

OPERATION: CREAMCAKE

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THE GATHERING

Diana Hunter contacts the PCs and instructs them to come to Orion headquarters for a mission briefing with Alexander Jacobson. She mentions nothing about the mission, only that it involves overseas work, in cooperation with the United States navy. After making their way to Orion headquarters, they are met by Chinua Achibe, their contact. He ushers them into Jacobson's plush office, then leaves the room. After grumbling a curt hello, Jacobson motions them to take seats and begins the PCs' briefing.

THE BRIEFING: Jacobson fills the PCs in on Operation Cream Cake, an Orion covert mission in East Germany that has been underway for several months. Operation Cream Cake used four female agents in a "honeytrap", a situation where agents made themselves available to a different intelligence officer in order to get close and eventually become their confidant. The PCs are told that the four agents of Cream Cake have had their covers blown, and are in dire need of extraction. In order to extract them quietly and safely, one Orion team will extract two while the PCs extract the other two.

Working in cooperation with the United States navy, the PCs, known to the navy only as "Sea Hawks", will be flown via commercial jet liner, to Godthaab, Greenland, where an Orion contact, codename Swift, will pilot them in his boat to a U.S. nuclear submarine, hidden about 12 miles south. Once on board, they will remain in their cabins until the rendezvous point is reached. Their R.V., near Sassnitz, on the north coast of East Germany, is a deserted beach. Once at the R.V., they will proceed to paddle ashore on an inflatable dingy, which they will be provided with, confirm the identities of their pickups, and return to the submarine, using the motor provided once they get 5 miles out. A simple mission, impossible to foul up!

The identities of the two pickups will be confirmed by giving the cue "my peace is gone," and receiving the appropriate response, "my heart is heavy." Each PC is to be given a

crash course in scuba diving, and given a level 0 skill.

Briefing over, Jacobson tells them to report to Miles Granger, Orion's scuba instructor, for training. Six hours later, the crash course is over, and the agents are told to report to the 64 section of the Ganymede Bureau for outfitting.

THE GANYMEDE BUREAU: With a pneumatic hiss, the doors to Orion Foundation's weaponry and special equipment division slide apart, revealing Ed Lowry hard at work on some equipment.

Lowry greets the PCs with his usual good humour and leads them to a table of weapons. There, the PCs are given scuba gear, handguns of their choice (equipped with silencers). Each is given a waterproof duffel bag, large enough to hold their equipment. He points out to the PCs that each wetsuit has a special waterproof holster mounted on the side, for a sidearm. Extra equipment is left solely to the Administrator. A wall communication panel beeps noisily and conveys a message to Lowry, who, in turn, tells the PCs they are expected back in Jacobson's office.

JACOBSON'S OFFICE: The room, usually brightly lit by overhead fluorescent lighting, is now dim. Jacobson grumbles a "sit down" and turns to a large painting on the wall, which slides upwards to reveal a large screen. On the screen is a satellite photo of the Baltic Sea. Jacobson pulls a pointer from the side of the screen, and begins to show the route and pickup point for the PCs' mission.

Their submarine will take them under the North Sea, up the Skagerrak, down the Kattegat, skirting the Danish and Swedish coasts, through the narrow straits, and out into the Baltic. The final fifty miles will take them to the East German coast, near the city of Sassnitz. They must return to the submarine within three hours, or be left behind. If they encounter any trouble that may betray the presence of a U.S. submarine in Baltic waters, the submarine will

have orders to abandon the team and make its way home. Needless to say, Orion will deny all teams involved in this operation, in the event of capture.

Jacobson stresses the importance of stealth and silence. No contact can be made with the submarine, audio or visual, once outside the casing. No action can be taken against opposing forces UNLESS fired upon. The submarine will monitor the PCs' progress and return by instruments alone. After three hours, the captain of the submarine has orders to submerge low and crawl out to avoid detection through the shipping lanes. We can, Jacobson says, risk the loss of a few agents, but not the discovery of one of our nuclear submarines in Baltic waters.

Jacobson pauses for a question and answer period, then walks to his desk. There, he removes airline tickets for the next morning's flight to Greenland, distributes \$100 in German currency to each PC, and sends them on their way.

You can roleplay the trip to Greenland and securing transportation to the rendezvous site with the submarine, or you can simply move to the next scene, Life's A Beach.

LIFE'S A BEACH

LOCATION: U.S. Nuclear submarine, Trident class. Baltic Sea, 12 miles from the north coast of East Germany (R.V.)

SET-UP: Captain Alec Stewart dislikes the PCs; he detests the idea of having "spooks" aboard his boat. Even worse, he is revolted and somewhat frightened at being so close to the shipping lanes of East Germany. He grumbles orders to the PCs, yet remains polite, for politeness' sake. He is old for a navy man, about 40 years of age, with a slightly weather-beaten face, reminiscent of leather.

The submarine is under strict orders not to engage the enemy. Captain Stewart will surface, allow the PCs to exit and board their dingy, then submerge to periscope depth, where he will wait for three hours. He will monitor their progress by radar, but will not interfere; the PCs cannot rely on him for help. Should the PCs get into trouble, he will monitor the action and decide whether to leave or not.

The PCs must paddle their dingy to shore. Although they have a lightweight motor, they must not use it until the final five-mile paddle back to the submarine, for fear of being located. Once on the beach, the PCs must give the identity code. They must then make their way back to the submarine.

Before surfacing, an uncoded message comes through from Orion:

ENEMY AGENTS HAVE BEEN SPOTTED
AT LONG ISLAND. MUST NOT BE
ALLOWED TO BREAK DURING
INTERROGATION. RESCUE
IMMEDIATELY. ALL OTHER LIVES
EXPENDABLE .

THE PLOT THICKENS: The PCs must now decide whether to believe the uncoded message and abort their present plan, or to follow through, thinking the message to be a red herring.

If they continue their present mission, they will land on the beach with no one there. Worse, when they try returning to the sub, the PCs will be picked up by a Pchela, a Russian-built patrol hydrofoil, carrying two 13mm machine guns and the old Pot Drum search radar. These craft are fast and formidable in both shallow water and choppy seas, although they are somewhat outdated now. The patrol boat will intercept the dingy, attempting to cut them off. They will train both search lights and machine guns on the dingy. The agents will have a maximum of thirty seconds from sighting the patrol boat to take action. After that, they will be flooded with light from the searchlights. The machine guns

are manned by two men, as are the searchlights (See dossier, generic soldier). The captain of the patrol boat, Maxim Smolin, will order the PCs to heave to and explain their business. He will hesitate to shoot such an insignificant target as the dingy, unless he is fired upon first. Simply, he prefers useful information to corpses, and it appears that this situation offers him some.

RESULTS: If the PCs have aborted their planned mission and embark on a raid of Long Island, they must paddle to the island. They will probably (90%) miss being picked up by the patrol boat, but will most assuredly face it on the return trip. Move to the section LONG ISLAND and continue there. On the return trip, if it is by boat, begin the Pchela encounter (below).

If the PCs continue their mission as planned and run into the Pchela, they have big problems. The PCs haven't the equipment to sink the patrol boat, nor can they outrun or out-maneuver it, even with their engine at full throttle. They always have the option of donning their scuba masks and risking jumping overboard, although the icy Baltic Sea has been known to claim many foolish swimmers.

The captain of the submarine, having seen the approach of the Pchela, will assume the team has been captured, and will submerge and make his way home to inform Orion, leaving the PCs stranded.

WHAT NEXT?: If the PCs have jumped overboard, they must try to swim to the shore, a good 3 miles. The Baltic is not an easy sea to swim, and the PCs must make skill checks every ¼ mile, or be dragged 3d10 feet away from the group by the current. They can always use their waterproof duffel bags as life buoys, of course, provided that they jumped overboard with them.

The team can (and, considering the situation, should) attempt to board the patrol boat. It will circle around, searching for swimmers, for 3d10+5 minutes before stopping at the dingy to examine it. Give the PCs an INT check to see if

they hear the engine of the patrol boat stop, providing they have remained in the vicinity. If they try to board, they must take the boat. If the PCs did not mention that they brought their duffel bags with them, they are left only with sidearms, since they are in the waterproof holsters in the wetsuit. If they jumped overboard with their weapons drawn, there is a 75% chance that the weapon will not fire due to water damage. Any shots fired from the water suffer a -25 penalty per hand needed to use the gun, due to instability while treading water.

If the team makes it back to the beach, they will probably attempt to communicate with Orion headquarters. Orion will ignore them, maintaining radio silence. The PCs are totally alone!

CAPTURE

LOCATION: Russian patrol boat. See PATROL BOAT for a more complete description.

SET-UP: The PCs will be searched and their equipment removed, to be locked in the armoury. Maxim Smolin will "officially" place the PCs under arrest and have them locked in the brig. The two girls will be locked in his cabin, for his future pleasure. The brig is a small room with a steel door. It holds two bunk beds along one wall, and is really designed to hold only two prisoners. Various hate slogans in German, Polish, Norwegian, and Finnish are scrawled on the walls. The single small porthole is locked. One guard is present, armed with a 7.62mm Kalishnikov AK47, with a full clip and a clip to spare in his belt.

If the PCs listen carefully, or all is silent, they can hear the screams of a woman from Smolin's cabin above them. They cannot discern the screams as Emilie's only.

THE PLOT THICKENS: The guard standing watch over the PCs is roughly 40 years of age,

well experienced (add 3 to all generic soldier attributes). He, as do most of the guards, speaks German, a little Russian, and a little English. If the PCs make a physical inventory of themselves, they will find that they still possess money in German currency. The guard may succumb to a bribe with this money, but the bribe must be substantial enough for him to risk an early retirement in Siberia or worse. In two hours, another brig guard will relieve him.

Three hours later, Maxim Smolin, having finished with the "girls," will select a PC at random. The two girls, in obvious distress, will be placed with the PCs. The PC Smolin has chosen will be taken to his quarters by two large, German escorts. There, Smolin will administer sodium pentathol, and question the PC.

Emilie Nikolas was not raped by Maxim Smolin, but by Irma Wagen. Smolin has told Emilie that if she mentions the incident to anyone, he will cut out her tongue and make her swallow it. While they are still in danger, she will not reveal her secret to anyone.

RESULTS: Smolin has a level 2 Interrogation skill. Follow the general rules of psychological/chemical interrogation. Whether or not Smolin receives the information he desires, the PC will be put back with the others to await further questioning in East Berlin.

Each brig guard must make a WIL check or be bribed to agree to the PCs plan. If the PCs do not have a plan, he will not agree. If the PC making the bribe has a WIL score higher than that of the brig guard, the guard's WIL score is lowered by 5% for every point of the PC's WIL higher than his own.

Emilie now slumps in a catatonic state, avoiding the questioning and sympathetic eyes of the PCs. Irma is coherent, but withdrawn.

Twelve hours after capture, the patrol boat will dock in Luben Bay, East Germany.

If the PCs try to listen in on any conversation held by Smolin in his cabin, they will discover the following. The boat will dock in 12 hours; Smolin will order a man to radio ahead to ready a plane for a flight to East Berlin; the girl was a screamer.

WHAT NEXT?: Long Island is actually a KGB operation, but Maxim Smolin works for the G.R.U. Thus, he will not return the PCs to the island for interrogation, but will bring them to G.R.U. headquarters in East Berlin.

Once docked, the prisoners will be removed and taken to a private airstrip (See Secret Airstrip) where a twin propeller plane sits ready on the runway. They will be loaded into a military truck and guarded by four guards armed with AK47s, a full clip and a clip to spare in their belts. Maxim Smolin will take a jeep ahead to radio his superiors in East Berlin and inform them of the situation. If they manage to surprise and overcome the guards in hand to hand combat, they can steal the truck and the equipment, make for the plane, and hijack it back to friendly territory.

The airstrip is manned by various NPCs, 15 in all. Eight are guards (use generic soldier), one is the commandant (add 10 to each attribute of a generic soldier). The remaining men are mechanics, a radioman, and the like (use 35 for all attributes, and approximate their skills according to their occupations). All speak German, perhaps a little Russian but no English.

Should the PCs fail all attempts to escape, they will be flown to East Berlin. Once in East Berlin, they will remain in prison for a period of 9 months, until Orion barter for their freedom or a Titan Team breaks them out. They can consider the mission a complete failure. Give each PC an 1/2 WIL check once in East Berlin to see if he or she reveals any information during the intensive questioning, or you can roleplay it out.

PATROL BOAT

PCHELA MAX SPD: 50; ACCEL: 15;
HANDL: 23; BRAKE: 12; PROT: -20;
#PASS: 14; RANGE: 600

The Pchela patrol boat is an outdated but very fast hydrofoil, ideal for patrolling areas such as the Baltic Sea. Mounted on the bow and stern of the main deck are two 13mm machineguns with 1000 rounds of ammunition each. Two powerful searchlights are mounted on the bridge deck, capable of penetrating the densest of fogs, as so often occur on the Baltic.

LOCATION: Bridge The bridge is accessible through two doors located at its rear. Three wide windows provide a panoramic view of the ocean. There are chairs for three officers and the captain. Six panels provide controls for helm, navigation, radio, radar, sonar, and automatic operation of the searchlights.

NOTES: At least two officers will man the bridge at any one time. A third will be present 80% of the time, while the captain will be there 60% of the time. The controls are all in German and anyone trying to use them without knowing German must make a ½ INT check. Without the skill to operate the controls, another ½ INT check must be made before the PC may successfully operate the equipment. If the PC has neither skill, he may make one ¼ INT check, and hope for a lucky guess.

Each bridge officer may be considered an elite soldier (use 40 for all attributes of the generic soldier, but increase the level of all skills by 1 level) and has at least a level 1 skill in Basic Mechanic, Electronics, Navigation, Radio Operator, Sailing, Swimming, and Language (Russian; they all have level 5 German), with appropriate modifiers (to level 3) for the different positions of each bridge officer. For example, the radio operator should have a level 3 Radio Operator skill, the navigator a level 3 Navigation skill, etc. All bridge officers are required to have a sidearm (9mm P-08 Luger) on their person at all times, although with the

captain not on the bridge, some tend to slack, leaving their sidearm 1 turn away. When the captain is on the bridge, he always carries a 9mm Stechkin. If the PCs search the bridge officers or the captain, they will find keys for every lock on the boat except the captain's desk drawer, which they will find only on him.

LOCATION: Forward Deck/Armoury

The forward deck consists of, essentially, a semi-circle of glass. One heavy wooden door provides the only entrance from the midships passageway.

NOTES: Inside, three large footlockers store various weapons in styrofoam cutouts. One contains 16 fragmentation grenades, a .30 calibre medium machine gun, and a LAW rocket launcher with 6 rockets. Another holds 8 Kalishnikov AK47 assault rifles, 3 9mm Schmeisser MP-40 submachine guns, and 3 12 gauge shotguns, all fully loaded and meticulously cleaned. The final footlocker contains 6 clips for each rifle and submachine gun, three boxes of 20 gauge shotgun shells (eight shells per box), and 1000 rounds of ammunition for the .30 cal machine gun. Each box is kept secure with a standard key padlock (use a lock rating of 10). Mounted on the wall on either side of the door is a cabinet containing sidearms not presently in use. Depending on the number of personnel on duty at any one time, there will be 2d6 P-08 Lugers kept secure by a glass door held closed by a chain and padlock (use a lock rating of 10).

LOCATION: Captain's Quarters

The captain's quarters are by far the most comfortable. One corner holds a large, single bed, made up with precise perfection. A nightstand and a set of drawers line the wall next to the bed. Mounted in a small glass box is a medal. The opposite corner contains a desk and a chair. (If the captain is asleep, his clothes will be neatly folded over the back of the chair.) On the desk are several maps of the Baltic and various navigation utensils. Portholes line the walls, giving a full 180-degree view of the surroundings.

NOTES: If the captain is not on the bridge, there is a 90% chance he is in his cabin.

Under the pillow on the bed, the PCs will find a fully loaded 9mm Stechkin handgun. If the captain is asleep, the PCs will notice a second Stechkin in a holster on the desk.

The set of drawers contains nothing of interest at first glance except clothes. A medal in a glass case mounted on the wall is the Order of Lenin, awarded to Maxim Smolin. Give the searching PC a ½ INT check to see if he notices a secret bottom to the bottom drawer, or a full INT check if he is searching specifically for any false panels. Under the false panel are a notepad and a cipher codebook. If the PCs look closely, they will be able to see the indentation left by the last message in cipher and in Russian:

INTERCEPT ALIEN AGENTS AT 547088
IMM.

The desk drawer is locked (use a lock rating of 6). Inside is a map showing the Baltic Sea and North Germany. The coordinates 54.7N/08.8E are circled in red pen...the PCs' pickup location. A search of the captain's clothing will reveal a set of keys that will open every lock on the boat.

LOCATION: Forward/Rear Gun Armoury
Both the forward and rear gun armouries are dimly lit by one ceiling lightbulb. A toolbox and a box marked "ammunition" in German sit on the floor.

NOTES: The toolbox contains several tools for the cleaning, stripping, and repair of the 13mm guns. A can of oil and several oily rags are also inside. The box marked ammunition contains plenty of replacement ammunition for the gun.

LOCATION: Crew's Quarters
Much like a dormitory, the room holds 11 beds, most unmade. At the foot of each bed sits a footlocker with a padlock (use a lock rating of 8).

NOTES: The footlockers are large and deep, and contain various items of clothing, pictures of family and female companions, letters, etc.

LOCATION: Brig Antechamber
A heavy wooden door is the only entrance to this room. The door is kept locked at all times with two bolts at the top and the bottom of the door. Inside, there is an iron door to each cell. A lone guard sits on a small chair outside, leaning against the door.

NOTES: There is a 50% chance that the guard, bored with his solitary duty, is asleep.

LOCATION: Brig
The two small brigs contain two metal-frame, lice-infested beds. A single, locked porthole gives a sea-level view of the sea. Various hate slogans are scrawled on the wall, and no attempt has been made to remove them. A single, solid-iron door is locked and hinged from the outside (use a lock rating of 40). A single, dim lightbulb in the ceiling provides the only light at night.

NOTES: The porthole glass is only about ½ inch thick, and can be broken if enough force is applied with a blunt instrument. The lock on the door is an old skeleton-key lock, fairly easy to pick if the right tools are available.

The beds are simple and of iron construction. They are bolted to the floor.

If the PCs listen intently, they may be able to pick up fragments of conversation from the captain's quarters, which are almost directly above them.

LOCATION: The Galley
Here, all the crew's meals are prepared by a crewmember who doubles as the chef. The room contains several cabinets of unprepared food, a stove, a double sink, and a preparation counter. Various cooking utensils are stacked neatly in one cabinet.

NOTES: There is a gallon drum of rat poison under the sink. The cook will be preparing food

40% of the time, but is usually there in the early hours of the morning, from 3:00am.

LOCATION: Dining Hall

The hall leads directly to the galley and the engine room, while a set of stairs leads to the deck above. Two tables and several chairs provide meager comfort for the long patrols of the Pchela. Noise from the engine is quite audible.

NOTES: Regular crew meals are held here at 8:00am, 1:00pm, and 6:00pm for breakfast, lunch, and dinner respectively. There may be 1d4 crewmembers eating, drinking coffee, or talking here 25% of the time. The tables are wooden and are bolted to the floor.

LOCATION: Engine Room

Noise from the large turbine that drives the Pchela thunders, and almost any noise made in this room goes unheard. The controls for the engine as well as a communication panel to the bridge are visible along the wall. A small, unmade cot sits in one dark corner. The engine itself extends from the wall, cutting out much of the light from the ceiling lightbulbs.

NOTES: The engineer sleeps here on occasion. He will be working on the engine or monitoring its operation 70% of the time. He is unarmed, but possesses a level 3 skill in the martial arts. If confronted, he will grab the nearest tool and use it as a weapon.

LONG ISLAND

OVERVIEW: The compound in which political prisoners are sometimes held is known affectionately as Long Island by some Orion agencies. It is known as Hell to those persecuted for their political beliefs in Germany. Situated on a small island ½ mile off the northern coast of East Germany, the compound is virtually impenetrable. Behind a thick forest of trees, protecting it from outside voyeurs, a 9 foot electrified fence topped with barbed wire

encloses buildings of various sizes. Used by Hitler during World War II as a retreat where he could admire his stolen artifacts, it has been taken over by the East German High Command.

In each corner of the fence, a guard tower with powerful spotlights looms ominously 20 feet above the ground. The spotlights can streak over the treetops, illuminating the beach and the water for at least 50 meters.

Along the east fence, a massive transformer supplies the 50,000 volts of electricity necessary to maintain the complete security of the complex. Large insulated cables connect the transformer to the fence, where another cable bridges 15-foot long segments of the chain-link boundary.

The large L-shaped building acts as home to the 20 men who man the compound at any one time. Inside, beds, closets, and a single bathroom provide little comfort. Small, grimy windows provide little light once inside.

A small garage near the southwest corner houses a single jeep, while a larger garage near the southeast corner holds a new, black Mercedes Benz (diesel), a sign that the compound commander is in residence.

On the east side of the compound, an old well is still in use, providing fresh water. A bucket is lowered on a rope into the water, and is then pulled back up. The well is about 20 feet deep.

A solitary building in the northwest corner serves to house prisoners. Constructed of corrugated steel, there are no windows and only one door, kept chained at all times.

Temperatures inside the "hot house" can reach 100 degrees Celsius in the daytime and may drop below zero at night.

The dominating building in the very center of the complex serves many functions: Command center (including radio room), interrogation room, and pharmacy. Attached to the building, facing east, is a kennel, which houses the large

German shepherd guard dog that is free to patrol the grounds at all times.

Only one gate, illuminated by lights, provides the only non-electrified portion of the fence. It is a large double-gate on the south fence, near the middle.

LOCATION: Electric Fence

SET-UP: The fence is chain-link in construction, 9 feet high, and topped with dangerous barbed wire. Signs in German and English warn potential trespassers of the 50,000 volts of electricity coursing through the metal structure. Along the length of the fence can be seen a variety of barbecued indigenous wildlife. The fence is segmented into 15-foot lengths, each connected by a large cable and a transformer, which hums loudly. Along the west side, the cable dips down to join with the main transformer and generator.

THE PLOT THICKENS: The electrification of the fence is relatively new, compared to the rest of the compound; thus, the fence does not penetrate the ground. Rather, it rests on sunken rubber pads that prevent the fence from grounding out.

LOCATION: Guard Tower

SET-UP: Each guard tower is constructed of wood over an iron skeleton frame. A small ladder tacked to one of the supports provides access from the ground. Above, a spotlight is mounted, capable of penetrating the dense foliage or illuminating the surrounding area. One guard can be seen posted at each tower.

THE PLOT THICKENS: Each guard (use Generic Soldier dossier) carries a Kalishnikov AK47 assault rifle and a walkie talkie, for communication with each other and the radio room. Wired into a support beam is an alarm switch.

Each guard carries binoculars, and will use them constantly during daylight. At night, the guards

will not hesitate to shine the spotlight in the vicinity of any unusual noise, such as disturbed birds. They are under strict orders to shoot to maim first; if shots are returned, shoot to kill.

LOCATION: Transformer

SET-UP: The transformer emits a loud hum, drowning out much of the low-level noise in the vicinity. It is housed in a wooden shack, painted bright yellow with fluorescent orange writing in German. A single wooden door with an old fashioned metal latch provides the only entry. Large insulated cables connect the transformer to the electrified fence, while smaller cables provide a web of interconnecting power cables from the generator to the buildings.

THE PLOT THICKENS: Once inside the shack, the PCs will notice that the generator is an old gas-powered model. Several gallons of diesel fuel are stacked along the wall.

LOCATION: Living Quarters

SET-UP: The large, L-shaped building houses a total of twenty men and their personal affects. Small cots and even smaller closets provide meager comforts to the soldiers. At one end is a bathroom containing a shower.

THE PLOT THICKENS: Since the occupants man rotation shifts around the clock, 3d4 men will be asleep at any one time, while the rest are on duty. Each man is instructed to keep his AK47 rifle in the main building, but are permitted to keep a sidearm (standard issue is a Beretta). This sidearm is kept 1d4 turns away.

LOCATION: West Garage

SET-UP: The garage has no windows. Inside, a military jeep (diesel) with small East German flags mounted on either side of the hood stands ready. A small radio is mounted between the seats.

JEEP Max Spd: 90; Accel: 10;
Handl: -10; Brake: 20; Prot: -
50; #Pass: 4; Range: 300

LOCATION: East Garage

SET-UP: Like the west garage, there are no windows to provide any light inside. Slightly larger in size, it houses a black Mercedes Benz. Inside the Mercedes, a radio can be spotted mounted underneath the dash, but within easy reach of the driver.

MERCEDES BENZ Max Spd: 100;
Accel: 10; Handl: +10; Brake:
40; Prot: -30; #Pass: 4; Range:
300

LOCATION: Hot House

SET-UP: The corrugated iron framework is held together by a few bolts, nails, and a lot of wire. When not undergoing interrogation, prisoners are usually kept here.

THE PLOT THICKENS: During internment in the hothouse, a prisoner will suffer from heat stroke during a sunny day, and hypothermia at night. For every hour inside during extreme temperatures, the prisoner's CON score will suffer a 1-point loss. If more than 10 hours are suffered without release or refreshment, ½ that loss will be permanent. When this happens, the prisoner's WIL score will also drop to half. If the CON score drops to 0, the prisoner dies of exposure.

Irma Wagen is unconscious inside the hothouse. She is beaten and badly bruised. Her WIL has dropped to ½ and her CON has been permanently reduced by 5 points.

LOCATION: Main Building

SET-UP: The main building is made up of several rooms. One room contains a radio transmitter and receiver. Another acts as a pharmacy, housing drugs and first aid implements. Yet another provides all the

comforts of home for the commanding officer. One small room acts as a kitchen, The final room is sunken, four feet below the surface. Rough stone walls prevent moisture from seeping in to the sunken portion. A well-worn table, obviously from Hitler's days, is bolted to the floor. Thick leather straps provide restraints for uncooperative or unwilling "patients". Several torture utensils are placed neatly along one wall.

THE PLOT THICKENS: Since the radio needs constant monitoring, a radioman will be present 80% of the time. He is armed only with a standard issue sidearm.

The cabinets in the pharmacy which house various drug bottles labeled in German are always locked (use a lock rating of 15). Inside, everything from hydrogen peroxide to sodium pentathol to strychnine are present, as well as bandages, plaster of Paris, syringes, rubber hoses and enemas (constipation is a common malady with camp food).

The commanding officer's quarters are much more comfortable than those of the soldiers. A large bed, a wicker chair, and a dressing table are the first to be noticed. A search of the room will turn up nothing of importance. A WIL check should be given to the PCs to see if they notice an abundant supply of red silk handkerchiefs.

The torture chamber, sunken in the floor, will immediately send a chill up anyone's spine. Along the wall, knives, rubber hoses, leather whips and tongs, metal spikes, and electrodes with battery connectors are most prominent. Old bloodstains are soaked permanently into the wooden table. Strapped to the wooden table is an incoherent Emilie Nikolas. Several lacerations cross over her bare back, and a large leather strap is stuck across her mouth, keeping her from swallowing or biting down on her tongue during the interrogation. She is presently doped up on sodium pentathol.

Irma Wagen, if the PCs have found her, has suffered only a beating, while the main concentration seems to have been on Emilie Nikolas. Strangely enough, she has not yet been raped or sodomized, a favourite of East German soldiers. Emilie's WIL score is 5, and her CON has dropped permanently by 8 points and temporarily by 20 points.

Emilie has confessed her part in Operation Cream Cake, but has not yet named her fellow agents, nor has she implicated Orion in any way. She has admitted to being an agent for the United States, but passed out before revealing anything more.

At least 1d4+1 soldiers will be present somewhere in the building at any one time, including the radioman. Depending on the time of day, the commanding officer will be in his room (see Commanding Officer dossier) or in the torture chamber.

SECRET AIRSTRIP

OVERVIEW: Flowing into Lubeck Bay is Lubeck River. The banks of this river once grew wild grapes for the fine Lubeck wine. That was before 1940, when a team of resistance fighters poisoned the grapes that the German soldiers used to make homemade wine, killing nearly all of them. Enraged, a German colonel had the grapes burned and sand mixed in with the soil, so grapes could never be grown along the riverbank again.

On the west bank of the Lubeck sits a tiny village. Once winemakers, the villagers now survive by growing vegetables. The village is small, with a population of perhaps 50 or so inhabitants.

A single steel and concrete bridge provides a means of travel across the river. At either end, a guardhouse sits, checking all vehicles crossing the bridge. The bridge itself is of steel construction, while the supports are concrete.

Inside the guardhouse, a pair of guards take shifts, day and night.

The east bank holds the airstrip and three buildings. The airstrip itself is about 200 feet long, and is capable of landing aircraft only as large as a cargo plane. A dual propeller cargo plane sits on the runway, ready for takeoff.

A large hanger provides a storage and work area for the ground crews. It is capable of holding one plane or three automobiles.

A control tower provides both the radio communication and radar facilities. Furthest east sits a medium-sized bungalow, which serves as the living quarters for the airstrip personnel.

LOCATION: Guard Post

SET-UP: The twin, square guardhouses are set on opposite sides of the bridge. A wooden, reflective bar prevents the passage of vehicles until they are checked. Two guards man each guard post. Wires emerge from the roof of each guardhouse, connecting its twin and the control room.

THE PLOT THICKENS: Use the Generic Soldier attributes for the guards. There are 2 guards present 24 hours a day. Both are armed with 9mm Schmeisser MP40 submachine guns and two fragmentation grenades each. Inside, a telephone is used to communicate with the other guardhouse, as well as the control room and main house.

LOCATION: Hanger

SET-UP: Presently, the hanger is empty, save for one black Mercedes Benz. A single mechanic has the hood up and is concentrating on reviving the engine. Scattered about the floor are several air-mechanic tools.

THE PLOT THICKENS: Give the 4 mechanics and 2 radio operators of the airstrip a general attribute of 30, with a level 3 in Aircraft Mechanic Skill and Radio Operation Skill

respectively. The 8 guards have attributes of 35 with a level 2 in pistol and submachine guns.

LOCATION: Control Room (Tower)

SET-UP: The control room is really a glass enclosed platform, raised 15 feet in the air by concrete stilts, accessible by a ladder and a trap door in the floor. There is usually (80%) one radioman monitoring communications. He will also act as the air-traffic controller if planes are arriving or departing.

THE PLOT THICKENS: The radioman is never armed. Until he is sure the base is under attack, he will not radio East Berlin for help. The panoramic glass windows provide an excellent view of everything for 360 degrees.

LOCATION: Main House

SET-UP: The single story bungalow is home to the airstrip personnel. It is structured like any other house: front and back doors, windows, bedrooms, kitchen, living room, basement, bathroom with a shower, and a laundry room. Windows afford a scenic view of the airstrip out the front and a forest out the back.

THE PLOT THICKENS: Depending on how many of the 15 NPCs manning the airstrip you have out, the rest will be here, either relaxing, eating, or sleeping. The main house has a general rule: no one walks around armed. All guns and ammunition are left in the footlockers in the bedrooms, 3d4 turns away for any one individual.

LOCATION: The Village

SET-UP: None of the houses in the village are large and almost all of them are occupied by elderly Germans (some of who were Nazis) who saw defeat in World War II.

THE PLOT THICKENS: While they have no particular liking for the oppressive Russians, they may turn the PCs in if they come looking for help, since the Russian Commandant would

surely kill anyone who harboured state criminals and offenders, never mind Americans! None of the villagers are armed, nor do they have telephones; one must run to the guardhouse to relay information.

LOCATION: The Aircraft

Max Spd: 220; Stl Spd: 100;
Ceil: 18,000; Prot: 35; #Pass: 8

SET-UP: The twin propeller aircraft sits ready for takeoff on the runway after being refueled. Wooden wedges under the tires prevent the aircraft from rolling forward or backward. The rear door is open, and the plane's ladder is lowered.

THE PLOT THICKENS: The two pilots are inside the cockpit, making pre-flight checks on the equipment. Neither pilot is armed.