

TOP SECRET/S.I.TM



Official Game Adventure

HIGH STAKES GAMBLE Adventure Book – Book III

By Robert Kern

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Introduction

This book contains the basic information you will need for a number of adventures that can be run in Monte Carlo. It will be up to you to flesh out the adventures from the outlines.

No matter how completely an adventure is written or thought out, there is no guarantee the players will have the PCs make the right moves. The result is that you have to improvise dialogue and situations.

So instead of giving you a Linear Adventure, this supplement provides you with an Open Storyline. The villain's plan is detailed, all his actions and orders will be toward that end. Various NPCs are described and guidelines are given for their part in the adventure and how they will interact with the PCs.

There are also suggested locations for action within the adventure along with Clues to give the PCs to help them achieve their goals.

Adventure Sections

Mission briefing: This is the information to be given to the PCs at the start of the mission. You may give the PCs any further information you wish, but remember not to give away too much.

Orion Support: Any special equipment Orion will provide is listed here. Also, any limitations on equipment will be noted here.

Adventure Briefing: This section includes all the background information for the adventure. The various plans of the major NPCs are detailed along with the goal of the villain. His plan may range from smuggling to assassination.

Dramatis Personae: Brief descriptions of NPCs that can be involved in the adventure are here. Only the most essential information is provided. An enemy agent NPC will have his combat skills and specialty skills listed. If you decide he should also know Carpentry, by all means give him the skill.

Clues and Pointers: Suggestions for clues and hints to give the PCs to help them figure out the villain's plot and stop him are here. While they may look specific to the villain's plot, you will find that you can adapt them to any adventure you may think of running. Some of them will contain instructions on how to prepare a physical clue to give your players.

Red Herrings: These are people or events that will take place in the mission to confuse the issue. An agent's life is never an easy one.

Locations: These are scenes that are likely to occur during the adventure and possible settings you can use in the adventure. Some are specific to Monte Carlo or an auto race, but most will be adaptable to any location you have in mind for an adventure.



What Kind of Fuel Am I?

Mission Briefing

An experimental rocket fuel was stolen five days ago from a research lab in California. The only reason nothing was done before this is because the lab developing the fuel exploded. Up to now, it was considered an accident.

However, the investigation team sifting the ashes found several employees had been shot before being burned and a careful count of the insulated cylinders used to carry the flasks of fuel turned up a few missing. All the evidence points toward sabotage to cover up the theft of the fuel.

The PCs' only clue is a passer-by saw a van being driven away from the complex. It nearly knocked him off the road, but maneuvered aside. A van answering that description was later found abandoned in the downtown area, near a major stadium.

At the time of the theft, there was a charity race in progress featuring some of the top international Grand Prix racers. Now they have gone on to Monte Carlo.

It's a thin lead. All the PCs have is the testimony of the passer-by that indicates the person driving the van was a professional and the proximity of the abandoned van to the racing site. This is not enough for conventional law enforcement agencies to act upon. However, Orion can act on it. And will.

The fuel can dramatically increase the speed and range of missiles. Whatever country or terrorist has this fuel can launch very fast missiles. So fast, in fact, that they may be able to strike before the attacked country can take any defensive measures.

The PCs have to discover whether anyone connected with the race stole the fuel, identify the thief and retrieve the rocket fuel.

It should be made clear to the PCs that the fuel is still experimental and volatile. It must be kept cool. Any spark will set it off, which will result in a blast some 300 yards in diameter. A folder

shown to the PCs will contain a photo of the fuel-carrying insulated cylinder.

You should also stress that it is the only sample of the fuel. The notes and files were destroyed in the fire. While the fuel may be duplicated it would take months, if not years, of research. The PCs must get at least part of the experimental fuel back so that it can be analyzed and duplicated.

Orion Support

The PCs may decide they need an elaborate cover, such as being a racing team competing in the Grand Prix. Orion will go along with this.

If you decide this would make it too easy for the PCs, then tell them that it would take too long for Orion to set up the cover.

This does not mean the idea of the racing cover should be abandoned. It may just take the PCs going to some source other than Orion. (After all, they are supposed to be very resourceful.) You may find that one of the PCs has a background that might have brought him into contact with racers (a Career Package that includes engineer, jet-setter, celebrity, mechanic or even mercenary could plausibly contain such contacts).

PCs may also pose as spectators. Throw enough money around and even racers pay attention to you. After you have read through Book 2, you will have an idea of what sort of people attend Grand Prix races and may be able to make suggestions that will help the players come up with a reasonable cover for their PCs.

Other than that, Orion will provide the PCs with any weaponry the characters usually carry. Orion would much rather the matter was handled subtly, so they may look askance on anyone asking for rifles, submachine guns, shotguns, assault rifles or military weapons as described in the Equipment Inventory.

Orion will provide any communications device or Tool of the Trade listed in the Equipment Inventory. Also, they will provide a portable cooling unit.

This unit will hold the flask the fuel was carried off in. By a strange coincidence, it will also hold the fuel cylinder from a Grand Prix racing car. If the PCs find the flask and it has been jostled or heated up, they can carefully insert it into the cooling unit and bring it down to a more manageable temperature.

The PC can successfully do this by making a successful Basic Science skill check at -30 modifier, or Chemistry skill check. Otherwise they must make a 1/4 DEX check to make sure they insert the volatile cylinder without jostling it.

Adventure Briefing

The fuel was stolen by a team of saboteurs led by Ron Orbach, a mechanic on Mike Duguid's racing team. (See Book 2 for complete details on the personnel of a racing team.)

Orbach was once a world-class racer, but a crippling accident put him out of competition permanently. Since then he has worked as a mechanic.

It's a good cover for his smuggling operations. His previous endeavors were strictly small time; a little dope, some diamonds and a few industrial secrets. Since the racing equipment is so technical and complicated, there are a number of places where he can hide small objects. And customs officials are usually so confused by all the technology that they just pass the equipment through.

Orbach took this job on contract from Web, though he doesn't know it. All he knows is that someone offered him \$500,000 plus expenses to steal the fuel. Orbach hired a few mercenaries and planned the assault. The mercenaries are long gone back into the twilight world of soldiers for hire and are untraceable.

Once he reached Monte Carlo. Orbach got the idea that there might be more than \$500,000 to be had.

Orbach is considering auctioning off the fuel to the highest bidder. Like most villains, he thinks he is more clever than anyone else and nearly invulnerable. He is also greedy and tired of being

a "grease monkey." He is looking to make the maximum amount of money from this venture. If he knew his original employer was Web, he would probably take a cut in pay.

Orbach has let it be known that he is willing to take alternative offers for the fuel. Orion does not know this since the contacted intelligence agencies are keeping it very secret in order to try for a coup.

The PCs will have to deal with several competing agents and agencies for the fuel. If they decide that letting the Americans or the British or some other NATO or other allied country get the fuel will accomplish their goals, remind them that "power corrupts and absolute power corrupts absolutely." In short, Orion would much rather have the fuel in order to decide what to do with it.

Dramatis Personae

Ron Orbach

STR	INT	REF	WIL	CON	MOV	DEX
34	45	47	43	39	41	46

Sex: Male

Race: White

Nationality: United States citizen

Native Language: English

Age: 38

Psychology: Cruelty (Low), Loyalty (Some), Passion (Some), Piety (None), Sanity (High), Selfishness (Total)

Advantages: Mechanical Aptitude (3)

Disadvantages: Greed (3)

Skills: Metalworking (3), Basic Mechanic (5), Aircraft Mechanic (1), Electronics (2), Basic Firearms (0), Basic Melee (1), Driving/Automobile (4)

Orbach was on the verge of becoming a world champion race car driver when a competing driver's wheel blew out. The resulting crash pinned Orbach's leg. The rescue team cut him out, but

nerve damage left him with limited use of his leg. The accident also crushed his knee which had to be fused.

Orbach is still bitter over losing out on his chance at the big time. But his mechanical skills kept him in the business and he was hired by the sponsors of Mike Duguid. He considers Duguid a show-off, a pretty face for the cameras and a good driver but not a great one. Orbach asserts that it is his wizardry as master mechanic and designer that is the major factor in Duguid's impressive record of wins.

He is incredibly greedy, hence his idea of the auction for the fuel. He will play at the Casino while in Monte Carlo, but he is not a candidate for Gamblers' Anonymous.

Orbach is an attractive man and is fairly successful with the ladies. Whenever he strikes out with a woman, he blames it on his limp and the fact he is not a world champion.

All Orbach has done when the adventure begins is let word be known he had the fuel up for auction. Later, after he has figured out what he considers a fool-proof method to stay safe, he will let the interested parties know how to contact him.

However, being an amateur, he did not cover his tracks too well, so just about every organization and government he has contacted knows the person selling the fuel is in Monte Carlo. They are just not aware of his identity.

Orbach will feel he is safe until he is approached by someone about the fuel. Then he will panic. If word has gotten out that he is selling the fuel, then Web must know about his duplicity.

Indeed, Web agents are also at the race, but they will not kill Orbach until they find out where the fuel is hidden.

Actions in the Adventure: In the beginning of the adventure, Orbach will be blissfully unaware that he has literally sealed his own death warrant. He will be elated with his own brilliance and sure that he is safe and secure.

He will not brag about the stolen fuel, but he will

allude to a big deal he has going. Most NPCs believe he is getting offers from racing sponsors to head an international team.

Once anything untoward or suspicious happens, he will show visible signs of panic and pull away from people. It will suddenly occur to him that he is in great danger.

If he thinks the PCs can help, he will turn to them readily after hiding the fuel. But before he can hand over the fuel, Web will have him killed. This will lead to the PCs having to recover the fuel as per The Grand Prix under Locations, below.

Mike Duguid

STR	INT	REF	WIL	CON	MOV	DEX
43	29	45	33	30	44	37
Sex:						Male
Race:						White
Nationality:						American
Native Language:						English
Age:						28
Psychology:						Cruelty (None), Loyalty (Average),
Passion (Average), Piety (Low), Sanity (Average),						
Selfishness (Average)						
Advantages: Attractive Appearance (3)						
Disadvantages: None						
Skills: Basic Mechanic (2), Driving/Auto (4)						

Duguid started out drag racing on the streets of Los Angeles. He graduated to competition drag racing where his skill was recognized and he found a sponsor who moved him over to Grand Prix racing.

Duguid is a good driver, given to taking chances to stay out in front. Off-course, he is a publicist's dream. He is good-looking, blond, tanned, tall and does have a certain surface charm, but nothing special. He takes a good picture and manages to have a pretty female on his arm whenever the shutter is clicked.

Duguid has no idea what Orbach is up to. He will gladly lead any female PC to believe that he knows exactly what is going on if it means he will get her attention.

Actions in the Adventure: Duguid is just a big, handsome jock. He is not very bright and will have a hard time grasping the concept of a world in danger. He is a womanizer and will pay attention to any female PC.

Other than that, he is the male version of a damsel in distress since it is likely he will have to be rescued at the last minute.

Janet Melendy

STR	INT	REF	WIL	CON	MOV	DEX
34	55	57	52	46	46	56

Sex: Female
 Race: White
 Nationality: British
 Native Language: English
 Age: 34
 Psychology: Cruelty (Low), Loyalty (High), Passion (Average), Piety (Low), Sanity (High), Selfishness (Average)

Advantages: Attractive Appearance(3), Eye-hand Coordination (3)

Disadvantages: Deep Sleeper (1)

Skills: Pistol (5), Oriental Martial Arts (3), Shadowing (3), Driving/Automobile (4)

Being the first British female racer to hold three records is the major achievement of Janet Melendy's life...on the surface.

She is a tough competitor on the track and makes a good living traveling from race to race enhancing her reputation as a driver everywhere she goes. Her activities as a race driver make an excellent cover for her missions for British Intelligence.

Melendy is an agent for MI6. As a race driver she can travel just about anywhere and get access to the elite of society, many of them government officials. Through these contacts, she gathers little bits of information and weaves them into plausible scenarios. She has an uncanny knack for logical thinking and reading people.

She suggested her superiors look into a link between the race in California and the fuel theft.

American intelligence had not revealed their suspicions about the race. Through their contacts, British intelligence found out about the van.

The next day Melendy announced she would move from Indy racing to Grand Prix racing as "a new challenge to be met," and headed for Monte Carlo.

Melendy is a pro all the way. She will insinuate herself around the Grand Prix, talking to people, being friendly and asking seemingly innocent questions. Her mission is to retrieve the stolen fuel and bring it home to Britain where the Home Office will decide what to do next.

Action in the Adventure: It is possible, through INT checks, that the PCs will recognize Melendy and she them. Her tough competitive spirit is not limited to racing. She will see the PCs as professional rivals and do anything she can to come out on top.

She will even try to get close to one of the male PCs or bug their hotel rooms. Her main function here is to be mysterious enough to arouse the PCs' suspicion through her meddling and getting underfoot, but not appear as a deadly threat.

However, once the mission is over, she will be friendly enough and even be willing to talk about working together in the future. (If the PCs have impressed her with their professionalism and intelligence.)

Genevieve Cheval

STR	INT	REF	WIL	CON	MOV	DEX
33	59	52	55	47	42	56

Sex: Female
 Race: White
 Nationality: French
 Native Language: Russian
 Age: 36
 Psychology: Cruelty (High), Loyalty (High), Passion (High), Piety (No), Sanity (Average), Selfishness (Average)

Advantages: Attractive Appearance (3), Peripheral Vision (2), Photographic Memory (1), Sensuality (3)

Disadvantages: Lechery

Skills: Knife Throwing (3), Pistol (4), Knife (5), Oriental Martial Arts (6), Cryptography (6), Pick-pocket (3)

It may seem strange for someone whose nationality is French to have a native language of Russian. However, Cheval's passport does list her as a French citizen. It's not the government's fault if it's part of an elaborate cover.

Cheval is a KGB agent working as a reporter for a Paris newspaper. It's a perfect cover since it allows her to keep abreast of world and national news and brings her in contact with many government officials. Her reporting is widely respected as being fair and objective. Her editors do not know that her stories contain elaborate word codes that let her get information back to Moscow.

Cheval does have one weakness: the opposite sex. She is seen frequenting the chicest Parisian night-spots escorted by attractive young men. It never seems to bother her that she doesn't quite remember their last names.

Cheval is no different with her covert intelligence mission. Many a government official had let a secret or two slip during a romantic moment with Cheval. When she is ordered or decides to eliminate another agent, she enters into a romantic fling with him before pulling the trigger. It appeals to her well-concealed streak of cruelty.

Within two hours of the CIA putting up an "impenetrable wall of security" around the facts about the theft of the fuel, the KGB knew all about it. They sent word to Cheval who was glad to take the assignment. Things were boring in Paris and there would be a lot of attractive young men in Monte Carlo.

Cheval's style is to push her way into a situation. As a reporter, she has nearly carte blanche to ask questions and pry around without raising too many eyebrows.

By the way, she does speak fluent, idiomatic French.

Action in the Adventure: Cheval will be busy interviewing everyone connected with the race. Ostensibly, she is doing a piece on the internal

drive that makes racers push their luck to the edge. Her questions and attitude, though, are designed to rattle anyone who is hiding anything (like the smuggler or others listed in Red Herrings, below).

So long as their cover has anything to do with the race, Cheval will eventually get around to interviewing the PCs. She will ask questions about their backgrounds, what brings them to the race, why they are drawn to these proceedings, don't they get a thrill out of danger, etc.

Cheval can make things very dangerous for the PCs. Beside her own pistol and fighting expertise, she has a number of KGB agents (Generic 30 Thugs) awaiting her orders. You should determine how many thugs there are and how soon they can respond to Cheval's summons.

Allen Curtis

STR	INT	REF	WIL	CON	MOV	DEX
54	67	45	48	60	50	56

Sex: Male
Race: Black
Nationality: American
Native Language: English
Age: 41
Psychology: Cruelty (Low), Loyalty (High), Passion (Average), Piety (High), Sanity (Average), Selfishness(Low)

Advantages: Fearlessness, Night Vision, Stamina

Disadvantages: Moral Qualms

Skills: Metalworking (4), Basic Mechanic (5), Pistol (2), Boxing (4), Surveillance (4)

Curtis had a very religious upbringing. His loyalty to his country runs a strong second to his moral upbringing.

Curtis served in the army intelligence studying reconnaissance photos. This kept him away from battles, especially the one with his conscience. His superiors recognized the value of someone with such a quick, analytical mind and offered him a chance to join the CIA.

At first, Curtis was reluctant. He did not mind

studying photos. But he knew if he was put in the field, he might one day have to deal with killing a man, something he was sure he could not do. His prospective employers assured him they were talking about a desk job, perhaps even planning activities for field agents.

Curtis accepted with the proviso he would be able to quit if his conscience so dictated.

Curtis became one of the best desk jockeys the CIA ever had. He would study all the files relative to a mission including locations, people and local power structure. He would then meticulously try to anticipate every possible encounter and how to deal with it. More importantly, how to deal with it without gunplay.

Agents were happy to work for Curtis since his planning meant safer missions for them.

However, when word came down about the fuel, the CIA said Curtis was the only man able to handle the problem...but Curtis had no agents free. After a brief conference with his superiors, it was decided that Curtis would go to Monte Carlo to check out the slim lead in the guise of a mechanic. A team's mechanic was delayed from the race and Curtis was sent in to take his place. The team does not know about Curtis' true mission.

Since the CIA maintained that they were not following up this slim lead and Curtis had little field experience and, therefore, little chance of being recognized, the thinking is that Curtis will be able to slip in, find the fuel and slip out without causing an incident.

Curtis hopes and prays they're right.

Action in the Adventure: Curtis will maintain a low profile. He will listen in on conversations, hide in shadows and generally try to uncover the location of the fuel flask in order to quietly steal it and head for home.

He will not be very forthcoming with any information about himself or his background. His team mates will know little about him. Just that he is a very good mechanic and keeps to himself.

In this way, Curtis is another Red Herring for the PCs. They will have to discover his secret before

eliminating him as a suspect.

The dramatic moment with Curtis will be if he joins with the PCs and they get into a firefight. Curtis, at first, will not be able to fire at the attackers. He will try to find a way to escape or immobilize his attackers. Whether he ultimately shoots or not is up to you or resolvable using the Moral Qualm disadvantage rules (page 25, Players Guide).

Sir Malcolm Charles Batterby

STR	INT	REF	WIL	CON	MOV	DEX
30	67	41	66	42	36	54

Sex: Male

Race: White

Nationality: British

Native Language: English

Age: 65

Psychology: Cruelty (Low), Loyalty (Average), Passion (Average), Piety (No), Sanity (Average), Selfishness (Average)

Advantages: Acting Ability (4), Wealth (3)

Disadvantages: Vision Impairment (2)

Everyone on the racing circuit knows Sir Malcolm. He was one of the early sponsors of British racers. He had to give sponsorship up when the family fortune started to dwindle. However, he is still an avid spectator and invited to attend races around the world as an honored guest and often as a judge.

He is a pleasant man, slightly absent minded with an easy charm. That, combined with his angelic appearance and slightly dotty ways, makes him irresistible to some women. He is often seen with a young woman on his arm.

No one, except his closest professional acquaintances, know what he is really like. Of course, they also belong to Web.

Sir Malcolm found joining Web preferable to going broke. He plans operations for Western Europe. He is in Monte Carlo because Web has heard that Orbach is planning on double crossing them. His orders are to get the fuel and kill Orbach.

Of course, he will not do this himself. He has at his disposal a number of Web thugs (Generic 40 Thugs, number up to you). The young lady he is escorting is another Web agent (Generic 30, but with exceptional Oriental Martial Arts skill). She will protect Sir Malcolm when necessary, but would rather retain her cover as just another athletic young companion of the old man.

Action in the Adventure: Sir Malcolm will spend his time pressing hands with the racers and other spectators so he can keep an eye on Orbach and try to identify any agents who may also be after the fuel.

Sir Malcolm should get an INT check to recognize the PCs and the other NPCs listed above.

Sir Malcolm and his men should be the last obstacle encountered by the characters after they recover the fuel (see Thrilling Climax under Locations, below).

Minor NPCs

Pit Popsies: These are groupies who are always trying to get close and romantically involved with the racers. Even if it is only for the duration of the competition. They are typically young, none too bright and very, very friendly.

Publicists: Each racing team has a public relations man whose one goal is to make the press believe that his driver is the greatest thing since Jackie Stewart. If the PCs chose covers as reporters, they should have to deal with a number of these men.

The Rich and Shameless: Some of the wealthiest people in the world come to the race. Of course, most of them are very gracious and polite. But there is the occasional twit. Someone who is sure that because he is rich, he should be allowed anywhere at any time. He will take umbrage for the mildest imagined insult and be ready to defend his or his date's honor.

Clues and Pointers

Overheard Conversations

This is an old standby. If the PCs insinuate themselves in with the racers and audience of the Grand Prix, they will overhear a conversation between two racers commenting on how many new or replacement racers there are in the race.

The racers will then go on to mention the names of a few of the NPCs described above who are agents working undercover. This should get the PCs interested in meeting these NPCs. How these NPCs will react and their role in the adventure is included in their descriptions above.

Later in the adventure, there should be opportunities for stealthy PCs to listen in on any number of conversations. They may hear one of the agents on the phone reporting in to their headquarters. This conversation should sound suitably mysterious and threatening. Something to the effect that "the fuel is as good as mine, I have or will eliminate all the competition."

Whether the "threat" is to kill all the competing agents or to try to outbid them is up to you. Which NPC is overheard is also up to you.

Recognized NPC

By way of having met before or through a successful 1/2 INT check, a PC may recognize one of the other undercover agents.

Depending on how detailed your campaign is, you could bring in one of the PCs old friends...or enemies. This could lead to a pooling of resources and information or a heating up of a rivalry or animosity.

If he or she has never met the PCs before, the NPC should also get a 1/2 INT check. If the PCs are recognized, the rival or enemy agents should do everything possible to make the PCs' mission as difficult as possible.

Found Cylinder

The one item the PCs will definitely be looking for is the insulated cylinder used to carry off the flask of fuel. Orbach has kept the fuel in the insulated cylinder to keep it safe, but once he gets nervous he will hide the fuel in the racing car's fuel cylinder and try to dispose of the insulated cylinder. There are a number of cylinders per car, see The Vehicle Book for details.

Orbach will panic the moment anything untoward happens during the race. If there is a break-in reported in a racer's hotel room, if a mysterious fight breaks out, if someone is killed...any of these occurrences, or any others you decide warrant it, will cause Orbach to panic.

Once he has transferred the fuel, he will attempt to hide the empty insulated cylinder.

There are two ways the PCs can find this cylinder.

First, you can let them find it on the grounds or anywhere in Monte Carlo (the Grotto is an interesting spot), half-buried in a vain attempt to hide it. This will work if the PCs are actively seeking the cylinder and doing a very thorough search.

If they are not, you may use this second method.

Have someone else find the cylinder and, just when the PCs are feeling they have no hope, give each one an INT check. The first one to succeed has found the discarded cylinder. It was found by a small boy whose father is using it as a champagne bucket.

You may play up this sighting by telling the player that his character spies something strange by the "large man wearing a yellow ascot." If the players catch on and have the PCs investigate, you should give them a description of the man as "obviously wealthy; overly dressed in a garish outfit; smoking a large, reeking cigar, with several spoiled children running around and using an insulated cylinder as a champagne bucket."

The cylinder is now empty, but the PCs can try to find out who found it. It was the bratty son who will not help out of sheer nastiness. The father

will also be very protective of his son and not allow anyone to badger his kid.

Getting the information about where the cylinder was found will require a WIL roll. You may modify this roll as you see fit.

If the PCs find out where the kid found the cylinder and investigate they will find the area devoid of all clues except one, that is if they are successful at an INT check. One of the people who recently walked through had a very pronounced limp. No one else in this adventure, except for Orbach, should have a limp.

Orbach's Death

By the time the PCs identify Orbach as the man they want and catch up with him, two things should have happened.

The race, or one of the preliminary races, should have begun. And someone else should have found Orbach first and tortured him into revealing the hiding place of the fuel.

Exactly how the NPC identified Orbach is not all that important. If the players insist on finding out how, though, you can explain, at the appropriate moment, that they paid an informant for the money, or that Orbach approached the NPC to make a fast deal. Whether this NPC is a Web agent or someone else is entirely up to you.

It may be interesting to have more than one NPC find out about the location of the fuel since it will make the final chase more interesting (see Grand Prix, below).

You may also decide whether the PCs will come upon Orbach after he was left to die or when minions of the enemy agent are getting ready to put a bullet in him. If the adventure has been too easy up to this point, make the PCs fight to rescue the little weasel in order to discover the information they need.

With his dying words, Orbach will reveal that he transferred the fuel to one of the cylinders in Duguid's race car. The PCs should be close enough

to the course to hear the racers gunning their engines and the loudspeaker announce the start of the race.

If they are clever enough, they will realize the cylinder could be on Duguid's car already and they will have to hurry to save him, several hundred spectators and the fuel.

Red Herrings

Overheard Conversations

Just as one can glean valuable information from eavesdropping, it can backfire. PCs may overhear conversations of people not involved with the fuel, but engaged in some other illicit endeavor.

However, what the PCs overhear should definitely be misleading. The conversation will be rife with phrases like "Look we've got to meet, I can't wait any longer," "We've come too far to back out now, this means too much to us," and "Once this deal is complete I'll be sitting pretty." It is important that the NPC act suspicious, as if he has a secret to hide.

He does, but it has nothing to do with the fuel. It could be an affair with a married woman. (Remember, the use of "he" or "she" is purely for convenience. The NPC can be of either gender as you see fit for the adventure.) It could be a racer thinking of throwing the race or sabotaging another racer's car. It could be someone who is planning on breaking his contract with a current sponsor in favor of a sweeter deal. In comparison with the theft of experimental rocket fuel, this is small time stuff.

Smuggler

It is also as likely that the overheard conversation could involve such phrases as "Yeah, I've got the material, would I kid you," "You can have it, but at double the price we discussed," and the ever popular "This thing is getting too hot to handle, I want it off my hands as fast as possible."

This should send at least some of the characters highailing after the speaker. If trapped, the NPC will confess to smuggling, but know nothing about

any fuel.

Like Orbach, other racers or mechanics may be using the race as a convenient cover for smuggling stolen items. These items may range from diamonds to microchips, from microfilm to stolen Rembrandts. Exactly what is being smuggled is up to you. You may use one of the NPCs described in *Dramatis Personae* or one of your own.

Industrial Espionage

Though not on the same level of danger or importance as the PCs endeavors, industrial espionage does deal in secrets worth millions. There are people who are always looking to make a quick fortune by stealing an engineer's work and selling it to a competitor.

Since Grand Prix racing cars have become such high-tech pieces of equipment, competition has increased not only among the racers, but the designers.

A new design for a fuel injection system. An innovative chassis shape that drastically cuts wind resistance. A revolutionary gear mesh that allows for faster, smoother shifting. Any of these items, and more, interest the freelance industrial spy.

Exactly who this spy is is up to you. You may use the suggested NPC in *Dramatis Personae*, above, or an NPC of your own design.

This person will certainly act in a suspicious manner. Prowling the course and garages at night. Asking leading questions at parties and gatherings. Trying to become bosom buddies with the racers and his crew in order to determine who has something worth stealing.

If the PCs' cover is as a racing team, this NPC will move right in on them and start asking very probing questions. This will, of course, raise the PCs' suspicions.

Locations

The Reception

A black tie reception will be held for all racers, visiting dignitaries, celebrities and the press at the palace.

During this reception, the PCs will have ample opportunity to meet the NPCs and maybe overhear a suspicious conversation.

It is also a chance for the PCs to have their first encounters with the fans and the "pit poppies."

And publicists. If the PCs are passing themselves as reporters, they will be inundated with the racing teams' public relations people. They can become quite bothersome since they will attach themselves like a leech to the PC/reporter.

The Race Course

This includes the actual course and the garages where the racing cars are stored under lock and key.

The Vehicle Book will give you an idea of the equipment available here, but there is one item that should be pointed out here. The use of Kevlar in racing cars. Kevlar is used to make lightweight, durable body parts for the cars. It is also used to make body armor.

Any PC with any kind of engineering skill will be able to make effective, if bulky Kevlar armor over a period of about four hours. They should get a skill or attribute check to determine if they have made it properly. See the instructions for Bullet-proof Equipment on page 10 of the Equipment Inventory. Any armor made in this manner will decrease the wearer's MOV by 30.

The Grand Prix

Ideally, no one will discover that the experimental fuel is hidden in the fuel cylinder for Duguid's race car. By that time, Orbach should be dead as well as a few of the NPCs after the cylinder.

If the timing is right, the fuel cylinder will have been loaded in Duguid's race car. If that fuel cylin-

der kicks in, there won't be enough of the car or fuel left to cover a microdot.

The PCs will have to commandeer a race car, if they do not have one as part of their cover, there should be a convenient one making a pit stop. The PCs should also have the cooling unit provided by Orion. It is vitally necessary.

Refer to the guidelines in The Vehicle Book for how to run the chase.

Determine how much time the PCs have to catch and stop Duguid before the fuel cylinder kicks in. There should be urgency in the time limit to make the PCs rush in where others fear to tread.

Not only time, but competition should add to the PCs trouble. Other NPCs may also have found out where the experimental fuel is and they will also be trying to stop Duguid and get the cylinder.

Thrilling Climax

Even if the PCs retrieve the fuel, they still have to get out alive. Any rival NPCs will be happy to kill the PCs for the fuel.

If they have foresight, the PCs should have an escape route planned to get out of the country and the clutches of the enemy. A firefight will probably play a big part of this escape. Remember that the fuel is sensitive to being jostled, especially if it is not cooled down.

There are two methods of escape you should be ready to referee. The PCs turn to McLaren from Book 1 who will try to arrange an escape. Or they can commandeer a race car which will lead to a chase through the countryside.

Kill the Empire

TOP SECRET/S.I.™

Mission Briefing

It is a very grim briefing. There are very few facts to give the PCs.

Rumors have reached Orion of an assassination plot so immense in scope, it would not be exaggeration to say that the fate of the entire world hangs in the balance.

A small, oil-producing Middle-East country, in an effort to upgrade its image, is sponsoring a Grand Prix race in its capital. (See Adventure Briefing, below, for more information on choosing the country involved.) This is one of the few moderate oil-producing countries and is being wooed by America and the Soviet Union. Both countries are making sure they send a team, government officials bearing gifts, treaties and trade agreements.

In addition, the government of the country hosting the race is not very stable. There are further rumors of a faction in the government looking to initiate a coup.

With so many foreign dignitaries and internal turmoil, Orion is more than willing to believe the rumors of assassination plots. But they have no idea who the killer is or his intended victim. Orion does have an agent in place working on identifying them.

The PCs will infiltrate the race. Their mission is to make sure the race comes off without incident. That includes any assassinations, plots to overthrow or embarrassment to the host country or visiting dignitaries.

Once the PCs arrive, they should contact the Orion agent in place to get the most up-to-date information. The agent's cover is as an antique dealer. The PCs should go to his shop and ask for a Second Dynasty ankh ring with a setting of diamonds and carnelian. He will respond that he only has emeralds.

Orion Support

Do you realize how much a Grand Prix race car costs?

If not, check it out in *The Vehicle Book*, and then decide if you wish Orion to just hand the PCs a racing car for a cover.

If you wish to make the PCs more careful, impress upon them that Orion can arrange to borrow a car for them to use as a cover. But, if it is destroyed, Orion will have to pay for it. (Refer back to the Orion Support section of the first adventure for further guidelines.)

Orion will provide any Communications Devices or Tools of the Trade listed in the Equipment Inventory.

Adventure Briefing

The Orion information is correct, it just doesn't go far enough. There are actually three assassinations being planned. The three plots are not inter-related and function independently of each other.

The first plot is against the Soviet official who is attending the race. You should determine exactly which official it is, but it can be anyone from the Premier on down.

The plot is being headed by Afghan sympathizers to protest the occupation of Afghanistan by the Soviet army. They have hired a sniper named Croydon, an international assassin with a large file but no photos to identify him.

Croydon likes using simple disguises in his work. This time out he will use a cover of a car magazine columnist who is reporting on the race. During the race, while the Soviet leader is preoccupied, Croydon, from the stands over an eighth of a mile away, will kill him.

The second assassination plot is a joint effort between the country's Chief of Intelligence and Security, Colonel Masel El-Hakab and Web

against Menha Shirkan Korba, the president of the country.

El-Hakab wants leadership of the country and Web wants an oil producing country all its own. Of course, El-Hakab thinks he will be able to oust Web from the country once he takes control. And Web is just as sure they will have full control over the colonel for some time to come.

Their plan calls for rigging one of the racing cars to careen out of control and crash into the president's grandstand. The car, previously rigged with plastic explosives, will explode, killing the president and most of his advisors. The colonel will then take control of the government in the ensuing emergency. The president's death will look like an accident so no blame will be placed.

The third assassination plot also involves the colonel, but this time as victim. The colonel's sadistic personality has not resulted in a marriage made in heaven. His wife Krista sports scarves and large, dark sunglasses to hide the bruises. She is fed up with the situation. Since the country's laws do not allow women to seek a divorce, and her husband would kill her if she even spoke of it, she has decided there is only one way out. She will have her husband killed.

She has heard her husband talking about the number of undercover agents who will in the country and how they must be considered armed and dangerous. She is sure she can find someone among the foreigners who will help her. For her value to the PCs see her background and Locations, below.

To complicate matters, one of the racers is so desperate to win that he and his mechanics are sabotaging the race cars of the best drivers.

The country the race is in has not been identified. If you wish to use a real Middle East nation, you run the risk of clashing realities between your campaign and the real world. If that does not bother you and you feel comfortable with putting the race in a real country, then do so. You will have to change the identities of the NPCs provided with those of the actual leaders.

If you do not feel comfortable, then merely state

that the country is named Qetal and use the fictitious names provided below.

Dramatis Personae

Note: Unless you decide otherwise, all NPCs can speak English to facilitate communications. Except for the president who speaks through an interpreter or through Colonel El-Hakab.

Croydon

STR	INT	REF	WIL	CON	MOV	DEX
59	63	55	61	50	57	59

Sex: Male
Race: White
Nationality: Unknown
Native Language: English
Age: Around 37
Psychology: Cruelty (Low), Loyalty (No), Passion (No), Piety (No), Sanity (Some), Selfishness (High)

Advantages: Acting Ability (2), Eye-hand Coordination (1)

Disadvantages: None

Skills: Knife Throwing (2), Pistol (3), Rifle (4), Knife (2), Oriental Martial Arts (3), Concealment (3), Disguise (4), Shadowing (3), Stealth (4), Acting (4), Driving/Automobile (3)

Croydon is a freelance assassin who carries a price tag of at least \$100,000 per hit. He usually requires payment in loose diamonds. He finds currency fluctuates too much and gold is too bulky.

Little is known, officially, about him. His name is known to every law enforcement and criminal organization but no photo exists anywhere in any government files. He is very careful.

Croydon never meets his employers face to face. All arrangements are made by wire, over the phone or through intermediaries. (It is rumored that the intermediaries are often Croydon in disguise, but not one of Croydon's employers ever

pursues this line of investigation. They do not wish to have "nosiness" listed as the cause on their death certificate.)

Croydon owes no one allegiance and will take any assignment if his price is met. He is not the type who admires his enemies or those trying to stop his plans. They are merely obstacles to be removed, quickly and efficiently.

The legend around the man makes it sound as if he had every nerve in his body removed surgically. He is completely emotionless in the pursuit of his victims. He gets no sadistic pleasure from the kill and he never dwells on his sins. People who claim to have met him say he has dead, dark eyes. Shiny pieces of obsidian that have no depth and no emotion.

Actions in the Adventure: Under his cover as a reporter, Croydon will spend his time checking out all aspects of his assassination plan.

During the race Croydon, disguised as a worker, will eliminate a guard and climb to the top of the reviewing stand at the westernmost turn of the race course. From this vantage point he will have a clear shot at the President. Exactly when he will fire is up to you. The PCs should have just enough time to be able to rush and stop him once they uncover his plan.

Before the race, Croydon will be prowling the grounds, snapping pictures of the course and tape recording interviews with the drivers and spectators, in the guise of trying to gather local color for his article.

Actually, he is trying to identify any agents who may have to be eliminated lest they become troublesome.

He will also prowl the grounds at night. Any time PCs are roaming about at night you should roll d%. On a 35 or less, they will encounter Croydon. Whether they meet face to face or Croydon tries to shadow them is up to you. If the PCs' actions warrant suspicion, Croydon will try to kill them using whatever means is available and then go on with his mission.

Colonel Masel El-Hakab

STR	INT	REF	WIL	CON	MOV	DEX
47	37	39	44	36	43	38
Sex:						Male
Race:						Arab
Nationality:						Qetalese
Native Language:						Qetalese
Age:						42
Psychology: Cruelty (Total), Loyalty (Some), Passion (Some), Piety (Low), Sanity (Some), Selfishness (High)						
Advantages: None						
Disadvantages: None						
Skills: Pistol (3), Rifle (2), Submachine Gun (3), Basic Melee (3), Interrogation (3)						

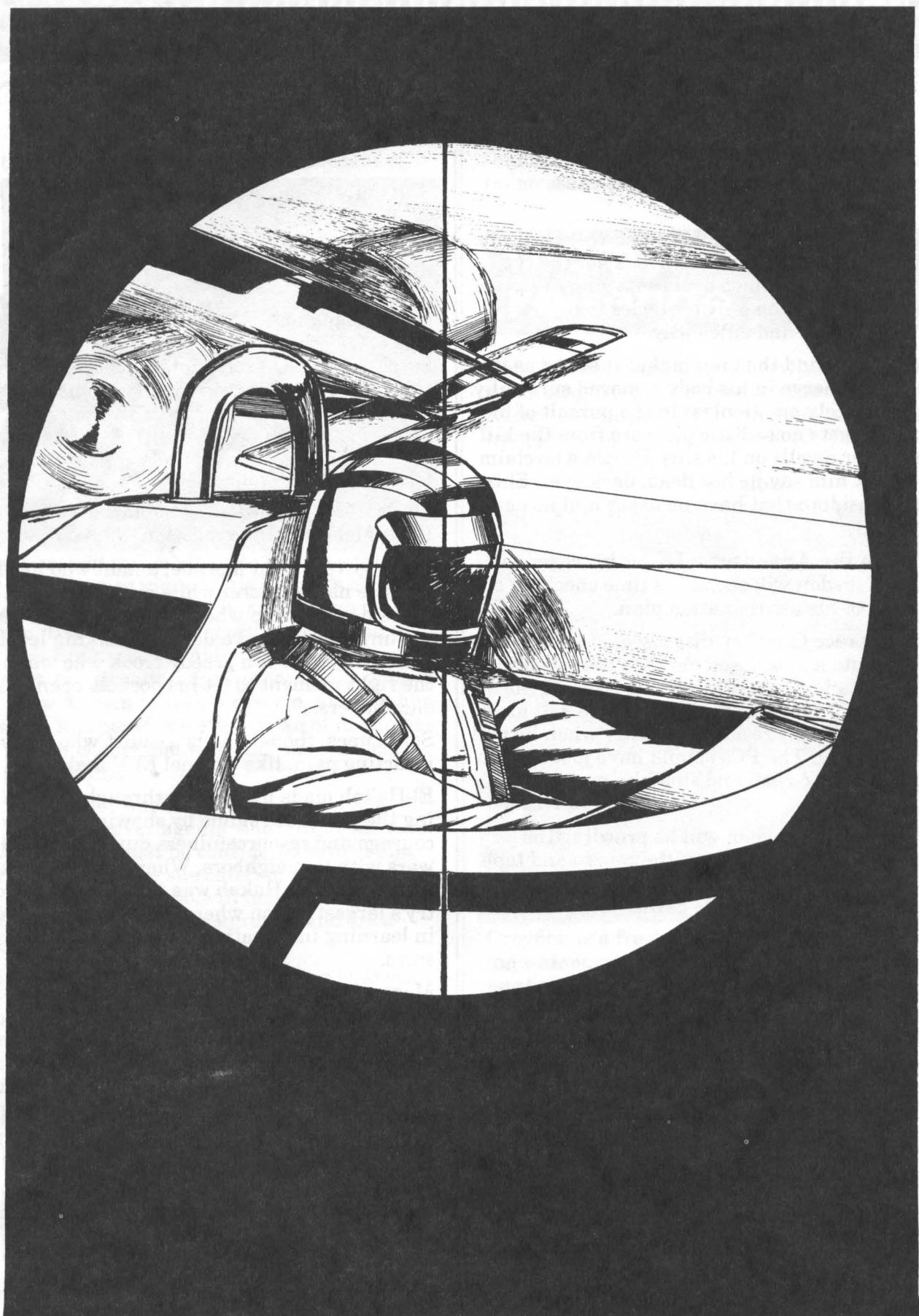
Every government has one, a man who has kept his true nature secret while rising to power. Sometimes he is a wimp whose inadequacy isn't apparent until he reaches a decision-making level. Other times, he is a greedy crook who waits till the right moment to let his pockets open to influence buyers.

Sometimes, though, he is a sadist who enjoys inflicting pain, like Colonel El-Hakab.

El-Hakab made his way up through the ranks during the previous regime by showing exceptional courage and resourcefulness during Qetal's brush wars with its neighbors. When the new president was elected, El-Hakab was in charge of the country's largest prison where he was very successful in learning information from captive soldiers and spies.

Many of the captives were never officially recorded, and El-Hakab spent a lot of time giving them his personal touch. Through the information gathered from these prisoners, El-Hakab became an important source of intelligence information.

Menha Shirkan Korba, newly elected president of Qetal, was very impressed with El-Hakab's knowledge of international espionage. Ignorant of the exact source of the colonel's information, Korba named him to head the country's Intelligence and Security service.



In his new position, El-Hakab is just one step away from the presidency. According to law, if the president is killed, he has the authority to take power until the emergency passes. El-Hakab wants to take that power and never let the emergency pass.

Web, whose agents are everywhere, found out about the colonel's lust for power and decided to exploit it. Web wants control of an energy producing country and agreed to help El-Hakab in exchange for certain unnamed concessions. El-Hakab agreed, expecting to get rid of Web once he takes power.

This is fair enough, because Web expects to get rid of El-Hakab and take power itself.

El-Hakab has one weak spot. His wife.

Actions in the Adventure: The colonel will not have a very active part in the adventure. The PCs will definitely meet him during the adventure at a social occasion, but will not interact at length with him.

The only events that will guarantee the PCs spend a lot of time with El-Hakab is if they are captured by any Qetal authorities. The PCs will be handed over to the colonel for interrogation and he will take great care to make sure he has gotten every piece of information he can from them. El-Hakab likes to use physical methods of interrogation. (See the Interrogation rules on pages 44-45 of the Players Guide for details.)

Krista El-Hakab

Sex:	Female
Race:	Arab
Nationality:	Qetalese
Native Language:	Qetalese
Age:	21
Psychology:	Cruelty (None), Loyalty (High), Passion (Some), Piety (Some), Sanity (High), Selfishness (Low)

Krista El-Hakab is a lovely woman, much younger than her husband. When the colonel met the young woman at a party, he was immediately taken by her. He approached her parents, who were thrilled that such an important man would be

interested in their daughter.

Parental pressure and her own naivete led to her agreeing to marry the colonel. It was a fairy-tale wedding followed by a romantic Mediterranean cruise. Then the nightmare started.

Shortly after their return from the cruise, El-Hakab's true nature began to surface. At first, he would lose his temper and rant and rave at his wife. Then he began cuffing her.

Krista put up with this abuse. She felt she was at fault for not pleasing her husband, never realizing there was no way she could please him.

Krista's meek acceptance only fueled her husband's actions. He began to beat her and abuse her more and more frequently. Krista made excuses for her battered condition and took to wearing sunglasses to hide her blackened eyes and bright scarves to hide her bruises. Often she would stay in the house for days at a time until the bruises faded enough to be hidden with makeup.

The human spirit can only endure so much, however. Krista finally tired of being a punching bag. Qetal's laws, though, do not allow women to file for divorce, and a runaway wife can be legally captured by the authorities and returned to her husband. Krista saw only one way out. She would have to kill El-Hakab.

But Krista could not bring herself to do the job herself. She had heard that she could hire someone to kill her husband. She has some jewelry of her own to pay for the hit, but could find no one to do the job.

Krista is often present during her husband's meetings and he enjoys boasting to her. When she heard her husband speaking of the number of international agents and killers who would be coming to the capital for the race. Krista is sure she will find someone amongst the racers and spectators whom she can hire to kill her husband.

Actions in the Adventure: Krista can be a significant information source for the PCs, but they will have to meet her price.

At some time during The Welcoming Party (see

Locations, below), Krista should approach one of the characters (the toughest looking one). In a clumsy attempt to be subtle, she should arouse the PCs' suspicions with her questions whether the PC has ever "indulged in violence" and whether the PC is willing to do anything for money.

If the PCs gain her trust, through a successful seduction or by establishing a friendship, Krista will blurt out the entire circumstances of her marriage. She will implore the PCs to help her and offer all her jewelry.

Savvy players will recognize the opportunity to have someone on the inside to gain information. They may ask Krista a long series of questions, which she will answer the best she can. She does not know any specifics, but her husband has been alluding to rising in power in the government in a very short while.

If the PCs promise to help her get out of her marriage, Krista will agree to do anything, even spy on her husband for the PCs.

Krista is not very good at being sneaky. There is a good chance she will tip her hand. If the characters ask her to spy on her husband, roll a d%. If the result is 50 or less then Krista's activities have been found out. Her husband will torture her to find out who asked her to spy on him, and succeed.

He will then kill her and have her body dropped in an alley. The PCs will find out about her death from the newspapers or racetrack rumors, and how she was brutally beaten before being killed. The PCs should quickly realize her husband killed her. What they will not know is that the colonel is now onto them and will have some of his best men (Generic 40 guards) ambush the PCs. They will have orders to kill all but one who must be returned to the colonel for interrogation.

If she is not found out, she will report all she has found out to the PCs. It should not be very detailed, just that a "big organization" is behind her husband and that they will kill the president during the race. She will not find out any details of the plan.

Note: Even though rescuing Krista is not part of the mission, any hero worth his salt would never

leave her behind. If you wish, you may penalize the characters if they just use and discard the poor girl.

Michele, The Duke of Forshe

STR	INT	REF	WIL	CON	MOV	DEX
52	66	48	53	51	50	57
Sex:						Male
Race:						White
Nationality:						French
Native Language:						French
Age:						39
Psychology:						Cruelty (Low), Loyalty (Some), Passion (Some), Piety (Low), Sanity (Some), Selfishness (High)
Advantages:						None
Disadvantages:						Greed
Skills:						Pistol (3), Shotgun (3), Boxing (3), Driving/Automobile (2), Social Chameleon (4)

The 14th duke of Forshe (FOR-shay) is a well-known aficionado of racing. He does not drive, but never misses any race held in Europe or around the Mediterranean.

Exactly how the duke affords this hobby is the cause for much discussion, since the family wealth was reported to have been exhausted some years ago. Some claim he has been selling off the family jewels. Others claim he writes tawdry novels under a variety of pseudonyms.

Whatever he does, the tall (6'4"), black-haired man is an affable sort who enlivens every party and is always charming to the women.

It takes all kinds to make up Web.

The Duke is a minor Web official whose jet-setting lifestyle gives him a perfect cover to travel wherever Web needs a pair of eyes. He is in Qetal to keep an eye on El-Hakab, and to oversee the assassination of Korba.

Web has lent El-Hakab an ordnance expert to place the charge and rig the racing car of his choice to careen out of control. But trust is not a character trait one finds in Web officials, so they sent the Duke to keep an eye on the proceedings.

Actions in the Adventure: The Duke will stay in the background. The PCs will meet him at The Welcoming Party, but he will give no indication of his true nature.

He is there to take over the assassination attempt if El-Hakab is killed or captured. With Korba dead, Qetal will be in chaos and Web, even without El-Hakab's grab for power, will be able to use the chaos to their advantage in the world's economic markets.

The Duke has a squad of ten Web Thugs (Generic 35 thugs) at his disposal in Qetal.

If the PCs have succeeded in stopping the various assassinations, but you feel it has been too easy, you may have the Duke and his men try to eliminate them. A very dangerous proposition if the PCs are escorting Krista out of the country.

Marc Talbeau

This Generic 25 civilian is a minor player upon the stage of the adventure. He is a publicist for one of the teams who is using his position as a cover for smuggling and passing art forgeries.

Talbeau is a good artist who is very adept at copying old masters. He has made a minor fortune by acquiring stolen minor masterpieces, making forgeries and selling them to private collectors. He keeps the original and the collectors never find out since they can't have a stolen painting appraised.

Talbeau's role in this adventure is as a witness. The PCs' contact will be found dead in his shop, see The Antiques Shop under Locations, below. They will have seen Talbeau leaving the shop as they approached.

For complete details on what Talbeau can tell the PCs, see The Antiques Shop, below.

Gregori Golberiyani

Another Generic 25 civilian, Golberiyani is one of the Russian team who has taken it upon himself to ensure a Soviet victory by sabotaging the other race cars. Nothing serious, just that an oil pressure cap will blow or fuel will begin to leak out or a tire will blow out.

He has not considered that such a streak of bad luck will be suspicious. For complete details of his Actions in the Adventure and what he can tell the PCs, see The Saboteur under Red Herrings, below.

Clues and Pointers

Hand Drawn Map

Croydon is a very meticulous operator. He goes over his plans again and again. He makes notes and drawings. He then commits them to memory and destroys them.

There are two opportunities for the PCs to get a clue as to his plan. The first is the Antiques Shop described under Locations, below. The second is a dropped clue.

The PCs will find a hand-drawn map of the race course with the dignitaries' stand and Croydon's vantage point clearly marked. To prepare this clue, just trace the race course given in Book 2 and pick a spot for each of the two points. Write "Dignitaries" next to the proper stand and just put an "X" on Croydon's vantage point. Then draw a dotted line between the two. Also, put a time on the paper. It should coincide with whatever time you choose for the race to happen.

It is important that it is the same time that the rigged racing car will be in the race.

This clue, plus the dying message of the antique dealer (see below), should put the PCs on the trail of Croydon. With Croydon's use of disguise, they will not be able to hunt him down, but they will be able to stake out the stands. Croydon will try to sneak past them, or kill them in order to get through.

Since some of the PCs will be busy stopping the rigged race car or trying to warn the president and the dignitaries, only a few will be trying to stop Croydon.

Where the PCs find the clue is up to you. The best way is when they are checking out the garages or race course after dark. They should spy Croydon from a distance and close in. In the ensuing strug-

gle, or when he is frightened off, Croydon will drop the crumpled map, which the PCs can find.

While this is the preferred method for getting the clue to the PCs, you should be ready to improvise.

Plastic Explosive

At some point, it is likely the PCs will search the garage and mechanics area. See Book 2 for the number of teams entered in a Grand Prix race and the general layout for the track and garages.

During their search of the garage area, the characters should get an INT check to notice what looks like a lump of grey clay on the ground. Closer inspection, along with a successful Demolitions or 1/2 INT check, will show the lump is a piece of plastic explosive.

If the PCs do not set out to check the garages, they can still discover the plastic explosive. While they are moving through the spectators, have them make a 1/2 INT check. If successful, they will notice a small child playing with what looks like a piece of grey clay.

The child is bouncing, slapping, tossing and stretching the clay. But the physical properties are not quite the same as modeling clay. If the PCs, investigate and make the checks noted above, they will realize it is a piece of plastic explosive.

While a lot of strange and space-age materials can be found around a race, there is very little call for plastic explosives. So the discovery of this should pique the PCs' interest. It should also confuse them if they are thinking there is only one assassination attempt going on here.

It will not be enough for them to figure out about the exploding race car, that will take one or two other clues like . . .

Overheard Conversation 1

Secret agents have to be the most nosy people on earth, they get most of their information through eavesdropping.

In this case, the PCs will hear the British team complaining about someone "mucking about" with their tools.

The British team has a good chance to win according to the experts and odds-makers. Their odds went down considerably when El-Hakab choose their car for the one to carry the explosive. Would that there were a logical reason for choosing a British team, but El-Hakab seemed to just pick them out of a hat (or maybe a burnoose).

Anyway, the morning of the race, the team will talk about how their garage area was messed up when they arrived. They checked over everything but found nothing wrong. (This speaks badly for the team mechanics but well for the Web experts who disguised their equipment as race car parts.)

Whether the PCs hear this information directly from the team or through the conversations of the spectators does not matter. What does matter is that they definitely hear the entry number of the team: 936.

The Magic Number

Somehow, within the limits of plausibility and maintaining your integrity as Administrator, you must get this clue to the PCs. They must know that the number "936" is important to the adventure. Here are some suggestions:

- 1) Krista tells them that her husband was gloating with a few of his men about how the country will be theirs soon and they "owe it all to 936."

2) If Krista is killed and dumped in the alley as outlined above, she will have written the number in her own blood on the ground next to her. The PCs should hear that there was something scratched in the dirt next to her hand. They should realize it is a dying message they must find out about. How they find out is up to you, but you should not make it impossible for them.

3) They can overhear the conversation between El-Hakab and his men. They can do this by bugging his house or hearing the conversation if they break into the colonel's house.

This clue, plus the plastic explosive, plus the British team's talk of someone tampering with their equipment, should be enough for the players to make the intuitive leap that something has been done to the car with explosives. They may not know exactly what is going to happen, but they should realize that they must stop the British car.

It is possible the PCs will figure out the plan before the race starts. In that case, their best course of action is to try to expose El-Hakab in some way.

If they merely stop the British team before the start of the race, El-Hakab will have to make a change in his plans. He will then have one of his men, disguised as a fanatic, toss several sticks of dynamite at the grandstand.

The PCs must neutralize El-Hakab to end the threat against Qetal.

Overheard Conversation 2

This is the PCs' clue to get closer to Krista. During The Welcoming Party, if the PCs wander out into the garden they will have a chance to overhear an intriguing conversation. If they do not wander out into the gardens on their own, you should make it inviting by mentioning that it is a warm night and that people have been wandering out to enjoy the smell of flowers on the balmy breezes.

Once out there, among the tall bushes and tropical trees, the PCs will hear angry voices, but they will have to Stealth closer to hear what is being said.

What they will discover is El-Hakab and his wife having an argument. El-Hakab is berating Krista because she has not been smiling enough. It is important to his career that his wife make a good impression and appear happy. He will go on to blame her for her bad attitude and ignorance not to appreciate everything he does for her.

El-Hakab will lose his temper and backhand Krista who will fall to the ground. Her cheek will be milk-white from the force of the blow then slowly begin to bruise. El-Hakab will continue to yell at her. That she is an ungrateful dog, not worthy of sharing his home or his future rise in the government. He will then order her home where she will not embarrass him anymore and stalk off.

There are three possible reactions the PCs may have to this scene.

First, they will intervene immediately and punch out El-Hakab. This will win them Krista's loyalty but El-Hakab's enmity. He will put the PCs under surveillance, which will make their job all the more difficult. Krista will thank them and shyly try to find out if the PCs will help her kill her husband. She has heard her husband talk about becoming more powerful in the government, but does not know exactly what his plans are. She can then be talked into helping the characters as described in her background above. However, the chance of her being killed is increased by 15 because of the colonel's raised suspicions.

Second, the PCs can wait until El-Hakab stalks off before going to help Krista. If one of the PCs is solicitous and kind, match his WIL against Krista's as if it were a Seduction (Administrators Guide, page 14). It is not, it is just the force of the PCs' compassion versus her sadness, so instead of falling in love, she will merely pour out her troubles to this kind person. A Seduction is not out of the question, but must be handled separately. Krista will ask if the PCs will help her kill her husband and will agree to spy on him if they promise to do so.

Third, the PCs can walk away, ignoring the situation. In this case, they will miss out on some vital clues and probably fail the mission. This could be the end of civilization as we know it. Tell the players that after the stands have exploded.

Red Herrings

As if this adventure isn't confusing enough, there are a few sub-plots thrown in to confuse...and help...the PCs.

The Smuggler

Just a reminder here about Talbeau. For full details see his background, above, and The Antiques Shop, below for full details.

The Saboteur

Gregori Golberiyani is a very busy boy. Some of the race cars will be eliminated during the practice runs due to his little adjustments.

If the PCs head for their garage one night they will see a light coming from under the doorway. (This will be their second nighttime encounter. Their first should be the one with Croydon described above.)

This will give the PCs a good chance to capture Golberiyani in the act of loosening some key bolts on their race car. If faced with exposure, Golberiyani will admit to the sabotage, insisting that he was not working under orders.

There are a number of things the PCs can do with him.

If they turn him in to the authorities, there will be an official investigation which will exonerate the Soviet officials who will then send Golberiyani back to Moscow for punishment.

If the PCs avoid the official channels and take Golberiyani directly to the Soviet team leader, he will be very grateful to them and apologetic. Golberiyani will be sent back to be punished, but the Soviet racing team leader will consider himself indebted to the PCs. He could be a valuable aid sometime during the adventure. He is not any

sort of government official or KGB, but he is an important public relations tool for the Kremlin.

If they let him go and follow him, he will just return to his team and stop his sabotaging activities.

In any of these cases (or anything else the PCs may do), the important piece of information to get to the PCs is that Golberiyani is not the only one sabotaging race cars. He has seen at least two others.

One he spied skulking around the garages and the presidential and spectator stands. This would be Croydon who was lining up his shot (see Hand-Drawn Map, above.) The second is a group of three he has seen around the garages going in and out. This is the Web team, who are scouting the race cars to see which would be the easiest to rig.

This information should be very confusing unless or until the PCs have picked up a few more clues.

Locations

The Antiques Shop

Nothing is ever easy in the spy-biz. There's always someone who is making your life very, very difficult.

In this case, it is Croydon.

When the PCs arrive in Qetal, they should head for the antiques shop and their contact. As they come around the corner, they will notice a man, obviously in a hurry and trying not to be seen. He is wiping his hand on a handkerchief and leaving the antiques shop. This is Talbeau.

Give the PCs a REF check. If they are successful, they have managed to duck back and avoid being seen by the man. If not, then Talbeau has seen them. In either case, Talbeau will hurry off.

Inside the shop, the PCs will get no answer from their calls. In the office, sprawled over his desk, dead from a shot in the head, is their contact. Behind him is a window, shattered by an incoming bullet.

There are no dying clues left on the desk or anywhere in the room. The dealer never kept written notes, everything relating to Orion was kept in his photographic memory. They can search forever and will find nothing except a hand print in dried blood on the desk. The hand print is obviously not the contact's.

A clue was left, however. It is Talbeau. He was working out a deal with the contact when the bullet struck. After ducking until he thought it safe, Talbeau checked the body, getting blood on his hand. He leaned on the desk to steady himself, leaving the hand print.

At that point he heard the contact muttering. He leaned close and heard "Croydon . . . kill . . . Soviet." Talbeau does not know what this means, but if the PCs every question him, it will mean something to them. A successful INT check means they know about Croydon and his sharpshooting style.

The next time the PCs see Talbeau will be at The Welcoming Party. If he saw the PCs, he will try to avoid them. If not, he will be unsuspecting. Talbeau is not one to keep quiet. He will suspect the PCs are part of the gang who killed the contact and that they are out to silence him. He will tell all to stay alive. If anything, the PCs should have a problem shutting him up.

The Welcoming Party

All the racing teams and anyone connected with the race will be invited to the Presidential Palace for the grand ball to celebrate the Qetal Grand Prix.

Refer to the similar section of the first adventure for general guidelines on running the party. Remember that the PCs should meet a variety of people including reporters, celebrities, "pit poppies," and jet setters. Feel free to populate the party with anyone you wish from the real world or your fertile imagination.

Remember to make sure the encounters listed above, the meeting with the colonel and Krista and Talbeau occur at the party along with any others you may wish.

The Race

The rules for intercepting another race car can be found in Book 2 and in the first adventure.

Just note here that at a point during the race determined by you, the rigged car will lose control and crash into the presidential reviewing stand. Make a Demolitions check as per the rules on page 43 of the Players Guide (assume an INT of 40 for the man planting the explosives).

The explosive force is great enough to destroy the presidential reviewing stand, killing the president and his entire cabinet. The colonel will have excused himself to take care of "a matter of national security."

If a bad break occurs (see rules), many spectators will be killed.

The Stands

The PCs will still have to stop Croydon. They will have enough clues to try to intercept him. If they are clever, they may be able to stop him before he gets into position.

However, it would be more dramatic and exciting if they had to chase him to the roof of the spectator stands.

The PCs will know if Croydon has arrived if they scan the base of the rear of the stands. There will be a dead guard in the bushes. To get to the roof of the stands, the PCs will have to climb a ladder on the rear of the stands and get over the guard rail at the top.

On top of the stand are flagpoles for pennants and loudspeakers. The PCs will be able to see Croydon's foot behind one of the loudspeakers. They can sneak up and shoot him, but the firing of any unsilenced weapon will cause a panic in the stands, not very auspicious.

The best way to take out Croydon is through Close Combat. If Croydon hears the PCs approach, he will turn his silenced 7.62 M21 (see Equipment Inventory for statistics) on the PCs before shooting the Soviet target.

The ensuing fight should include opportunities for the PCs to toss Croydon over the edge and vice versa.

Ring of Truth

Mission Briefing

It's a flurry of activity in the New York Orion offices. When the PCs arrive, security is airtight. The normally friendly and smiling security guard who usually passes them through with a wave, demands to see their security passes. Everything is being done by the book, right down to fine print.

While they are waiting, give the PCs an INT check. Any successful PC will notice brown stains on the floor and on the front of the guard's desk. They will also recognize it as dried blood.

Any questions of the guard as to the origin of the stains will be answered with a stony silence. Another guard will escort the PCs to their briefing. As the PCs pass into the interior of Orion headquarters, they will pass one of the maintenance people, armed to the teeth to do battle with the stains, heading for the guard's desk.

The corridors are abuzz with people, all going about their business with a efficiency bordering on mania. No one will speak to, or exchange greetings with, the PCs. The tension in the air can almost be touched.

The Orion briefing officer is equally grim as he invites the PCs to be seated and he begins.

An Orion employee is dead. John Buonanno was apparently somewhere near headquarters when he was shot. The guard saw him stagger into the reception area clutching his midriff trying to stanch the bleeding wounds inflicted by recent automatic weapons fire.

Building security was put on Red Alert and medical personnel scrambled. They could not save Buonanno, but he managed to survive long enough to say "Scarab...ring." A further examination showed that he had suffered some degree of physical torture or beatings shortly before he was shot.

Buonanno was a suspected information leak. His work down in records and microfilm gave him access to the files on Orion's field agents. Orion had suspected him for some time and was watch-

ing him, hoping he would lead Orion to his contacts and maybe a chance at a Web cell.

All Orion has to go on at the moment is his dying word: Scarab. Nothing else. The PCs are to find out who killed Buonanno and make sure that no information about Orion agents has been sold.

Until the PCs solve this case, all Orion agents and personnel have gone to ground. All assignments have been put on hold. If the leak isn't closed, Orion will be rendered useless. By the time a re-organization is completed, Web and other criminal organizations will have made significant inroads around the world. Speed is of the essence.

As is subtlety. If word got out that Orion was in such jeopardy, its enemies would gather like vultures over a dying animal. Instruct the PCs that they should refrain from involving anyone else, like civilians or contacts, in the mission. No one (repeat) NO ONE, should know they are Orion operatives.

Adventure Briefing

Everything the PCs were told in the Mission Briefing is true. The enormity of the problem is not known.

John Buonanno joined Orion hoping for thrills and excitement. His psychological profile excluded him from field work, though. He took this personally and his anger grew. Finally he decided to have revenge on Orion and make a great deal of money.

Buonanno's access to Orion's records gave him all the time he needed to make copies of field agent's records and transfer them to microfilm. Once he completed this task, he struck a deal with Web. In exchange for ten million dollars worth of diamonds, he would hand over Orion's records.

Through contacts culled from the Orion files, Buonanno found a thief who planted the microfilm in one of the Skarrup rings. In Monte Carlo, he expected to just tell Web where the microfilm was and let them retrieve it, then collect his money.

The plan was for Buonanno to take his vacation in

Monte Carlo. He would meet the Web contact there and then use the rest of his vacation to disappear and get away from Orion.

All would have gone smoothly except for one ambitious Web agent who decided to save his masters the money by beating the information out of Buonanno. Before he broke, Buonanno got away and headed for Orion headquarters with the agent in hot pursuit.

The agent, panicking, decided to cut his losses and shot Buonanno from a moving car, then sped off. (This Web agent should not concern the PCs, his superiors will deal with him. If they appear to be spending a lot of energy on finding the assassin, have the Web agent's body found, killed by on orders of a very unhappy superior.)

The first order of business for the PCs is to investigate Buonanno's apartment. If they show no inclination to do this, you may have to give them the suggestion as an Orion briefing officer.

What the PCs will find at the apartment, beside the two Thugs described in Buonanno's Apartment under Locations, below, is microfilming equipment and clues about an international jewelry exhibit and some burned pieces of paper indicating Buonanno was heading for Monte Carlo. And that he had sent the list on ahead attached to a piece of jewelry. (Refer to Burning Issues under Clues and Pointers, below.)

By putting together the pieces of information, the players should be able to figure out that Buonanno put the list of agents on microfilm and somehow smuggled them into a shipment of jewels to the exhibit. They are right.

They will also probably deduce that the microfilm is attached to one of the scarabs made into a ring. The Web Thug will deduce the same thing and report same to his superior. They are all wrong.

Buonanno actually secreted the microfilm in a ring from the Skarrup collection that will be on display at the exhibit. (Hey, it's not your fault the medical attendant misunderstood what Buonanno was trying to say.) The PCs will get a chance to discover their mistake during the course of the adventure.

The main action of the adventure will be the PCs trying to identify which jewel has the microfilm and then retrieving it. How they do it is up to them. They may try to buy it, which will cost a fortune. Or they may try to steal it.

Stealing it is the preferred method for the sake of the adventure, but you should impress upon them that the theft may have international repercussions so they should only steal the microfilm, not the jewelry.

Unless some sharp player figures out the Program clue described below, it is possible that the PCs will go to a lot of trouble and steal the wrong pieces of jewelry. They will then have to get them back in the display case and steal the right one before the theft is discovered.

There are a few obstacles for the PCs to overcome.

First, is one Marcel Delacroix. He is an Orion agent working in France. For this adventure, he will be assigned to be the PCs' liaison working out of McLaren's villa (see Book 1 for details on McLaren). Delacroix is a very greedy man and when he realizes how much he can make by selling out Orion to Web, he will gladly do so. So he will try to keep the PCs from getting the microfilm so he can get it for himself.

Second, there is a professional thief working the exhibit. He is planning on making a major haul so he can retire to a lifestyle to which he would like to become accustomed. This is no sneak thief, David Grant is a slick, sophisticated professional who is suspected in the thefts of several major jewelry pieces throughout Europe and the United States.

Third, Web will have its own agent at the exhibit.

Orion Support

Orion's entire future is at stake here, so they will spare no expense. Just about anything the PCs ask for that they can carry on their person will be provided.

You should use discretion, however and not allow

them to become walking dreadnaughts, impervious to all harm.

It is unlikely, though, that any amount of firepower will prove valuable during the mission. The PCs must act quietly and will have to be very creative to come up with ways of stealing the jewels.

Orion will be eager to provide an airtight cover for the PCs. The most likely cover will be as jet-setters who are invited to the Jewelry Exhibit. As long as the cost does not get prohibitive, Orion will back up the PCs in this cover.

Dramatis Personae

David Grant

STR	INT	REF	WIL	CON	MOV	DEX
52	59	66	48	47	59	63

Sex: Male
Race: White
Nationality: British
Native Language: English
Age: 32
Psychology: Cruelty (None), Loyalty (Average), Passion (Some), Piety (Low), Sanity (Average), Selfishness (High)

Advantages: Attractive Appearance (2), Eye-hand Coordination (1)

Disadvantages: Greed

Skills: Basic Firearms (2), Oriental Martial Arts (3), Concealment (3), Disguise (3), Lockpicking (4), Pickpocket (3), Safecracking (4), Stealth (3), Climbing (4), Driving/Automobile (3)

It would be nice to say that Grant comes from a deprived background which contributed to his life of crime. In truth, he comes from a middle-class background, but he has champagne tastes. He also abhors hard work and found he had a natural athletic ability that made being a thief a perfect career choice.

Grant is very good, he plans his jobs well, especially the escape routes. He is suspected of a number of major burglaries, but nothing has ever been

proven. He has never even been charged with a crime, much less gone to trial.

Grant does not carry a weapon. He would much rather avoid a fight altogether. His philosophy is that anything but a gun can be explained away, eventually.

Action in the Adventure: Grant is out to make a major haul at the exhibit. He will go after the Skarrup rings since they are the easiest to steal. All he has to do is get through the skylight, redirect the infrared sensors using a framework of mirrors, lower himself down, take the rings and be off.

He does not know about the microfilm and could not care less. While he may have heard of Orion (your decision), he is not concerned since the organization does not interfere with how he makes his living.

Grant's exact plan and possible actions are given below. There are some variations you may wish to try if they fit in with your campaign.

First, the PCs recognize Grant and enlist his help. He will not want to help them unless he gets a sizable payment and he will still try to take a few jewels while the PCs aren't looking.

IMPORTANT: You should not let Grant do the actual theft for the PCs. This would be too easy and take the challenge and most of the responsibility for the adventure out of the player's hands. Grant can help them plan the burglary, but something should happen to him. (Maybe he can fall down one of the long outdoor steps and break his leg, or be arrested.) In any case, getting an NPC to do the PCs' work should be avoided.

Second, Grant thinks the PCs are fellow thieves and competition. So he tries to get them arrested by planting some jewels on the PCs which he stole from one of the guests.

Third, if the PCs truly fail, Grant can discover the microfilm and ransom it to Orion, giving the PCs' reputation a major blemish and giving you a recurring NPC who will always be trying to best the NPCs.

Fourth, if the PCs are truly stumped, you can use Grant to give them a direction. Grant will strike up a conversation, especially with a female PC. He will then try to get the PC to help him break into the museum by acting as lookout or anchoring the winch in the skylight.

Marcel Delacroix

STR	INT	REF	WIL	CON	MOV	DEX
34	41	42	37	39	38	42
Sex:	Male					
Race:	White					
Nationality:	French					
Native Language:	French					
Age:	26					
Psychology:	Cruelty (Some), Loyalty (Low), Passion (Low), Piety (None), Sanity (Average), Selfishness (Total)					
Disadvantages:	Greed					
Skills:	Knife Throwing (3), Pistol (3), Boxing (3), Knife (2)					

Delacroix might have become a really good Orion agent, except that he is insatiably greedy. Up till now, he has been very careful. While on assignments, he takes every opportunity to pick up whatever loose money or valuables he can. Such as when he is searching an apartment, he will lift some valuables to sell later.

Now, though, he has the opportunity to become rich beyond his dreams. Once he heard of the microfilm, he decided that he would get hold of it and sell it to Web. He is sure he can get a fantastic price, enough to finance his disappearance and the start of a new identity.

Action in the Adventure: Delacroix will render any assistance to the PCs, until he sees the chance to grab the microfilm for himself and make off with it.

If you like, Delacroix will already have made a deal with Annette Ellison, below. If this is so, he will call her and her Web Thugs in to help him get the microfilm from the PCs.

Nelson Skarrup

This real estate tycoon has a penchant for religious rings, pretty females and gambling. He knows he has no willpower when it comes to indulging his whims. So he has a business manager who gives him a generous amount of spending cash but keeps him from exhausting his fortune.

But Skarrup is not a man to be denied his companions or his games of chance. To pay for his indulgences, he has begun selling off some of the less valuable rings from his collection. He has had duplicates made so no one will suspect. Sometime in the future he plans on arranging a "theft" of the fakes in order to collect on the insurance.

Action in the Adventure: Skarrup will just be a bystander NPC unless the PCs get stuck. If the PCs do not pick up on the clue, Skarrup will make himself known by introducing himself to a female PC or one of the PCs' female companions. (Don't all secret agents make friends with local beauties? Besides, having a lovely companion is good for their cover.)

Skarrup, very proud of his collection, will be glad to show it off. The PCs cannot miss the clue of his name and his collection of rings and Buonanno's dying words.

If the PCs do not wish to steal the ring, they can try to buy it from Skarrup, he will not be interested in selling, he doesn't want to take the chance of someone finding out about his deception. However, Skarrup can be lured into a game of chance, during which a skilled PC can put him heavily into debt and force the ring from him.

Annette Ellison

STR	INT	REF	WIL	CON	MOV	DEX
36	55	48	49	44	42	52
Sex:	Female					
Race:	White					
Nationality:	British					
Native Language:	English					
Age:	27					
Psychology:	Cruelty (Average), Loyalty (Low), Passion (Average), Piety (Low), Sanity (Average),					

Selfishness (High)

Advantages: Acting Ability (3), Attractive Appearance (2), Sensuality (2)

Disadvantages: None

Skills: Pistol (3), Knife (2), Oriental Martial Arts (3), Shadowing (3), Driving/Automobile (3), Scuba Diving (2), Social Chameleon (3), Swimming (2)

Annette Ellison is the daughter of a British industrialist. She spends most of her time traveling about Europe investigating antiques and artworks to add to her father's collection.

Her reputation is well-known, even if her face isn't. She is not the flashy type of heiress who gets camera lenses pointed in her direction every time she pouts. She likes a degree of anonymity, it means she can go to exhibits and showings and not be swamped or have prices artificially inflated on her.

It also makes her easy to impersonate.

You see, the Attributes above are not Annette Ellison's, they belong to Rebecca Marks, a Web agent.

When Web found out that the microfilm was sent to the exhibit in Monte Carlo, they assigned Marks to get it for them. There was not enough time for Marks to set up an airtight cover, so she intercepted Ellison and took her place.

Marks is a ruthless agent, but she does like being with men and having a good time. She uses her feminine wiles in the line of duty and should have them registered as lethal weapons.

Action in the Adventure: Marks wants that microfilm as it will enhance her reputation with her superiors.

She will be busy asking a lot of questions about the scarab pieces, trying to discern which one might hold the microfilm. Since she and the PCs share a common interest, conversation is very possible. She will maintain the Annette guise, talking about the intrinsic value of the pieces and their histories.

If the PCs engage in extensive conversation with Marks, give them an INT check using the rules under the Obscure Knowledge advantage rules

(page 18, Players Guide). If successful, they will know that Marks has made some minor blunders in her facts. Blunders a true expert would never make. This should get the PCs' suspicions going.

Marks will also have at least four Generic 35 Thugs on call. She will not hesitate to kill the PCs in order to get the microfilm.

Count Emilio Manzeppi

This man is a Red Herring. He is an eccentric and rabid collector of scarabs. He almost salivates whenever he sees a collection he does not own.

Manzeppi will stop at nothing to own the scarabs. His manner will be gruff, bordering on rude. He will be sullen, avoiding any questions and shunning any attempts at socialization. He will also be making contacts with the local underworld to see about arranging the theft of the scarabs, should his attempts to buy them fail.

His actions should certainly arouse the PCs' suspicions. And his meetings with the ungodly will be an added distraction for the PCs.

Clues and Pointers

Travel Brochure

In Buonanno's apartment (see below), the PCs will find a travel brochure describing the International Lapidary Exhibit to be held in Monte Carlo starting in two days.

The main attraction of the Exhibit will be the first showing of the most exquisitely carved scarabs from some of the finest collections around the world.

The brochure is meant to be the PCs' first clue to head for Monte Carlo. The second is the piece of burned note described under Buonanno's Apartment, below.

Burning Issues

The fireplace of Buonanno's apartment contains the ashen remains of his personal notes. Most of them have nothing to do with the microfilm.

If the PCs get to the fireplace in time to save some scraps, they will find the half burned remains of a newspaper clipping describing the collections from New York that are going to the International Exhibit.

The story's main thrust is of a priceless collection of scarabs from a private collection that will be displayed. If the PCs delve into the details of this collection, they will find that the scarabs are carved images, there is not a ring or pin in the bunch.

Enterprising players may have their PCs ferret out the entire article from back issues of the newspaper. In this case, they will find that there are at least four displays from the United States being sent to Monte Carlo:

The Morris Scarab Collection: the largest set of Egyptian scarabs in the United States. The collection contains not pins or rings, just carvings. They are made of almost every conceivable precious and semi-precious stone.

The Rajah's Pearls: a set of matched pearl necklaces, bracelets and earrings.

The Golden Rain: a two-piece adornment made of 18 karat gold braided strings. The headpiece flows like a page boy haircut to the shoulders where it meets a similar necklace. The combined effect is as if gold were flowing over the person's head.

The Rings of Truth: Whimsically titled by their owner, Nelson Skarrup, this collection is made up of rings worn by high church officials. Some are priceless works of art dating from the time of the Medicis. Others are unadorned and simple, but have images carved on them by master craftsmen.

The problem with the Rings of Truth, though this will not be reported in the newspaper, is that many of them are fakes. Skarrup, who has lost a lot of money in the recent stock market debacle and through bad gambling, has had to sell off a number of pieces and replace them.

The Program

If the PCs gain entrance to the exhibit, they will receive a program which will give a simple floor-plan and a listing of the jewels being displayed.

Among the listing is the Skarrup Ring, from the collection of New York financier Nelson Skarrup.

It is likely that one of the players may figure out this clue early on.

Locations

Buonanno's Apartment

The most logical place for the PCs to start their investigation is at Buonanno's apartment. When they get there, they will find the place ransacked. There is a fire going in the fireplace which is about 20 feet from the apartment door.

And a man outside the window on the fire escape.

There were two Generic 35 Web thugs sent to gather up whatever documents Buonanno had in the apartment. They had smashed the microfilming equipment and were in the process of burning the notes when the PCs came to the door.

They tossed the papers into the fireplace and made for the window. One will take off with the information while the other will fire at the PCs with his 9mm Parabellum Mauser. He hopes to pin down the PCs long enough to let the evidence burn and buy his partner enough time to escape.

The Thug will get out on the fire escape and crouch down giving himself Hard Cover except for Hit Locations 0, 4 and 6. (See pages 63-64 of the Players Guide for details on Hard Cover rules.)

The PCs will have to get to the fireplace in spite of the Web gunman.

If the PCs do not get to the fireplace within four turns, all evidence will be destroyed. If they get there before then, they will find some scraps of unburned paper. Most of the unburned pieces contain just sentence fragments and words. But there is one that says "exhibit . . . 5 p.m . . . Monaco."

If you wish to create this piece of evidence, write the words down in the corner of a piece of paper and then tear the corner off. Blacken the edges with a pencil to make it look burnt.

A further search of the apartment will reveal a brochure for the International Lapidary Show to start in Monte Carlo in two days. The featured exhibit will be the worlds greatest display of Egyptian scarabs. (See Travel Brochure under Clues and Pointers, above.)

The PCs may want to have the rest of the ashes recovered and treated so they can be read, but this will require a special team of Orion technicians and will take more than three days to do the procedures.

International Jewelry Exhibit

Where else would one gather the finest jewels in the world but in the world's most gorgeous resort?

Thus was Monte Carlo chosen for the International Jewelry Exhibit. The owners of the most fabulous jewel collections were invited to display their best pieces. The best jewelers were also invited to show their wares and, if they wish, to participate in the auction.

The exhibit is a four day event capped by the auction. Any proceeds from the auction over and above the cost of the jewels will be given to the royal family's favorite charity.

Day one is the Grand Opening of the exhibit hall. Celebrity guests, visiting dignitaries and the world's wealthiest will all gather for the outdoor party, complete with band. This will be the PCs opportunity to meet with most of the NPCs.

Day two will find the exhibit hall open to the public, with no planned special activities.

Day three is the night of the Masque Ball. A costume party in the exhibit hall's ballroom for special invited guests.

Day four will have the auction in the morning then a farewell party in the afternoon.

This general schedule will give the PCs plenty of opportunities to mingle and interact. It will also

give them more than enough chances to carry out whatever plans they come up with.

The NPCs have some plans of their own, though.

David Grant will use the Masque Ball as a cover for stealing the Skarrup ring collection. During the ball, which he will attend disguised as a court jester, Grant will slip outside, doffing most of his costume except for the black tights. He will get his equipment and climb to the roof of the exhibit hall.

Since Grant has already captured the PCs' attention (see his background above for details), it is likely that they will follow him and observe his actions. What the PCs do about their observations is up to the players, but you should be ready for just about anything.

The collection is directly under the skylight on a pressure sensitive plate. Grant is planning on opening the skylight, and lowering himself down using a remote-controlled winch.

He will then cut through the display case's glass top and remove the entire collection, being very careful to replace the rings with a weight so as to not set off the pressure sensitive alarm. (If the PCs try this method, it will require a DEX check.)

Grant will be very upset to discover that the jewelry is imitation. He will not find the microfilm. If the players have not discerned the location of the microfilm and recovered it before Grant steals the Skarrup ring collection, they will have to find him to get the microfilm, with, of course, Annette Ellison and her Web Thugs hot on their tail.

Grant's plan is not carved in stone, you can change it as you see fit. For example, if the PCs are planning on stealing the scarab collection, it might be interesting for Grant to be stealing the ring collection at the same time. This will pose a dilemma for the PCs. You might also decide that a mistake by Grant sets off the alarms, which will force the PCs to flee the exhibit hall. The situation is rich with possibilities.

The Masque Ball

Just a few points here. Among the guests will be several police officers and royal guards. Also, two armed guards will be on duty all evening at the doors to the exhibit hall.

All the NPCs will be at the ball. They will be wearing fabulously expensive Belle Epoque costumes, similar to the attire worn by the French monarchy during the 17th century.

The royal philharmonic will be providing the music for the evening which will lean heavily to slow dances, with a few faster ones thrown in. (It's very difficult to do the Funky Chicken while wearing a skirt that weighs close to thirty pounds.)

The Exhibit Hall

If the PCs decide to steal the jewels, the tensest moments in the adventure will take place here.

There is no way to accurately predict the exact method the players will choose for the PCs to break into the exhibit hall. General information on the security devices in the hall can be found out by the PCs through observation, asking or chicanery. You should use discretion on how much information you give the PCs.

All the single- and double-doors and windows are noted on the floorplan in Book Two and are all locked and alarmed. The sills of the windows are six feet above the ground. The locks on the windows are three feet above that. To reach the window locks, the PCs must climb up on the sill or find some way to reach the locks.

There is a skylight over the main exhibit hall. It is also locked and alarmed.

Locks

All exterior and interior doors in the exhibit hall are locked. On the diagram, you will see a number or numbers next to a door. These are the numerical ratings for the locks on the door. This number is

subtracted from the Lockpicking skill of any PC attempting to pick that lock. If there are two numbers next to the door separated by a slash (/), then the door has more than one lock and the numbers are the ratings of the individual locks which must be picked.

Guards

Guards patrol the outside of the exhibit hall. They are a special detachment from the Royal Guards of the palace (see Book 1 for characteristics).

During the day, five guards make their rounds, passing any given point every ten minutes. At night, the guard is doubled, passing any given point every five minutes. The guards are armed and carry flashlights and walkie-talkies (see pages 8-9 of the Equipment Inventory).

They will investigate any sound or suspicious shadows.

Inside, there are seven guards in the security rooms. Once an hour, the alarms are shut off by the security chief and the guards make their rounds. This takes about ten minutes time.

Circuit Alarms

In addition to picking the locks on any doors or windows, the PCs will also have to deactivate the circuit alarms (page 15 of the Administrators Guide).

To deactivate a circuit alarm make a Electronics skill check for the PC making the attempt. If he is attempting a window subtract 50 from his chance; if a door or the skylight, subtract 60.

Infrared Sensors

The floorplan for the exhibit hall shows the locations of the infrared sensors. Is there anyone who watches television who doesn't know how to get past these devices?

A complex arrangements of mirrors can be put together so that the beams can deflected from mirror to mirror and to the receptors. A person can then crawl through the center of the framework very carefully but very safely.

To build the framework and position the mirrors correctly, the PC will have to get an idea of layout

of the sensors. He can do this through observation and a successful INT check. (Give any important NPCs who are nearby an INT check to notice the PC studying the sensors.)

Then he must build the framework, figure out the angles for the mirrors and position them just right. This is accomplished by a successful Engineering skill check or a 1/2 Construction skill check. (McLaren has all the necessary components for the framework.)

(You should make these rolls for the players, allowing them to sacrifice Luck Points if they wish. Make a note of the number you roll, if the check did not succeed. Apply the difference between the number rolled and the number needed for success as a negative modifier to the following DEX check. In this way, the PCs will always have a chance of success.)

The PC who places the framework in the doorway must make a successful DEX check to make sure he does not break the beam and set off the alarm.

If the framework is successfully positioned, the PC must then wriggle or crawl through by making another successful REF check. If this check fails, the PC jostled the framework and set off the alarms.

Oops

All right, the PCs (or someone) set off the alarms.

The first thing that happens is the emergency lights go on, flooding the interior of the exhibit hall with light. Alarm bells go off both inside and outside the building; this will alert the guards and neighborhood that something is amiss. The triggered alarm's location lights up on the security chief's control panel and he then dispatches guards to the trouble spot. Any other triggered alarms will also light up. The security chief will communicate with his men via walkie-talkies.

The exhibit hall will be surrounded and sealed. A methodical search will be made of the premises. Any person who is not a member of the security team will be arrested and held for questioning. Even if the Prince himself were in the building, he would be taken away.

