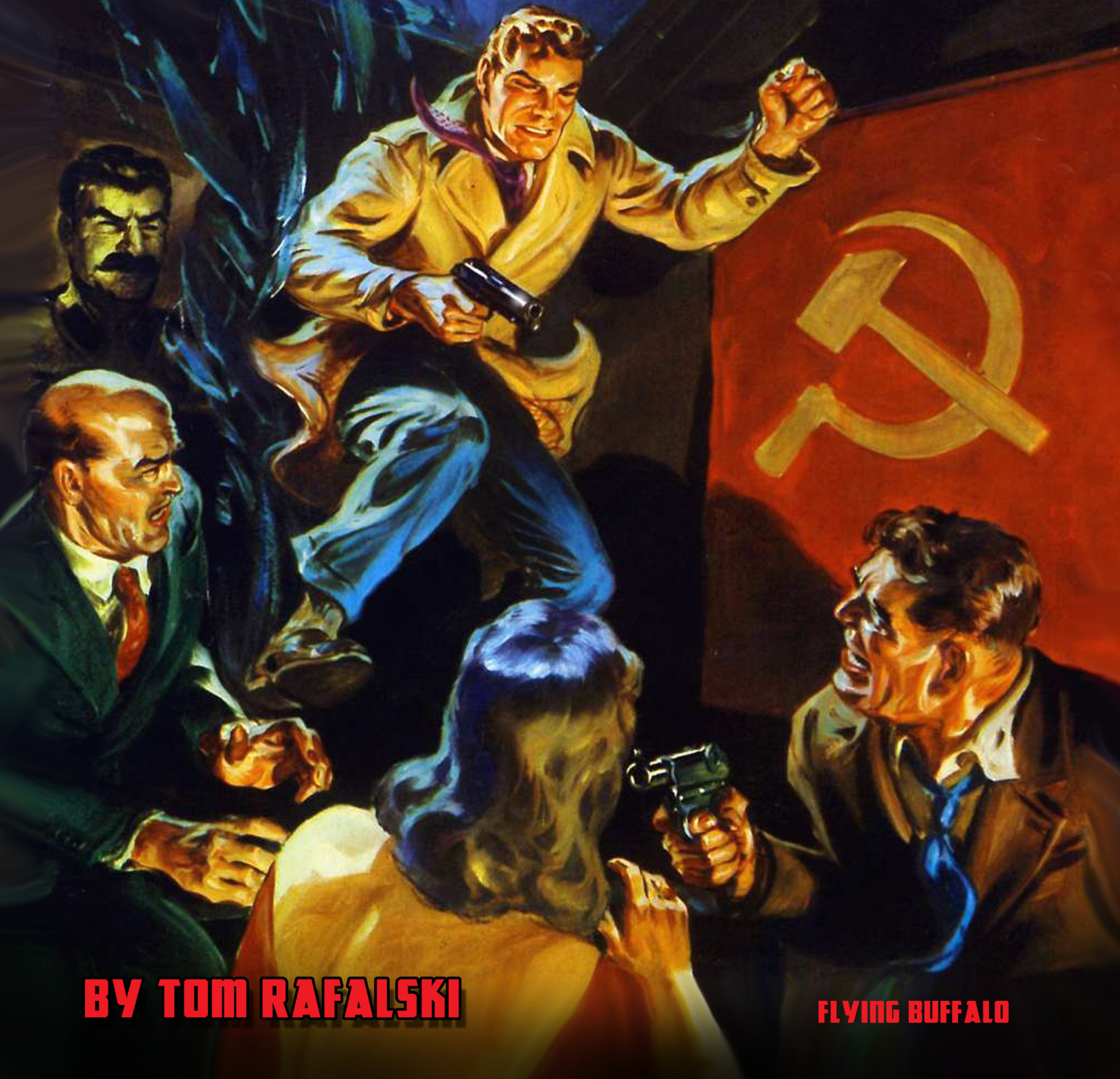


# THE RED CULT OF VLADIMIRE



THRILLING 1950'S GM ADVENTURE!



BY TOM RAFALSKI

FLYING BUFFALO

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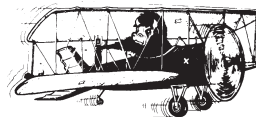
# THE RED CULT OF VLADIMIRE

**A 1950s Atomic Era  
GM Adventure for MSPE**

*Written By*  
Thomas Rafalski

*Art & Layout by*  
Steven S. Crompton

*Edited By*  
Robert Rich & Allen Smithee



Flying Buffalo

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*Soviet Union propaganda poster: "Lenin Lived, Lenin is Alive, Lenin will Live!"*

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*Playtest and Feedback by  
John-Fuhs Sooter*

*1st Edition May 2020*

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[www.flyingbuffalo.com](http://www.flyingbuffalo.com)  
e-mail: [postmaster@flyingbuffalo.com](mailto:postmaster@flyingbuffalo.com)

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## Welcome to 1952



Last night, Robert Brown, a Nuclear Scientist at Lawrence Livermore Labs, failed to steal a highly classified device. During his escape he killed two Federal Agents.

**The Mission:** Find Brown, discover his motives, and uncover any accomplices.

### Synopsis

Officially, the USSR believes religions are an “opiate of the masses.”

In truth the leadership has always been a secret cabal known as ‘The Brotherhood.’ One junior member penetrated the Nazi atomic program during World War II. As the war in Europe drew to a close, he ‘escaped’ to American forces and infiltrated the post-war United States nuclear program.

The mole recently ‘discovered’ what he believes to be a way of bringing the dead back to life using a mixture of several blood rituals. He plans to resurrect Lenin by sacrificing the population of the San Francisco Bay Area with an atomic device.

The crunchy bits of the scenario are designed for 1st level starting characters, so just bump up some stats and skills (other than Lee Han Ming) if the party is higher level.

### **Straight to the Point: It's 1952 America - There's Racism and Sexism**

The default mode is that Racism and Sexism are non-items in the game world. We generally advise players to use this mode. Race relations and gender bias still have plenty to work on in 2020, but we have come a long way since 1952.

If you want some historical realism without constant

issue for a minority or female or homosexual player character, incorporate it as a mechanism used only by villains and not an entire setting hostile to particular player characters. In the real 1952, a half-Latino, half-Black gay cross-dressing detective would be hunted by the FBI for any opportunity to arrest him (real or concocted), not hired by the agency.

Yes, Lee Han Ming's name is simply smashing together or 3 of the most common family names. BTW, if you're not familiar with Asian nomenclature, Lee is his family name, not his personal (in Western societies, First) name.

### **Noticing Things: Mentally Sharp or Lucky?**

Most SRs clearly target one attribute. However there are differing opinions about the fundamental action of noticing things in an RPG. Many groups operate under the concept the higher the IQ, the more one notices. Others feel that noticing something is a matter of LK. Finally, some say it depends upon the situation.

For rolls to notice things, we'll indicate an IQ/LK roll or LK/IQ roll. The first attribute will be the one suggested by the author.

### **GM Secret Adds**

Many rolls (to detect being tailed or whether something's a forgery) can but shouldn't tip off the players. Check before the game and note who has the following skills. Secretly add to appropriate rolls when asking for player rolls, or even do those yourself and inform the players as their characters perceive it:

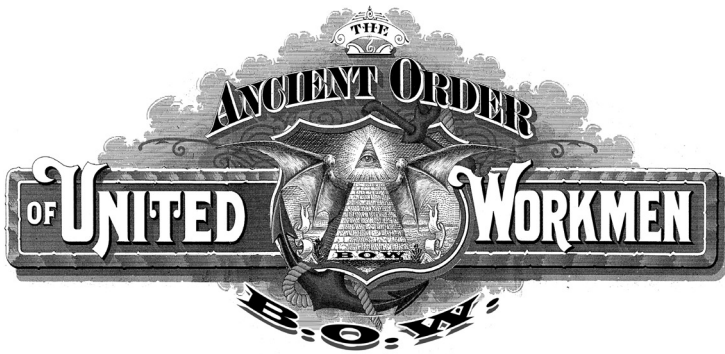
- ◆ *Tailing*
- ◆ *Forgery*
- ◆ *Bureaucracy Mastery*

*(with noticing a forgery of official documents)*

## Not A Lovecraftian Setting

A large percentage of tabletop rpg occult/horror is Lovecraftian, but this is more 1950's B-Movie. Player character actions are meaningful in the long term. They are not just, at best, delaying an inevitable inimical doom via infinitely more powerful foes. The good guys might actually save the world.

B-Movie horror tends to draw from old folk tales and there is some crossover into Lovecraftian mythos, so some things might work (say particular effects of cold steel or silver or salt) while others will not (Lovecraft's pantheon was insanity-producing hyper-dimensional alien, where folk tales follow a mix of biblical and pre-christian pagan myths .)



## History of The Brotherhood of the Oppressed Workers (1890 - 1952)

The Ancient Order of United Workmen formed in Meadville, PA in 1868. The Ancient Order tried to better the lives of working-class families through means such as group health insurance. This is actual history, and the bibliography has a link.

In 1890, the Brotherhood of the Oppressed Workers ('BOW') formed as a secret splinter cabal of the Ancient Order. This is game fiction (unless there actually was a secret society within the secret society, in which case the author and publisher aren't in on the conspiracy. Or are we?)

## The Pentagram

By 1899, BOW split as a secret communist revolutionary group. In that year, five immigrants from Russia joined the New York City chapter. All fled when the Orthodox Church discovered their secret occultist beliefs and were unknown to each other.

It only took two months for them to uncover each other and form an inner-inner cabal. Calling themselves "The Pentagram," they took over BOW through mundane and arcane means.



## Operation Soviet and The Pact

'Operation Soviet' began in 1901 with the implementation of an arcane ritual ('the Pact') guaranteed to ensure secrecy. Any non-Pentagram member of the cult revealing the organization without the permission from a member of the Pentagram drops dead from massive cranial strokes. Non-Pentagrams can mention a 'Brotherhood,' but otherwise say nothing more.

Most of BOW moved to Europe in 1890 to establish new identities. They infiltrated governments throughout Europe and sowed the seeds of rebellion in a receptive Russian populace.

Once a series of intertwined defense agreements guaranteed to sweep all of Europe into a Great War was in place, the Brotherhood literally pulled the trigger in 1914.

Russia took over BOW by the end of 1917. The Pentagram knew the populace would never support occultism, but realized the Orthodox Church's long support of the oppressive monarchy would allow them to go as far as an officially atheist state.

The current leaders of BOW are still called the Pentagram, consisting of twenty or so of the highest officials of the Soviet Union, and several dozen "private operatives." The term "The Brotherhood" is known to intelligence organizations. However, they believe it simply refers to the primary power players in the USSR.

## What Religion is B.O.W.?

As GM, you're free to have BOW follow any non-major belief system you want, as long as it incorporates the use of magic. Some magic may not work, but The Pact and B-movie hypnotism definitely function.



## Act I – Initial Brief

All characters must be American Citizens, and the FBI supplies them with an unmarked vehicle. Freelance characters work for the Eureka Investigative Agency.

### Player Introduction

The phone on the nightstand next to your bed rings at 4am. You grumble and pick up the receiver.

*“We have an emergency situation. Fed office in Oakland in an hour. Pack your heat,” your boss shouts, “Oh, yeah, good morning.” (Freelance player characters are also informed the job pays \$7,000. That’s an enormous amount in 1952 as the average cost of a new house was around \$9,000)*

*A shower and short walk or drive later, you are sipping a cup of yesterday’s coffee.*

*Mike Beckensale, FBI Chief of West Coast, sits at the head of a large table. He hands you two photographs. One looks like a passport photo of a Caucasian male. The other is a crime scene with a crashed chain metal fence guarded by military police; two body bags also get your attention.*

*“Robert Brown, formerly Rudolph Braun. One of those big-brained krauts who came over after the war. He checked out, in fact his parents were killed by the Ruskies in World War I before the commies took over and chickened out. Brown worked at that new lab in Livermore.”*

*“Last midnight he tried to break into a restricted part of the lab. He failed. On the way out, he ran over and killed two local agents who ran security checks on the scientists. We don’t know why the agents were there. Brown’s car was found at the Oakland Ferry Terminal.”*

*Mike’s assistant hands you a note with a Berkeley address and a phone number.*

*“Find Brown, preferably alive, but dead if you have to. Did he just crack, or is he working for Uncle Joe*

*and his Red Band of Godless Bastards. We have some additional manpower on the way, but they won’t arrive until tomorrow.”*

*“Check Brown’s house first to try to figure out where he might have gone. Some uniformed cops are waiting for you, making sure nobody goes in or out. The phone number is my direct line.”*

### The Brown Dossier – For Government Agents ONLY –

Your clearance has been temporarily upgraded to **Ultra Top-Secret**. Do not disclose this information to civilians, even those assigned to this case.

There is a high probability of disclosure of sensitive information to civilians. Report who and what to Mike Beckensale, FBI Chief of West Coast after mission completion.

### Birth Name: Rudolph Braun

- ◆ Born in 1900 in Kleinstadt, Germany, near the Polish border.
- ◆ Educated in public primary school system.
- ◆ Parents killed by invading Russian soldiers in 1915. Moved in with aunt & uncle in Berlin.
- ◆ Educated in secondary gymnasium, then Bohn Polytechnic with a degree in Physics.
- ◆ Worked on German Atomic project until 1944.
- ◆ Project Paperclip picked him up near Penemunde in 1944.
- ◆ First assigned to Los Alamos, then to Lawrence Livermore
- ◆ Fluent in German, Polish, and English. Minimal accent.
- ◆ Brown was working on a prototype atomic rocket

Brown attempted to break into a section of the lab working on a new type of nuclear bomb. The prototype device is ready for shipment to a testing ground in the Pacific and is on a large truck.

## GM Information

### (Ie. The Truth About Robert Brown)

The FBI dossier is a cover story generated by the GRU, Russian Military Intelligence. Below is the actual facts about “Robert Brown.”

**Anatoly Bulshevsky (aka Robert Brown)** was born in 1900 in a small village 300 miles from Moscow.

Anatoly’s entire family was executed in 1914 by the Tsar’s Secret Police for witchcraft after a local priest fabricated charges. He survived because he was visiting a friend at the time of the arrests. He went into hiding and became a fervent Soviet as the Bolsheviks took over Russia.

Quickly rising through the ranks garnered the attention of the Pentagon. When Anatoly was recruited into the Brotherhood, he felt the appropriately Russian irony that his devoutly Christian family was executed for witchcraft while he, the lone survivor, became a cultist afterward. He began an academic education and found a natural genius for mathematics and physics.

Shortly after the start of World War II, the Pentagon decided to infiltrate Germany’s fledgling Atom Bomb project. Anatoly was a natural fit.

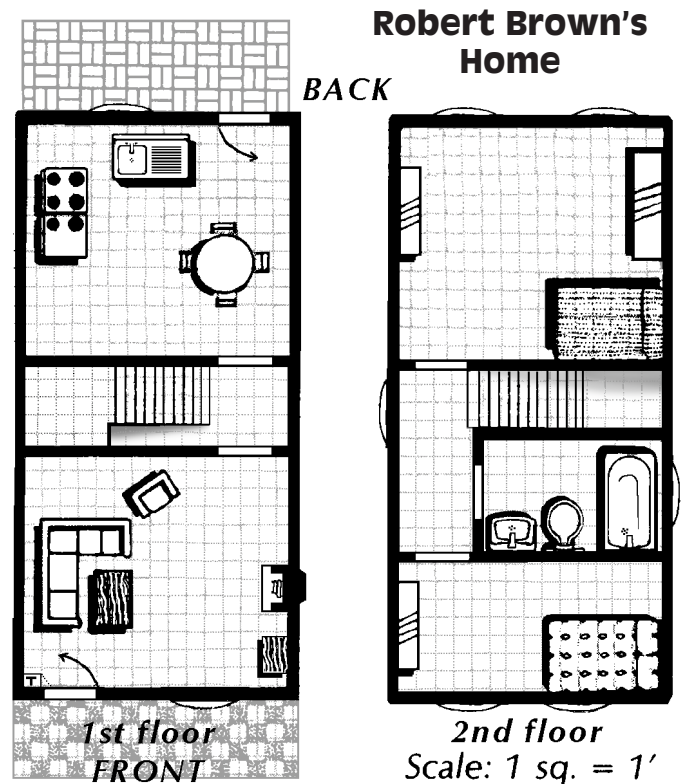
The real Rudolph Braun attended Bohn Polytechnic and closely resembled Anatoly. The real Braun was a poor student with no friends who barely graduated; he went to work as the sole occupant of a climate research station in the Arctic Circle. He was eliminated by Soviet Intelligence in 1937 and Soviet agents within the German high command issued transfer records to the atomic bomb project.

As the European war drew to a close, the GRU immediately ordered Anatoly/Braun to make his way to the American lines, surrender, and infiltrate his way into the American atomic program.

The two monitor agents suspected Brown was smuggling in some sort of hidden Nazi loot via Lee Han Ming’s Imports. They thought a secured research facility would be the best place to corner and question him.

## Act II – Berkeley

Brown’s home sits in a series of two-story row houses next to the University of California campus. Other than the occasional cat or dog, things are quiet. Sunrise is in about an hour. The front concrete stairs lead directly to the sidewalk with no front yard. There is a walkway to the back on one side, and you can assume a small concrete back court and entrance. No signs of anyone inside.



Two uniformed cops wait in an old squad car parked directly in front of the house.

**Ding-Dong K-Boom!** If a character approaches the front door, let everyone at the front of the house make an SR-1 (20) vs LK/IQ (+Observation, +Environmental Survival: Urban).

### Success

Anyone who succeeds notices that something seems very wrong about the doorbell.

### Failure

If all fail the roll, then someone pushes the doorbell, setting off the bobby-trap. All characters at the front of the apartment roll an unmodified LK roll. The one

with the lowest roll is the unfortunate schmo who rang the bell.

The trap does 2d6 of damage to whoever rings the bell. Other characters at the front of the house take 1d6 of damage. Unfortunately, both uniformed police officers are sitting in their squad car and killed when the blast shatters in the windows of their old-model police cruiser (no safety glass.)

**Backdoor**

Going in through the back door is the safe route. Break open the door with SR-3 (30) vs STR, pick the lock with SR-1 (20) vs DEX (+Lockpicking), or shoot open the lock with SR-2(25) vs DEX(+weapon skill). Any character who sees the device gets an initial SR-1(20) INT/LK to see the device is one tricky

bit of work. Making the roll informs disarming the bomb will take a SR-4(35) DEX. Failure will set off the bomb. Anyone in the Living Room will take 6d6 of damage and most likely change careers to ‘ham-burger.’

**General Description of the Interior**

Other than the bobby-trapped doorbell, it’s a normal middle-income two-bedroom row house. The bottom floor consists of a living room in the front and kitchen in the back. A narrow stairway to the second floor is between the kitchen and the living room. It leads to a small hallway with a bedroom in the back and front. There is a bathroom in the middle between the two bedrooms.

**Searching For Clues in Berkeley**

IQ/LK	Location	Real/Herring	Clue
5	Kitchen Drawer	<i>Real</i>	Several match books from Lee Han Ming’s Chinese restaurant in San Francisco in a kitchen drawer. Every thing else in the drawer is local to Berkeley or gas stations between the house and the Lab.
5	Main Bedroom	<i>Irrelevant</i>	Several books and magazines about atomic energy.
10	Main Bedroom	<i>Herring</i>	Daily diary kept in a mixture of German and English. Seems rambling and psychotic. Mentions ‘the voices in
15	Main Bedroom	<i>Herring</i>	Brown’s US Passport and a several plane tickets starting out of LA and ending, of all places, New Delhi, India. All were paid by cash. When you think, “Why didn’t that raise flags?” you realize, “There are a lot of Robert Browns in the US...”
15	Entire House	<i>Irrelevant</i>	No indications anyone else was secretly living with Brown. The place is rather sparse.
20	Main Bedroom	<i>Real</i>	There is a box of black candles underneath what appears to be Brown’s bed.
25	Kitchen	<i>Real</i>	In the pantry, among the usual American Fare, several cans of borscht and a half-empty bottle of an American-made Vodka. There’s no bratwurst or beer or sauerkraut.
30	Garbage Can in Back ‘Yard’	<i>Real</i>	Empty box of 7.62mm rounds (Standard Soviet ammo.) in the garbage can out back.
35	Living Room Fireplace	<i>Real</i>	Several partially-burnt receipts from Lee Han Ming’s Imports in the fireplace ashes. One lists, “Ceremonial Dagger.”
40	Living Room Radio (no TV)	<i>Real</i>	The cover of the radio can be pulled forward. Inside the characters find a telegraph key and a book. Looks like a Russian code book (that’s what it is.)



**Clues**

IQ/LK roll. Allow all characters to apply appropriate skills (Observation, etc...). Go with the highest result since they're investigating as a group.

If players specifically say their characters are looking in some particular location, you can reduce the target number or even just give them the clue (even if out-of stack order), but don't give them any hints. The one Real clue they should automatically receive is the pointer to Lee Han Ming's restaurant.

**As the PCs Head Out  
to Find Lee Han Ming**

SR 5(40) IQ/LK (+SECRET Tailing+Observation) to notice they are being followed.

**Failure**

If they blow the roll, they notice it's a full moon.

**Success**

If they make the roll, tell them a car is definitely following them.

The Tail Thugs were hired by Boris(Assistant #1) to keep track of anyone investigating Brown's house.

**Two Tail Thugs –**

(IQ8, CON 11, DEX 10, Clip Pistol +2, Pugilism +1, Fast Driving +4). At this point, they are not armed.

They will attempt to flee once they realize they have been spotted.

If they get away, they find a pay phone, and tell Boris that the PCs were heading into San Francisco. Boris will figure out the destination and the Ambush in Act III will occur as written.

If captured, they only know that, "Some big army-looking guy gave us 100 bucks. He told us to watch that house, and if anyone went in or out, to call him about where they went next."

The number is unlisted. If the player characters get Beckensale to check the number (or if they are Federal Agents with appropriate access of their own), they find out it is to Building 13 at Treasure Island, which is currently an Air Force base. If they go directly to Treasure Island, skip to Act IV and Boris is in Building 13.



## Act III – Lee Han Ming's Chinese Restaurant

If you know anything about food in San Francisco, you know the best and most authentic Cantonese food is at Lee Han Ming's Chinese Restaurant on Kearny Street. Mr. Lee can often be found at the restaurant, making sure that both regular customers and one-time tourists have an excellent and authentic meal.

### Lee Han Ming

Born February 3, 1904 (1st day, Year of the Dragon), Age 48 (See picture on back cover.)  
 Attributes: ST: 8 IQ: 21 LK: 20 CON: 15  
 DEX: 10 CHR: 15 SP: 7

**Skills:** Knife Fighting 3, Revolver 2, Clip Pistol 1, Garrote 3, Martial Arts: Kung Fu 2, Tracking/Tailing 5, Ambush/Silent Movement 2, Bureaucracy Mastery 15, Confidence 11, Diplomacy 10, Elocution 4, Leadership 8, Research 15, Forgery 5, Observation 14, Lawyer 4, Poison 3, OS: Triad Boss 15, OS: Restaurateur 15, OS: Chef 5, Acting/Mimic 3

**Languages:** Cantonese, Mandarin, Korean, Japanese, English, French  
 Height: 5'9" Wt: 150lbs

**Brief Description:** Lee Han Ming sees those addicted to drugs and gambling as sub-human inferiors. While he is a consummate businessman, family and saving face will take precedence. If he owes someone a favor, he will repay the debt when called in, but he tries to not owe too many. He dispassionately crushes those who cross him.

As the characters approach the restaurant. If the PCs did not intercept the Tail Thugs at the end of Act II.

SR 3 (30) – LK/IQ to notice people watching the restaurant from the shadows.

The same two Tail Thugs from the end of Act II. They already informed Boris via pay phone that the player characters are heading into Chinatown. Boris leaves Treasure Island and heads to Lee Han Ming's, since it's the obvious connection. They are not armed and will try to flee if approached.

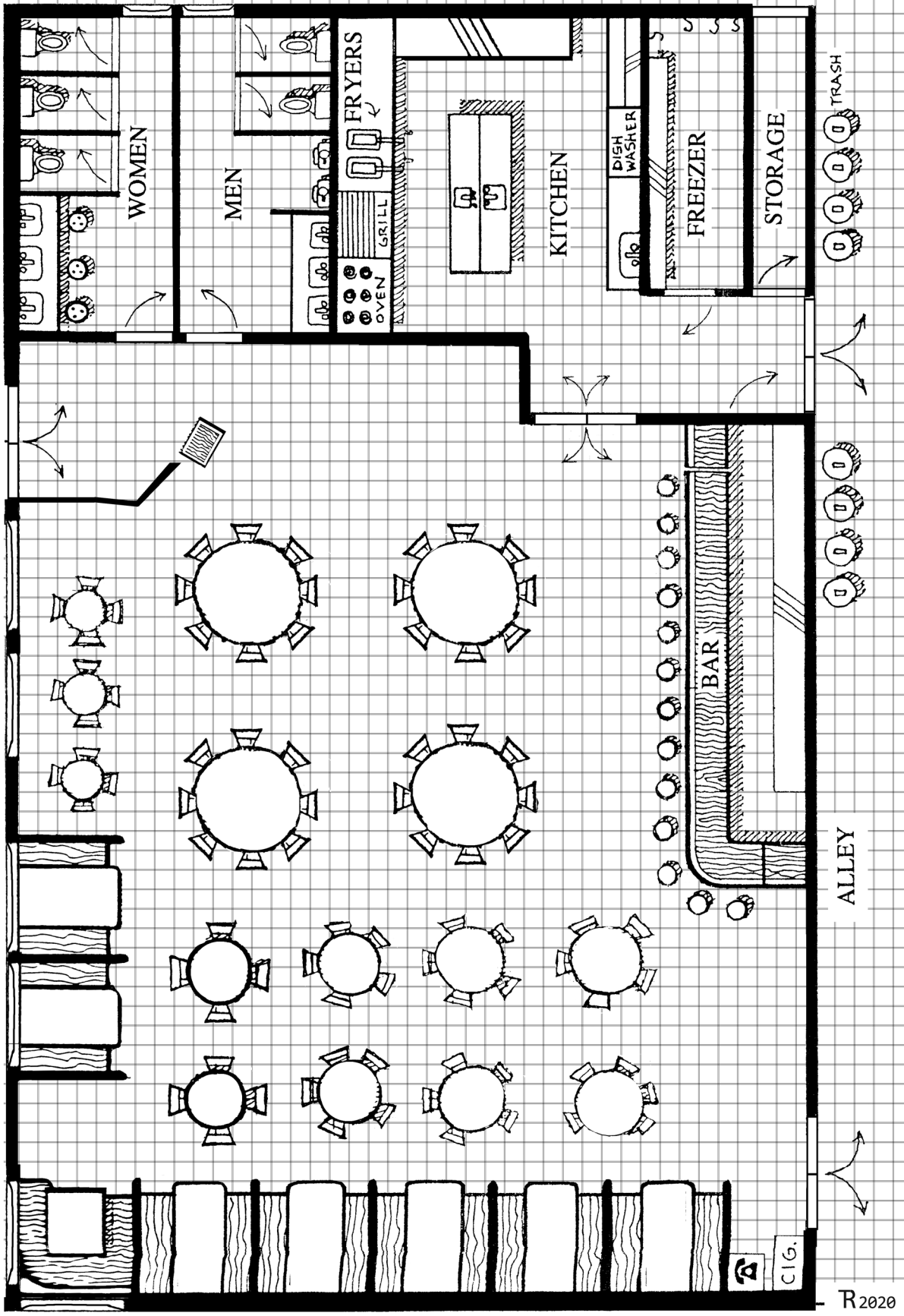
### Who is Lee Han Ming?

Allow for skill bonuses from Environment Survival: Urban, Observation, PS: Private Detective, etc...

INT roll	Result, Stacks
5	Ming really does take gratification when customers enjoy their meal. He is usually at the restaurant in the early morning.
10	Why, everyone in Chinatown knows he's the Big Boss of the San Francisco Triad
15	He has three sons & four daughters. His fourth and youngest son disappeared five years ago.
20	Controls or takes a slice of all illicit goods going through the San Francisco area. Controls all organized illegal activity in San Francisco Chinatown and Oakland Chinatown; shares control of other local and regional vices with several organizations.
20	He stopped the policy of cutting off opium clients, and dead junkies found in alleyways and floating in the Bay tripled since he took over. Also, no credit is extended in the gambling halls to ANYONE.
25	Obsessed with self-control and self-destiny.
30	Lee sees the brothels as a service for lonely people. He himself is extremely faithful to his wife, and was married to her decades ago when he was simply a young restaurateur trying to establish his business. A few years after founding his restaurant, he found himself in a situation where it was better to become part of the Triad than to simply pay protection money to the old Boss.
35	Ming would shut down the halls and dens if not for the fact that someone else would fill the vacuum.
40	Personally killed his youngest son after the teenager became addicted to opium and refused to seek rehabilitation.

Scale: 1 sq. = 1'

ENTRANCE



**Fortune Cookie Say  
Horrible Death Ahead**

**Starting the Conversation**

Lee Han Ming stands in the front of the restaurant, looking at some ledgers. "Ah, the first customers of the day, welcome in!"

Once the players make clear they are there on business, Lee Han Ming walks to an appropriately-sized table in the front of the restaurant and sits down with his back to the window facing the street.

"It is a cold morning. Please, join me in some, as you would call it, hot-and-sour soup..."

Several small bowls and Asian-style spoons are placed next to Lee along with a large tureen and ladle. He hands each of you a bowl with soup. He pours himself a bowl, takes a sip, and asks, "How may I help you?"

The following are modifiers to a contested CHR SR. You can go with pure roleplaying instead of rolling and use the modifiers as a guide.

If there is a roll, it is IQ + skills versus Lee Han Ming's IQ + appropriate skills (His skill levels are very high, ergo the rather high bonuses for good roleplaying.)

**Success**

"Yes, I know his man. He claimed to be Professor Smith from UC Berkeley studying religious arti-

facts. Always something gruesome. His paperwork seemed in order and nothing illegal of which we were aware. Since we are having this conversation, I assume he and his associate were actually not given permission to import some of those items."

**Failure**

"I cannot help you. Perhaps you should talk with the manager of my import company..."

**Ambush!**

Immediately after the conversation with Lee Han Ming while he still sits at the table. Lee is hit, but will not die during this encounter.

Do not run this if the PCs intercepted the Tail Thugs at the end of Act II. This means Boris is instead inside Building 13 (with his fully-automatic AK-47) in Act IV. Do not add additional Gun Thugs to Act IV.

**Assistant #1 – Boris**

IQ 10, CON 18, DEX 15, Assault Rifle +4, Pugilism +4, Leather Jacket gives 1 pt of protection. Armed with a fully-automatic and fully-loaded AK-47 and two additional clips.

He seeks cover after the first round and fights to the death. If captured, he immediately bites on a cyanide capsule hidden in a back tooth.

**Charisma Saving Roll Modifiers**

<b>Modifier to CHR</b>	<b>Item</b>
+5	Characters Are Polite
-10	Characters are Rude
-10	Federal Agents but try to deny it. (Lee knows at least the name and picture of every government agent in the Bay Area.)
-15	Federal Agents try to intimidate Lee (He IS a Big Triad Boss)
-10	Characters do not eat the soup and show they are suspicious of it.
-5	Characters do not eat the soup
+5	Characters eat the soup
+5	Characters mention to Lee that the soup is rather good.
+5	Characters put their questions in a tactful way as to indicate that Ming isn't aware of any illegal contraband going through his businesses.
+10	If freelance characters promise to 'do a favor for a favor.' It should involve getting blackmail material on a politician or other appropriate task for a Private Investigator. Major illegal items like murder are kept to members of the Triad.

**Hypnotized Gun Thugs -**

If there's only one PC, Boris is alone. Otherwise he has # of PCs minus 1 hypnotized Gun Thugs (IQ 7, CON 11, DEX 11, Clip Pistol +2, Pugilism +1). They have TT-1933's. Once Boris is dead, they flee and recall nothing.

**If the Players Set Up a Perimeter  
/ Some Are Outside**

If the players set up a perimeter around the restaurant, they get a SR-1(20) vs LK/IQ (+Observation, +Ambush) to act during the first combat round as Boris walks across the street from the Restaurant. If they stop Boris from his initial salvo, adjust Lee's reaction accordingly.

**If The Players Didn't Set Up A Perimeter  
/ All Are Inside**

Each player needs to make a SR1(20) vs LK (+ambush). Those who fail take 2d6 damage from an AK-47 round (the damage reduction due to window glass and some cover is already calculated in. While this damage might kill a character, this is to soften the party before Act IV.)

Opponents as noted above. The glass shatters and PCs inside the restaurant can return fire. They can take 2-3 dice worth of cover if they choose. Boris and the Gun Thugs seek cover themselves after the first round.

**Lee Han Ming's Men**

Lee's men fire at Boris and the Thugs, but automatically miss unless one or more player characters are killed. They have Undercover 38s. (CON 10, DEX 10, SPD 10, Martial Arts: Kung Fu 3, Revolver 1)

Lee's personal Deputy/Bodyguard, Shen Ho, stays with Lee at all times, shielding him from any additional bullets with his own body if necessary. Shen Ho (CON 25, DEX 18, SPD 20, Martial Arts: Kung Fu 9, Revolver 1).

**After the Ambush (If There Is One)**

Ming gets up, holding his bleeding shoulder. "It is nothing," he says.

He mutters something in Cantonese to his Deputy, Shen Ho while looking at his two dead underlings. "One of my men followed Smith and his assistant after third shipment. They went to Treasure Island. It is a heavily guarded military base. You have one day to bring Smith or his body to me, or else we will extract revenge ourselves."

**A Search of Boris' Body Reveals**

If they don't act like good murder hobos and loot the body on their own, suggest it to the players. IQ/LK roll (+Observation, +<secret>Forgery, +<secret>Bureaucracy Mastery.) The roll is ostensibly to find the evidence, but the characters automatically all of them. The purpose of the roll is to see if they detect the forgeries and poison on the dagger.

- ◆ **Military ID** – Richard Smith, Pvt. First Class, from NY, NY – Top Secret Clearance along with papers stating he's assigned to Treasure Island. SR-5(40) to notice it is a fake. It was provided by the GRU.
- ◆ **USA – Californian Driver's License for Richard Smith** – address is same as Robert Brown's. SR-1(20) to notice it is a fake from some cheap local hack.
- ◆ **Russian Passport** – Boris Borishnicov. Attache for the Russian Consulate in New York.
- ◆ **Ornate Tibetan Ceremonial Dagger** – very old, Pre-Buddhist SR-2(25) to notice it appears to be coated with some sort of poison (Neurotoxin AND Hemotoxin).
- ◆ **Car keys** – No indication exactly what model of car. It will obviously take hours to find the car.
- ◆ **Security Door Key** – Tag reads "Building 13." If the players call Beckensale to 'bring in the cavalry,' they arrive only after the heroes stop Brown and Assistant(s) from finishing the ceremony and detonating the nuclear bomb.



# Act IV – Treasure Island



### The Gate and Getting to Hangar 13

Once the adventurers arrive at the gate, the US military guard tells them, "The Base is Closed. No one is allowed to enter at this time."

Brown and his Assistants hypnotized the entire base. The troops are under orders to stop anyone from entering the base using non-deadly means, and to use deadly force on any strangers within the base.

SR 0 (don't blow the roll) IQ/LK to notice the guard acts and move in a stiff, odd manner, and talk in stilted monotone.

There are two additional guards patrolling the area near the base entrance who fire on anyone entering the facility. An additional 20 guards roam various spots on Treasure Island; make things as difficult or easy for the players to get to Hangar 13 as you like (the ceremony is always at the same spot when the PCs break into Hangar 13 whether it takes one turn or fifteen.) SR 1(20) IQ/LK to see the building sign for Building 13.

### Hypnotized US Naval Guards

Temporary Stats: IQ 5, CON 14, DEX 7, LK 5, CHR 5 - Rifle +1. Armed with M-1's.

Once Brown and his Assistant(s) are dead, they are very confused. IQ and CHR goes up to an average 10.

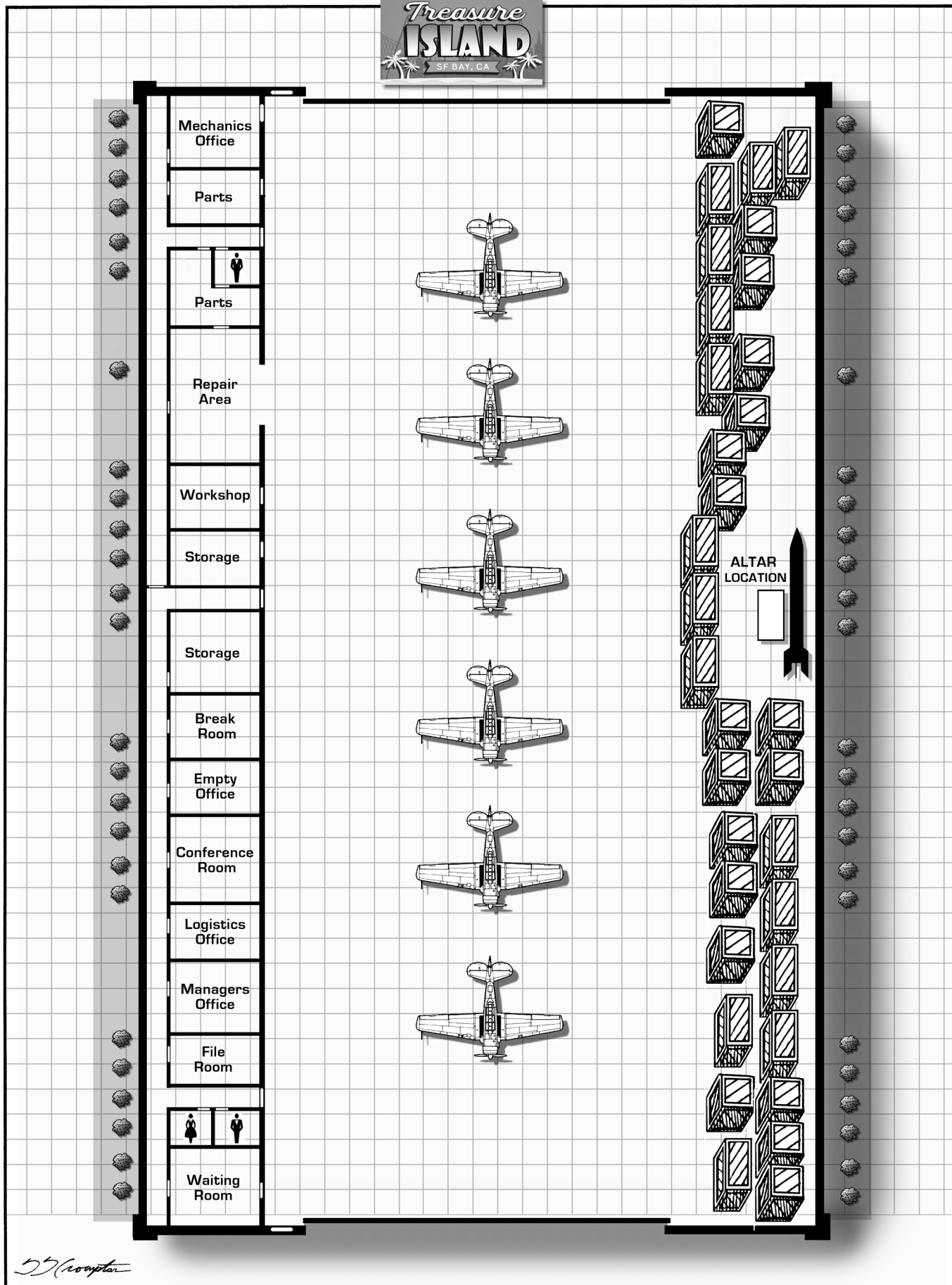
### Hangar 13

Stores training planes and other aviation equipment. (see map) Most soldiers on the base avoid it when possible due to the "unlucky number."

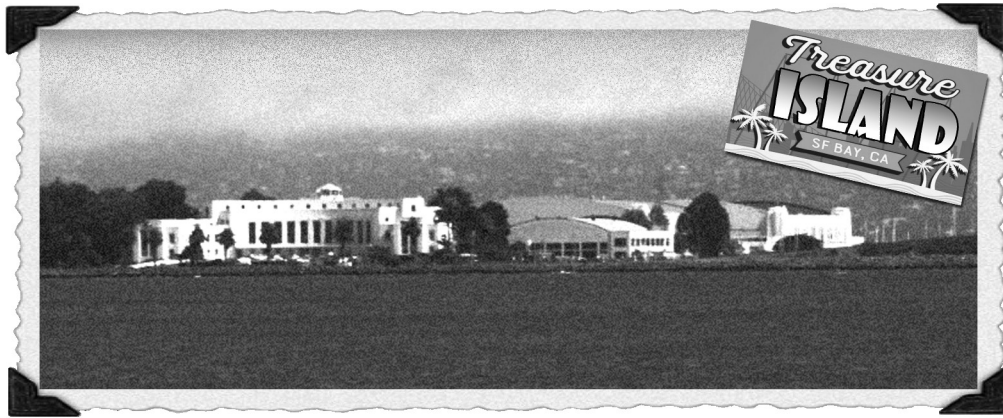
### Parked Airplanes

6 prop-style planes sit in the hangar. While jets have taken over fighter roles, the Navy still uses these on carriers for various tasks including tactical ground attacks. These planes are in semi-storage (they put into service as those active on carriers wear out). If the planes are fueled

Whether or not they are fueled is up to you, but it makes it more interesting. Characters using the parked planes as cover, any shot that misses them automatically hits the parked plane they are using as cover. At 20 CON damage to the plane, roll 1d6. On 1 the plane catches fire or blows up. At 40 CON to the plane, roll 1d6, on 1-4 the plane catches fire or blows up. Past 60 CON the plane automatically catches fire or blows up. If a plane is on fire, the characters have 3d6 rounds to put it out before it explodes.



*55 Computer*



An exploding plane damages according to how lethal you want it: Most Lethal = Grenade, Somewhat Lethal=5-10 sticks of dynamite, Less Lethal = Molotov Cocktail, Non-Lethal = Concussion Grenade.

Robert Brown, dressed in some odd ceremonial robes, stands on metal scaffolding about 5 feet in the air. He holds a bloody ornate dagger above his head with both hands. A woman is gagged and bound to what looks like an ancient Aztec altar. You see two crumpled bodies on the floor a short distance from the scaffolding.

Blood drips from the altar onto a large object on the floor directly underneath the scaffolding. The thing definitely looks like the sort of bomb you drop out of an aircraft. It's large and has many radiation symbols. Wires stick out of the front of the bomb and lead up to a panel on the scaffold. Even from here you clearly see the big red button...

"Lenin shall rise!!!!" Brown yells and mutters some odd incantation.

The main hangar doors are locked. SR 1(20) DEX to open (+lockpicking). Bowing to cinematic physics, if the players drive through the hangar doors, they automatically succeed.

Each side (other than the side with the boxes and altar) has a security door, all of which are locked but can be opened by Boris' key, otherwise SR 3(30) DEX (+lockpicking, REQUIRED.)

If the players sneaked onto the base, Natasha is assisting Brown, and the Gun Thugs are standing on the floor in a circle around the scaffold.

If the players avoided subtlety, Natasha (and Boris, if alive,) and the Gun Thugs are on alert.

### Da Bomb

Give players an opportunity to kill Brown and/or Natasha when they reach for the button (If shot but not killed, it delays their attempt. Brown will try to sacrifice the woman on the altar to finish the ceremony before pushing the button.)

If someone pushes the Big Red Button, let the player with the highest LK roll SR 2 (25) LK.

### Success

The wiring was done improperly, or was somehow damaged during the firefight/scuffle.

### Failure

The next group of characters are hired/instructed to investigate the a-bomb detonation at Treasure Island and whether it connects to the simultaneous disappearance of Lenin from his public tomb in Moscow...

## The Soviet Cultists

### Robert Brown -

17 CON - 17 dex, 12 str, 14 luck, 15 spd - +7. Armed with Ceremonial Dagger: 2+2

He will attempt to sacrifice the woman tied to the altar. After that is the Big Red Button. He fights to the death. If capture is immanent, he bites on a cyanide capsule hidden in a back tooth.

### Assistant #2 - Natasha -

Con 12 - 15 dex, 10 str, 10 spd - 2 pistol. Armed with TT-1933 Pistol.



If not already assisting Brown, she runs to the altar seek after the first combat turn and seeks cover. Same capture/suicide routine as Brown.

### Hypnotized Gun Thugs

IQ 7, CON 11, DEX 11, Clip Pistol +2, Pugilism +1. Armed with TT-1933's.

One additional Gun Thug per character. Once Brown and his Assistant(s) are dead, they surrender and recall nothing.

### Afterward

Assuming the players saved the day...

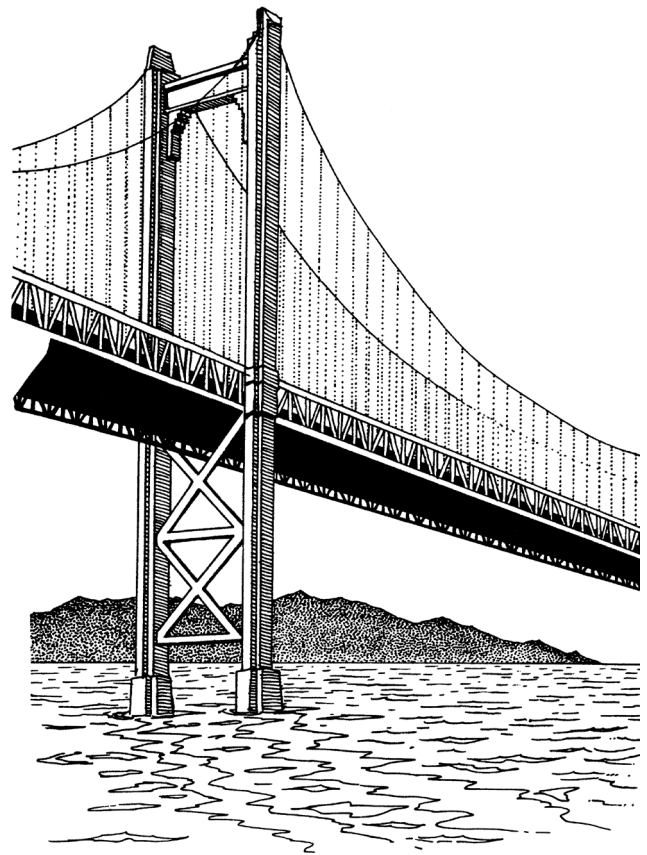
Bekensale contacts Lee Han Ming and arranges a viewing of the dead bodies. Lee is informed that it was a communist plot they can't talk about, and that the government thanks him for his assistance in the matter.

"Mao is bad for business," Ming says, and shortly thereafter is contacted by the CIA regarding some mutual interests.

One item that wasn't addressed in the rest of the module is, "How did Brown/Braun know about the Prototype H-Bomb?" Whether he snooped around on his own, was instructed by outsiders, or there's another mole at Livermore Labs is up to you.

Forensic analysis of a small batch of blood-soaked hair fibers found on top of the bomb match Lenin's. However, this is pre-DNA-science, so nothing absolute.

The sacrificial victims are a prostitute, a mother of 12, and a virgin. Your call as to which two were murdered before the players show up.



In game terms, if the heroes save the day, the Navy officially begins its nuclear contamination training program in 1952 instead of 1954. It is partially a cover-up. During the course of the final encounter, the Device was punctured with stray or not-so-stray bullets and material leaked onto the base site. The Navy decides that if the place is already contaminated, why not use it as a training location for decontamination procedures?

### Bibliography

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### Historical Note

From the 1956 to (almost) 1970, Treasure Island Naval Base was used to train crews on how to handle radioactive materials (normal, emergency, and decontamination). Actual radioactive material (some of it highly radioactive) was used on a mock-up ship, aptly named USS Pandemonium (PCDC-1), and there is still some radioactive contamination at the site as of 2013.





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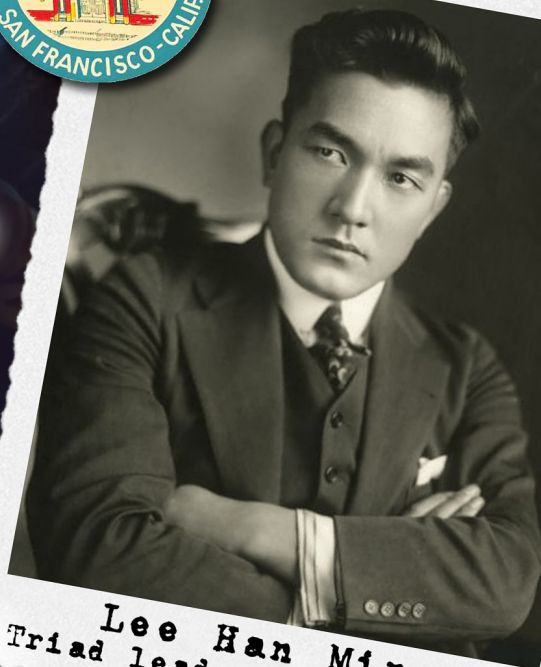
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