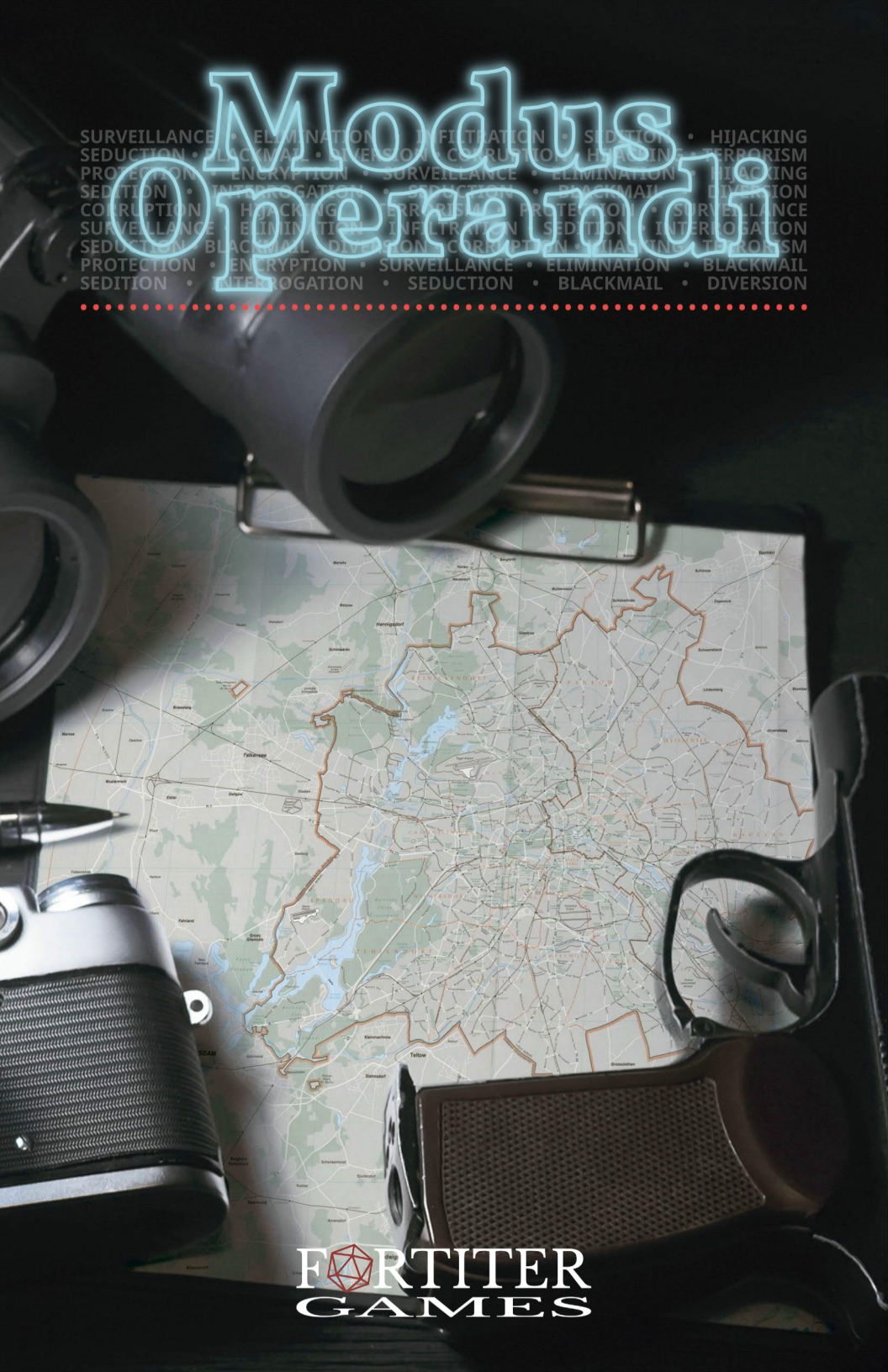
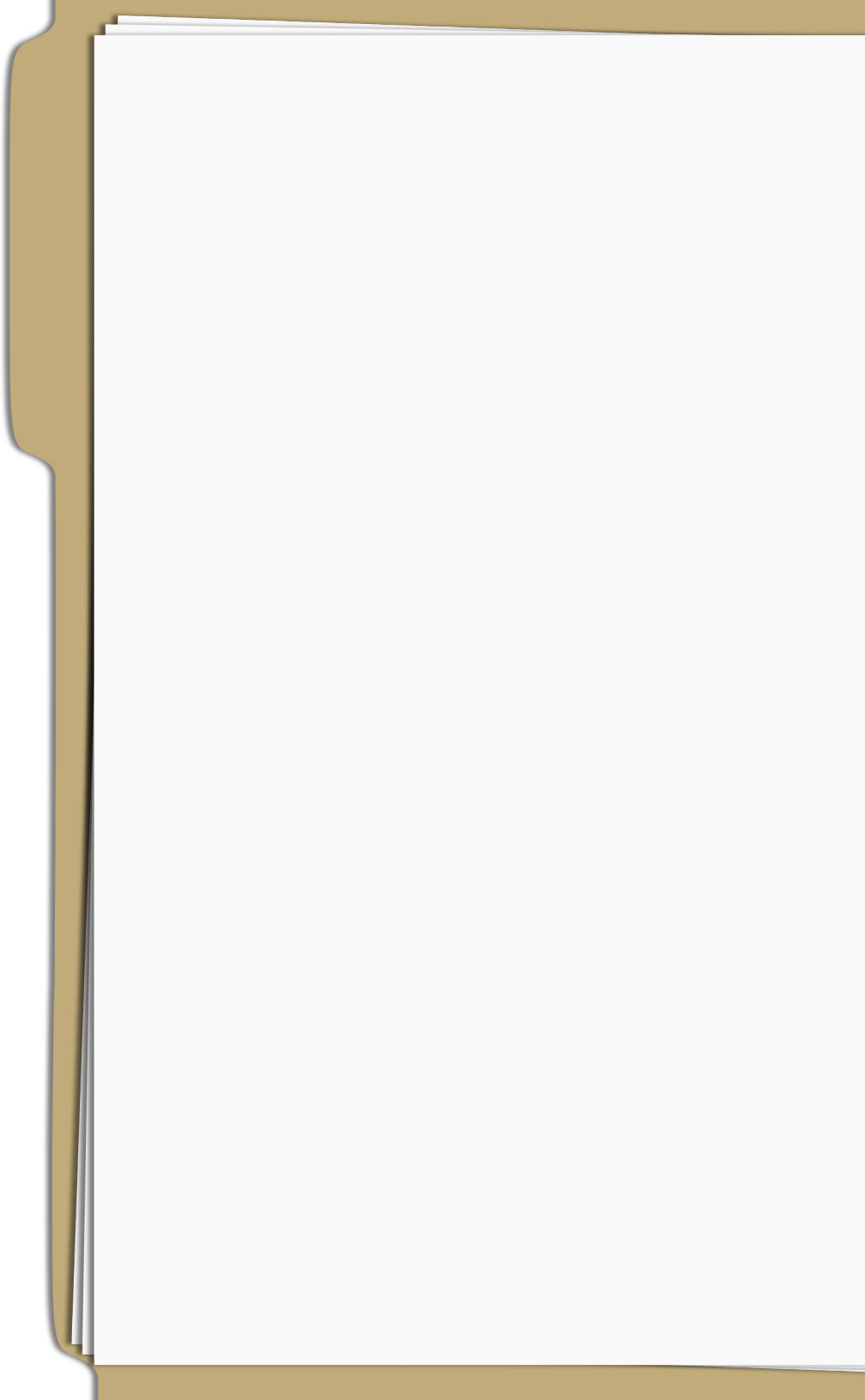


Modus Operandi

SURVEILLANCE • ELIMINATION • INFILTRATION • SEDUCTION • HIJACKING
SEDUCTION • BLACKMAIL • DIVERSION • CORRUPTION • HACKING • TERRORISM
PROTECTION • ENCRYPTION • SURVEILLANCE • ELIMINATION • HIJACKING
SEDUCTION • INTERROGATION • SEDUCTION • BLACKMAIL • DIVERSION
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PROTECTION • ENCRYPTION • SURVEILLANCE • ELIMINATION • BLACKMAIL
SEDUCTION • INTERROGATION • SEDUCTION • BLACKMAIL • DIVERSION



 **FORTITER
GAMES**



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INTRODUCTION

Modus Operandi is an espionage role-playing game in which you play an agent employed by a secret organisation working to stop those who would destroy or dominate the world. The default setting for *Modus Operandi* is the 1980s but your games can be set in any decade.

One person in your group will be the Handler. The Handler takes the role of everyone you meet in the game and adjudicates the rules. Although the Handler runs the game, you all play together to have fun.

As *Modus Operandi* is inspired by old-school role-playing games, it lends itself to the lighter side of complexity. There may be times where a situation is not covered by the rules and the Handler will need to make a decision.

DICE

Modus Operandi uses a number of die roll abbreviations that are common in role-playing games. These abbreviations are noted as $xdy+z$ where x indicates the number of dice to be rolled, y the type of die to be rolled, and

z , if listed, is added to (or subtracted from if a minus sign is noted rather than a plus sign) the total rolled. For example, $2d6+2$ means that you should roll two six-sided dice and add two to the result, while $3d4-2$ would mean that you should roll three four-sided dice and subtract two from the total.

Percentile dice ($d100$ or $d\%$) generate a number from 1 to 100. To roll percentile dice, roll two different coloured ten-sided dice. One of these (chosen before you roll) generates the tens digit, while the other generates the ones digits. For example, a roll of 7 and 1 would be 71. If two 0s are rolled, the result is 100.

Finally, the rules will sometimes state that there is an x -in-6 chance of success (for example, 2-in-6). $1d6$ will be rolled and where the result is less than or equal to x the check succeeds.

MEASUREMENTS

DISTANCE: INCHES, FEET, YARDS, MILES

Distances are measured in inches ("), feet ('), yards, and miles.

TIME: ROUNDS AND TURNS

Aside from everyday time increments (minutes, hours,

days, and so on), the following units are used in the game.

Turns: 10 minutes of game time. There are 6 turns in an hour. Turns are used when exploring interior locations.

Rounds: 10 seconds of game time. There are 60 rounds in a turn. Rounds are used during encounters, especially in combat.

WEIGHT

Weight measures typically come into play only when discussing how much agents can carry. All weights are given in pounds (lb.).

TERMINOLOGY

AGENT

The character that a player controls.

CAMPAIGN

A series of missions, usually involving the same team of agents in a consistent game world.

HANDLER

The Handler runs the missions that agents undertake, role-playing opponents met, and interprets the rules.

MISSION

One or more game sessions in which the agents interact with a specific plot.

OPPONENTS

The collective term for creatures and non-player characters (NPCs). Creatures are animals while NPCs are any characters other than the agents encountered during a mission. All opponents are controlled by the Handler.

PLAYERS

Every other participant in the game. Each player usually runs a single agent.

THE AGENCY

The organisation that the agents work for.

Optional Rules

Throughout the book there are optional rules. These are not required to play the game and you can use some and ignore others. They are highlighted by the use of "index cards" like this one. The Handler may also expand, alter, or remove any rules, optional or otherwise, in this book. These changes are usually referred to as house rules and are a common aspect of old-school role-playing games as each group tailors a game to their own style. You are not required to introduce house rules or use any of the optional rules.

AGENTS

GAME STATISTICS

Each player controls an agent who is defined by their ability scores and speciality.

ABILITY SCORES

Each agent has six ability scores that determine their mental and physical aspects. These are: **Strength** (abbreviated STR), **Intelligence** (INT), **Wisdom** (WIS), **Constitution** (CON), **Dexterity** (DEX), and **Charisma** (CHA). Each ranges from 3 to 18 with 18 being best.

Ability scores may be used to determine the chance of succeeding at various tasks, see *Ability Checks*, p43.

SPECIALITY

An agent's speciality determines their abilities.

LEVEL

As agents gain in experience they advance in level. In general, agents start at 1st level and increase with each successful mission. Each additional level improves or increases the abilities provided by the agent's speciality.

EXPERIENCE POINTS (XP)

To advance, agents receive experience points (XP). These points are awarded by the Handler after a successful mission. When the agent obtains a set number of XP, determined by their speciality, they advance in level.

PRIME REQUISITE

Each speciality has an ability that is its most important. Agents who meet the prime requisite for their speciality can receive a bonus to the experience points that they receive.

HIT POINTS (HP)

Hit points (hp) are an abstract representation of an agent's health. An agent will have a *maximum hp total* and a *current hp total*. When an agent is hurt, their current hp total is reduced. Once their current hp total reaches 0, they are dead. Rest and healing can restore lost hp, but this cannot increase the current hp total to more than their maximum hp total. The maximum hp total only increases when an agent advances in level.

HIT DICE (HD)

An agent's maximum hp total is determined by the hit die (HD) type associated with

their speciality. This combined with the agent's level determine the number of dice rolled. Some higher levels provide for a flat bonus instead of an additional HD. In these instances modifiers from CON no longer apply.

DEFENCE (DEF)

To avoid getting hurt in combat, agents rely on their Defence (Def). Def is defined by the agent's DEX ability modifier added to either the base Def from their speciality or any armour they wear (agents cannot benefit from their speciality base Def and from other armour at the same time). The higher the Def the better. Therefore, a bonus modifier increases the agent's Def while a negative modifier decreases the Def.

ATTACK ROLL

An agent's ability to hit in combat is defined by their speciality and level. The procedure for making attack rolls is described in detail in *Combat*.

SAVING THROW VALUES

Agents can avoid being affected by certain events. There are three saving throw categories: *fortitude*, *reflex*, and *willpower*. The agent's

saving throw values are determined by speciality and level.

MOVEMENT RATE

An agent has a base movement rate and an encounter movement rate (noted in parentheses). The encounter movement rate is one third that of the base movement rate. The default movement rate for agents is 120' (40')—a base movement rate of 120' and an encounter movement rate of 40'.

» **Overland:** The number of miles an agent can travel in a day on foot is determined by dividing their base movement rate by five.

» **Exploration:** When being stealthy, agents can move their base movement rate in feet per turn (10 minutes).

SPECIALITY ABILITIES

An agent's speciality states a set of special abilities that the agent may use, including the ability to use certain types of weapons and equipment.

Agents can still use weapons that they are not trained in. However, these attacks cannot cause more than 1d6 damage and all attack rolls are made with a -2 penalty.

CREATING AN AGENT

To create your agent, you will need a character sheet, a writing implement and dice. You can use a sheet of blank paper as a character sheet or you can download a PDF version from the *Fortiter Games* website.

1. ROLL ABILITY SCORES

Roll 3d6 for each of your agent's ability scores.

2. CHOOSE A SPECIALITY

Select a speciality for your agent. Your chosen speciality may allow your use of some additional weapons and armour. As standard all agents may use bulletproof vests, automatic pistols, dart guns, revolvers, sub-machine guns, hand grenades, billy clubs, and knives.

3. ADJUST ABILITY SCORES

You may now raise the prime requisite(s) of your agent by lowering other (non-prime requisite) ability scores. Reducing an ability score by two points allows you to raise a prime requisite by one point. Only STR, INT, and WIS may be lowered in this way and no ability score may be lowered below 9.

4. ABILITY SCORE MODIFIERS

Once you have finalised your agent's ability scores, you should make a note of any bonuses or penalties from the tables overleaf.

5. ATTACK VALUES

The level progression chart for your agent's speciality lists your To Hit score. This indicates your agent's chance of hitting opponents in combat.

Alternatives For Generating Ability Scores

Rather than using the standard method for generating ability scores, you may be allowed to use one or more of the following alternatives:

- » Roll 4d6 and drop the lowest die.
- » Assign the rolls to individual ability scores as you see fit.
- » If the total of your ability scores is less than 66 subtract the total from 66. Then distribute the difference among your six ability scores as you see fit. The only restriction is that no ability score can be raised higher than 14. If you use this method, skip Step 3. Adjust Ability Scores.

6. SAVING THROWS AND SPECIALITY ABILITIES

Record any special abilities and saving throws provided to your agent by their speciality.

7. ROLL HIT POINTS

To determine your agent's hit points (hp), you roll the die type appropriate to the chosen speciality and apply any modifiers for high or low CON. Your agent will always start with at least 1 hp, regardless of CON modifier.

8. LANGUAGES

Your agent knows their national language and English. Agents with high INT may choose additional languages.

9. BUY EQUIPMENT

For ease, all references to money refer to US Dollars. Your agent begins their career with $3d6 \times \$100$. You may spend as much of

this as you wish to prepare your agent for their missions, consulting the equipment lists.

10. DEFENCE

Defence (Def) is the agent's ability to avoid damage in combat. Def is determined by their speciality's listed base Def modified by the agent's DEX score. If your agent purchases additional armour the Def rating of this replaces the Def from your speciality.

11. LEVEL AND XP

Your agent begins play at 1st level with 0 XP.

12. PERSONALISE YOUR AGENT

Choose a name and background for your agent along with other personal elements. These will have no mechanical effect in game but will make your agent unique.

Below-Average Agents

If you use the standard method to generate your agent's ability scores and they are poor—for example, an 8 or less in every score or an extremely low rating in one ability—the Handler may allow you to discard the agent and start again.

Tougher Than That

At 1st level only, if your roll for hit points is a 1 or 2 (before applying any Con modifier), the Handler may allow you to re-roll.

ABILITY SCORES

Ability scores determine the modifiers for various actions.

STRENGTH

Might, muscle, and physical potency.

- » **Melee:** Applied to attack and damage rolls with melee weapons and unarmed combat.
- » **Open doors:** The chance of success with attempts to force open a stuck door.

STR	MELEE	OPEN DOORS
3	-3	1-in-6
4-5	-2	1-in-6
6-8	-1	1-in-6
9-12	None	2-in-6
13-15	+1	3-in-6
16-17	+2	4-in-6
18	+3	5-in-6

INTELLIGENCE

Acumen, reason, and cleverness.

- » **Languages:** The number of additional languages the agent knows and can speak.

INT	LANGUAGES
3	Broken speech
4-5	Native
6-8	Native
9-12	Native
13-15	Native +1 additional
16-17	Native +2 additional
18	Native +3 additional

WISDOM

Savvy, common sense, perception, and shrewdness.

- » **Will:** Is applied to saving throws versus *willpower*.

WIS	WILL
3	-3
4-5	-2
6-8	-1
9-12	None
13-15	+1
16-17	+2
18	+3

DEXTERITY

Deftness, finesse, and balance.

- » **Def:** Modifies the agent's Def.
- » **Rng:** Applied to attack rolls (but not damage rolls) with ranged weapons.
- » **Initiative:** Modifies the agent's initiative roll.
- » **Ref:** Applied to saving throws versus *reflex*.

DEX	DEF/RNG/REF	INIT
3	-3	-2
4-5	-2	-1
6-8	-1	-1
9-12	None	None
13-15	+1	+1
16-17	+2	+1
18	+3	+2

CONSTITUTION

Health, physique, and endurance.

- » **Hit points:** Applies when rolling an agent's hit points (at 1st level and each level following). An agent always gains at least 1 hp per HD, regardless of CON modifier.
- » **Fort:** Applied to saving throws versus *fortitude*.

CON	HP	FORT
3	-3	-3
4-5	-2	-2
6-8	-1	-1
9-12	None	None
13-15	+1	+1
16-17	+2	+2
18	+3	+3

CHARISMA

Personality, appeal, magnetism, physical attractiveness, and ability to lead.

- » **NPC reactions:** Applies when obtaining contacts and interacting with opponents.

CHA	NPC		CONTACTS	
	REACT	MAX #	LOYAL	
3	-2	1	4	
4-5	-1	2	5	
6-8	-1	3	6	
9-12	None	4	7	
13-15	+1	5	8	
16-17	+1	6	9	
18	+2	7	10	

» Max # of contacts:

Determines the number of contacts an agent may have at any one time.

- » **Contact loyalty:** Determines contacts' loyalty to the agent.

PRIME REQUISITE

Each speciality has a prime requisite—an ability score of special importance to that speciality's function. An agent's score in their prime requisite affects how quickly the agent gains experience points.

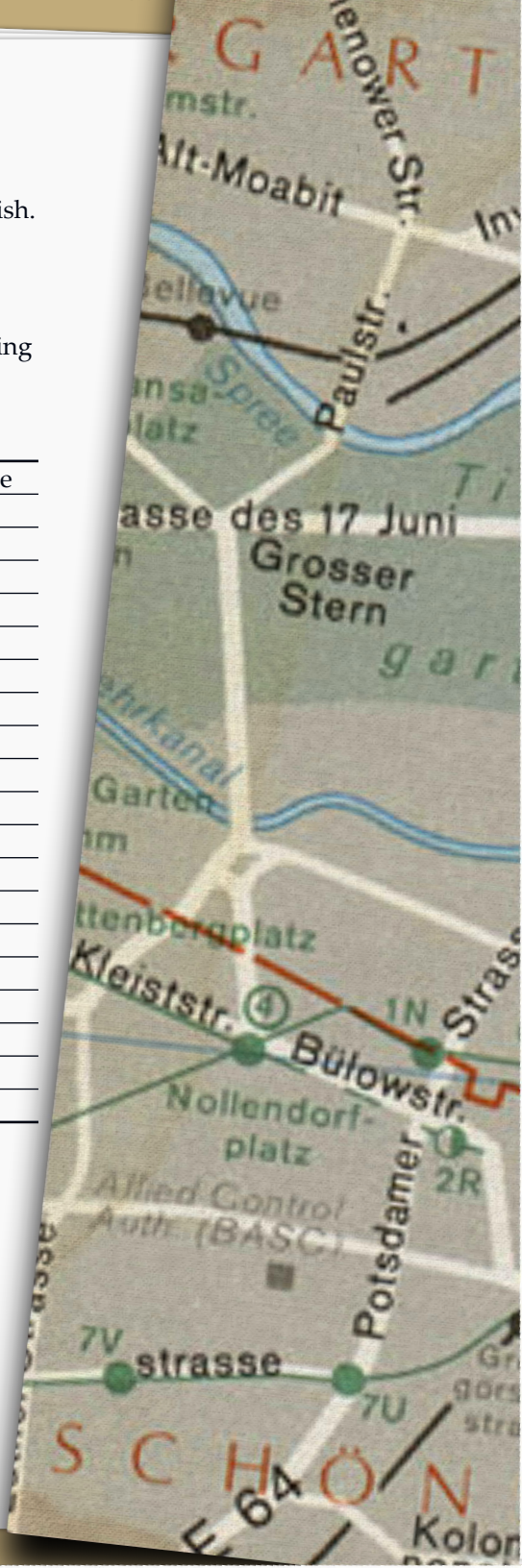
- » **XP modifier:** Applied to all experience points awarded to the agent.

PRIME REQUISITE	XP MOD
3-5	-20%
6-8	-10%
9-12	None
13-15	+5%
16-18	+10%

LANGUAGES

Each agent knows their national language and English. Agents with high INT may also choose additional languages which may be randomly generated by rolling 1d20 on the table below.

D20	LANGUAGE
1	Mandarin Chinese
2	Spanish
3	Hindi
4	Bengali
5	Portuguese
6	Russian
7	Japanese
8	Punjabi
9	Turkish
10	Korean
11	French
12	German
13	Italian
14	Egyptian Arabic
15	Iranian Persian
16	Indonesian
17	Polish
18	Ukrainian
19	Romanian
20	Dutch





MITTE

KREUZBERG

validenstr. 6P
Lehrter
Entlastungsstr.
Invalidenstr. 6Q
Marx-Engels-Platz
Friedrichstrasse
Unter den Linden
Hausvogtei-Platz
Stadtmittel
Thälmann-Platz
Checkpoint "Charlie" Kochstr.
Anhalter S1
Möckernbrücke
Gleisdreieck
Yorckstr.
Yorckstr.
Mehringdamm
Gneisenaustrasse
Platz der Luth...

Wilhelm- 8L
Pieck-Str
8K
Karl-Liebk
Marx-Engels-Platz
Grüne
Wallstr. J
Leipziger Strasse
Oranienstr.
Hallesches Tor
Gitschiner Str.
Prinzenstrasse
Blücherstr.
Urbanstrasse
Südsterne

SPECIALTIES

FIXER

Prime requisite DEX

Hit Dice 1d6

Armour As standard

Weapons As standard

Fixers are the go-to team members when something needs “acquiring”. They live by their skills of deception and stealth and are experts at breaking and entering.

FIXER SKILLS

Fixers can use the following skills, with the chance of success shown opposite:

- » **Climb sheer surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the fixer falls at the halfway point, suffering falling damage.
- » **Bypass security systems (SS):** A roll is required to bypass a security system. This may be attempted only once per security system. The security system is bypassed for a number of minutes equal to the fixer's level.
- » **Hear noise (HN):** In a quiet environment (e.g. not in combat), a fixer may attempt to listen at a door or to hear

the sounds of something approaching.

» **Hide in shadows (HS):**

Attacking or moving while hiding is not possible.

» **Move silently (MS):** A fixer may attempt to sneak past enemies unnoticed.

» **Open locks (OL):** Requires lock picks. A fixer can only try this skill once per lock. If the roll fails, the fixer may not try the same lock again before gaining an experience level.

» **Pick pockets (PP):** If the target is above 5th level, the fixer's roll is penalised by 5% for every level above 5th.

There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means that the attempted fixer is noticed. The Handler should determine the reaction of the target.

READ LANGUAGES

A fixer of 4th level or higher can read text in any language (including dead languages and basic codes) with 80% probability. If the roll does not succeed, the fixer may not try to read that particular text again until they reach a higher level of experience.

FIXER LEVEL PROGRESSION

LEVEL	XP	HD	TO HIT	DEF	FORT	REF	WILL
1	0	1d6	+0	10	12	15	15
2	1,000	2d6	+0	10	12	15	15
3	2,000	3d6	+0	11	12	15	15
4	4,000	4d6	+0	11	10	13	13
5	8,000	5d6	+2	12	10	13	13
6	16,000	6d6	+2	12	10	13	13
7	32,000	7d6	+2	13	8	10	10
8	60,000	8d6	+2	13	8	10	10
9	180,000	9d6	+5	14	8	10	10
10	300,000	9d6+2	+5	14	6	8	8
11	420,000	9d6+4	+5	15	6	8	8
12	540,000	9d6+6	+5	15	6	8	8
13	660,000	9d6+8	+7	16	4	5	5
14	780,000	9d6+10	+7	16	4	5	5

SNEAK ATTACK

When attacking an unaware opponent from behind, a fixer receives a +4 bonus to hit and doubles any damage dealt.

ROLLING SKILL CHECKS

The Handler should roll for hide in shadows and move silently on the agent's behalf, as the fixer always believes the attempt to be successful. On a failure, the fixer has been noticed and the Handler should determine enemy actions appropriately.

FIXER SKILLS CHANCE OF SUCCESS

LEVEL	CS	SS	HN	HS	MS	OL	PP
1	87	10	1-2	10	20	15	20
2	88	15	1-2	15	25	20	25
3	89	20	1-3	20	30	25	30
4	90	25	1-3	25	35	30	35
5	91	30	1-3	30	40	35	40
6	92	40	1-3	36	45	45	45
7	93	50	1-4	45	55	55	55
8	94	60	1-4	55	65	65	65
9	95	70	1-4	65	75	75	75
10	96	80	1-4	75	85	85	85
11	97	90	1-5	85	95	95	95
12	98	95	1-5	90	96	96	105
13	99	97	1-5	95	98	97	115
14	99	99	1-5	99	99	99	125

GRIFTER

Prime requisite CHA

Hit Dice 1d6

Armour Any

Weapons Any

Grifters are masters of disguise and talented con artists without whom face-to-face deception may be difficult.

COVER ME

Grifters maintain a stable of cover identities that they can use at a moment's notice. At 1st level they start with two cover identities and gain a new cover at each even numbered level thereafter. Each cover has a name, background, profession, and all associated documents and credentials required (including passports

and credit cards). These identities are well made and provide a +1 bonus to any checks related to them.

Some grifters use a cover identity in their dealings with the Agency, to the point that their real name is a mystery.

SPRECHEN SIE DEUTSCH?

Grifters have a knack for learning new languages. At every third level they may choose an additional language.

THE CON

Grifters are adept at spinning the truth at a moment's notice. Whenever the grifter needs to make a check relating to deception, impersonation, disguise, or persuasion they receive a +1 bonus to the roll.

GRIFTER LEVEL PROGRESSION

LEVEL	XP	HD	TO HIT	DEF	FORT	REF	WILL
1	0	1d6	+0	10	12	15	15
2	1,000	2d6	+0	10	12	15	15
3	2,000	3d6	+0	10	12	15	15
4	4,000	4d6	+0	10	10	13	13
5	8,000	5d6	+2	11	10	13	13
6	16,000	6d6	+2	11	10	13	13
7	32,000	7d6	+2	11	8	10	10
8	60,000	8d6	+2	11	8	10	10
9	180,000	9d6	+5	12	8	10	10
10	300,000	9d6+1	+5	12	6	8	8
11	420,000	9d6+2	+5	12	6	8	8
12	540,000	9d6+3	+5	12	6	8	8
13	660,000	9d6+4	+7	13	4	5	5
14	780,000	9d6+5	+7	13	4	5	5



Here's One I Made Earlier

If the optional Preparedness rule is being used (see Preparedness, p.44), one of the Grifter's cover identities can be left "unassigned" until it is activated by a successful Preparedness check.

Additionally, at every fifth level, the Grifter can also choose to replace an existing cover (perhaps one that has been "blown" or is no longer of any use).

OPERATOR

Prime requisite WIS

Hit Dice 1d8

Armour As standard

Weapons As standard

Operators are trained in a wide variety of different skills and espionage tactics, ready to go at a moment's notice. They must often live on their wits in unknown situations.

INSPIRING WORDS

The operator has the knack of knowing what to say to encourage their allies. Once per day, they can inspire all allies within a 20' square area who are not yet in combat. These allies gain a +1 bonus to all attack rolls, all melee

damage rolls, and morale for 6 turns.

SLEEP WITH ONE EYE OPEN

Operators are always aware of their surroundings, even when resting. They receive a +1 bonus to surprise checks.

YOU ONLY LIVE TWICE

Often working without set operational parameters, it is rare for an operator to engage in a course of action without a backup plan. Once per day whenever the operator fails an ability check or saving throw that would result in the failure of the mission or their own death, they may re-roll this failed check or saving throw. The second result stands, even if it is worse than the first.

OPERATOR LEVEL PROGRESSION

LEVEL	XP	HD	TO HIT	DEF	FORT	REF	WILL
1	0	1d8	+0	10	11	16	15
2	1,000	2d8	+0	10	11	16	15
3	2,000	3d8	+0	11	11	16	15
4	4,000	4d8	+2	11	11	16	15
5	8,000	5d8	+2	12	9	14	12
6	16,000	6d8	+2	12	9	14	12
7	32,000	7d8	+5	13	9	14	12
8	60,000	8d8	+5	13	9	14	12
9	180,000	9d8	+5	14	6	11	9
10	300,000	9d8+1	+7	14	6	11	9
11	420,000	9d8+2	+7	15	6	11	9
12	540,000	9d8+3	+7	15	6	11	9
13	660,000	9d8+4	+9	16	3	8	7
14	780,000	9d8+5	+9	16	3	8	7

SOLDIER

Prime requisite DEX

Hit Dice 1d8

Armour Any

Weapons Any

Soldiers are considered by some to be blunt instruments and, certainly, a number find themselves undertaking freelance work. Within a team of agents, the soldier's task is normally that of protection—of both an asset and the team.

FIELD MEDIC

All agents are trained in the basics of first aid but soldiers have the ability to do more than just apply bandages. Once per day, the soldier is able to use their abilities as a

field medic to restore 1d6+1 hp of damage to themselves or an ally. This cannot grant more hp than the subject's normal maximum.



SOLDIER LEVEL PROGRESSION

LEVEL	XP	HD	TO HIT	DEF	FORT	REF	WILL
1	0	1d8	+0	10	12	15	16
2	1,000	2d8	+0	10	12	15	16
3	2,000	3d8	+0	11	12	15	16
4	4,000	4d8	+2	11	10	13	14
5	8,000	5d8	+2	12	10	13	14
6	16,000	6d8	+2	12	10	13	14
7	32,000	7d8	+5	13	8	10	12
8	60,000	8d8	+5	13	8	10	12
9	180,000	9d8	+5	14	8	10	12
10	300,000	9d8+2	+7	14	6	8	10
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12	540,000	9d8+6	+7	15	6	8	10
13	660,000	9d8+8	+9	16	4	5	8
14	780,000	9d8+10	+9	16	4	5	8

TECHNICIAN

Prime requisite INT

Hit Dice 1d6

Armour As standard

Weapons As standard

Most agents think of technicians sitting in vans holding parabolic microphones. While that can be true, it undersells their abilities at electronic surveillance and hacking.

BACK DOOR

Technicians install back doors in computer systems that they have previously accessed. Whenever the technician is required to make a check relating to hacking computer systems they receive a +1 bonus to the roll.

DETECT BUGS

Due to their expertise with surveillance, technicians have a 2-in-6 chance of detecting bugs when searching.

INTERCEPT COMMUNICATION

When using their surveillance equipment technicians have a 2-in-6 chance of successfully intercepting telephone calls, radio signals or other communication originating from a specific person or location, and clandestinely listen in.

TECHNICIAN LEVEL PROGRESSION

LEVEL	XP	HD	TO HIT	DEF	FORT	REF	WILL
1	0	1d6	+0	10	11	16	13
2	1,000	2d6	+0	10	11	16	13
3	2,000	3d6	+0	10	11	16	13
4	4,000	4d6	+0	10	11	16	13
5	8,000	5d6	+2	11	9	14	10
6	16,000	6d6	+2	11	9	14	10
7	32,000	7d6	+2	11	9	14	10
8	60,000	8d6	+2	11	9	14	10
9	180,000	9d6	+5	12	6	11	7
10	300,000	9d6+1	+5	12	6	11	7
11	420,000	9d6+2	+5	12	6	11	7
12	540,000	9d6+3	+5	12	6	11	7
13	660,000	9d6+4	+7	13	3	8	5
14	780,000	9d6+5	+7	13	3	8	5

TRANSPORTER

Prime requisite DEX

Hit Dice 1d8

Armour As standard

Weapons As standard and shotguns

Every agent can jump in a car and make it go but it takes a transporter to truly *drive!*

Anything with an engine (and even some things without) are a transporter's plaything.

CUSTOM RIDE

Every transporter worth their salt has a vehicle that is obviously theirs. Whether it is an unassuming van or a tricked-out helicopter, it is almost like an extension of themselves.

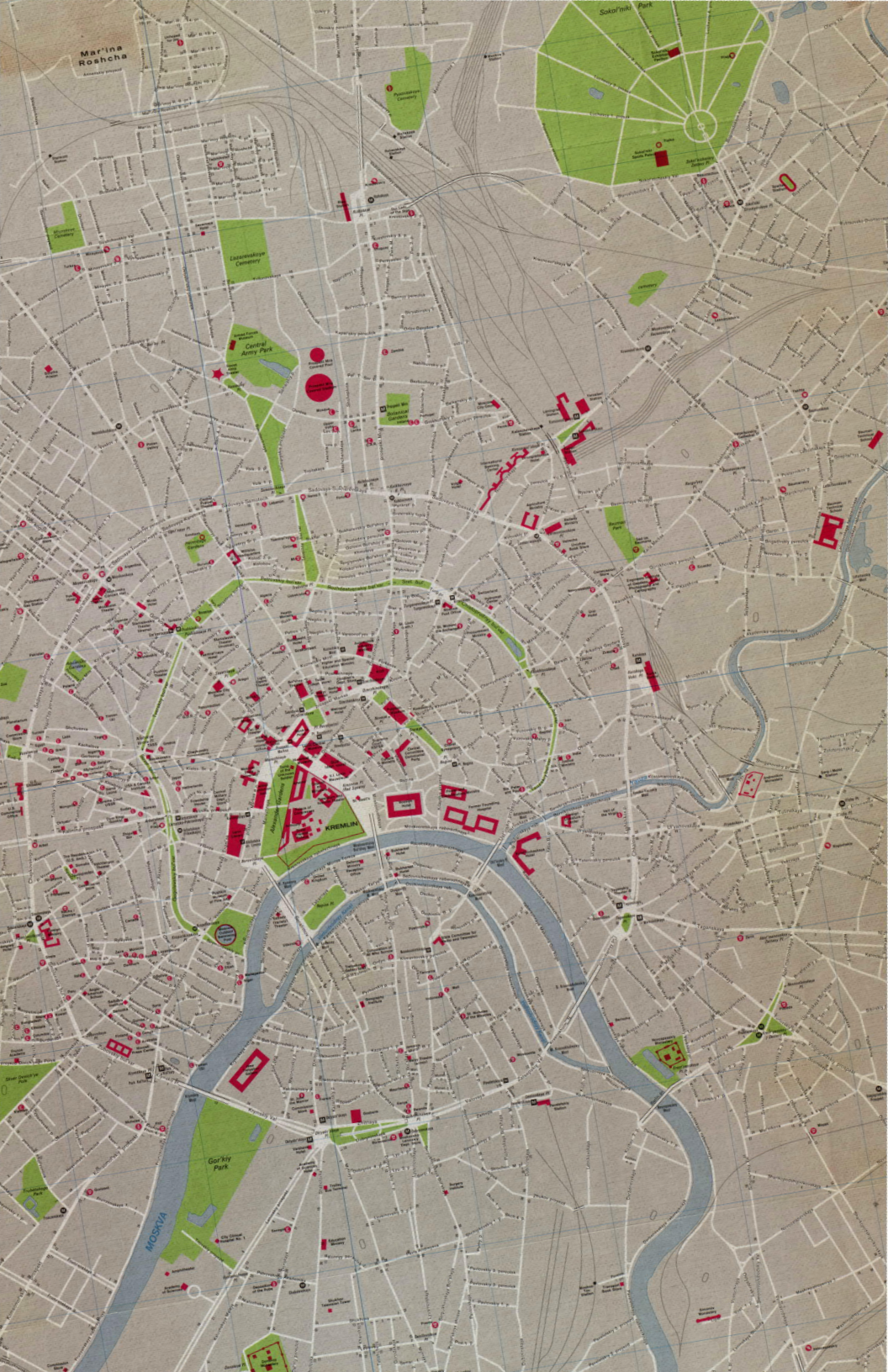
The Transporter begins play with any one vehicle worth \$25,000 or less to which they can add one vehicle upgrade. An additional upgrade, without cost, can be added at every third level thereafter. If the vehicle becomes damaged it can be repaired in a number of days equal to the transporter's level. Should it be destroyed, the transporter is able to find, build, or have built, a replacement in the transporter's level in weeks.

PEDAL TO THE METAL

A transporter's skill with a vehicle is beyond compare. Whenever the transporter needs to make a check relating to a vehicle they are in control of, they receive a +1 bonus to the roll.

TRANSPORTER LEVEL PROGRESSION

LEVEL	XP	HD	TO HIT	DEF	FORT	REF	WILL
1	0	1d8	+0	10	12	15	15
2	1,000	2d8	+0	10	12	15	15
3	2,000	3d8	+0	10	12	15	15
4	4,000	4d8	+0	11	10	13	13
5	8,000	5d8	+2	11	10	13	13
6	16,000	6d8	+2	11	10	13	13
7	32,000	7d8	+2	12	8	10	10
8	60,000	8d8	+2	12	8	10	10
9	180,000	9d8	+5	12	8	10	10
10	300,000	9d8+2	+5	13	6	8	8
11	420,000	9d8+4	+5	13	6	8	8
12	540,000	9d8+6	+5	13	6	8	8
13	660,000	9d8+8	+7	14	4	5	5
14	780,000	9d8+10	+7	14	4	5	5



ADVANCEMENT

EXPERIENCE

Experience points (XP) are awarded to each agent that survives a mission by the Handler. XP is gained from two sources: opponents defeated and mission payments.

PRIME REQUISITE MODIFIERS

The XP bonus or penalty from the agent's score in their speciality's prime requisites is applied to the XP received from the Handler.

LEVELLING UP

When the agent's total XP is greater than the amount listed for the speciality's next level, the agent has attained that level. The player should note all changes for that

level and any speciality abilities.

If the agent's Hit Dice increase, a new Hit Die of the specified type should be rolled and the result added to the agent's maximum hp total.

MAXIMUM XP IN ONE SESSION

Agents are not able to gain more than one level in any one game session. Additional XP that would mean the agent gained more than one level above their current level is lost. The agent is left at 1 XP below the total for the next level.

EQUIPMENT

WEAPONS

The following abbreviations are used in the tables:

» **Wt:** The weapon's weight in pounds when fully loaded.

» **Cost:** The weapon's cost in dollars.

» **Dmg:** The damage the weapon does on a successful hit. An asterisk indicates that the damage is explosive.

» **Range:** Each ranged weapon has short (+1 to hit), medium, and long (-1 to hit) range categories, measured in feet.

Weapons are ineffective beyond long range.

» **Ammo:** The number of rounds (hereafter always abbreviated as *rds* to avoid confusion with the unit of time) or shells making up a full load. Weapons with multiple numbers can use a variety of loads. Belt-fed weapons (250 rounds per belt) are indicated by "b".

» **Rel:** The number of rounds the weapon takes to reload. For revolvers, the time is 3 rounds unless a speed loader is used).

SPECIAL DAMAGE

BEANBAG RDS

Beanbag rds are non-lethal alternative ammunition for shotguns. Bean bag rds must be loaded one at a time (and therefore take 6 rounds for the shotgun to be fully loaded).

GRENADE, FLASH

When a flash grenade goes off it emits an intense flash designed to temporarily blind and stun its target. Anyone looking in the direction of a flash grenade when it detonates must make a save versus fortitude or be blinded for 1d6 rounds.

GRENADE, FLASH/BANG

Like the flash grenade, but the flash/bang also explodes with a deafening noise. Anyone looking in the round's direction when it goes off must make a save versus fortitude or be blinded for 1d6 rounds. In addition, anyone within a 10' radius of the blast must make a save versus fortitude or be paralysed for 1d4 rounds.

GRENADE, GAS

Upon impact, a gas grenade creates a 5' radius cloud. The radius of the cloud increases by 5' a round for three rounds and it will remain for 1d6 minutes if there is no wind.

The cloud disperses 1d10 rounds after it is created if exposed to wind or strong ventilation. Agents caught in a cloud of gas must make a save versus fortitude each round they are exposed or suffer the effect of the gas:

» **Tear gas** causes uncontrollable coughing and crying in those that fail their saving throws. Affected agents need to spend 1d6 rounds in fresh air before they are capable of action.

» **Sleep gas** induces unconsciousness in those agents affected by it. Agents who have failed their saving throw will sleep for 1d6 turns.

GRENADE, SMOKE

A smoke grenade creates a cloud of smoke (the colour of which is determined by the agent). The smoke cloud follows the same rules for size and duration as the gas cloud above. Anyone within a smoke cloud is treated as if they are in total darkness.

MACE CANISTER

An item small enough to fit in a pocket, the Mace canister can be sprayed at a target up to 3' away with a successful Dexterity ability check. Mace has the same effect as tear gas.





WEAPONS

WEAPON	WT	COST	DMG
Assault rifle	8	600	1d8
Automatic pistol	2	450	1d6+1
Billy club	2	10	1d4
Blowgun	1	10	1d4-1
C4 (¼ lb.)	¼	300	2d8*
Compound bow	10	300	1d6
Crossbow	12	250	1d6
Dart gun	3	250	1d4
Dynamite (stick)	½	15	2d4*
Flame thrower	45	3,500	2d6
Grenade, flash	2	50	special
Grenade, flash/bang	2	50	special
Grenade, fragmentation	2	50	2d6*
Grenade, gas	2	50	special
Grenade, smoke	2	50	special
Knife	1	20	1d6
Mace canister	—	10	special
Machine gun, medium	80	3,000	1d6+2
Machine gun, heavy	130	4,500	1d8+2
Penknife	1	20	1d4
Revolver	4	400	1d6
Shotgun	7	500	1d10
Sniper Rifle	10	600	1d8
Spear	3	40	1d6
Speargun	3	150	1d6
Sub-machine gun	8	500	1d6+1
Sword	3	200	1d8
Sword cane	2	250	1d6+1



WEAPONS

WEAPON	RANGE	AMMO	REL
Assault rifle	125/375/1125	20	2
Automatic pistol	25/75/225	13	1
Billy club	—	—	—
Blowgun	10/60/120	1	2
C4 (¼ lb.)	—	—	—
Compound bow	50/150/450	1	1
Crossbow	80/240/720	1	4
Dart gun	12/36/108	1	2
Dynamite (stick)	5/15/45	—	—
Flame thrower	—/180/—	4	6
Grenade, flash	10/30/90	—	—
Grenade, flash/bang	10/30/90	—	—
Grenade, fragmentation	10/30/90	—	—
Grenade, gas	10/30/90	—	—
Grenade, smoke	10/30/90	—	—
Knife	5/15/45	—	—
Mace canister	—/3/—	—	—
Machine gun, medium	150/450/1350	b	4
Machine gun, heavy	200/600/1800	b	4
Penknife	—	—	—
Revolver	20/60/180	6	3/1
Shotgun	20/60/180	6	2/6
Sniper Rifle	300/900/2700	10	2
Spear	10/30/90	—	—
Speargun	5/15/45	1	2
Sub-machine gun	30/90/270	25/30	2
Sword	—	—	—
Sword cane	—	—	—

COMMUNICATION DEVICES

ALL-WAVE RADIO

Powered by batteries, the all-wave radio can send and receive messages with an unlimited range with an antenna (50 miles without).

BUG DETECTOR

This 3" long device emits a flashing light or vibrates whenever it detects a microphone within 20'. The detector can only indicate if there is a bug, not where it is.

DIRECTION FINDER

The direction finder will indicate the direction of a trail bug or other radio transmitter. The distance to the bug is not indicated, however, a successful INT ability check can estimate the distance: "near," "far away," or "in between."

HIDDEN TRANSMIT MICROPHONE

This bug (2" by ½" in size) will transmit for up to 2d6 weeks with its signal being picked up within a mile without the need for a check. At distances further away than a mile, the agent will need to make INT ability checks.

MINIATURE RADIO TRANSCEIVER

Traditionally styled as a pen, the transceiver can send and receive messages within 5 miles in an urban environment (20 miles rurally). Notification of an incoming message is by vibration.

MINIATURE TAPE RECORDER

This device includes a microphone and can record conversations within 10' for up to 2 hours.

PARABOLIC MICROPHONE

With this device, which looks similar to a megaphone, an agent can pick up sounds as faint as conversations up to 1,000 yards away with a successful INT ability check. This range is halved in windy conditions or where there is a lot of background noise. The ability check is at -2 for every additional hundred yards.

RADIO RECEIVER

A radio receiver can receive messages with the same range capacity as an all-wave radio but it cannot send messages.

TELEPHONE OSCILLOSCOPE

The size of a regular hardback novel, this device can record the dialing sound of a phone that has previously

been tapped and identify any number called from that phone.

TELEPHONE SCRAMBLER

A scrambler comprises a replacement earpiece and mouthpiece for any standard phone. Placing these in phones at both ends of a conversation scrambles the call for anyone tapping either phone. The call is unscrambled for the intended listener.

TELEPHONE TAP DETECTOR

When connected to a telephone, a light on the detector blinks whenever the telephone (or an extension line) is used or a tap is connected to the line. The detector cannot be detected by a wiretapper.

TELEPHONE TAP TRANSMITTER

This transmitter, about 1" across, will transmit up to one mile away when installed in a telephone.

COMMUNICATION DEVICES

ITEM	WT	COST
All-wave radio	10	1,000
Bug detector	—	550
Direction finder	10	1,200
Hidden transmit microphone	—	100
Miniature tape recorder	1	100
Miniature radio transceiver	—	250
Parabolic microphone	5	500
Telephone oscilloscope	15	1,000
Telephone scrambler	1	400
Telephone tap detector	4	50
Telephone tap, transmitter	1	100
Trail bug	—	100
Transmitter locator	20	900
Voice mask	8	300
Walkie-talkie	1	50
Wired microphone	—	25

TRAIL BUG

A disc roughly 1" by ½" in size this can be magnetised and attached to any metal device. Once activated it will emit a radio signal for 2d10 weeks unless damaged or removed. The signal's range is 5 miles in an urban environment or 20 miles rurally.

A larger trail bug, around 6" across and weighing 5 lbs., can also be obtained at 10× the price. Its range is 100× that of the regular bug.

TRANSMITTER LOCATOR

This device is the size of a large suitcase and requires an

antenna. When activated and homed onto a frequency, it will indicate the direction to the nearest transmitter using that frequency.

VOICE MASK

When fitted over the mouthpiece of a telephone, the speaker's voice is electronically transformed making it unrecognisable. Speech is still clear however. Individual settings can be saved so an agent can recreate a previously used voice. A positive side-effect of the mask is that it defeats voice stress analysers and identifiers.

WALKIE-TALKIE

Although not very discreet, walkie-talkies are excellent for person-to-person communications within a mile (or ½ mile in built-up areas).

WIRED MICROPHONE

Wired microphones can pick up sounds of normal speech within 20'. This range is halved if the microphone is concealed or covered.

TOOLS OF THE TRADE

ITEM	WT	COST
Ammo, pistol	1	8
Ammo, rifle	1	10
Ammo, shotgun	1	15
Armour, bulletproof vest	8	600
Armour, flak jacket	15	1,000
Armour, bomb suit	30	2,000
Attaché case	3	10
Camera, 35mm	1	200
Camera, Mini	1	1,200
Climbing gear	30	300
Clothing, casual	2	50
Clothing, formal	3	200
Clothing, work	2	30
Dart, hypodermic	—	special
Demolitions gear, dynamite	20	190
Demolitions gear, C4	18	1,300
Flashlight	1	5
Gas mask	2	40
Geiger counter	4	1,000
Handcuffs	1	10
Holster	1	25
Lock picks	1	300
Lock picks, electronic	1	750
Metal detector, hand-held	8	750
Night vision goggles	2	300
Parachute	10	200
SCUBA gear	40	400
Snow skis and suit	10	260
Timer detonator	1	25
Vehicle trap	75	500

TOOLS OF THE TRADE

AMMUNITION

The costs listed are *per box* of ammunition with each box containing 25 rds/shells of ammunition. *Modus Operandi* does not differentiate between different calibres of ammunition other than by category of weapon.

A speed loader may be bought for revolvers. This adds \$1 to the cost but reduces the reloading time to 1 round.

ARMOUR

Armour may be worn by any agent. If the agent is not proficient in the armour worn, they suffer a -2 penalty to all actions and ability checks and receive no Dexterity modifier (if any) to their Defence.

When wearing armour, the agent uses the armour's Defence in place of that from their Speciality.

» **Bulletproof vest:** A protective vest designed to be worn underneath clothing.

» **Flak jacket:** A bulky vest and military helmet that is worn over clothing.

ARMOUR			
TYPE	DEF	MAX DEX	
Bulletproof vest	12	+3	
Flak jacket	14	+2	
Bomb suit	16	0	

» **Bomb suit:** A full body, heavy suit including helmet. While wearing a bomb suit an agent's movement is halved and they receive a -4 penalty to saving throws versus reflex.

ATTACHÉ CASE

An attaché case, also known as a briefcase, is a slim, leather-clad, box usually used to transport documents.

CAMERA, 35MM

A standard, mass produced, hand-held camera, it can take 24 or 36 photographs per film.

CAMERA, MINI

The mini-camera comes in two types. The first is around 2" by ½" in size and can take 24 pictures while the second, more discreet model, is usually hidden in a tie clip or brooch and can take a single picture.

CLIMBING GEAR

Included is everything needed to go climbing—ascenders, boots, rope, pitons, and suitable clothing.

CLOTHING

Clothing appropriate to the occasion, including a suitable bag to carry it in.

» **Casual:** Ranging from tee and polo shirts to jeans and trousers.

» **Formal:** Dinner suit (*tuxedo*), cummerbund, and bow tie for gentlemen or evening gown or cocktail dress for ladies.

» **Work:** A boiler suit (*coveralls*) with hi-viz jacket and toolbox containing general tools.

DART, HYPODERMIC

A small missile that can be loaded with a liquid and fired from a dart gun. A successful hit will inject the victim with the liquid.

» **Tranquiliser:** A target hit with a dart gun loaded with a tranquiliser dart must save versus fortitude. A successful save means that target falls unconscious within 1d6 turns, with failure indicating that the target falls unconscious within 1d6 rounds. Tranquiliser darts cost \$10 each.

» **Poison:** Darts filled with poison are intended to kill their targets. A successful hit with a poison dart requires the target to save versus fortitude or suffer 1d6 damage per round until medical attention is received or death occurs. Poison darts cost \$1,000 each.

DEMOLITIONS GEAR, DYNAMITE

This package contains 6 sticks of dynamite and either 1,000' of fusing cord and a plunger or a radio detonator.

DEMOLITIONS GEAR, C4

This package contains 1 lb. of C4 plastique explosive and either 1,000' of fusing cord and a plunger or a radio detonator.

FLASHLIGHT

Flashlights are available in a variety of sizes and types, including angle head.

GAS MASK

Placed over the face, the gas mask enables the wearer to ignore the effects of gases.

GEIGER COUNTER

A shoe-box sized device that detects radioactive particles. It can be used to detect a nearby atomic weapon, a leak from a nuclear power plant, or any other source of nuclear pollution.

HANDCUFFS

Carried by police in most countries, handcuffs can be used to restrain both wrists or one wrist to another person or object. Without the correct key, a successful Open Locks check is required to pick the lock.

HOLSTER

A holster can be worn on a variety of locations on the body. The most common designs are for hip, under arm, and ankle.

LOCK PICKS

The traditional lock picks are an array of narrow wires, probes, and skeleton keys and come in a small leather pouch.

An electronic lock pick device is the size of a pack of cards and can be used to pick digital locks where there is some means of connectivity (for example, a magnetic card reader).

METAL DETECTOR

This, wand-shaped, device will successfully detect the smallest amount of metal—a belt buckle, bunch of keys, or even a single coin.

NIGHT VISION GOOGLES

An agent wearing night vision goggles treats twilight as daylight and darkness as twilight. However, should bright light be directed towards the agent while the goggles are worn, they must make a save versus reflex to avoid being blinded for 1d6 rounds.

PARACHUTE

Parachutes are used to airdrop equipment, supplies, or personnel.

SCUBA GEAR

This package includes everything needed for SCUBA diving—oxygen tank, face mask, flippers, and wet suit.

SNOW SKIS AND SUIT

Included in this package are skis, poles, boots, and a ski suit. Alternatively, the skis and poles may be swapped for a snowboard.

TIMER DETONATOR

This device can be used instead of a radio detonator to detonate an explosive charge after a preset time—up to 12 hours.

VEHICLE TRAP

Also known as a *stinger*, this trap is a series of spiked bars that are slid across the road in front of an approaching vehicle. When timed correctly, any vehicle that rolls over the trap has its tyres punctured. At the Handler's discretion, the driver of the vehicle may be permitted a reflex to partially, or completely, avoid the trap.

VEHICLES

The following abbreviations are used in the tables:

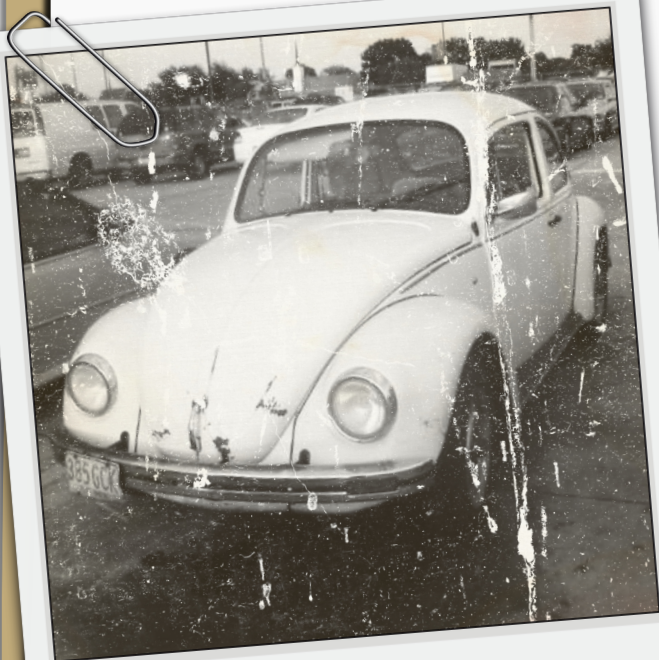
- » **Hand:** The vehicle's handling modifier. This modifier is added to, or subtracted from, any ability check required to control the vehicle.
- » **Mv:** The speed at which the vehicle can move. Every vehicle has a *base movement rate* (in miles per turn) and an *encounter movement rate* (in feet per round).
- » **Def:** The vehicle's

Defence.

- » **HP:** The total amount of damage the vehicle can sustain before being destroyed.
- » **Pass:** The total number of passengers, including the driver/pilot that the vehicle can hold.
- » **Cost:** The vehicle's cost in dollars.

REPAIRS

Vehicle damage can be repaired by experienced mechanics working in a suitable garage or dock. It takes these mechanics a day to repair 10 hp of damage.



VEHICLES						
TYPE	HAND	MV	DEF	HP	PASS	COST
<i>Two-wheeled</i>						
Bicycle	+2	4 (60')	12	10	1	300
Motorbike	+2	16 (240')	12	25	2	4,000
Dirt bike	+3*	14 (210')	12	20	1	2,000
Police motorbike	+1	12 (180')	12	30	2	4,000
<i>Cars</i>						
Full-size car	+0	10 (150')	10	40	4	10,000
Compact car	+1	10 (150')	10	35	4	10,000
Sports car	+3	18 (260')	10	30	2	25,000
Limousine	-2	8 (120')	8	45	8	30,000
Police car	+1	12 (180')	10	40	4	12,000
<i>Trucks & Vans</i>						
4x4 truck	+4*	8 (120')	10	45	4	15,000
Van	-2	10 (150')	8	45	6	15,000
Delivery truck	-3	8 (120')	8	50	2	15,000
Dump truck	-4	6 (90')	8	50	2	25,000
Articulated truck	-2	6 (90')	6	60	2	25,000
<i>Boats</i>						
Rubber dingy	-2	1 (15')	12	20	2-6	500
Row boat	-1	1 (15')	12	20	6	500
Motor boat	+1	6 (90')	10	40	6	5,000
Speed boat	+1	12 (180')	10	50	4	9,000
Police boat	+0	10 (150')	10	75	8	20,000
Yacht	-3	4 (60')	8	100	20	500,000
<i>Aircraft</i>						
Small plane	0	16 (240')	10	60	4-6	35,000
Small helicopter	0	14 (210')	10	60	2	30,000
Large helicopter	-1	15 (225')	8	75	8	100,000
Private jet	-2	24 (360')	8	100	8	600,000
Cargo plane	-3	18 (270')	6	150	80	900,000

* -2 when not off-road

WEAPON UPGRADES

CALIBRATED SIGHTS

This weapon has received expert calibration and the agent has spent a lot of time practicing with the sights in the current configuration. These sights provide a +1 bonus to hit at any range for the agent only. Anyone else using this weapon does not benefit from the calibrated sights.

CERAMIC POLYMER

The weapon has been made of an alternative cutting-edge material that is not detected by metal detectors or x-ray devices.

CONCEALABLE

This upgrade can only be applied to small firearms (revolvers, automatic pistols, and sub-machine guns). The weapon has been modified to make it easily concealable at the expense of accuracy (-2 to hit) or damage (-2 damage).

The agent can choose which penalty applies to the weapon as befits how it is concealed. Examples include a sub-machine gun in an attache case or a pistol in an ankle or quick-release forearm holster.

ENGRAVING

Nearly any text, in any language, may be engraved into the finish of a weapon.

EXTENDED MAGAZINE

A weapon with this upgrade has an increase to its ammunition capacity of 50%.

FINISH

Weapons can have their finish customised in camouflage, chrome, earth tones, gloss, neon-glow, pearl, wood, or almost any other covering that the agent desires.

FLASHLIGHT

This weapon has been fitted with a flashlight. This adds an additional 1 lb. to the weight of the weapon.

RED DOT SIGHTS

The weapon has been fitted with a system that places a red dot on the target providing a +1 bonus to hit within 20'.

SILENCER

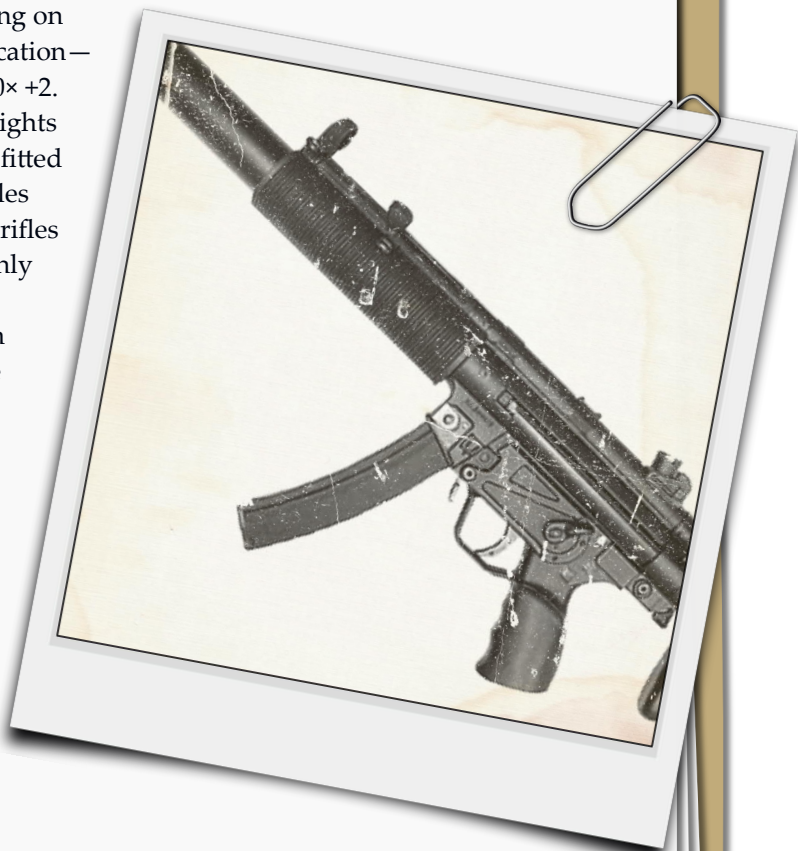
A silencer can be fitted to some handguns, sub-machine guns, and sniper rifles to suppress the noise of gunshots. A silenced shot is barely louder than a whisper and can only be heard within 40'. However, the short and medium range categories of

the silenced weapon are reduced by half and long range shots are not possible. Handguns that deal 1d8 damage cannot be silenced.

TELESCOPIC SIGHT

A telescopic sight allows the shooter to take careful aim by enlarging the target by the appropriate magnification. These sights do not increase the range of a weapon but, if a round is spent aiming, do provide a bonus to hit depending on the magnification—4× +1 and 10× +2. Telescopic sights can only be fitted to sniper rifles and assault rifles (the latter only receives the bonus when firing single shots).

WEAPON UPGRADES		
ITEM	WT	COST
Calibrated sights	—	250
Ceramic polymer	—	Cost
Concealable	—	125
Engraving	—	25
Extended magazine	1	100
Finish	—	50
Flashlight	1	50
Red dot sights	—	500
Silencer	1	100
Telescopic sight (4×)	1	100
Telescopic sight (10×)	1	500



VEHICLE UPGRADES

AMPHIBIOUS

This upgrade allows a ground vehicle to operate on the surface of water or surface watercraft to operate while submersed. If this upgrade is bought twice, it allows a ground vehicle to operate while submersed.

BULLETPROOF

The vehicle has been fitted with armour plating. This enables it to ignore any hits from weapons dealing 1d8 or

less damage. The added weight from the armour plates reduces the vehicle's handling by -2.

CAR PHONE

Although called a car phone, this upgrade can be fitted to any ground vehicle (boats and aircraft have communications devices built-in). The upgrade provides mobile communication from the vehicle.

EJECTOR SEAT

Available in vertical (through the roof (or floor for aircraft)) or horizontal (through the door) ejection this upgrade allows the driver to remove unwanted guests.



IDENTITY CHANGE

This upgrade allows the driver to rotate the vehicle's licence plates (three are available) from a hidden button on the dashboard. This upgrade can be purchased a second time to allow the vehicle's colour to be changed by quickly pulling off the top "skin" of paintwork. This must be done manually and takes 2 rounds to complete.

OIL SLICK

This upgrade can only be used once. By activating a switch on the dashboard, the driver is able to release an oil slick behind them. Drivers of pursuing vehicles must make a DEX ability check or lose control of their vehicle. Two-wheeled vehicles have a -2 penalty to this check.

The oil remains on the ground as a hazard to other road users for 1d10 days.

PUNCTURE RESISTANT TYRES

Rather than being filled with air, these tyres are solid and able to absorb punctures without deflating the tyre.

RETRACTABLE WINGS

Wings can be fitted beneath a ground vehicle to allow it,

VEHICLE UPGRADES

ITEM	COST
Amphibious	Cost
Bulletproof	Cost
Car phone	10,000
Ejector seat	3,000
Identity change	1,000
Oil slick	500
Puncture resistant tyres	500/tyre
Retractable wings	Cost
Smoke screen	500
Stealth mode	Cost

when deployed, to glide, and land, safely from height.

SMOKE SCREEN

This upgrade can only be used once. By activating a switch on the dashboard, the driver is able to release a long cloud of smoke behind them. Drivers of pursuing vehicles must make a DEX ability check or lose control of their vehicle. Two-wheeled vehicles have a -2 penalty to this check. The smoke disperses after 1d10 rounds.

STEALTH MODE

This upgrade allows the vehicle to run extremely quietly. The vehicle's body is painted with radar absorbing paint. Therefore, the vehicle cannot benefit from the second level of the Identity Change upgrade.

GADGETS

Gadgets are items that don't exist but could (or will) with new technology. As *Modus Operandi* is set in the 1980s anything that exists from the 1990s onward is, potentially, a gadget in the campaign.

When a player would like their agent to have a gadget they should discuss this with the Handler. Working together, the player and the Handler will determine the specifics of the gadget. These specifics might not fully match the player's original request. If the Handler agrees, the gadget can be used in play.

The cost and reliability of a gadget is determined by how plausible the gadget is using the technology of the 1980s.

» **Plausible:** If the gadget is something that will be developed and in production by 2000 (for example, the flash drive) its Reliability is 5-in-6 and its cost is $2d6 \times \$1,000$.

» **Improbable:** If the gadget is something that will be developed and in production by 2010 (for example, smart phones) then its Reliability is 4-in-6 and its cost is $2d6 \times \$10,000$.

» **Super-Science:** If the gadget is something that will be developed and in production by 2020 (for example, smart watches) its Reliability is 2-in-6 and its cost is $2d6 \times \$100,000$.

Whenever an agent attempts to use a gadget they should roll for its Reliability. If the roll is failed then the gadget does not work.

EXAMPLE GADGETS

PLAUSIBLE

.22 BALL POINT PEN

A single-shot weapon disguised as a pen. It has a cost of \$1,000 and does 1d4 damage on a successful hit.

TUXEDO LINER

A Kevlar liner woven into normal clothing providing Defence 12 (with a maximum Dexterity modifier of +3) without revealing its presence. Each liner is sculpted for an individual. If an agent wears a tuxedo liner not sculpted for them it only provides Defence 11 (with a maximum Dexterity modifier of +1). The tuxedo liner costs \$1,000.

IMPROBABLE

SMART PHONE

A device the size of a candy bar, the smart phone contains a vast array of data including detailed maps. It also allows access, via means of satellite communications (modern mobile masts are not in general production), to the Agency's network which can provide further information at the Handler's discretion. It can also make phone calls! The smart phone costs \$50,000.

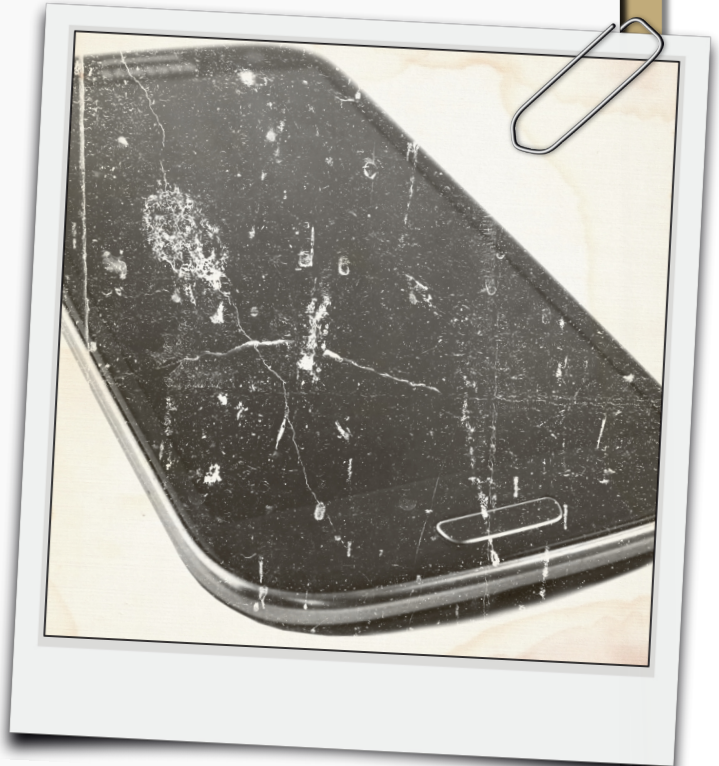
the device, the agent is able to access GPS and secure communications with the Agency. The smart watch costs \$1,000,000.

The Agency version, when issued to agents, has no cost and has improved Reliability of 4-in-6. Agents who lose, or break, their watch are unlikely to receive another though.

SUPER-SCIENCE

SMART WATCH

Designed by most Agencies for issue to their agents, these smart watches are available in a number of differing styles, with the same underlying technology. Through a touch screen display, which only activates when the user's biometrics match those encoded on



MISSIONS

TIME AND MOVEMENT

TRACKING TIME

The Handler should keep track of the time that elapses in the imagined world, known as *game time*. This is distinct from *real time*: what may take the players and Handler mere seconds to describe may take agents hours or even days.

For example, when agents are exploring interior locations, the Handler tracks the number of turns that have elapsed; when exploring exterior locations, the number of days elapsed is tracked.

The Handler must adjudicate what may be accomplished in a given period of time.

RESOURCES

As game time passes, the Handler should pay attention to resources that the team consumes: food, water, fuel, etc.

TRACKING MOVEMENT

When agents explore interior locations the Handler should keep track of their location on a prepared map. The map is usually kept secret from the players, who rely on

the Handler's descriptions of the areas they explore.

To determine how long it takes for agents to move from one area to the next, the Handler should refer to the agents' movement rates.

GROUP MOVEMENT RATE

A mission team may want to stay together. The movement rate of the team as a whole is determined by the speed of the slowest member.

ENCUMBRANCE

Encumbrance is a measure of both the weight and bulk an agent is carrying.

Equipment: The weight of the agent's armour, weapons and all items carried is tracked (the weight of these items is listed in the equipment list).

Movement rate: The agent's movement rate is based on the total weight of all items carried.

Maximum load: The maximum load any agent can carry is 160 lbs. of weight. Agents carrying more than this cannot move.

ENCUMBRANCE	MOVE RATE
Up to 40 lbs.	120' (40')
Up to 60 lbs.	90' (30')
Up to 80 lbs.	60' (20')
Up to 160 lbs.	30' (10')

CHECKS, DAMAGE, SAVES

ABILITY CHECKS

An agent's ability scores may be used to determine the agent's chance of succeeding at various challenging tasks.

Rolling an ability check:

The player rolls 1d20 and, if the result is less than or equal to the ability, the check succeeds. If the roll is greater than the ability, the check fails.

Modifiers: Bonuses or penalties may be applied, depending on the difficulty of the task. A modifier of -4 would be a relatively easy ability check, and a +4 would be very difficult.

1s and 20s: An unmodified roll of 1 should be treated as a success and a 20 treated as a failure.

DAMAGE AND HEALING

All agents and opponents have a hp total, which represents their ability to avoid death. Many attack

forms, including attacks with weapons in combat, subtract hp from this pool. Death occurs when an agent or opponent is reduced to 0 hp or less.

HEALING

Natural: For each full day of complete rest, an agent or opponent recovers 1d3 hp. If the rest is interrupted, the agent or opponent will not heal that day.

Medical Attention: Healing may also occur through medical attention. If the agent or opponent is tended by a medical professional, they recover hp at double the normal rate. Hospital facilities can increase this to triple the normal recovery rate.

SAVING THROWS

Saving throws can be made to avoid the full effects of certain special attacks. There are three saving throw categories, used in the following situations:

Just A Flesh Wound

Some groups prefer a more action-oriented game where the risk of death is not so common. With this optional rule, when an agent's current hit point total reaches 0, they are knocked unconscious. The agent can be brought around by their allies at the end of the encounter, in which case they recover 1 hp. If all the agent's allies are also knocked unconscious their fate is determined by the Handler. A potential fate is being restrained by the mastermind that they are currently investigating. Death is still a possibility when using this optional rule. If an agent's current hit point total reaches their maximum hit point total as a negative figure, the agent is dead.

- » **Fortitude (Fort):** Used to resist physical hardship.
- » **Reflex (Ref):** Used to react quickly.
- » **Willpower (Will):** Used to resist mental stress.

WHEN TO ROLL A SAVING THROW

The appropriate saving throw to make and the effects of a success or failure are indicated in the description of the attack or mission scenario.

SAVING THROW TABLES

Agents: Each speciality has its own table denoting the saving throw values of agents of each experience level.

Opponents: Most opponents use the saving throw table under Combat Tables. Some opponent descriptions may note that they use the table for a specific speciality.

ROLLING A SAVING THROW

When affected by an attack form which requires a saving throw, the player or Handler must roll 1d20 and compare the result to the appropriate saving throw value:

- » **Greater or equal:** A result that is greater than or equal to the saving throw value is a success.
- » **Lower:** A result of less than the saving throw value is a failure.

SUCCESSFUL SAVES

Damaging effects: A successful save against an effect that causes damage means that the damage is halved.

Other effects: A successful saving throw against an effect that does not cause damage means the effect has been entirely avoided or negated.

Preparedness

Agents are trained to anticipate the needs of any mission. This optional rule allows agents, presuming they have access to their equipment, to produce whatever object the team needs to overcome an obstacle.

The agent makes an ability check against their speciality's Prime Requisite. Success indicates that they have the item they want. The agent does not need to do this in advance of the mission, but can dig into their equipment as the need arises. An agent can make this check a number of times per mission equal to their agent level divided by 3 (minimum of 1).

Preparedness covers general-purpose equipment, plus oddball items that suddenly come in handy in the course of the mission. Items that an agent can produce at a moment's notice depend on credibility. If the Handler determines that possession of an item would seem ludicrous and/or out of genre, the agent is not able to make the ability check. They simply do not have it. Any item which elicits a laugh from the group when suggested is probably out of bounds.

HAZARDS AND CHALLENGES

CLIMBING

When agents are climbing in a difficult or tense situation, the Handler may require an ability check against DEX.

SHEER SURFACES

Very steep or sheer surfaces are normally impossible to climb without specialised equipment. Fixers have abilities which allow them to attempt such surfaces unaided.

DARKNESS

Agents will usually bring a source of light with them on underground expeditions.

LIGHT AND SURPRISE

Agents or NPCs that carry a light in a dark environment are usually unable to surprise opponents, because the light gives their presence away.

FALLING

Falling from a height onto a hard surface inflicts 1d6 damage per 10' fallen.

LOSING DIRECTION

Agents can confidently follow trails, roads, and other well-known landmarks without fear of becoming lost.

Likewise, travelling with a reliable guide prevents becoming lost. However, when travelling through untracked, open regions, it is easy to lose direction. The chance of the team becoming lost depends on the terrain being explored.

EFFECTS OF BEING LOST

If the team becomes lost, the Handler will decide which direction they are actually travelling in. It may take some time for a team to realise it is moving in the wrong direction.

SWIMMING

Movement rate: Agents move at half their normal movement rate if swimming.

Who can swim: Every agent knows how to swim, unless there is an obvious reason why an agent has not learnt.

DROWNING

The circumstances in which drowning is a risk are judged by the Handler.

Example circumstances: Treacherous water conditions, while carrying heavy or awkward items, and fighting in water.

Example chances of drowning: In rough waters with a heavy load there may be a 90% chance. In the same waters but with a light load may be a 10% chance.

INTERIOR LOCATIONS

LISTENING

Chance of success: Agents have a 1-in-6 chance of detecting subtle sounds.

Handler rolls: The Handler should always roll for the agent listening so that the player never knows if the roll failed or if there simply is no sound to be heard.

One chance: This attempt may only be made one time in any instance by an agent.

MOVEMENT

Exploring the unknown: When exploring unknown areas, agents can move their movement rate in feet per turn.

In familiar areas: When agents are

moving through areas with which they are familiar, the Handler may allow them to move at a faster rate.

RESTING

Frequency of rest: Agents must rest for 8 hours per day.

Penalty for not resting: If agents press on without resting, they suffer a penalty of -1 to hit and damage rolls until they have rested for 8 hours.

SEARCHING

Locations may include hidden features. Agents can spot these by searching.

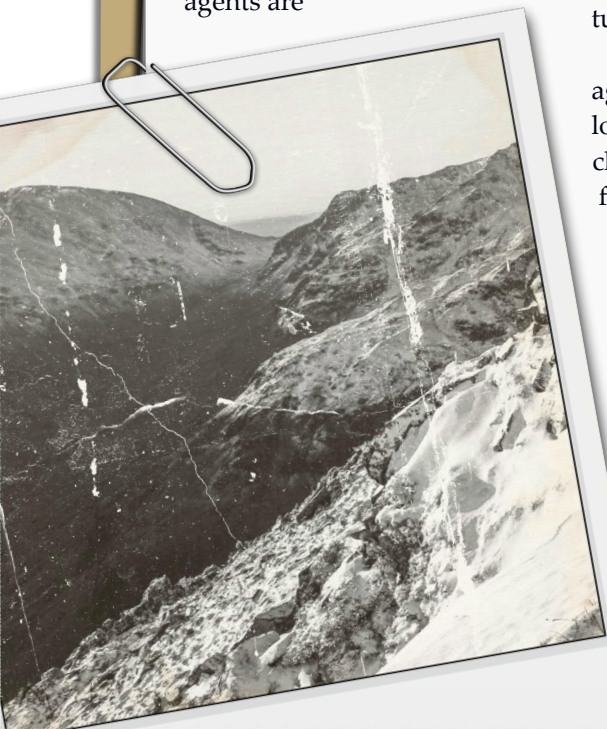
Area: The player must declare the particular 10' × 10' area to be searched.

Time: Searching takes one turn.

Chance of success: If an agent is searching in the right location, there is a base 1-in-6 chance of finding a hidden feature.

Handler rolls: The Handler should always roll for the agent searching, so that the player never knows if the roll failed or if there are simply no hidden features in the area searched.

One chance: Each agent can only make one attempt to search an area.



EXTERIOR LOCATIONS

FORAGING

Foraging for herbs, fruits, nuts, etc. can be performed alongside normal movement. The team has a 1-in-6 chance per day of finding enough food for 1d6 people.

HUNTING

Hunting must be engaged in as the sole activity for a day—no travelling or resting is possible. When hunting, there is a 1-in-6 chance of encountering animals which may be suitable for eating (if caught).

GETTING LOST

At the start of each day of travel in unfamiliar terrain, the Handler should roll to determine if the team loses direction. The probability depends on the terrain being traversed:

» **Clear, grasslands:** 1-in-6.

» **Barren lands, hills, mountains, woods:** 2-in-6.
 » **Desert, jungle, swamp:** 3-in-6.

Effects: See *Losing Direction*, p45.

OVERLAND TRAVEL

Miles per day: The number of miles an agent can travel in a day is determined by *dividing their base movement rate by five*. For example, an agent whose base movement rate is 120' could travel up to 24 miles in a day.

TERRAIN MODIFIERS

Some types of terrain modify the speed at which agents can travel:



- » **Broken lands, desert, forest, hills:** 33% slower.
- » **Jungle, mountains, swamp:** 50% slower.
- » **Maintained roads:** 50% faster.

FORCED MARCH

If agents need to travel further in a day, they may engage in a forced march.

Speed increase: The distance travelled is increased by 50%.

Rest: After a forced march, agents must rest for a full day.

RESTING

Frequency of rest: Agents must rest for one day per six days of travel.

Penalty for not resting: If agents press on without resting, they suffer a penalty of -1 to hit and damage rolls until they have rested for one full day.

VISIBILITY

Agents can usually see for three miles around them, in open terrain. This range may sometimes be reduced (e.g. in overgrown terrain such as a forest) or increased (e.g.

looking out from the top of a mountain).

When at sea, land can be spotted at a distance of 24 miles. This may be reduced based on light and weather conditions.



ENCOUNTERS

An encounter begins when the agents enter an area that the Handler has planned for a potentially combative situation to occur.

ENCOUNTER SEQUENCE

- 1. Surprise:** The Handler rolls for surprise, if applicable.
- 2. Encounter distance:** The Handler determines how far away the opponents are from the agents.
- 3. Initiative:** Any groups that are not surprised roll initiative to determine who acts first.
- 4. Actions:** Any groups that are not surprised can decide how they will respond to the encounter. The encounter is played out accordingly.
- 5. Conclusion:** One turn has passed.

SURPRISE

WHEN TO CHECK

A check for surprise is made for any group that is not expecting the encounter. For example, if an opponent is waiting quietly for an approaching team that is making a lot of noise, the opponent would not have a chance to be surprised, but the team would.

SURPRISE CHECKS

Each group that is not already aware of the others presence rolls 1d6.

Opponents: The Handler rolls for opponents.

Agents: One player rolls for the team as a whole.

Results: A result of 1 or 2 means the group is surprised.

EFFECTS OF SURPRISE

Both groups surprised:

There is simply a momentary confusion—neither group has any advantage.

One group surprised: The group that is not surprised gains a one round advantage. The surprised group cannot act that round.

ENCOUNTER DISTANCE

The situation in which the encounter occurs often determines how far away the opponent is. If there is uncertainty, the encounter distance may be determined randomly:

- » **Interior:** 2d6 × 10 feet.
- » **Exterior:** 4d6 × 10 yards (or 1d4 × 10 yards if either group is surprised).

INITIATIVE

(See *Combat*, p53 for full details.)

Roll 1d6: For each group, at the start of each round.

Winner: The group with the highest roll acts first. Other groups act in order from highest to lowest roll.

Ties: Either both groups may roll again, or actions on both groups may be resolved simultaneously.

ACTIONS

AGENT ACTIONS

The agents decide how they will act.

OPPONENT ACTIONS

The Handler determines opponent reactions to the team. Sometimes, circumstances make it obvious how an opponent will react. Otherwise, the Handler may roll on the table below to determine how an opponent reacts to the team.

Charisma: If one specific agent attempts to speak with the opponent, that agent's NPC reactions modifier due to CHA is used to modify the reaction roll.

REACTION ROLL

2D6	RESULT
2 or less	Hostile, attacks
3–5	Unfriendly, may attack
6–8	Neutral, uncertain
9–11	Indifferent, uninterested
12+	Friendly, helpful

COMMON ACTIONS

Any action is possible in an encounter, but the following are common:

- » **Combat:** If one side attacks or makes tactical movement, begin tracking time in rounds, following the combat procedure.
- » **Evasion:** If one side decides to flee, the other may decide to pursue.
- » **Parley:** Agents may attempt to communicate with the NPCs. Opening an encounter in this way can influence the NPCs' behaviour. If both sides decide to talk, the negotiation may be role-played.

MOVEMENT

Encounter movement rate: During encounters, an agent can move up to one third of their base movement rate per round in feet (interior locations) or yards (exterior locations).

Maximum duration: Agents may move at this rate for at most 60 rounds (one turn).

EVASION

If one group wishes to avoid an encounter, it may attempt to flee. This is called evasion and is only possible *before combat has begun*. When a group decides to attempt an evasion, the opposing group must decide whether or not to pursue.

Agents: May decide freely whether they wish to pursue fleeing opponents.

Opponents: The Handler must decide whether opponents pursue fleeing agents. (A low roll on the

Reactions Roll table may be taken to indicate that the opponent will pursue.)

No pursuit: If the opposing group decides to let the other group flee, then the evasion automatically succeeds; the encounter is avoided.

Pursuit: If the opposing group gives chase, the chance of the evasion succeeding depends on the environment being explored.

CONCLUSION

An encounter is assumed to take at least one full turn to complete, including time to rest, regroup, clean weapons, bind wounds, and so on.

EXTERIOR LOCATION EVASION BASE CHANGE

FLEEING GROUP	CHANCE OF EVASION BY NUMBER OF PURSUERS		
1-4	1 pursuer: 50%	2-3 pursuers: 70%	4+ pursuers: 90%
5-12	1-3 pursuers: 35%	4-8 pursuers: 50%	9+ pursuers: 70%
13-24	1-6 pursuers: 25%	7-16 pursuers: 35%	17+ pursuers: 50%
25+	1-10 pursuers: 10%	11-30 pursuers: 25%	31+ pursuers: 35%

EVASION AND PURSUIT

INTERIOR LOCATIONS

EVASION

Compare movement rates:

» **Fleeing group faster:**

Evasion is automatically successful, unless the fleeing group is forced to stop.

» **Fleeing group slower:**

Pursuit occurs.

PURSUIT

Time: Measured in rounds.

Running: Each group is assumed to be running at full speed (see below).

Line of sight: Most opponents will not continue a pursuit if the agents get out of the opponents' range of vision.

Dropping food: Creatures may stop pursuit if food dropped (3-in-6 chance).

Obstacles: Obstacles may slow or stop a pursuit.

RUNNING

Movement rate: Agents run at their full movement rate in feet per round.

Exhaustion: Occurs after running for 30 rounds.

Effects of exhaustion: A -2 penalty to attacks, damage, and Def.

Resting: Penalties for exhaustion last until agents have rested for three full turns.

EXTERIOR LOCATIONS

EVASION

Surprise determines the chance of evasion:

» **No surprise:** Chance of evasion is determined by relative size of the two groups as indicated in table.

» **Is surprised:** Generally cannot evade unless the Handler rules that special conditions give a small chance of evasion (as above).

» **Has surprise:** May evade automatically—surprised group is not aware of the other party.

PURSUIT

This procedure is followed each day until the pursuit is over:

1. Fleeing group moves in a random direction.
2. If pursuing group's movement rate is greater than that of the fleeing group, there is a 50% chance of it catching up. If the roll succeeds, fleeing group has been caught. Otherwise, continue to step 3.
3. If fleeing group decides to continue fleeing, it may make another evasion attempt (see above). If this fails, return to step 1. If fleeing group decides to stop fleeing, it is caught.

COMBAT

COMBAT SEQUENCE PER ROUND

1. **Declare retreats**
2. **Initiative:** Each group rolls 1d6.
3. **Winning group acts:**
 - a. **Opponent morale**
 - b. **Movement**
 - c. **Range attacks**
 - d. **Melee attacks**
4. **Other groups act:** In initiative order.

DECLARE RETREATS

Agents who wish to *move when in melee* must declare this. Other actions need not be declared.

INITIATIVE

Roll 1d6: For each group at the start of each round.

Winner: The group with the highest roll acts first. Other groups act in order from highest to lowest roll.

Ties: Either both groups may roll again or actions on both groups may be resolved simultaneously. (This means that both groups may inflict deadly blows on each other!)

OPPONENT MORALE

In combat, the Handler decides whether opponents surrender or run away utilising the following system.

MORALE RATING

Opponents have a listing for morale, rated from 2 to 12, which represents how likely they are to fight or flee. Higher morale scores indicate more fearless opponents.

A score of 2: The opponent never fights (unless cornered).

A score of 12: The opponent will fight until killed.

MORALE CHECKS

The Handler rolls 2d6 and compares the result against the opponent's morale score. If the result is higher the opponent will surrender or attempt to flee otherwise it will continue to fight.

Two successes: If a opponent makes two successful morale checks in an encounter, they will fight until killed, with no further checks necessary.

Individual Initiative

Instead of an initiative roll per group, a roll may be made for each individual involved in a battle, modified by DEX. The Handler may determine an initiative modifier for opponents that are very fast or slow, instead of applying a DEX modifier.

WHEN TO CHECK

The Handler usually makes a morale check for opponents under two conditions: the first time one of their number is killed in battle; and when half the opponents have been killed or incapacitated.

ADJUSTMENTS

The Handler may decide to apply modifiers to morale (from -2 to +2), depending on the circumstances. Modifiers are never applied to opponents with a morale of 2 or 12.

CONTACTS AND MISSIONS

Contacts who join a mission team are not frightened off at the first sign of danger. These Contacts do not make morale checks in combat, but a loyalty check may be required in extreme peril.

MOVEMENT

OUTSIDE OF MELEE

Movement rate: An agent can move up to their encounter movement rate each round.

Maximum duration: Agents may move at this rate for at most 60 rounds.

IN MELEE

When in melee with a foe, only the following forms of movement are possible:

» **Fighting withdrawal:** The agent moves backwards at up to half their encounter movement rate. There must be a clear path for this movement.

» **Retreat:** The agent turns and flees from melee, moving up to their full encounter movement rate. This round: the agent may not attack; the opponent gains a +2 bonus to all attacks against the agent.

RANGED ATTACKS

Are possible when opponents are more than 5' from one another.

TARGETS BEHIND COVER

Complete cover: The target cannot be hit.

Partial cover: Penalties of between -1 and -4 may apply.

MELEE ATTACKS

Are possible when opponents are 5' or less from each other.

ATTACKING

ATTACK ROLLS

1. Roll 1d20

2. **Apply modifiers:** STR for melee; DEX for ranged, cover for ranged attacks.

3. **Determine hit Def:** Add the agent's attack bonus to the attack roll. The result is the Def score that the attack hits.

4. **Result:** If the hit Def is equal to or higher than the opponent's Def, the attack hits. Handler rolls for damage.

1S AND 2OS

Unmodified attack rolls of 20 always hit. Unmodified attack rolls of 1 always miss.

ATTACKS PER ROUND

Agents normally attack once per round. Some opponents have multiple attacks.

ATTACKING AND MOVING

Movement and attacking may be combined in the same round.

AUTOMATIC WEAPONS

Assault rifles, sub-machine guns, and both medium and heavy machine guns can fire bursts of bullets. To do so, the agent designates a single target and makes one attack roll with a +2 bonus. The attack uses 5 rounds of ammunition. A successful attack deals double

damage, although the target is allowed a save versus reflex (success reduces the damage by half).

EXPLOSIONS

Explosive attacks will cause the listed damage to everything within 5' of the explosion's point of origin. It then spreads outward. For each additional 5' the damage is reduced by one die until there are no more damage dice. A very large explosion can therefore affect a very large area. Agents hit by an explosion who make a successful save versus reflex sustain only half damage.

ROLLING FOR DAMAGE

Agent attacks: Inflict the damage indicated for the weapon in the equipment lists. Damage of melee attacks is modified by STR.

Opponent attacks: Deal the damage indicated in the opponent's description.

Minimum damage: An attack which hits always deals at least one point of damage.

Death: A character or opponent reduced to 0 hp or less is killed.

OTHER COMBAT ISSUES

BLINDNESS

Anyone blinded is unable to attack.

PARALYSED OPPONENTS

Helpless opponents, such as those paralysed, in melee are automatically hit. Only a roll for damage is required.

SPACING

The Handler should judge how many attackers can strike at a single opponent, bearing in mind the available space around the opponent.

UNARMED ATTACKS

All agents are considered trained in unarmed combat. Unarmed attacks inflict 1d2 damage, modified by STR.

UNSTABLE SURFACES

Agents on an unstable surface, such as a ship in rough seas, riding an animal, or within a moving vehicle suffer a -4 penalty to ranged attacks.

Subduing

Agents that wish to subdue an opponent must announce that they are attacking without the intent to kill. Only bludgeoning attacks may be made, although bladed melee weapons may be employed to deal blunt blows with the flat of the blade. Subdual damage is calculated normally, but is noted separately from actual damage. When an agent or opponent reduced to 0 hit points due to subdual damage will surrender, realising that its opponent could have killed it.

COMBAT TABLES

These tables list the attack probabilities and the saving throw values used by opponents.

AGENT AND OPPONENT SAVING THROWS

Agents and classed NPCs use the saving throw tables for their speciality, listed in the speciality description.

OPPONENT SAVING THROWS

HD	FORT	REF	WILL
Normal human	14	17	18
1-3	12	15	16
4-6	10	13	14
7-9	8	10	12
10-12	6	8	10
13-15	4	5	8
16-18	2	3	6
19-21	2	2	4
22 or more	2	2	2

NORMAL HUMANS

All NPCs who do not have a speciality are classified as normal humans. They are treated as having less than 1 Hit Die and have their own saving throw and attack probabilities.

OPPONENT ATTACK BONUS BY HIT DICE

HIT DICE	ATTACK BONUS
Normal Human	-1
Up to 1	0
1+ to 2	+1
2+ to 3	+2
3+ to 4	+3
4+ to 5	+4
5+ to 6	+5
6+ to 7	+6
7+ to 9	+7
9+ to 11	+8
11+ to 13	+9
13+ to 15	+10
15+ to 17	+11
17+ to 19	+12
19+ to 21	+13
21+ or more	+14

CONTACTS

Contacts are NPCs that have particular skills or equipment that an agent can use. Some contacts will accompany agents on a mission while others operate away from the action.

Limit per Agent: Each agent is limited to a finite number of contacts, as indicated by the agent's CHA score.

Duties: Contacts are not mindless slaves and, although they will usually work willingly with the agent and accept a degree of risk, they will not willingly act as battle fodder. If abused in any way, contacts will typically warn others of this and the agents will soon find it difficult to persuade others to aid them.

RECRUITMENT

Contacts may be obtained through any method that the agent can justify. Examples include previous working relationships, friends of friends, and even advertising.

Contacts may be established during character creation, as play progresses or a combination of both. In this way an agent can establish all of their contacts during

character creation if they wish or leave some "slots" to be filled during a mission.

A contact can be of any speciality (including normal humans—effectively of level 0), but must be of equal or lower level to the agent.

A contact that is a normal human has a specific skill or item of equipment that is of use to the agent, for example, a forger or diplomat.

Only contacts with levels in a speciality will accompany agents on a mission although normal human contacts can use their skill or equipment during an aspect of the mission, for example a pilot may fly the agents into enemy territory but will not then accompany them on the rest of the mission.

PAYMENT

The Handler should determine the minimum payment desired by contacts. Under normal circumstances, experienced contacts will want a higher rate of pay compared to those employed for unskilled tasks. Contacts may forego traditional payment in lieu of being owed a favour to be returned at a later date. This option can be used by Handlers for future missions.

APPLICANT REACTIONS

Once an offer is made, the Handler determines the potential contact's reaction by rolling 2d6 on the table below, modified as follows:

- » **Charisma:** The roll is modified by the hiring agent's NPC reactions modifier.
- » **The Offer:** The Handler may apply a bonus or penalty, depending on the level of risk versus reward for the contact. A negative modifier for a high risk mission can be alleviated by the agent offering a payment that is higher than the minimum the contact will accept. An increased payment can be offered in cases where the contact may be otherwise unlikely to accept an offer—loyalty can sometimes be bought. The total modifier, once risk and reward have been determined will be between -2 and +2.
- » **Reputation:** A penalty of -1 or -2 may be applied, if the agent has a bad reputation.

RETAINER HIRING REACTIONS

2D6	RESULT
2 or less	Ill will
3-5	Offer refused
6-8	Roll again
9-11	Offer accepted
12+	Offer accepted, +1 loyalty

RENEGOTIATION

If the result of the reaction roll is "Roll again", the agent can take the opportunity to improve the payment offered. The Handler will then adjust the modifier to be applied to the next roll. In some cases, the Handler may decide that the improved payment offer is high enough to be automatically accepted by the contact (as if a result of 9-11 was rolled on the table).

EXPERIENCE

Although contacts are played by the Handler, they can acquire experience in the same way agents do, can advance in level, and are affected by all of the same speciality rules as agents.

A contact that supplies information or equipment, supporting the mission indirectly, does not gain XP.

Any contact that accompanies the team on a mission will follow the agents' instructions and, thus, will not directly engage in problem solving. Any XP they receive is penalised by -50%.

Normal humans: When a normal human gains XP, they must choose a speciality.





LOYALTY

Contacts have a loyalty rating, determined by the agent's CHA. This may be adjusted by the Handler:

» **Bonuses:** A contact's loyalty may be increased if the agent has been particularly good to the contact.

» **Penalties:** A contact's loyalty may be reduced if the agent has been cruel or contrary to their word.

LOYALTY CHECKS

To make a loyalty check, the Handler rolls 2d6 and, if the result is lower than or equal to the contact's loyalty rating, accounting for any adjustments, the roll has succeeded.

WHEN TO CHECK LOYALTY

Loyalty checks are made in two circumstances:

» **Peril:** Each time the contact is exposed to a particularly perilous situation. If the roll fails, the contact will likely flee.

» **After a mission:** If the roll fails, the contact will not work for the agent again.

REPLACING CONTACTS

There may come a time when a contact is no longer of use—or perhaps has met an unfortunate end. Agents can replace such contacts but this takes a little time.

An agent cannot establish a replacement until two missions later. That is, there must be a gap of one mission between releasing the original contact and establishing a replacement.

Once a contact has been released, they will be unlikely to want to work with the agent again—loyalty works both ways. As such, there is a -2 penalty to the roll on the Hiring Reaction table for any future approach.

OPPONENTS

GAME STATISTICS

Opponents are described by the following statistics.

DEFENCE (DEF)

The opponent's ability to avoid damage in combat.

HIT DICE (HD)

The number of d8s rolled to determine hp.

Asterisks: Asterisks after the HD number indicate the number of special abilities the opponent has, for the purpose of XP calculation.

Modifiers: Modifiers to the HD (e.g. +3, -1) are applied to the hit point total after rolling the specified number of d8s.

Fractional HD: Some opponents are listed as having less than one HD, either as $\frac{1}{2}$ (roll 1d4) or as a fixed number of hp.

Average hp: The average hp value is listed in parentheses.

ATTACKS (ATT)

The attacks that can be used each round, with the attack bonus noted after the attack type, and inflicted damage in parentheses. (Note that opponents' attack and damage

rolls are not modified by STR or DEX, unless specified.)

SAVING THROWS (SV)

The opponent's saving throws:

F: Fortitude.

R: Reflex.

W: Willpower.

Save as HD: The HD at which the opponent saves is listed in parentheses (with NH indicating that it saves as a normal human). Unintelligent opponents typically save at half their HD rating.

MOVEMENT RATE (MV)

The speed at which the opponent can move. Every opponent has a *base movement rate* and an *encounter movement rate* (noted in parentheses, one third of the base movement rate).

Modes of movement: If the opponent has multiple modes of movement, they are listed individually, separated by slashes.

MORALE RATING (ML)

The opponent's likelihood to persist in battle.

XP AWARD (XP)

Pre-calculated XP award for defeating the opponent.

NPC DESCRIPTIONS

NORMAL HUMAN

Your average, everyday person that you will meet on any street around the world.

Def 10, **HD** ½ (3 hp), **Att** unarmed -1 (1d2), **MV** 120' (40'), **SV** F14 R17 W18 (NH), **ML** 6, **XP** 5

CRIMINALS

The bulk of enemies most normal people will face in their lives.

THUG

Thugs are more eager to snatch a purse or stand around looking threatening than actually fight.

Def 11, **HD** 1 (5 hp), **Att** knife +0 (1d6) or automatic pistol +0 (1d6+1), **MV** 120' (40'), **SV** F12 R15 W16 (1), **ML** 8, **XP** 10

ENFORCER

Enforcers are the tough guys associated with organised crime, or are experienced leaders to groups of thugs.

Def 12, **HD** 2 (10 hp), **Att** knife +2 (1d6) or automatic pistol +2 (1d6+1), **MV** 120' (40'), **SV** F12 R15 W16 (2), **ML** 8, **XP** 20

GUARDS

Found walking in almost every large business. They are usually uniformed and follow strict schedules for patrols and check-ins.

High Security Areas: Patrols consist of 1-3 guards, sometimes with a guard dog.

COMMON GUARDS

Common Guards are those hired to provide security at rock concerts, pubs, and shopping malls.

Def 10, **HD** ½ (3 hp), **Att** billy club +0 (1d4), **MV** 120' (40'), **SV** F14 R17 W18 (NH), **ML** 6, **XP** 5

CORPORATE SECURITY

Corporate Security are bodyguards for VIPs and celebrities as well as those who drive armoured cars.

Def 12, **HD** 1 (5 hp), **Att** billy club +2 (1d4) or automatic pistol +2 (1d6+1), **MV** 120' (40'), **SV** F12 R15 W16 (1), **ML** 8, **XP** 10

EXTREME SECURITY

Found at military installations or employed as private security for presidents and CEOs.

Def 15, **HD** 2 (10 hp), **Att** automatic pistol or sub-machine gun +2 (1d6+1), **MV** 120' (40'), **SV** F12 R15 W16 (2), **ML** 10, **XP** 20

POLICE

Trained in how to dissolve situations peacefully, by threat, and by force, the police are much more prepared, brave, and capable than a criminal or security guard.

POLICEMAN

Policemen often patrol in pairs in a police car.

Def 12, **HD** 1 (5 hp), **Att** billy club +1 (1d4) or automatic pistol +1 (1d6+1), **MV** 120' (40'), **SV** F12 R15 W16 (1), **ML** 6, **XP** 10

DETECTIVE/SHERIFF

Often found alone, investigating crimes and solving cases.

Def 12, **HD** 2 (10 hp), **Att** revolver +2 (1d6) or shotgun +2 (1d10), **MV** 120' (40'), **SV** F12 R15 W16 (2), **ML** 7, **XP** 20

SWAT TEAM

SWAT stands for Special Weapons and Tactics, a militant branch of the police force with extraordinary training.

Def 14, **HD** 3 (15 hp), **Att** assault rifle +3 (1d8), **MV** 120' (40'), **SV** F12 R15 W16 (2), **ML** 8, **XP** 35

REBELS

Soldiers with more bravery than training and more bravado than tactics.

RABBLE

Untrained civilians whose ire has built up enough to take action.

Def 10, **HD** ½ (3 hp), **Att** melee weapon +0 (1d6), **MV** 120' (40'), **SV** F14 R17 W18 (NM), **ML** 6, **XP** 5

INSURGENT

Zealots who believe in their cause (whatever it is) and are willing to die for it, though would rather kill for it.

Def 11, **HD** 2 (10 hp), **Att** sub-machine gun +2 (1d6+1), **MV** 120' (40'), **SV** F12 R15 W16 (2), **ML** 8, **XP** 20

REVOLUTIONARY

Revolutionaries have taken their cause to a whole new level. They believe dying for their cause will be a catalyst for change.

Def 12, **HD** 4 (20 hp), **Att** assault rifle +4 (1d8), **MV** 120' (40'), **SV** F10 R13 W14 (4), **ML** 10, **XP** 75

SOLDIERS

Soldiers comprise the bulk of military activities by world governments. They are also the tactical wing of many intelligence agencies and private military contractors (mercenaries).

TYPICAL SOLDIER

Typical Soldiers are tough and capable. They carry military grade automatic rifles and a knife.

Def 14, HD 2 (10 hp), Att assault rifle +2 (1d8), **MV** 120' (40'), **SV** F12 R15 W16 (2), **ML** 6, **XP** 20

EXPERIENCED SOLDIER

Experienced Soldiers have been through several violent engagements. They've learned to treat it as a job and tend to keep their cool under fire.

Def 14, HD 4 (20 hp), Att assault rifle +4 (1d8), **MV** 120' (40'), **SV** F10 R13 W14 (4), **ML** 8, **XP** 75

SPECIAL FORCES

Special Forces are soldiers handpicked for elite training and given superior weapons.

Def 16, HD 6 (30 hp), Att assault rifle +6 (1d8), **MV** 120' (40'), **SV** F10 R13 W14 (6), **ML** 10, **XP** 275

SPIES

Handlers can create spy non-player characters using the same rules as the agents or use the generic spies below as required.

TYPICAL SPY

The typical spy works in a small team, often where the scope of the mission is limited or as backup to more experienced agents.

Def 11, HD 2 (10 hp), Att automatic pistol +2 (1d6+1), **MV** 120' (40'), **SV** F12 R15 W16 (2), **ML** 10, **XP** 20

ELITE SPY

Elite spies are very confident and have a network of contacts located around the globe.

Def 14, HD 5 (25 hp), Att automatic pistol +5 (1d6+1), **MV** 120' (40'), **SV** F10 R13 W14 (5), **ML** 10, **XP** 175

MASTER SPY

The master spy works alone and is confident enough in their own abilities to rarely use cover identities. These are the pinnacle of an organisation's agents.

Def 15, HD 8 (40 hp), Att automatic pistol +8 (1d6+1), **MV** 120' (40'), **SV** F8 R10 W12 (8), **ML** 10, **XP** 650

CREATURE DESCRIPTIONS

Not all animals are threats to an agent but, in the wrong circumstances, they may become one.

ALLIGATOR/CROCODILE

Large reptiles that are ungainly on land and live primarily in water, lurking just

beneath the surface of subtropical swamps and lazy rivers. If hungry, attack any creatures that venture into the water.

Def 14, **HD** 2 (10hp), **Att** bite +1 (1d8), **MV** 90' (30') / 90' (30') swimming, **SV** F12 R15 W16 (1), **ML** 7, **XP** 20

» **Feeding frenzy:** Attracted to the scent of blood or violent movement in the water.



BEAR

BLACK BEAR

6' tall; favour eating berries and roots.

Def 13, **HD** 4 (20 hp), **Att** 2 × claw +3 (1d3), bite +3 (1d6), **MV** 120' (40'), **SV** F12 R15 W16 (2), **ML** 7, **XP** 75

» **Bear hug:** If a victim is hit by both paws in the same round, the bear hugs for an extra 2d8 automatic damage.

» **Defensive:** Adults will protect their young with their lives, but otherwise only attack if cornered.

» **Camp raids:** Sometimes raid camps, for food (especially fish and sweet treats).

GRIZZLY BEAR

Aggressive, 9' tall. Silver-tipped fur, brown or reddish brown in colour. Live in forests and mountains. Favour eating meat.

Def 13, **HD** 5 (25 hp), **Att** 2 × claw +4 (1d4), bite +4 (1d8), **MV** 120' (40'), **SV** F12 R15 W16 (2), **ML** 8, **XP** 175

» **Bear hug:** If a victim is hit by both paws in the same round, the bear hugs for an extra 2d8 automatic damage.

POLAR BEAR

Aggressive, white-furred bears that stand 11' tall and live in cold regions. Favour eating fish.

Def 13, **HD** 6 (30 hp), **Att** 2 × claw +5 (1d6), bite +5 (1d10), **MV** 120' (40'), **SV** F12 R15 W16 (3), **ML** 8, **XP** 275

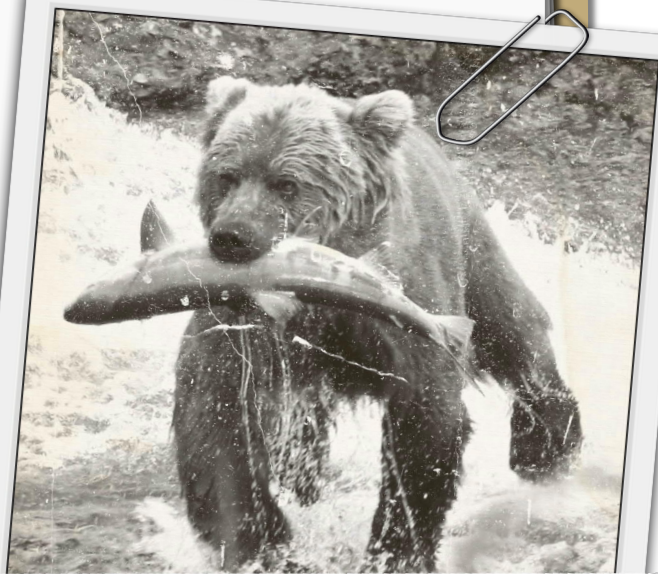
» **Bear hug:** If a victim is hit by both paws in the same round, the bear hugs for an extra 2d8 automatic damage.

» **Swimming:** Excellent swimmers.

» **Snow walk:** Wide paws allow running on the surface of snow without sinking.

DOG, GUARD

Def 13, **HD** 2 (10 hp), **Att** bite +2 (1d6), **MV** 180' (60'), **SV** F12 R15 W16 (2), **ML** 6, **XP** 20



GREAT CAT

Cautious hunters that usually avoid combat with humans unless starving or cornered. Great cats may be playful, but are quick to anger.

- » **Favoured prey:** Often develop a taste for a certain type of meat (this may include humans!), hunting that creature with preference.
- » **Inquisitive:** May follow agents out of curiosity.

LION

Hunt in groups called "prides". Live in hot regions, typically in savannah or scrublands close to deserts.

Def 13, **HD** 5 (25 hp), **Att** 2 × claw +4 (1d4+1), bite +4 (1d10), **MV** 150' (50'), **SV** F12 R15
W16 (3), **ML** 9, **XP** 175

- » **Pursuit:** Always pursue prey that flees.

PANTHER

High-speed hunters that live in plains and forests.

Def 15, **HD** 4 (20 hp), **Att** 2 × claw +3 (1d4), bite +3 (1d8), **MV** 210' (70'), **SV** F12 R15
W16 (2), **ML** 8, **XP** 75

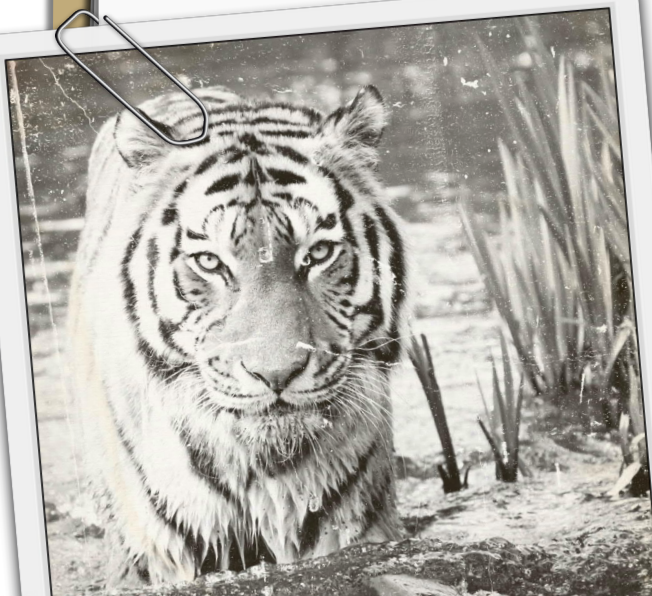
- » **Pursuit:** Always pursue prey that flees.

TIGER

Large, solitary hunters with striped camouflage markings. Favour woodlands and cooler regions.

Def 13, **HD** 6 (30 hp), **Att** 2 × claw +5 (1d6), bite +5 (2d6), **MV** 150' (50'), **SV** F12 R15
W16 (3), **ML** 9, **XP** 275

- » **Pursuit:** Always pursue prey that flees.
- » **Surprise:** On a 1–4, in woodland, due to camouflage.



SHARK

Aggressive, predatory fish of low intelligence and unpredictable behaviour. Live in saltwater.

BULL SHARK

8' long; brown colouration. Attack by ramming, then biting the stunned prey.

Def 15, **HD** 2 (10 hp), **Att** bite +1 (2d4) or ram +1 (stun), **MV** 180' (60'), **SV** F12 R15 W16 (1), **ML** 7, **XP** 20

- » **Blood scent:** Can detect blood in water up to 300' away.
- » **Feeding frenzy:** Triggered by the scent of blood: always attack; no morale checks.
- » **Ram:** Stunned for 3 rounds (save versus fortitude).

GREAT WHITE SHARK

30' long (or bigger!); grey colouration with white belly. Sometimes attack small boats.

Def 15, **HD** 8 (40 hp), **Att** bite +7 (2d10), **MV** 180' (60'), **SV** F10 R13 W14 (4), **ML** 7, **XP** 650

- » **Blood scent:** Can detect blood in water up to 300' away.
- » **Feeding frenzy:** Triggered by the scent of blood: always attack; no morale checks.

SNAKE

Dwell in all but the most extreme climes. Will usually only attack if cornered or surprised.

COBRA

Cobras occur throughout Africa, the Middle East, India, Southeast Asia, and Indonesia.

Def 12, **HD** 1* (5 hp), **Att** spit (blindness) or bite +0 (1d3 + poison), **MV** 90' (30'), **SV** F12 R15 W16 (1), **ML** 7, **XP** 13

- » **Blinding spit:** Range: 6'. A hit causes permanent blindness unless the venom is washed out within 1d6 turns (save versus fortitude).
- » **Poison:** Causes death in 1d10 turns unless medical attention, including antivenom, received (save versus fortitude).

PYTHON

Non-venomous snakes found in Asia, Africa, and Australia.

Def 13, **HD** 5* (25 hp), **Att** bite +4 (1d4 + constriction), **MV** 90' (30'), **SV** F12 R15 W16 (3), **ML** 8, **XP** 300

- » **Constriction:** When a bite attack is successful, the python wraps around the victim and begins to squeeze, inflicting 2d4 automatic damage immediately and on each subsequent round.

RATTLESNAKE

Large, venomous snakes found throughout North and South America.

Def 14, **HD** 4* (20 hp), **Att** 2 × bite +3 (1d4 + poison), **MV** 120' (40'), **SV** F12 R15 W16 (2), **ML** 8, **XP** 125

» **Rattle:** Shaken to warn off creatures the snake does not wish to attack.

» **Poison:** Causes death in 1d6 turns under medical attention, including antivenom, received (save versus fortitude).

» **Speed:** Attack twice per round. Second attack at the end of each round.

VIPER

Found all over the world, with the exceptions of Antarctica, Australia, New Zealand, Madagascar, north of the Arctic Circle, and island clusters such as Hawaii.

Def 13, **HD** 2* (10 hp), **Att** bite +1 (1d4 + poison), **MV** 90' (30'), **SV** F12 R15 W16 (1), **ML** 7, **XP** 25

» **Initiative:** Always gains initiative (no roll), due to special senses.

» **Poison:** Causes death (save versus fortitude).

WOLF

Carnivorous relatives of dogs that hunt in packs. Dwell primarily in wild lands, but occasionally lair in caves.

Def 12, **HD** 2+2 (12 hp), **Att** bite +2 (1d6), **MV** 180' (60'), **SV** F12 R15 W16 (1), **ML** 6 (8 in larger packs), **XP** 25

» **Strength in numbers:** Packs of 4 or more wolves have morale 8. If the pack is reduced to less than 50% of its original size, this morale bonus is lost.



HANDLERS

THE HANDLER'S ROLE

FACILITATOR

The Handler should bring to life exciting missions for the enjoyment of the group.

Preparation: Before the game begins, the mission should be planned out and required maps drawn. Advice on mission design is found later in this section.

Improvisation: In spite of the Handler's preparation, it is impossible to predict every possible player action. Players will come up with ideas that the Handler has not even considered. It is thus important for the Handler to remain flexible and to roll with any unexpected turns the mission might take!

Procedures: This book provides procedures for many common situations. These exist in order to aid the Handler in running the game. However, the Handler should feel free to adapt and add to these procedures, to keep the game moving.

Balance: The Handler must maintain a balance of risk and reward.

NEUTRAL JUDGE

The Handler must remain neutral in all things—neither on the side of the players nor against them.

Non-competitive: The game is not a competition, with the players attempting to defeat the Handler, or vice versa.

Fairness: The rules of the game should be applied equally to player characters and opponents.

ARBITRATOR

The Handler must decide when and how to apply the rules of the game.

Rulings: The rules of the game do not cover all possible scenarios, so the Handler must be ready to apply judgment to resolve any unexpected situations which arise.

Resolving actions: When a player wishes to do something not covered by a standard rule, the Handler must consider how to determine the outcome. Sometimes, the situation can be dealt with simply by deciding what would happen. Sometimes, the Handler may require the player to make an ability check or a saving throw to determine what happens. Other times, the Handler may judge the likelihood of the action succeeding (e.g. expressed as a percentage or

X-in-6 chance), tell the player the chances, and let them decide whether to take the risk or not.

Disagreements: The players may not always agree with the Handler's application of the rules of the game. When this happens, the group should (briefly!) discuss the point of disagreement and come to a decision. The Handler is always the final arbiter in such cases and should ensure that the game does not get bogged down in long discussions about the rules.

Randomness: The Handler should make judicious use of die rolls, random tables, etc. While these can add an element of fun and unpredictability to the game, overuse of randomness can also spoil a mission by derailing it too much.

HANDLING AGENTS

RATE OF ADVANCEMENT

Each group will have its own preferences as to how quickly agents gain XP and increase in level.

Standard: After three to four sessions, it is normal for at least one agent to have reached 2nd level. If this has not happened, the Handler may

wish to increase the monetary rewards from each mission. If, on the other hand, most agents have reached 3rd level in this time-frame, the Handler might reduce the monetary rewards of missions.

Fast: For groups who prefer a game where agents advance quickly, the Handler should enlarge the monetary reward from missions. These should, however, be guarded by appropriately challenging opponents.

Slow: For groups who prefer the game to focus on character development rather than high risk, the rate of advancement and the danger presented by opponents may be reduced.

CHARACTER KNOWLEDGE

Attention must be paid to the distinction between what a player knows and what their agent knows. Players may at times act on information that their agents could not know. The Handler may occasionally need to remind players of this and may even need to forbid certain actions.

GRUDGES

Agents may, through the course of play, naturally develop grudges or rivalries. This is especially a possibility

when characters of opposite nationalities or agencies are on missions together. This is a natural and fun part of good role-playing. However, the Handler should ensure that such grudges do not dominate play and spoil the mission for others.

MAINTAINING CHALLENGE

It is important that the Handler keep the game challenging, even when agents have reached high levels and amassed great wealth and power.

Special abilities: Players may sometimes try to find ways to gain special abilities and powers beyond their agents' normal speciality abilities. The Handler should be very careful when allowing this, as it can lead to imbalance.

Excess wealth: If the level of wealth has gotten out of hand, the Handler may wish to find ways to take excess money away from agents. This should always be done in such a way as to present the player with a choice.

RUNNING THE GAME

DESCRIBING THE UNKNOWN

When describing what agents experience during a mission, the Handler should be careful to keep an air of mystery. The best way of achieving this is to only describe what agents see, hear, smell, and so on, without providing the players any additional information.

Surprise attacks: When agents are attacked by surprise, the Handler should simply describe the attack itself, rather than giving players the complete description of the attacker. For example, an agent may just see a hand reaching out of the shadows. Only in subsequent combat rounds should a more detailed description of the opponent be provided.

Opponent game stats: The game statistics (e.g. hit points, level) of opponents should never be revealed to players. In combat, the Handler should describe the effects of damage on an opponent, rather than telling the players how many hit points it has remaining.

Gadgets: Should be described, rather than referred to by name. Only by experimentation can players

find out what powers a gadget item has.

Describing Explored Areas

The usual procedure is for the players to draw maps of areas being explored, based on the Handler's descriptions.

Squares: One way to speed up mapping is to specify dimensions (e.g. the width and length of rooms in a dungeon) in terms of map squares, rather than in feet. Of course, the Handler and the players must agree on the size of one map square.

Known areas: Sometimes, agents may already know the shape of an area being explored. In this case, the Handler may draw the parts of the map which are already known.

Complex areas: In the case of extremely complicated areas, the Handler may draw directly on the players' map. This is not generally to be encouraged as this does not help the players to improve their own mapping skills.

USING MINIATURES

Some groups like to use miniatures along with a gridded tabletop surface to track exploration and combat.

Play surface: The most convenient type of surface is something on which maps can

be drawn with erasable pens. The surface should be gridded for ease of tracking the movements of characters.

Scale: The typical scale used is 1" on the play surface = 5' in the game world (or 5 yards for outdoor encounters).

Miniatures: Miniature figures are available to purchase from many different companies. Alternatively, simple tokens like dice or beads can be used.

OPONENTS

The Handler is responsible for deciding how opponents react when encountered, but also what schemes and tactics they follow when the agents are elsewhere.

INTELLIGENCE AND TACTICS

When deciding how an opponent acts, the Handler should bear its level of intelligence in mind. Intelligent opponents might use any of the following tactics.

Traps and stealth:

Opponents which are cunning but not physically powerful might lay traps or ambushes and may favour attacking agents from a distance with missile weapons.

Guards: Opponents may make use of guards or pets to weaken agents or to protect important escape routes.

Gadgets: Opponents will use any gadgets in their possession to thwart the agents.

Learning and preparation: If agents encounter but do not defeat opponents, the opponents will learn from the experience and prepare for a repeat attack. They may build defensive structures, call for reinforcements, relocate their base of operations, and so on.

Adaptation: Opponents may copy or adapt tactics successfully used by agents and may plan specific counter-manoevres.

TEAMWORK

When designing encounters, the Handler should bear in mind that—like agents—opponents will join forces in order to increase their chance of survival.

Combined forces: Opponents skilled in combat may join forces.

Leaders: May have special abilities, maximum hit points, or additional Hit Dice.

MOTIVATION

The same as agents, intelligent opponents have

their own interests and motivations.

Role-playing: The Handler should consider the opponent's reaction to negotiations with agents, bearing in mind its personality. Opponents should not always cooperate with agents' wishes!

Allies: Opponents may be encountered with friends, minions, or retainers. These will come to the aid of the opponent, or may avenge it, if it is defeated.

DESIGNING A MISSION

The following is a system that Handlers can use for designing a mission. This system can be used as directed or as inspiration.

SCOPE

Each mission takes place in a variety of areas. These are the areas where the actual action and story of the mission will take place but additional locations can also be included if required. Roll 1d6 on the following table to determine how many will occur in the mission.

D6	AREAS	MISSION LENGTH
1	2 areas	Short
2-4	3 areas	Typical
5	4 areas	Large
6	5 areas	Epic

AREAS

For each area, roll 1d12 on the table opposite. This determines the focus of that section of the mission.

BASE

This area represents a base of operations. It could be a military base, a criminal organisations headquarters or even a safe house for an intelligence organisation (belonging to the agents or an

D12	AREA
1	Base
2	Decadence
3	En Route
4	Event
5	Facility
6	Industrial
7	Public
8	Remote
9	Residence
10	Underground
11	Urban
12	Wilderness

enemy organisation). Encounters in this area are likely to include a large amount of firepower.

DECADENCE

A mansion, casino, or even a European castle are all decadent areas. These are likely to feature tuxedos, expensive evening gowns, and fast cars. Encounters here will potentially have more role playing than combat.

EN ROUTE

This area is one that is on the move. Trains or ships are the obvious locations but aeroplanes and the open highway are also possible. This area can range from a chase to meeting a contact or foreign agent on a train travelling across Europe.

EVENT

Any one of a number of events are the focus of this area. From the sombreness of a funeral to the gaiety of a carnival. The location may be central to the mission or just a cover for the activities of the enemy.

FACILITY

A prison, hospital, shopping mall or other large, multi-level building is the centre of this area. There is certain to be collateral damage if the agents cause too much trouble, and might be difficult to escape from if they must do so in a hurry. There is likely a large amount of security as well.

INDUSTRIAL

This part of the mission takes place in a large factory complex or series of science labs. The agents might have to work around large lasers or industrial robots, or will have to secure access cards from employees to gain entrance to the offices. Or will they plan to enter in the off-shift, at night, where they'll likely only be dealing with inexpensive security guards?

PUBLIC

This area of the mission takes place at a public building or monument of some sort. It

might be the capitol building, an airport (or bus or train station), a public park or even a large sports arena. Whatever it is, it is considered a place for the public, and agents could damage not only innocent people but also pieces of art that are irreplaceable, if that matters to them.

REMOTE

This part of the mission takes place on a remote island or at some sort of facility located deep in some desert, jungle, or in the Arctic Circle. It is difficult to get to and agents will have a hard time gaining access in a way that enemies won't see them coming. The remoteness of the area is relevant to the mission and the Handler should build this into the mission. Do the agents have to HALO jump into the region? What is the extraction strategy?

RESIDENCE

This part of the mission takes place at someone's home. It might be an apartment, a safe house, or some kind of condo or suburban home. It could be a farm or a flat located above a pub. Whatever it is, it is the primary residence of someone. Could it be the residence of one of the agents?

UNDERGROUND

This part of the mission takes place in a network of underground caves, sewers, or mines (abandoned or active). It may take place in the catacombs beneath a monastery or old city, or could take place in the sunken aspects of a forgotten culture. It might even take place under the sea. It is out of public view, and the collapse of the place would be a real concern.

URBAN

This part of the mission takes place along rooftops or in the subways of a city. It might take place in the city streets themselves or in back alleys where dirty deals take place. It could even take place within the buildings of private businesses.

WILDERNESS

This part of the mission takes place in the jungle or grasslands, or in the frozen north or in the arid deserts or fetid swamps of the world. It might be in the mountains where the air is thin and monk songs fill the air. It takes place in wildernesses which are not hospitable, and special care must be taken to avoid dehydration, starvation, or exposure to the elements.

AREA DESCRIPTORS

Area descriptors help make each area unique and help drive your imagination to a place you might not have considered. Roll 1d100 to obtain an area descriptor for each area.

D100	AREA DESCRIPTOR
01	Abandoned/forgotten
02	Activated alarm
03	All-natural/unmodified
04	Always in motion/ moving
05	Amazing view
06	Appended-to/built-up
07	Art/sculpture covered
08	Barren/empty/void
09	Blazing heat
10	Blindingly bright
11	Blood-stained
12	Brightly lit
13	Busy/bustling with activity
14	Cheap/breakable/fragile
15	Chilly/cold
16	Choked with vegetation
17	Clicking sound
18	Cluttered/messy
19	Columned with arches
20	Constant buzzing noise
21	Constant machine noise
22	Covered in darkness
23	Crystalline/sparkling
24	Damp and dank
25	Dangerous moving parts
26	Distant howling or growling
27	Divided/partitioned

D100	AREA DESCRIPTOR
28	Dripping sound
29	Dung covered
30	Dust covered
31	Easily defended/safe
32	Eerily silent
33	Electronic interference
34	Eroded/worn away
35	Everything a solid colour
36	Extraordinarily dry/parched
37	Extreme winds
38	Flooded
39	Flowery scent
40	Foggy/misty
41	Fresh scent
42	Garbage everywhere
43	Glass everywhere
44	Gothic architecture
45	Greasy/grimy/filthy
46	Hastily assembled/built
47	Heavily patrolled
48	High air pressure
49	Insect infested
50	Intermittent lightning
51	Isolated
52	Labyrinthine/confusing
53	Littered with assets
54	Low air pressure
55	Luxurious/comfortable
56	Many coloured/gaudy
57	Metallic scraping sound
58	Mouldy
59	Mysterious/secret/hidden
60	Noisy
61	Obfuscated/concealed
62	Old/ancient
63	Overbearing herb smell
64	Oversized/spacious

D100	AREA DESCRIPTOR
65	Peeling paint
66	Politically divided
67	Powerful breeze
68	Pristine/clean
69	Recently burned
70	Sound of running water
71	Rock/jagged
72	Rusted/corroded
73	Sacred/spiritual
74	Scored by laser fire
75	Shiny/new
76	Slippery/slick
77	Small rodent infested
78	Smell of baked bread
79	Smell of exotic spices
80	Smell of oil/gas
81	Smells like stale air
82	Smells of vomit
83	Smooth/rounded
84	Soot covered
85	Splintered/smashed
86	Sticky/goosey
87	Stormy/rainy
88	Strikingly beautiful
89	Subterranean
90	Tools strewn about
91	Toxic/poisonous
92	Trapped/protected
93	Undersized/small/cramped
94	Unclaimed/frontier
95	Used/recently visited
96	Vacuum sealed
97	War torn/bombed out
98	Water soaked/logged
99	Well maintained
00	Worn out/dilapidated

AREA OBJECTIVES

Each area has an objective that the agents are trying to accomplish in pursuit of the mission's primary or secondary objectives. Roll 1d20 once for each area.

D20	OBJECTIVE
1	Activation
2	Cessation
3	Collection
4	Communication
5	Confiscation
6	Creation
7	Delivery
8	Desertion
9	Destination
10	Destruction
11	Elimination
12	Exploration
13	Information
14	Liberation
15	Protection
16	Relation
17	Salvation
18	Sanction
19	Surveillance
20	Survival

ACTIVATION

The agents must activate or deactivate something: computer, bomb, machine, some kind of doomsday device, defence system, etc.

CESSATION

The agents must stop something that either is about to happen, or is in process now. Examples include wars, revolutions, political coups, etc.

COLLECTION

The agents must collect several needed items, animals, or people. Maybe there are parts that can be scavenged from the pieces of a wrecked aircraft. Maybe they are looking for survivors of a crash.

COMMUNICATION

The agents must establish communication with another person or group. This may require interrogation, seduction, persuasion, or deception.

CONFISCATION

The agents have to take something that is in the possession of someone else. Perhaps this is the classic concept of trading briefcases, or might be a complex heist or burglary of some kind.

CREATION

The agents must build or assemble something with materials on hand. Examples include communication or defensive arrays, etc. Random events might be necessary to create dramatic tension.

DELIVERY

An item in the agent's possession must be delivered to a third party. Perhaps through the use of dead drops.

DESERTION

The agents simply must flee from this area. They might have to sneak, sprint, coerce, or fight their way out.

DESTINATION

The agents must cross through an area. In a twist, there might be multiple destinations without knowing which path is correct.

DESTRUCTION

Something must be broken, blown-up, or caught on fire, etc. The agents get to use explosives.

ELIMINATION

The agents must defeat someone. Elimination doesn't necessarily mean assassinate (though it could)—it may mean you must capture, bind, arrest, or disarm them.

EXPLORATION

The agents have to explore an area where nobody has ever been or has not been for a very long time. This might be a path to uncovering hidden truths.

INFORMATION

The agents must learn some fact(s): evidence to solve a mystery, the secret plans of the master villain, document someone's appearance, find someone, etc.

LIBERATION

The agents must liberate a person or group by force or stealth... or help to edify a person or group to perform their own self-liberation.

PROTECTION

The agents must protect someone or something. They might be charged to deliver something valuable, or protect a person or group from invasion, etc.

RELATION

The agents must settle (or create) a dispute, deliver a treaty/threat, or affect the political climate of a region. Role playing and espionage opportunities abound.

SALVATION

The agents must rescue someone who has been captured or is in some way difficult to reach and hard to save.

SANCTION

The agents are the law. Rules have been violated, the agents get to act as judge and jury... and executioner?

SURVEILLANCE

In order to determine their next course of action, the agents must engage in covert surveillance of a target.

SURVIVAL

The agents must survive against adversity to achieve success in this area. Survival should be very difficult, against all odds.

AREA OBSTACLES

Obstacles stand in the way of the objective of an area. Some will be downright deadly. For each objective in each area, roll 1d20 on the area obstacle table.

AGAINST THE CLOCK

The agents must accomplish the objective in a short amount of time, requiring creative thinking on the part of the players.

D20	OBSTACLE
1	Against the clock
2	Captured
3	Death trap
4	Easy mistake
5	Endangered innocents
6	Enemy agent(s)
7	Enemy animal(s)
8	Limitation
9	Have to go around
10	Hostile environment
11	Infection
12	Lost
13	Middle of things
14	Mistaken identity
15	Morale problems
16	Natural disaster
17	Outgunned
18	Persuade other
19	Recognised
20	Unnatural disaster

CAPTURED

One or more agents are captured and must escape while still trying to meet their objective.

DEATH TRAP

The master villain traps the agents and ensures certain impending death, but then leaves to go enact his plan. This might include a monologue where the villain reveals his plans, since he believes the death trap is inescapable.

EASY MISTAKE

The Handler will present a situation where the correct choice is not the most obvious and where agents can easily choose incorrectly.

ENDANGERED INNOCENTS

There are innocent people that are endangered... agents have a moral choice to make: pursue the objective or save/aid the innocent people.

ENEMY AGENT(S)

There will usually be enemy minions and henchmen working against the agents. But in this case the opposition is severe and is the primary obstacle.

ENEMY ANIMAL(S)

Animals are everywhere—or perhaps agents are being stalked by one animal or a small pack.

LIMITATION

The agent's gear is limited or lacking; they must improvise or obtain what they need. Budget cutbacks?

HAVE TO GO AROUND

The path through this area to achieve the objective has a major physical obstacle preventing passage.

HOSTILE ENVIRONMENT

The environment itself is lethal with deadly plants, toxic air, pitfalls, loose footing, quick sand, lava, etc.

INFECTION

Avoid being afflicted with an effect or disease while trying to accomplish the objective... or agents seek vaccination!

LOST

Navigate a labyrinthine area which slows the agents down while trying to accomplish their objective.

MIDDLE OF THINGS

Something big takes place in the area, all around the agents. It gets in the way of their objective. Examples: war, revolution, competition, celebration, etc.

MISTAKEN IDENTITY

The agents are mistaken for someone else or another group. Maybe they are mistaken for a group of criminals expected in the region, or maybe a child mistakenly considers them guardians. This mistaken identity shouldn't just be background material; it should significantly interfere with achieving the objective.

MORALE PROBLEMS

Because of a past problem or one they just endured, the agents begin suffering from low morale. One agent might start bickering, holding grudges, etc. Party combat is possible.

NATURAL DISASTER

Something unrelated to the mission occurs that forces the agents to re-think their plans. Flooding could occur due to heavy rain, a sandstorm approaches with alarming speed, or wildfires breakout.

OUTGUNNED

Force is not the answer, fighting would mean death, yet the opponent force that wants them dead isn't going to stop. How do the agents handle such impossible odds?

PERSUADE OTHER

The agents must persuade an opponent vital to the area's objective to help them or perform some action they cannot perform themselves.

RECOGNISED

One of the agents is recognised. Either by a member of the public from previous mission and cover or another agent (friendly or enemy) unrelated to the current mission.

UNNATURAL DISASTER

This is like a natural disaster, but is caused by someone using a force that has enormous repercussions. This could be caused by a doomsday device by some larger-than-life villain which might be dealt with in a subsequent mission area.

CODE NAME

All missions should be known by a code name. Sometimes this code name is descriptive of the type of mission, such as OPERATION Desert Storm. Secret missions are given more obscure code names. On the table overleaf, roll 1d30 on each column and read the result in the form of "OPERATION" followed by the rolled result, or mix and match with the second word coming before the first word.

If you do not have a d30, you can obtain a 1d30 result by roll 1d3 and 1d10 together. The result of the d3 is the tens digit, with the d10 providing the units digit. For example, a roll of 2 of the d3 and 8 on the d10 would be 28.

PUT IT ALL TOGETHER

Using the above process, the Handler can weave a cohesive mission. There are additional questions that will need to be

D30	FIRST CODE NAME
1	Advance
2	Alpha
3	Arctic
4	Bravo
5	Bronze
6	Coastal
7	Copper
8	Eager
9	East/Eastern
10	Electric
11	Fallen
12	Gallant
13	Ghost
14	Gold/Golden
15	New
16	North/Northern
17	Omega
18	Pacific
19	Red (or any colour)
20	Rogue
21	Sabre
22	Sea
23	Silver
24	South/Southern
25	Steadfast
26	Steel
27	Trojan
28	Turbo
29	Vigilant
30	West/Western

D30	SECOND CODE NAME
1	Angel
2	Bandit
3	Bulldog
4	Citadel
5	Dawn
6	Eagle
7	Fire
8	Flag
9	Fury
10	Guardian
11	Harvest
12	Lamb
13	Light/Lightning
14	Lion
15	Moon
16	One (or any number)
17	Prime
18	Ride/Rider
19	Sentinel
20	Shadow
21	Shield
22	Star
23	Sword
24	Talon
25	Thunder
26	Valkyrie
27	Venture
28	Viper
29	Warrior
30	Wolf

asked but the results provided will act as a solid base.

Examples of these additional questions are:

- » What is the primary objective?
- » Are there any secondary objectives?
- » Does the mission require a

special piece of equipment or a gadget?

Players often think outside of the box and because this process can create a linear mission, the Handler must be careful to reward creative thinking by them.

AWARDING EXPERIENCE POINTS

All agents who return from a mission alive receive experience points (XP). XP is gained from two sources: defeated opponents and mission payments.

DEFEATED OPPONENTS

All opponents defeated by the agents (i.e. slain, outsmarted, captured, scared away, etc.) grant XP based on how powerful they are. See the table opposite.

Base XP: The XP value of an opponent is determined by its Hit Dice. Opponents whose Hit Dice are notated as a number of dice plus a fixed hit point bonus (e.g. 4+2) are more powerful and are listed separately in the table. For example, an opponent with 2 HD is worth 20 XP, but an opponent with 2+2 HD is worth 25 XP.

Bonus XP/ability: An opponent's XP value is increased for each special ability it has. Special abilities are indicated by asterisks following the opponent's HD rating.

XP AWARDS FOR DEFEATED OPPONENTS		
OPPONENT HD	BASE XP	BONUS XP/ABILITY
Less than 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7-7+	450	400
8-8+	650	550
9-10+	900	700
11-12+	1,100	800
13-16+	1,350	950
17-20+	2,000	1,150
21-21+	2,500	2,000

Higher HD opponents: For each HD above 21, add 250 XP to the Base and Bonus amounts.

Extraordinary peril bonus: An opponent defeated under especially dangerous circumstances may be treated as one Hit Dice category higher on the table.

DIVISION OF EXPERIENCE POINTS

The XP awards for treasures recovered and opponents defeated are totalled and divided evenly between all agents who survived the mission—this includes contacts.

Awarded XP is always divided evenly, irrespective of how the players decide to divide the money.

BONUSES AND PENALTIES

The Handler may optionally grant XP bonuses to players who did particularly well. Likewise, players who did not do their share of the work may be penalised.

MISSION PAYMENTS

Mission payments are calculated using the following tables. First the scope of the mission (personal, local, national, or international) is used to determine the Mission Payment Multiplier.

MISSION SCOPE	
SCOPE	MULTIPLIER
Personal	×1
Local	×2
National	×3
International	×4

The scope of the mission relates to the area that is threatened. If there is any doubt, a National mission scope is the default. This multiplier is then applied to the sum of objectives accomplished. This total is awarded to each agent. Agents gain 1 XP for every \$10 received the mission payment.

MISSION PAYMENTS	
OBJECTIVE	PAY
Primary Objective	\$500
Secondary Objective	\$250
Discretion/Secrecy Bonus	\$125
Loyalty/Teamwork Bonus	\$125

APPENDIX N

There are many different films, games, and novels that have proved inspirational to us over the years. While not each of these is set in the 1980s, we feel that each offers something that makes it worth going out of your way to watch, read or play.

Dave & Chris

FILMS/TV

The Anderson Tapes. 1971. Sidney Lumet, dir. USA: Columbia Pictures.

Atomic Blonde. 2017. David Leitch, dir. USA: Focus Features.

Bridge of Spies. 2015. Steven Spielberg, dir. USA/Germany: Touchstone Pictures.

Burn Notice. 2007–2013. USA Network.

The Conversation. 1974. Francis Ford Coppola, dir. USA: Paramount Pictures.

Enemy of the State. 1998. Tony Scott, dir. USA: Buena Vista Pictures.

The Fourth Protocol. 1987. John Mackenzie, dir. UK: Rank Film Distributors.

"*Harry Palmer*" film series, 1965–1996. Various directors. UK: Various studios.

Jack Ryan TV and film series, 1990–2019. Various directors. USA: Various studios.

James Bond film series, 1962–2021. Various directors. UK: Various studios.

Jason Bourne film series, 2002–2016. Various directors. USA: Universal Pictures.

Leverage. 2008–2012. TNT.

The Man from U.N.C.L.E. TV series and film. 1964–1968 and 2015. Various directors. USA: Various studios

Mission: Impossible TV and film series. 1966–1973, 1988–1990, and 1996–2018. Various directors. USA: Various studios.

Red Sparrow. 2018. Francis Lawrence, dir. USA: 20th Century Fox.

Ronin. 1998. John Frankenheimer, dir. USA: Metro-Goldwyn-Mayer.

Sneakers. 1992. Phil Alden Robinson, dir. USA: Universal Studios.

Spies Like Us, 1985. John Landis, dir. USA: Warner Brothers.

Spooks. 2002–2011 and 2015. Various directors. UK: Various studios.

Spy Game. 2001. Tony Scott, dir. USA: Universal Pictures.

Three Days of the Condor. 1975. Sydney Pollack, dir. USA: Paramount Pictures.

Tinker Tailor Soldier Spy.
2011. Tomas Alfredson, dir.
UK/France/Germany:
StudioCanal.

GAMES

Covert Ops. DWD Studios,
2013.

GURPS Espionage. Steve
Jackson Games, 1992.

James Bond 007 RPG. Victory
Games, 1983.

*Mercenaries, Spies & Private
Eyes*. Flying Buffalo, 1983.

Night's Black Agents.
Pelgrane Press, 2012.

Spycraft. Crafty Games,
2002.

Spycraft 2.0. Crafty Games,
2005.

Spycraft: The Great Game.
Activision, 1996.

The Spy Game. Black Cats
Gaming, 2020.

Top Secret. TSR, 1980.

Top Secret/S.I.. TSR, 1987.

White Lies. DWD Studios,
2015.

NOVELS

Benson, Raymond. *Zero
Minus Ten* through *Doubleshot*
(6 novels and several short
stories). Various publishers,
1997–2000.

Clancy, Tom. *The Hunt for
Red October* through *Command
Authority* (19 novels). Various
publishers, 1984–2013.

Dawson, Mark. *The Cleaner*
through *Killa City* (17 novels
and several short stories). Self-
published, 2013–2020.

Deighton, Len. *The IPCRESS
File* through *Charity* (27
novels). Various publishers,
1962–1996.

Fleming, Ian. *Casino Royale*
through *The Living Daylights*
(14 novels). Various
publishers, 1953–1966.

Forsyth, Frederick. *The
Fourth Protocol*. Hutchinson.,
1984.

Gardner, John. *License
Renewed* through *Cold Fall* (17
novels). Various publishers,
1981–1996.

Grady, James. *Six Days of the
Condor*. W.W. Norton and
Company, 1974.

le Carré, John. *Call for the
Dead* through *Agent Running in
the Field* (22 novels and several
short stories). Various
publishers, 1961–2019.

Ludlum, Robert. *The Bourne
Trilogy* (3 novels). Bantam
Books, 1984–1986.

Mariani, Scott. *The
Alchemist's Secret* through *The
Demon Club* (21 novels and 3
short stories). Various
publishers, 2007–2020.

Reilly, Matthew. *Contest*
through *The Two Lost
Mountains* (18 novels and
several short stories). Various
publishers, 1996–2020.

AGENCIES

Depending on the level of realism that the Handler wishes from the game, *Modus Operandi* can be played with the agents belonging to real world agencies, such as the CIA and MI6, or with fictional agencies, such as the *Impossible Mission Force*. Campaigns can also be run where the agents are freelance, such as those in the films *Ronin* or *Sneakers*.

An alternative is for the agents to belong to a multi-national agency, such as *U.N.C.L.E.*, working for the best interests of

the world as a whole. Due to copyright, we cannot provide details of any of the above agencies but, instead, present our own, fictional, agencies, for both good and world domination, that can be used in your campaigns.

PANTHEON

In the aftermath of the Second World War, a number of like-minded individuals held discussions to see what could be done to stop a similar war from happening in the future. It was decided that a meeting of minds was required and Rome was selected as the venue. The meetings occurred over a number of days in a hotel overlooking the Piazza della Rotonda and the Pantheon. Despite their best intentions many were unable to agree on a united plan. By the last day only 12 remained. These twelve vowed to work together, to overcome national differences, and to seek to create a better world. Each would have an equal vote on all decisions, although two of their number would be selected, every five years, to provide direction to the organisation. Their intentions were bold...



Realising that they may be putting themselves in danger, the group decided to give themselves a name. Because of their location they picked PANTHEON. At the time it had no meaning but, in more recent years, others have created a meaning for it: Protection Against National Terrorism, Hostility, Espionage, and Oppressive Networks. As well as the group name, they also took individual code names. Again, given their location, they decided upon gods of the Roman pantheon. Jupiter and Juno were chosen as the code names of PANTHEON's director and deputy director with the others taking Apollo, Ceres, Diana, Mars, Mercury, Minerva, Neptune, Venus, Vesta, and Vulcan.

Each code name is a branch of PANTHEON aligned with that deity's sphere of influence:

- » **Jupiter/Juno:** executive
- » **Apollo:** medical
- » **Ceres:** agriculture
- » **Diana:** space
- » **Mars:** warfare
- » **Mercury:** communications
- » **Minerva:** law
- » **Neptune:** shipping
- » **Venus:** intelligence
- » **Vesta:** social sciences
- » **Vulcan:** manufacturing

Initially, the leader of each branch was a heredity position. However, in the mid-1960s an "issue" occurred involving the son of Mars. Following a brief power struggle, it was decided that the head of each branch would be appointed by the PANTHEON council from candidates within that branch. This required the transfer of ownership of some companies to shell holdings to ensure that their resources were still available. This was not possible with the company originally controlled by Mars and, as such, PANTHEON's military capabilities suffered a setback for the next few years.

CURRENT SET-UP

Each PANTHEON office is headed by a representative from the executive branch and may contain one, or more, members of the other branches. Not every branch is represented in every office and in some cases, a representative may be responsible for a number of offices in the region. This is often the case for some of the more specialised branches, such as Minerva, who may concentrate their numbers in central headquarters with visits to regional offices as required.

OUROBOROS

Ouroboros is a group with no beginning or end and is known by a symbol adopted at some point in the past.

No one, not even current members, know when Ouroboros was first formed but there are indications that it has existed in one form or another for thousands of years.

Ouroboros' aim is to free humanity from the illusion of freedom and free will. They believe that only by taking away the burden of choice will humanity truly survive. They have attempted this through

the centuries through intimidation, deception, and even direct control of an individual nation's political, financial, and military powers. Among many others, the Egyptian, Roman, Ottoman, and British Empires were all controlled, at one point or another, by Ouroboros.

An example of their reach can be found in the mid-1960s where the son of a member of PANTHEON's council (Mars) was radicalised. By turning him into an agent of Ouroboros, they were able to deal a blow to PANTHEON's military abilities while improving their own.

CURRENT SET-UP

Ouroboros do not have regular offices in the traditional sense. Instead, the overarching planning is undertaken in the boardrooms of multinational corporations. Here the group's goals are formulated and put into place. Using dummy and shell companies, these plans are implemented worldwide. In many situations, the final players in Ouroboros' plans do not realise who they work for. Something that Ouroboros use to their advantage.



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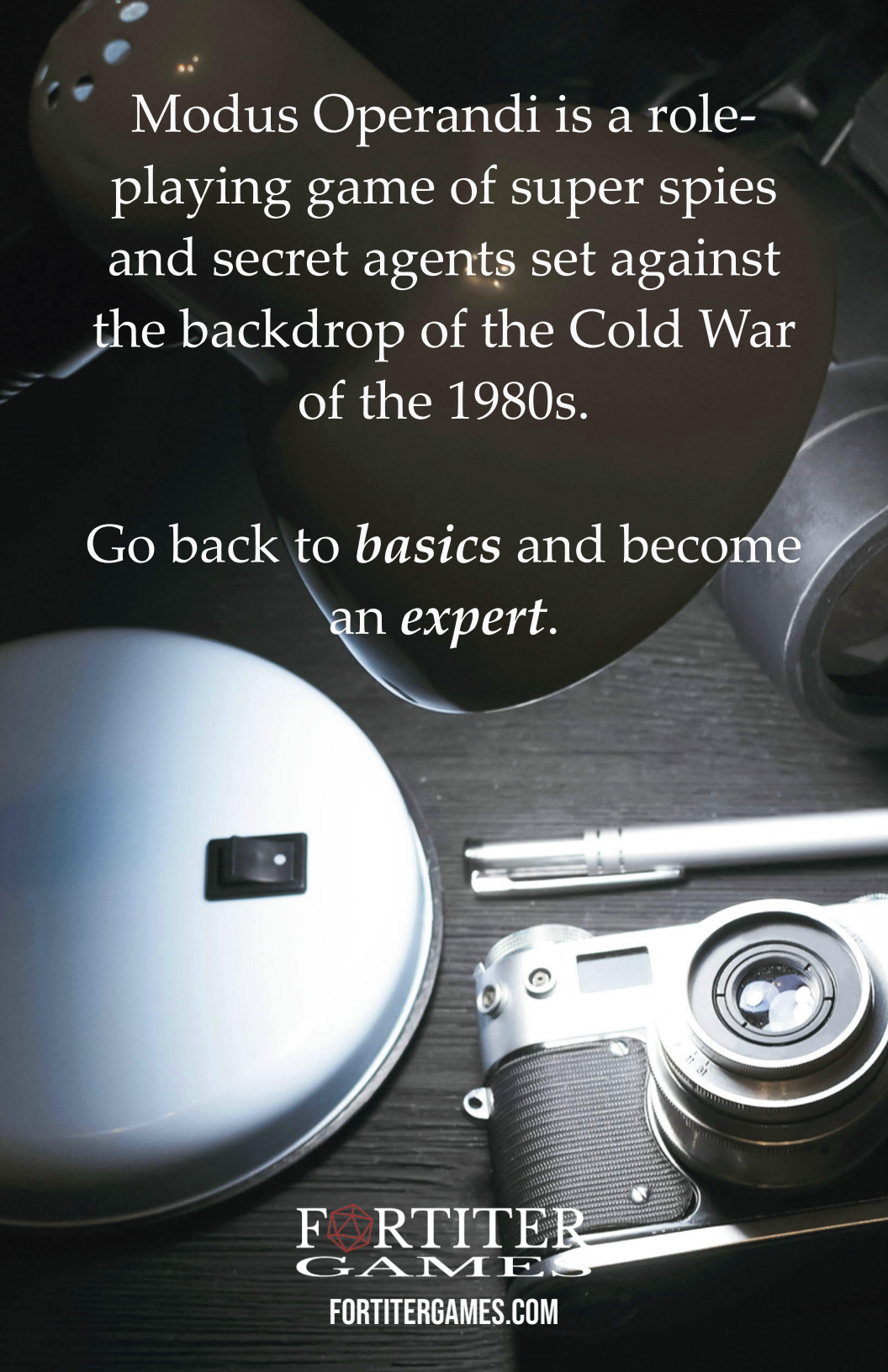
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