

TOP SECRET/S.I. SETTINGS & SCENARIOS

Secret agents must be prepared to travel anywhere in the world. Assignments may take them to Monte Carlo, to Hong Kong, to Berlin, to Beirut, or just about anywhere else.

Then again, adventure could be as near as the corner bar, or the warehouse up the street, or an office building in Pittsburgh.

This book provides several standard adventure locations. Need an airport terminal? This book provides one. Need a hotel? See page 4. And so on. With minor changes, the locations described on the following pages could be in Paris, Peoria, or wherever else adventures take you.

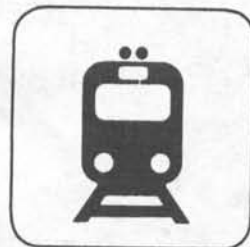
In addition, you'll find an adventure, "Operation Arrowhead," designed to introduce your players to the Top Secret/S.I.™ game system, the Orion Foundation, and the Web.

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Settings & Scenarios Book



Using This Book

The Settings & Scenarios book is designed as an aid to the Admin of any *Top Secret/S.I.*™ campaign. The locations below are described in general terms, but the descriptions can be modified to fit the specifics of your game.

Each location is depicted on the map sheet in this box. (The maps are scaled for use with the **Adventure Fold-up**™ Figures like those included with your *Top Secret/S.I.* game.) Any time you need a warehouse, a restaurant, a hotel lobby, or another common location, consult this book, get out the map, and you're ready for action.

Each location is described in the following format:

Description: A description of the physical nature of the location, as well as the uses to which the location is put.

Security Systems: A description of several security systems which might protect the location. You can choose which of these (if any) is in effect in a specific location at a given time.

Typical NPCs: A list of NPCs commonly found in the location. You can use our suggestions or decide for yourself who is present in a location when you use it.

Customizing the Locations

After you've used these locations a few times, both you and your players will be so familiar with them no one will ever want to see them again. In order to get around this, customize the locations so one restaurant isn't exactly like another, and no two airport terminals are quite alike. The more you individualize these locations, the more realistic the game will seem.

There are several simple customizing tricks you can use to keep the locations in this book fresh over the course of many PC visits:

The simplest trick is to use just a part of a location. Place a piece of paper over the part of the map you don't want to use, and tell the players the paper represents a wall. By blocking off different parts of the location at different times, you can create an endless variety of smaller restaurants, hotel lobbies, or apartments.

Another slightly more complicated technique is to photocopy the location you want to use (for personal use only!) and then draw modifications — new walls, extra furniture, secret doors, etc. — right on the map-copy. This gives you a lot more freedom than you get from using paper to wall off portions of the locations.

Finally, you can use pieces of cardboard to represent doors, windows, furniture, and the like. Lay these on the location map, and you can create a "new" map in moments.

Operation Arrowhead

Most of the locations below are used in "Operation Arrowhead," an introductory adventure beginning on page 13 of this book. The adventure is designed to familiarize you and your players with the game rules, and can also be used to introduce players to the Orion Foundation and its operations.

The adventure begins with an encounter using the Office floorplan, and branches out along several possible paths from there. Along the way, players will have the opportunity to make several crucial story decisions.

Although it is designed for agents of the Orion Foundation, it can be modified to work with any spy agency, real or imaginary. With a little work, it can even be adapted for a police or private eye campaign.

Offices and Hallways

This is a large office. It can represent a business headquarters, an Orion Foundation section office, a game company, or anything else you want.

Description

The **Secretary's Office**, **Executive Office**, and **Executive Conference Room** are all luxuriously paneled in dark wood, with plush carpeting on the floor and paintings of sailing ships on the walls. The Executive Office contains a safe behind one of the pictures. The bar in the Conference Room is fully stocked.

The **Secretarial Pool** is a large room, surrounded by windows. There are several typewriter tables here. The room also contains a photocopier, water cooler, and several large tables.

The **Darkroom/Computer Room** can serve as any kind of lab your setting requires. Call it an executive bathroom if you don't need a darkroom, computer room, or lab for a given office.

As a darkroom, it has several sinks, an enlarger, racks of trays, and an assortment of chemicals stored in 5 gallon bottles. The room has both normal lighting and red safety-lighting.

As a computer room, it holds a mainframe office computer connected to terminals in the various offices. The computer room is brightly lit and quite cool (air-conditioning keeps the room cooler than the rest of the office).

The **Cafeteria** contains several tables with chairs and several long tables with benches or stools. Vending machines offer an assortment of psuedo-food.

The **Modular Offices** are small cubicles with 6' high walls and open doorways. They are covered with boring, repetitive, alternating maroon and gray fabric. Each cubicle contains a desk, two chairs, and a computer terminal.

The **Hallway** layout covers most of this side of the map, providing a variety of intersections, corners, and straight stretches. You can use it to represent the hallways of an office, hotel, school, or anywhere else you might need hallways. As with all of these diagrams, simply block off those portions of the map you don't need for your current layout.

Security Systems

Office security systems operate only at night and on weekends, when the office isn't in general use. During business hours, assume the system is shut off, but many NPCs are present. (Roll 1d6, or choose an appropriate security system.)

- 1-2: The doors are locked with mechanical locks, closing off all access to the office area. The safe in the executive office is opened with a simple combination dial.
- 3: As 1-2, but an unarmed security guard patrols the area once per hour, checking doors, and walking through all of the unlocked areas.
- 4: As 1-2, plus each lock is protected by an alarm system that will ring a bell and alert the police if any door is opened before the system is shut off. The box controlling the alarm system is located next to the door to the secretary's office.
- 5: As 1-2, plus an unarmed security guard patrols this area at all times.
- 6: As 4, plus two armed security guards patrol the area at all times.

Typical NPCs

During working hours (8 to 5 or 9 to 6 on weekdays) the office is filled with workers. Up to 24 secretaries and stenographers work in the secretarial pool.

A receptionist/secretary works in the secretary's office at all times — if one takes a break, he or she will be replaced by another from the pool so that the phone is staffed. There is a 50% chance that 1d4 salesman or other visitors will be waiting in the office as well.

The executive office is occupied by the boss, except from 11:00 - 2:00, when he or she takes lunch. There is a 10% chance that a conference will be in progress anytime the boss is in. Conferences are attended by 2d6 business people, gathered in the conference room.

The darkroom/computer room has 1d4 workers in it.

Each of the modular offices has a worker at the desk.

From 12:00 - 1:00 the offices are empty, and many of the workers gather in the cafeteria. The rest leave to get lunch elsewhere.

All office NPCs have attribute scores of 35. None have weapons. The security guards are a little tougher — use the generic soldier/cop.

Hotel



The hotel floorplan provides a lobby, a cashier's office, a luxurious suite, a large room, and two small rooms. As always, use just the portions of the plan that suit your needs. If the setting is a rundown, fleabag flophouse, use just half the map, and use the small rooms for guests. If your hotel is a luxury resort, use the whole lobby, and guests would have suites.

Description

The furnishings in the **Lobby** will vary depending upon the type of hotel you want. Chairs, sofas, tables, carpeting, chandeliers, columns, and so forth, may be battered and worn, or they might be of the highest quality.

The **Cashier's Office** contains a small desk, behind a heavy screen. At the back of the room is a large safe, with an elaborate combination lock. (All attempts to open the safe are at 1/2 skill level.)

The **Elevator** and **Stairs** can climb as high as you need, of course. Feel free to change the relative position of the lobby and the rooms above.

The **Suite** will only be found in the more luxurious hotels, and will generally be on one of the highest floors. The furniture and fixtures will be of the finest quality. Unless paid for, the bar and kitchen will not be stocked when characters first enter the room.

The two **Small Rooms** can be used to make a connecting suite. As with the lobby, these rooms will be furnished at a level appropriate to the classiness of the hotel.

Security Systems

Hotel security will usually be handled by the hotel's security personnel — house detectives. The level of security will depend on how elegant the hotel in question is.

All hotel rooms have locks and deadbolts on the doors. Additionally, patrons entering the hotel lobby late at night will be

noticed by the desk clerk.

Flophouses have very casual security arrangements. Often, the desk clerk can be bribed to hand out a room key, or at least turn the other way as someone slips through the lobby. Security personnel in dives like this will be generic thugs, and will not hesitate to use fists, or even clubs and brass knuckles, in performing their duties.

Average hotels will not have greatly increased security, although penthouse rooms and suites might have limited access (e.g., a room key might be required to make the elevator stop on a floor with high-priced rooms).

Security personnel might still be generic thugs, but they will attempt to handle problems with discretion and dignity, at least until the situation gets out of control. The doors to average hotels are locked from 10:00 p.m. or midnight until 6:00 a.m., and visitors will need room keys to enter the lobby.

High class hotels have better security arrangements than flophouses and average hotels. Elevators are often operated by members of the hotel staff, and evidence of occupancy might be required to get onto any floor. A doorman might screen people trying to enter the lobby, turning aside those without legitimate business. Security staff in these hotels will be professional and responsive. Use the generic soldier/cop NPC to determine attributes for these guys.

Typical NPCs

A desk clerk will be found in any hotel lobby. If the hotel is large, or busy, there might be an entire staff working at the front desk. In larger hotels, a manager will always be available at or near the front desk.

Bellboys and elevator operators are also found in the lobby, especially in more elegant establishments. Higher class hotels will also have a concierge, who will be familiar with the local area, and can make restaurant reservation, car rentals, and any other arrangements dealing with services outside the hotel itself.

The cashier's office is open during normal business hours and by appointment at other times. The cashier is a generic NPC, but will have access to the hotel security staff nearby.

The type of guests encountered in a given hotel will vary depending upon the nature of the hotel (and the cost of a night's stay). There is a 25% chance that any elegant hotel will have a convention going on — this might be a gathering of Shriners, Masons, or another service organization, a professional conference (for teachers, automotive engineers, etc.), or a recreational get-together (for gamers, auto buffs, model railroad enthusiasts, etc.).

Restaurant/Bar



The restaurant and bar settings can be used to portray any location from a diner, cafe, sleazy dive, or steak house to an elegant house of continental cuisine, or private supper club.

Description

The long, U-shaped **Bar** can easily be masked to create a variety of configurations if you want to use a small bar or tavern. The walls might be lined with dark mahogany paneling and rare works of art, or they might be covered with tacky wallpaper, graffiti, and black velvet "art." In high class bars, the floor is likely to be heavily carpeted, the lighting subdued. In less classy establishments, the floor might be sticky linoleum, lighting is virtually nonexistent, and the smell of stale beer permeates the room.

Like the bar, the **Dining Room** can be used as a high class eatery or as a greasy spoon. The decor, in either case, is strictly a matter of taste (or lack of it) and is left to your judgement.

The **Private Dining Room** is ultra-posh — chandelier, fine crystal, massive teak table, the works. This room will only be found in high class establishments.

The **Kitchen** will be as clean as clients demand and as sanitary as the law demands. For a small restaurant, you might want to use just 1/2 or even 1/3 of the kitchen on the map; for a large establishment, the kitchen could be much bigger than the one depicted. The kitchen entrance can lead to an alley, backyard, parking lot, or additional dining rooms as you see fit.

Security Systems

These places lock their doors when not open for business. There is a 75% chance that all doors and windows will be protected with a burglar alarm that will ring on the scene; half of these alarms will also automatically alert the police.

The bar will probably have a bouncer at the door, to check I.D.s for underage drinkers, and to remove customers who become rude and obnoxious. If the bar is in a rough or low-class district it will certainly have a bouncer, or 2-3 if it is crowded or a common scene of fights.

Typical NPCs

Unless otherwise mentioned, use the generic NPC rating (35) for all NPCs in these locations.

The bar will always have at least one bartender—two on a busy night. In rough places, there is a 66% chance that the bartender has access to a .38 revolver behind the bar.

If you are using the booths and tables in the bar, there will probably be at least one cocktail waitress.

Bouncers (see Security Systems, above) are selected for their size and strength. The generic bouncer has a strength of 50, and either a Wrestling or Boxing skill of 60 (level 3). Bouncers are rarely armed, but brass knuckles are not out of the question in a rough joint.

A luxurious restaurant will have a Maitre D' to greet customers at the door, and many less fancy restaurants have hosts or hostesses who see that diners are seated at an appropriate table. Often, a small bribe can influence the host to arrange a specific table. (Maitre D's are bribable, but generally require larger bribes.)

In a classy place, busboys will bring water to the tables, and a wine steward or cocktail waitress will take drink orders. A team of several waiters and waitresses may wait on the table. In an average restaurant, of course, all of these functions will likely be handled by a single waiter or waitress.

The number of customers present will vary considerably, although most places will be fairly busy during normal dining hours, and fairly empty otherwise. During lunch, in a diner or sandwich shop, there is a 10% chance that 1d4 diners will be police officers who have stopped here to eat. If the restaurant is a diner or cafe, there will be one waiter or waitress present for every four tables with customers.

The kitchen will always be staffed with at least one cook, and almost always a dishwasher as well. In larger or fancier places, there may be several chefs, cooks, dishwashers, and salad preparers. Waiters and waitresses will enter and leave the kitchen during peak periods.

Residences



These floorplans present three residences: a regular apartment, a penthouse apartment, and one level of a private residence.

Description

The **Regular Apartment** has a combined living area/dining room which may have one or two windows. The kitchen area, while cramped, is a separate room. It might be connected to the living/dining area by an open counter, instead of a wall. The single bedroom runs the length of the end of the apartment.

The Regular apartment is likely to be run-down, though even small apartments can be valued highly and decorated impeccably depending upon their location. Even a tiny apartment in New York City may be beyond the reach of all but the wealthy. In cases like this, the decor may be elaborate and expensive.

The **Penthouse Apartment** will always be an expensive residence, and is likely to be furnished accordingly. It has a spacious living area which may be connected to the kitchen by an open counter or solid wall. The outdoor patio is reached through a pair of glass doors from the living area. (Optionally, a set of glass doors might lead from the master bedroom to the patio. A hot tub set into the patio is also optional — just delete it if it is not appropriate for the setting.)

The **Residence** map can be used to represent the entirety of a single-story ranch house, or a portion of a large colonial or contemporary house. The garage can hold two cars (or you can delete the garage and use the space to represent part of the yard). The recreation room is shown with a pool table (you can delete this or call it a ping pong table, model railroad setup, gaming table, or whatever).

The rooms described above can be shifted around as you see fit — you don't have to use them as they are labeled on the residence map.

Security Systems

The security systems protecting residences vary widely. Choose one of the systems below, roll 1d6 to determine which type is present, or make something up.

- 1-2: The doors and windows are protected by locks. If the map is used to represent an apartment, there is a 66% chance that the building itself is locked, requiring a key, or permission from an occupant, to enter.
- 3: As 1-2, but there is also a 50% chance that a dog is present. This savage creature is not deadly (CON 20, MOV 120, Combat rating 35/1d4-1) but will bark loudly upon any intrusion, and will attempt to attack the intruders.
- 4: The house is protected by an intruder alarm system that sounds a siren or bell two seconds after a door or window is forced open. Alarm system control boxes are located just to the right of the door(s). A round key is used to activate or deactivate the system. Damaging the control box will deactivate the alarm 50% of the time; the other 50%, damage makes it impossible to shut off.
- 5: As 4, plus the place is guarded by a doberman or other attack dog (CON 35, MOV 140, Combat rating 55/1d6).
- 6: As 4, plus an alarm alerts the police, who will arrive in 1d6 minutes. All of the window glass is bulletproof and unbreakable by normal means. Doors are protected by deadbolts and the resident of the house (if present) will have either a gun (0 - 49 on d%), an armed bodyguard (50 - 79), or an armed bodyguard with a doberman (80 - 99).

Note: This security system will only be found in the residence of a wealthy individual with reason to believe his or her life or property is in danger (i.e., a business executive who has been threatened by terrorists or a prominent and controversial politician).

Typical NPCs

The NPCs encountered at a residence will be determined by the purpose the residence serves in your game. As a very general, and breakable, rule a residence will contain 2 adults. If you want, add one child for every bedroom except the master bedroom.

Warehouse / Factory



This floorplan can be used to represent most types of industrial settings. When filled with machinery it serves as a factory. Ignore the machinery and it's a warehouse.

If a larger area is needed photocopy the map and place several copies end to end and side to side. In this way you can create a four stall shipping bay, as opposed to the two stall arrangement illustrated, for example.

Other modifications can be made by attaching the office and hallways floorplan to the warehouse/factory map. These offices can replace, or expand the small office area displayed as part of the warehouse/factory floorplan.

Description

The **Shipping Bay** contains stalls for two large trucks. The floor slants downward from the entrance, so the stall is about 4' deep, allowing trucks to back up to the loading ramp with the truck bed at floor level.

The doors to the shipping bay are large, corrugated automatic-opening doors that roll upward when a switch inside the building is pushed. The shipping bay can be closed off from the rest of the factory with a long, sliding metal door, but this will only rarely be closed.

The **Foreman's Office** is lined with windows so occupants can see the rest of the plant. The windows have blinds inside the room that can be drawn for privacy if necessary. This office holds several desks and chairs, as well as an assortment of filing cabinets. There will generally be papers scattered over most of the flat surfaces here — invoices, shipping orders, bills of sale, purchase requisitions, time cards, etc.

The **Plant** itself, and the items found there, will be defined by the purpose you need it for. The machinery drawn on the map can be used to represent an assortment of plastic injection molds, stations on an assembly line, vats or kegs of food or

beer if the factory represents a cannery or brewery, or virtually anything else you want. During periods of operation, the noise level will be very high.

If the plant is used as a warehouse, you can consider the "machines" to be shelves of product, organized and stored here. You may want to connect some of the machines to others in order to represent longer rows of shelving. The building might climb 25 feet or more to the ceiling, and the shelves could reach all the way to the top.

Whether this is a factory or a warehouse, there will be several items of equipment (forklifts, hand trucks, etc.) in the place. A warehouse will contain whatever goods are being stored there, though not necessarily fully- or even partially-assembled. If the map represents a factory in operation, there will be examples of the factory's product here, perhaps in various stages of completion. There will also be plenty of the raw materials needed to create the factory's product.

The **Receptionist/Waiting Room** is decorated with a few potted plants and some cheap art on the wall. It contains a switchboard, public address system, water cooler, restroom, and perhaps as many as a dozen chairs for visitors. There may even be some out-of-date magazines scattered around for the bored visitor.

The **Conference Room** is long and narrow, with cheap paneling and bright lighting. A projection stand next to the door to the executive office holds slide and film projectors. Opposite these, a large screen can be pulled from the ceiling. A TV monitor and VCR hookup stands in the corner, ready for taped presentations.

The **Executive Secretary's Office** contains a single desk, several filing cabinets, and an intercom system.

The **Executive Office** itself is paneled and carpeted, but not plush. The desk is large, and the chairs for visitors are comfortable. The desk contains a secret panel under the middle drawer, which is used in lieu of a safe to store valuable documents and cash.

Security Systems

The following security systems might be found in a plant such as this. As usual, choose or roll 1d6.

- 1: The doors are locked with simple mechanical locks, and the windows are latched. No other security is in effect. When the plant is in use, unexplained intruders might walk around for 1d10 minutes before anyone questions them.

This represents a level of security so low it is unlikely to be encountered in any city with a crime problem. No plant containing anything of even slight value would have such lax security except, perhaps, in rural areas where people feel incredibly secure (usually without good reason).

- 2: The doors and windows are locked, and protected with a simple burglar alarm which goes off the instant a door or window is disturbed. The alarm (a bell or siren) can be shut off by locating and deactivating the key-locked security system in the Foreman's office. Four points of damage will deactivate the system if the key isn't available.

During working hours, the doors are not locked, but anyone entering the place will be asked their business within one minute of entering.

- 3: As 2, and the place is patrolled by an unarmed security guard.
- 4: As 2, but the alarm also notifies police (or other external authority) if it is tripped. Police will arrive in 1d8 minutes. During non-working hours, the plant is patrolled by an unarmed guard (0 - 49 on d%) or 1d4 guard dogs (50 - 99).
GUARD DOG: CON 35; MOV 140; Combat rating 55/1d6.
- 5: The burglar alarm system notifies police of intrusion, as in #4. Doors and windows are sealed with electronic locks, and employees must use coded card keys to enter. During non-working hours, the plant is guarded by 1d4 armed guards armed with revolvers. On a d% roll of 0 - 49, the premises are also guarded by 1d4 guard dogs (as in 4).

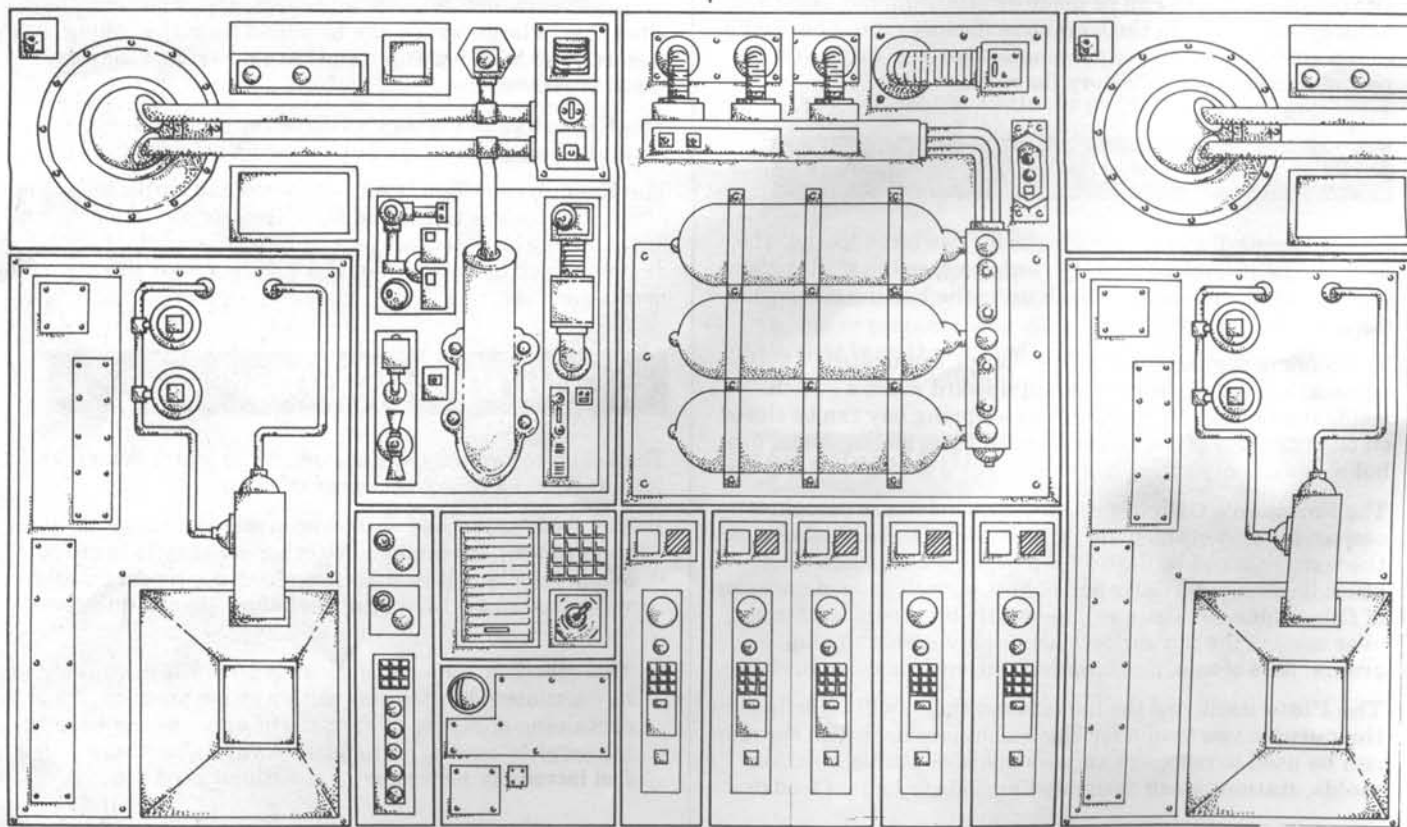
- 6: This secure installation has a guard posted at each exit during working and non-working hours. The burglar alarm system functions as in 5, but will also reveal any intruders climbing onto the roof or tampering with the walls, of the plant. Visitors may well be frisked before they are allowed into secure portions of the plant.

This is an extremely tight security system. It will only be found on plants used for highly secret or sensitive operations, or plants that serve as covers for more sinister operations such as smuggling operations or terrorist headquarters.

Typical NPCs

During operating hours, the plant will be staffed with a number of workers appropriate to its function. Generally, a factory will require more workers than a warehouse. The workers are generic NPCs, but those that perform physical labor for a living will have a Strength of 50, rather than 35.

The security guards can be treated as generic soldier/policemen types. If security system #6 is used, the security guards will have advanced skills in the use of their weapons (at least level 3), and will also know Boxing, Wrestling, or Martial Arts at level 3.



Airport



This terminal and concourse can be used to represent any major airport. If you scale it down a bit, it can provide you with a small airport as well.

Description

The **Customs Declaration Form Tables** are locations where international travelers will have to fill out forms to declare what they are bringing into the country. Waiting in line and filling out the forms will take 1d10 + 5 minutes.

The **Medical Exam Area** is where travelers will be required to present documentation proving that they have received necessary inoculations. Waiting here takes 1d10 (0-9) minutes.

The **Passport Inspection Area** is where travelers show their passports and get them stamped or otherwise approved. There is a 10% chance that a traveler will be asked several routine questions here — “Business or pleasure?”; “Your first visit?”; and so on. This will take 2d6 minutes.

The **Detention Rooms** are where travelers are detained if their health certification, passports, or other documents are not in order, or if they are discovered carrying contraband into the country.

Travelers' luggage will arrive in the **Baggage Claim Area** 3d10 minutes after the travelers. Make a d% roll for each piece of luggage. On a 99, the piece is lost; on a 95 - 98, the piece arrives 2d10 hours late.

Once they've retrieved their luggage, characters accompany their bags through the **Customs Inspection Area**. There is a 15% chance that a given piece of luggage will be searched in an Eastern Bloc country, 10% anywhere else in the world.

Characters without luggage will be searched 50% of the time. Passing through customs takes 2d10 minutes.

The **Offices** shown on the map can be used as airport security offices, diplomatic and government offices, lost luggage claim offices, or additional holding rooms.

The **Currency Exchange Desk** allows travelers to convert their money into different currencies at the official exchange rates.

The **Car Rental Desks** and **Snack Bar** will provide the appropriate services to customers. Rental cars are delivered outside the terminal, where taxis and buses can also be boarded.

At the **Airline Ticket Desks**, (not depicted on the map), travelers can purchase tickets, receive boarding passes, and check their luggage.

Anyone who wants to go to a gate must first pass through the **X-Ray Machines**. At airports with high security, only ticketed passengers will be allowed beyond the X-ray machines.

Security Systems

The primary security systems at a major airport will be X-ray machines (to check the contents of carry-on luggage), walk-through metal detectors sensitive enough to register a large belt-buckle, and guards (see Typical NPCs, below).

Typical NPCs

One unarmed guard operates each X-ray machine; another keeps an eye on the metal detectors. (The latter also has a hand-held metal detector.) There will usually be at least one armed guard in evidence as well. In a high security airport, there might be two or more. Use the generic policeman for both armed and unarmed guards, and give the armed ones pistols.

The airport has 1d4-1 (0 - 3) security guards within hailing distance of any location. These guards (use generic policemen) will arrive within 30 seconds. If an alarm is raised, 1d4 additional guards will arrive every 20 seconds.

Passenger traffic will depend upon the time of day, the week, and the season. Airports are very busy during rush hour, before and after holidays, and during spring and summer vacation periods. They tend to be relatively quiet in the middle of the night and on Mondays.

Airliner



This 727 deck plan can be used any time characters have airborne adventures.

Description

The **Flight Deck** contains the seats for the pilot, copilot, and flight officer, as well as the instruments and controls needed to fly the plane. It can only be reached through a single door at the front of the cabin.

The **Cabin** is divided into the first class and coach compartments, usually separated by a wall with a curtained doorway. Each seat reclines about 45 degrees, and has a fold-down tray for food and drink.

Each compartment has a small kitchenette. The first class compartment has a single restroom; the coach compartment has two.

Security Systems

There is a 5% chance that a flight will have a sky marshal aboard to prevent hijacking. Sky marshalls have scores of 50 in each attribute and a level 5 pistol skill.

Typical NPCs

Passenger loads will vary according to a flight's destination and time of departure and arrival. As a rough estimate, 5d10% of a plane's seats will be vacant on a given flight.

Generally, a plane will have a crew of three — captain, copilot, and flight officer, each with scores of 45 in each attribute and a level 4 piloting skill. In addition, the flight crew includes four or five stewards or stewardesses (use generic NPCs).

Train Cars

These train cars can be used any time the player characters travel by train or have encounters on a train. If the train your characters are on has more than the four cars on the map (and described below), duplicate cars until the train is big enough — a given train may have several sleeping cars but rarely more than one dining car or snack/bar car.

Between each car on the train is a small, windowed compartment. Unlocked sliding doors separate this compartment from the cars on either side. Steps lead down to ground level from this compartment when the train is in the station.

Description

Each **Sleeper Car** contains several compartments. The ordinary compartments have two beds, one on either wall. Three seats against one wall can be folded over to create one bed; the other bed folds out of the opposite wall. Characters will also find a small sink and a folding table in each compartment. Some compartments are connected to a neighboring room, the two separated by a folding partition in the wall.

First Class Compartments are more luxuriously furnished than the ordinary ones described above. They have carpeted floors, panelled walls, deeply-cushioned seats, and more comfortable beds.

Restrooms can be found at the end of each sleeping car. These have the usual restroom facilities as well as a small shower compartment. (Note that the trains depicted on the map are European trains — American trains usually have a small toilet in each sleeping compartment.) Finally, PCs will find a small kitchenette in each sleeping car.

The **Dining Car** contains two adjoining dining rooms, one for smokers and one for non-smokers. These are equally elegant, with linen tablecloths, fine silverware, and flowers on the tables. A window of clear, etched glass divides the two dining rooms. (Again, the trains on the map are European. American trains are much less elegant — given more to paper plates, plastic utensils, and fast-food quality.)

The **Snack/Bar** car also serves as an informal dining room. A long bar with stools for patrons dominates one wall. There are four booths, each with six seats at one end of the car. The booths have doors, and can be closed off from the rest of the car. Bars are stocked much like any other bar. Snack bars are supplied with sandwiches, soft drinks, and candy bars.

The *Kitchens* in the dining and snack/bar cars are small, but well-equipped. The dining car kitchen can prepare any kind of meal. The snack/bar car kitchen is suitable only for sandwiches or small, simple meals.

In addition to the cars described above, trains have engines — diesel or electric — baggage cars, and coach cars. Though these are not depicted on the map, they may come into play.

The **Engine Car** has a compartment on each end where the crew can be found. Each compartment has an independent control panel (only one of which can be operational at any given time). There is a radio here, capable of transmitting radio messages. Doors in the engine car are generally unlocked.

In addition to the cab where the crew is found, the engine car has a motor compartment and a fuel tank (if the train is diesel-powered, rather than electric).

The **Baggage Cars** are large, empty boxes, like small, mobile warehouses. There are doors on either end, connecting the baggage car to the other train cars. Baggage is loaded through large side doors, however.

The **Coach Cars** contain somewhere in the neighborhood of 75 seats and a restroom at either end.

Security Systems

Train car doors are key-locked when the train is in motion. Each compartment has an outer key lock as well — no key is necessary to lock it from the inside, however. Doors between connecting compartments have a deadbolt on both sides — both deadbolts must be free before the door will open.

An emergency brake cable runs along the top of the hallway wall in each train car. Pull this, and all of the wheels lock, bringing the train to a sudden, screeching halt.

Typical NPCs

There are two engineers in the engine car. They have several potentially important items: a route map indicating which tracks the train will use, a schedule to which the train must keep, and a list of cars to be added or dropped from the train.

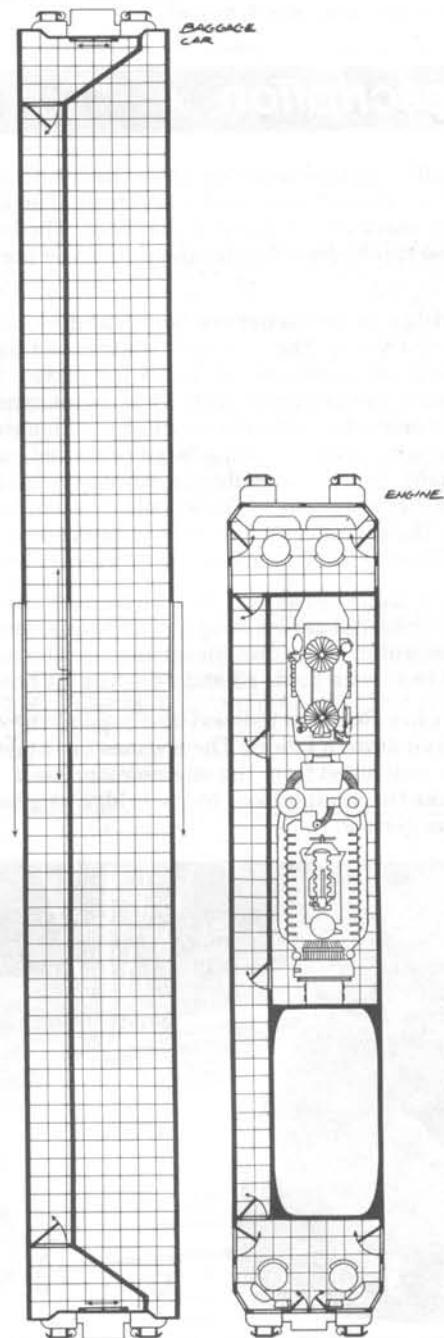
There will be at least one conductor on any train. He will have a list of passengers, their destinations, their nationalities, and any ticket information. The conductor moves from car to car.

Each sleeping car has an attendant who remains in that car at all times. (Use the generic NPC.) The sleeping car attendant's job is to see to the needs of the passengers — making up beds, cleaning compartments, attending to personal needs, handling whatever situations may arise.

The attendant has a list of all passengers in the car, identified by compartment. The list may identify passengers' nationality and destination as well. The sleeping car attendant has a passkey to all compartments in the car.

The dining car is staffed by three cooks and three waiters (also generic NPCs). A single cook and a waiter work the snack/bar car.

At least one baggage attendant (a generic NPC with STR 50) will be found in the baggage car at all times.



Tramp Steamer

This deck plan presents a small, ocean-going freighter that can come in handy for smuggling or other high seas adventures. Modified by the addition of high-tech equipment, it can become a spy or research vessel.

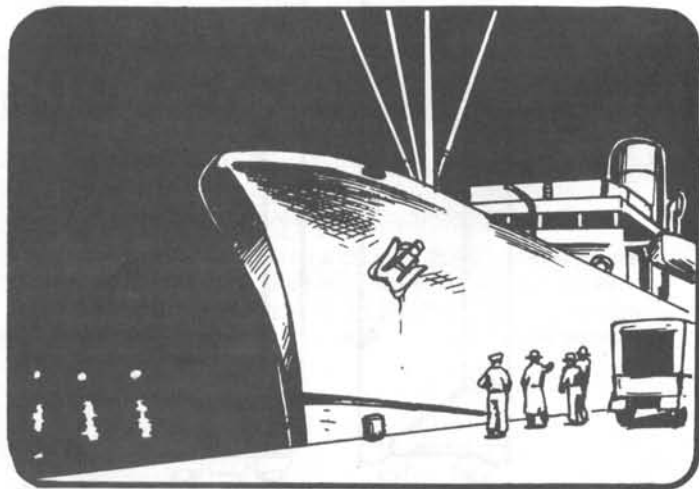
Description

The **Hull** is divided into four holds (each with its own hatch), an engine compartment, and a fuel tank. The shaded areas of the deck mark the engine compartment. The holds are 25' deep and can be found under the numbered portions of the deck.

The **Bridge Superstructure** begins at deck-level and rises two stories above. The first deck contains a large captain's cabin, and three smaller cabins for the mates. The bridge itself occupies the higher deck. This compartment has windows all around, and can be reached via an outer stair. It contains a chartroom, with a large table and navigational equipment, and the wheelhouse, where the helm is located. A public address system in the wheelhouse can be used to address the entire vessel, or to communicate with any specific compartment. The forward crane services holds #1 and #2.

The **Rear Superstructure** is a single deck containing the crew's bunks and galley. Atop the crew quarters stands a crane, operated by its own diesel engine. The rear crane can be used to service holds #3 and #4 — the aft holds.

The **Engine Room** is reached by climbing through a deck hatch, and down a ladder. The engines are huge diesels, and must be controlled from the engine room itself. A speaking tube links the engine room to the bridge as a backup to the intercom system.



Security Systems

The ship is protected more by its crew than by mechanical means. While in port, at least two guards patrol the deck at all times. On a d% roll of 0 - 49, they will be armed with revolvers or carbines; on a roll of 50 - 99, the guards carry only knives and clubs.

While at sea, the crew will be less alert for intruders. At night, one officer will be on duty on the bridge, along with one sailor at the helm. Two sailors will work the engine room at all times when the ship is underway.

Typical NPCs

The ship will be crewed by 1d10 + 10 crewmembers whenever it takes to sea, as well as 3 or 4 officers. In port, the ship will always have 1d4 officers and 2d6 crew members aboard.

Generic sailors have attribute scores of 35, except for STR and REF, which are 45. They will have mechanical skills as appropriate to their jobs, as well as Basic Brawling, a level 1 firearms skill and a level 1 close-combat skill.

Generic officers have attribute scores of 45 across the board. They are better educated than the sailors and always have Navigation skill. Officers also have Basic Brawling, and a level 1 close-combat skill. In addition, officers have a level 3 firearms score, thus needing a 55 to hit with a gun.

Operation Arrowhead

by Douglas Niles and Warren Spector

I. Orion Recruits

A mysterious woman named Diana Hunter, an Orion Foundation recruiter, contacts the PCs and signs them up for the battle against the Web. She's had her eye on them for some time and, now that she's sure they have the right stuff, offers them a life of action and adventure, a chance to fight for the right, for justice, for peace on earth.

She informs them that she'll be their field contact from now on, for as long as they remain Orion agents. She then sends them to the Centauri Shipping local office with instructions to ask for a shipment of moon rocks.

They go to the Centauri building and meet the receptionist (Mr. Daniel Estella). After they ask for moon rocks, Estella sends them to the warehouse and instructs them to go to a particular shipping crate. What follows is essentially a tour of Orion Foundation HQ and an introduction to the NPCs the player characters will deal with there.

The Secret Entrance: As they approach the box, one side opens up, revealing a high-tech elevator. The elevator goes down to the Orion underground complex. (A different crate is used to enter the complex each time the PCs show up at the warehouse.)

The Waiting Room: The elevator stops and lets the PCs out in a small, featureless room. Here, sophisticated surveillance equipment checks them for weaponry, disguises, etc. There are no apparent doors or windows in the chamber.

Once their identity has been confirmed, a seamless panel slides open, and Chinua Achibe, their contact whenever they're in headquarters, greets them. He tells the PCs to climb aboard a small electric tram which takes them down a long, heavily sound-proofed, reinforced tunnel. Achibe stops the tram at various offices.

The Coriolis Bureau: This is the computer/communications arm of the Orion Foundation.

The room is filled with incredibly sophisticated computer equipment. There are several large, electrified world maps on the walls. A half dozen or so locations are marked with ominous red Web logos (the Golden Triangle, South America, Middle East, San Francisco, and so on). The PCs are shown sophisticated radar equipment and several banks of communication equipment (telephone switchboards, radio units, etc.).

Here, the PCs meet Martin "Red" Beumer, shy, quiet, but incredibly competent head of computer/communication technology at this Orion location.

The Ganymede Bureau: This is the Orion Foundation's weaponry and special equipment division. Achibe hustles them through here, introducing them to Ed Lowry, gregarious, funny, fun-loving head of this location's G4 (equipment supply and distribution) branch. While here, the PCs see all sorts of high-tech wonders. Lowry issues each PC an Orioncomm SW1 and the Orion card case with cards (see pages 53 - 54 of the Admin Guide for details).

As the orientation tour continues, the PCs pass by rest rooms, rec rooms filled with people relaxing (all armed with pistols), generator rooms, storage areas, etc. They encounter other trams carrying Orion personnel.

There is much more to see at Orion Foundation HQ, but the rest of the tour will have to wait for another time. Achibe hustles the PCs into a plush office and moves to the back of the room. A moment later, Alexander Jacobson enters. He's the local Orion Foundation head, answerable only to the Orion Section Director for this area. Jacobson is all business, and without much more than a brusque "Hello," he begins the PCs' briefing.

THE BRIEFING: Jacobson fills the PCs in on the background of the Web/Orion conflict (see the Admin Guide, pages 46 - 54). This out of the way, he informs them that they will be given training in the skills and methods of covert operatives. Once their training is complete, they'll be sent on a straightforward mission, where they'll have an opportunity to put their newly-acquired skills to the test.

(You can roleplay the weeks of training or simply give each PC a level 0 firearms skill, one close-combat skill, and one specialty skill.)

Training over (for the moment) the PCs are again called to Jacobson's office, where they are briefed on their first real mission. It seems a Web operation is underway to smuggle weapons into the United States — San Francisco to be precise — for distribution to various terrorist groups being formed throughout the contiguous 48 states.

The PCs have to put an end to this Web operation and wreak as much havoc with the Web as possible (without risking innocent civilians, and without attracting the attention of the media or the authorities).

Time is of the essence, so Jacobson tells the players to report immediately to the San Francisco offices of the Mentex Corporation where they'll receive their final briefing from Mark Christensen, head of the S.F. branch of the Orion Foundation.

II. Mentex Technologies Corporation

LOCATION: Use the Office map and block off the cafeteria and modular office sections.

SETUP: The Mentex Technologies Corporation is the cover for the Orion Foundation's Western District US, office. Mentex occupies the 63rd floor of a skyscraper in downtown San Francisco. An elevator takes the PCs to the appropriate floor where they see a sign reading:

**Mentex Technologies Corporation,
West Coast Distributors**

Mark Christensen, CEO

A security guard (Generic Soldier) is seated at a desk near the elevator. He does not carry a weapon, but an Ingram M11 and two spare clips are concealed beneath his desk.

The guard checks the PCs' identification cards, makes sure they have no weapons heavier than pistols, and ushers them into the secretary's office. There they are greeted by Christensen's personal secretary, Mrs. Marlene Phelps. Phelps, a stout and gregarious widow chats with the PCs while her boss concludes a meeting with a salesman.

Finally, Christensen emerges from his office and welcomes the characters. He is a ruddy, vibrant, and athletic man who paces around the room while he talks. In game terms, he's a Generic Soldier armed with a pocket Beretta pistol. He takes the PCs into the conference room, where he briefs them on their mission.

Another Briefing: Christensen tells the PCs that for the last two years, Web operatives have been smuggling weapons into San Francisco from Latin America. A private, reactionary, paramilitary organization known as the FWA ("Free White America") has been the main recipient of the weapons. No one has yet been able to determine what the FWA is up to. That's part of the PCs' job — to find out what's going on and put a stop to it.

The Web Director for Latin American terrorism — a man known only as Manuel — considers the FWA operation important enough to handle what appear to be the final phases of the operation himself. Orion agents believe he will arrive in San Francisco some time in the next 24 hours.

Christensen passes around a grainy, out-of-focus snapshot of a scowling, unshaven man with brown skin and bushy, thick eyebrows. This, he says, is Manuel, but the man is expected to travel in disguise. He has one identifying mark — a discolored pinky finger on his left hand. Chances are he'll cover this up with makeup or a glove.

THE PLOT THICKENS: At this point, the briefing is interrupted by the sound of automatic weapons in the secretary's office. Four FWA commandos have come to assassinate Christensen and anyone else in the office. They have already killed the security guard at the elevator, and the gunfire that alerts the PCs is the violent farewell of the unfortunate Mrs. Phelps.

Each FWA commando is a Generic Soldier armed

with an M16 assault rifle and one fragmentation grenade. One commando sprays the secretarial pool while the other three charge through Christensen's office into the conference room. If the PCs have locked the door, the attackers will blow it open with a grenade and begin firing their rifles, focusing their attention on Christensen.

RESULTS: The commandos will try to kill everyone in the office. If one of their number is slain (or three are wounded) they will attempt to retreat. If captured, they will bite down on poison capsules hidden in their mouths, dying instantly.

Even dead commandos can reveal crucial information, however. If the PCs capture or kill even one, and decide to search the body, they'll find a slip of paper. A hastily scribbled note reads, "SF Airp, Thurs., 5:05, gate 22." If players ask, today is Thursday, 5:05 p.m. is just four hours from now, and the airport is about an hour away by car.

When the dust clears, the PCs will hear the cries of the wounded from the rubble all around. They'll also find Mark Christensen, mortally wounded. With his last breath, he gasps out, "Simons . . . Walton Simons," and then he breathes no more.

WHAT NEXT?: The PCs now have two clues to investigate — the airport and the person Christensen named.

The airport is a logical place to go. Investigation reveals that a LatinAir flight is scheduled to arrive at gate 22 at 5:05. The connection with Manuel should be fairly obvious. (See scene IV — "Terrorists, Please Report to the Information Desk.")

The man Christensen named, Walton Simons, is a top Orion agent (though the players won't know it). His address and unlisted phone number can be found in Christensen's address book (on what's left of his desk), in Mrs. Phelps' phone number file, or by going to the computer room and accessing the appropriate computer files. The computer will reveal his affiliation with the Orion Foundation. (See scene III — "Simple Simons Met a Die Man.")

III. Simple Simons Met a Die Man

LOCATION: Use the regular Apartment map.

SETUP: Simons lives in a rundown part of town. His apartment is on the ground floor of a three-story tenement building, hardly the kind of place you'd expect to find an Orion Foundation agent. Simons' name is clearly marked on the apartment door. The door is unlocked.

THE PLOT THICKENS: Inside, the apartment is a shambles. Furniture, papers, trash, books, and clothes are strewn all over. And blood. The walls and floor are spattered with blood. Underneath an overturned couch, the PCs find a dead body — Walton Simons' body.

RESULTS: At first glance, the agent looks like one of Jack the Ripper's victims. Searching the body reveals little — PCs can retrieve his Orion card case and Orioncomm SW1, as well as his wallet and other personal items. A successful search of the apartment (INT check) reveals several scribbled and nearly indecipherable notes among the scattered papers. A ½ INT check uncovers a LatinAir timetable, with flight 77, arriving at the SF Airport at 5:05 circled in red.

The notes are obviously about Manuel and the FWA, but someone has smeared the papers with blood. A successful ½ INT check will allow the characters to decipher one note. It reads: "Max. Suite 1730. Dors. Hou. Hot." A successful ¼ INT check allows the PCs to decipher this note and one more. The second note reads: "Begin Fri. GG Br? Arch.? St. Lib.?"

WHAT NEXT?: The PCs have several more clues now.

The timetable directs them to the airport. (See scene IV — "Terrorists, Please Report to the Information Desk.")

The first note tells them to go to the Dorsett House Hotel, Suite 1730 and say Max sent them.

A check of the phone book under hotels or "D," for Dorsett House will explain Simons' abbreviations. Of course, they may go to the hotel and say one of their number is Max, in which case they'll find themselves in no end of trouble . . . (See scene VII — "The White Hotel.")

The second note is a clue about the Web's ultimate goal: Destroying several national landmarks — the Golden Gate Bridge, the St. Louis Arch, and the Statue of Liberty. The attacks are set to begin on Friday . . . tomorrow. This note's significance shouldn't become clear until later in the adventure, when the players have gathered more clues.

IV. Terrorists, Please Report to the Information Desk

LOCATION: Use the Airport Concourse map.

SET-UP: LatinAir flight 77 arriving from Panama, gate 22. By 5:05, the gate area is a beehive of activity as passengers rush to greet family and friends who've come to meet them.

The passengers are a diverse lot — businessmen and families, mostly. One passenger, a gorgeous, suntanned young woman in clothes more suited to the beach than the airport, stands out, but this couldn't possibly be Manuel.

As the PCs watch the disembarking passengers, they see a well-muscled, suntanned, young airport maintenance man eagerly embrace the gorgeous female passenger. The airport worker has a large tool bag slung over his shoulder.

Another passenger, an elderly fellow in a wheelchair, hands folded under a bulky blanket, is pushed toward the exit by a vivacious, dark-haired Hispanic woman. They are greeted by a chauffeur.

Three other passengers — one middle-aged, bearded fellow and two women who look like they might

be models, are greeted by an older, conservatively-dressed man who hugs each of the three in turn.

And so it goes . . . just another day at the airport. No one who looks remotely like Manuel leaves the plane, and it's too hot for anyone to be wearing gloves.

THE PLOT THICKENS: At this point the players can investigate any of the three groups of passengers described above. They can even split up and investigate all three. Here's the lowdown:

Biff and Cherry: The surfer girl and the maintenance man are, in fact, two deadly Web Assassins. Biff has two silenced Uzi submachine guns in his tool bag. Their job is to protect Manuel, but if it looks like protecting him will lead to their capture, they are under orders to escape, leaving Manuel and his companions to fend for themselves. They have a Ferrari waiting in the parking garage to assist in their getaway. If forced to escape, they will make a beeline for their condominium.

Biff and Cherry have attributes of 45 with level 5 skills with submachine guns, rifles, martial arts, and demolitions. Each has one Luck Point — don't hesitate to use these if it looks like Biff or Cherry is about to be captured or killed.

Johnathan Skelley: The old man in the wheelchair is a red-herring. Skelley is an aging businessman who married a Panamanian woman much younger than himself. They are returning from a trip to visit her family and will head directly from the airport to their home — The Skelleys live in a suite on the 23rd floor of the Dorsett House Hotel.

Manuel and Friends: The man travelling with two models is, in fact, Manuel. If the players say they're watching this group, a 1/2 INT check will spot the man greeting them passing Manuel a .22 calibre plastic pistol, undetectable by airport security systems. If the PCs fail this check, make a secret 1/4 INT check for each one to see if they spot Manuel's blackened pinky nail.

Manuel has attributes of 50 and 3rd level skills in most firearms, demolitions, boxing, and wrestling. He has two Luck Points. Manuel is utterly ruth-

less and very cruel.

The conservatively-dressed (and well-armed) older man is Mr. Ayres, a wealthy FWA sympathizer. He has attributes of 30 and no particular skills. He does, however, have one Luck Point to spend, if necessary.

The two women are trained martial artists with attributes of 45. One has a level 5 martial arts skill, the other a level 4 skill.

RESULTS: Unless the PCs intervene, Manuel and his companions will climb into a limousine and go to Ayres' house in Sausalito. Biff and Cherry will hop a cab and take a different route to the Ayres home. Skelley will go to the Dorsett House Hotel.

Intervening can mean anything from starting a fire with Manuel, to starting a fire with innocent (or not-so-innocent) bystanders, to following any of the three parties described above. If the PCs follow, each party will get a full INT check to spot them. If spotted, a car chase will ensue which may end up in a fire in a deserted part of town.

A fire at the airport will attract airport security. Any PCs who are captured by security guards will find themselves behind bars. Manuel, Biff, and Cherry will not allow themselves to be captured at this point, even using up Luck Points, if necessary.

Mr. Ayres and Manuel's model/bodyguards will surrender to the PCs, to airport security, to anyone, if cornered or given a choice between surrender and death.

If captured, the model/bodyguards will talk quickly in order to ingratiate themselves to their captors — they are scheduled to meet a weapons buyer in the bar at the L.A. Club Lounge tonight at 11 p.m. The buyer will be carrying a silver-handled cane.

Ayres knows a meeting is set for eleven tonight, but knows nothing about the meeting itself. He knows his own address, of course, and will take the PCs to his home. He also knows about the warehouse where the FWA stores weapons, but he

will reveal this only on a successful Interrogation check.

If the PCs kill any characters at the airport, they'll learn nothing and may even end up behind bars, unable to stop the Web from bringing its terrible plan to fruition.

WHAT NEXT?: Following Manuel will lead the PCs to Ayres' home (see scene V — "Home is Where the Guns Are").

Following Skelley will lead the PCs to the Dorsett House Hotel, but they may not know what to do when they get there (see "The White Hotel.")

Following Biff and Cherry will lead the PCs to the Ayres home shortly after Ayres himself (and the PCs, if they followed him) arrives there (see scene V, but have Biff and Cherry show up shortly after Ayres and the PCs).

Interrogating Manuel's model/bodyguards leads PCs to the L.A. Club Lounge at 11 p.m. (see "L.A., We Love It.")

Interrogating Ayres can lead either to Ayres' home (see "Home is Where the Guns Are") or to the FWA weapons storage facility (see "Weber & Sons Storage and Demolition").

V. Home is Where the Guns Are

LOCATION: Use the Residence map, including the two-car garage.

SET-UP: This could go a couple of ways. If the PCs followed Manuel and his companions here from the airport, they'll have to get past Ayres' security systems (use system 4 in the setting description on page 6). Then they'll have to decide if and how they want to confront Manuel et al.

If the PCs captured Ayres, Manuel will go directly to the L.A. Club Lounge where he'll await the arrival of the weapons buyer. Meanwhile, the PCs are free to search the Ayres mansion with Ayres,

himself, shutting down the security system.

In either event, the PCs will find the house a veritable arsenal. There are shotguns, assault rifles, knives of all sorts, and even archaic weapons all over the place.

THE PLOT THICKENS: If Manuel is present, and the PCs figure a way around the security system, they can confront the NPCs directly or they can be discreet and see what they can learn.

The direct approach leads to a pitched battle. Manuel, Ayres, and the chauffeur have Ingram M11s and will go for heavier weapons at the earliest opportunity. The two model/bodyguards are unarmed but will fight hand-to-hand.

If the PCs hold Ayres captive, they'll be able to search the house at their leisure, but Ayres will try to free himself long enough to call the police. (And note that he does have phones in the bathrooms!)

RESULTS: Once again, Manuel will escape if his life appears to be in danger. If the PCs manage to kill him, Biff will take charge of the operation. None of the other NPCs is crucial to the scenario.

If the PCs survive the battle (or they captured Ayres earlier and never got into a battle at all), they can search the house. A desk in the study contains a locked file drawer (Ayres carries the key on his key ring).

Inside the drawer, the PCs find many leases and rental agreements, mostly for properties Ayres owns. Among them is one for a property Ayres himself is renting — an old warehouse in the Tenderloin, one of the seedier parts of San Francisco. The owner's name is listed as Weber & Sons, and Ayres has rented the building from them for two years. The file contains no record of anything ever having been stored there.

WHAT NEXT?: Assuming they survived and searched the house, the PCs now have yet another clue. They know about the Weber & Sons warehouse.

They can proceed to the warehouse (see scene VIII — “Weber & Sons Storage and Mass Destruction”) or they can follow up on clues they may have picked up in earlier encounters.

VI. L.A., We Love It

LOCATION: Use the Bar map, including the tables and booths. Block off the restaurant area.

SETUP: The L.A. Club Lounge is a quiet, classy place in the Cannery section of San Francisco. It's pretty deserted until 10 p.m. At that time, crowds start filtering in — the place is half full from 10 until closing (at 1:45 a.m.). Most of the customers are couples or foursomes of well-to-do people in their thirties.

Here the PCs can await the eleven o'clock arrival of the man with the silver cane, Manuel's FWA contact. If they want to take a risk, they can even impersonate Manuel, since the contact man has never met the Web Director.

THE PLOT THICKENS: While they wait for the contact man to arrive, give each PC a 1/2 INT check to see if they notice Biff and Cherry at the bar. They're here to protect Manuel and see that everything goes smoothly. Whatever happens, Biff and Cherry notice the PCs. In fact, Cherry will make a pass at one of the male PCs.

The pass is a ruse — what she's really doing is sticking the PC with a hypodermic. This is filled with truth serum. Give the PC a full INT check to recognize her. A successful check means he can try to stop her from injecting him. A failed check allows her to succeed and leave the bar with him.

If Cherry gets the drugged PC outside, she will learn that the PCs are Orion Foundation agents. She will leave the drugged PC unconscious in an alley by the club. Returning alone, she will tell Biff what she's learned and, when the PCs leave the bar, the Web agents will follow and try to kill them on the street outside.

The other PCs can stop Cherry from leaving with their friend, but this will bring Biff into the picture, and a barroom brawl will ensue which will result in the owner asking everyone involved to leave. Once again, Biff and Cherry will try to kill the PCs the instant they are alone on the street.

Assuming the PCs survive the incident with Chery and Biff (or they split the party, leaving an agent or agents to wait for the FWA contact man), they'll see a man with a silver cane arrive at 10:55.

He's tall and slim — almost gaunt. He wears wire-rimmed glasses and limps as he walks, leaning on his cane. He looks around nervously as he enters and then takes a seat, alone, in a booth.

RESULTS: If the PCs watch and wait, they'll see Manuel enter the bar at exactly eleven o'clock (they recognize him from the airport this morning). He glances around and sits down in the booth with the contact man. They talk for a while and then the contact man leaves, followed a few minutes later by Manuel.

If the PCs impersonate Manuel, they can sit down at the booth and the contact man (who has never met Manuel) will regard them without surprise. He neither offers, nor asks for, identification. He makes just one statement:

"The Buyer awaits you. Suite 1730 in the Dorsett House Hotel. Tell them Max sends you."

He then rises and leaves.

If the PCs accost the contact man, they'll find that his cane is actually a 20-gauge shotgun. The gun can fire a single shot and then requires a turn to reload. He's a Generic Soldier.

If the contact man is captured, a successful interrogation check reveals that his name is Maximilian Schmidt. He will also reveal the fact that the Dorsett House Hotel is actually FWA headquarters and that Sam Johnson, a top FWA honcho awaits Manuel in suite 1730. An interrogation check that results in a Lucky Break also reveals the location of the warehouse where Web explosives are being stored.

WHAT NEXT?: The PCs can watch quietly and follow either Max or Manuel. Max takes them to a nondescript tenement building, his home. He has nothing of interest here — this is a red herring, though PCs can always question him, learning the information outlined above.

Manuel will lead PCs to the Dorsett House Hotel,

but by the time they get there, security will be very tight. A dozen armed security guards will be on them as soon as they walk through any door, front or rear. From there proceed to The Plot Thickens section of scene VII — "The White Hotel."

If one of the PCs is disguised as Manuel, they can enter the hotel unmolested and reach suite 1730. The security guards are attentive, but not superhuman — they've been told to expect Manuel, but all they have is a vague description. See scene VII — "The White Hotel."

If the PCs learned where the Web explosives are being stored, they can investigate the warehouse (see scene VIII — "Weber & Sons Storage and Mass Destruction").

As always, they can investigate any other clues they may have picked up prior to this encounter.

VII. The White Hotel

LOCATION: Use the Hotel Lobby map and, if necessary, the Suite map.

SETUP: The Dorsett House Hotel is owned and operated by the FWA. What better cover for a wealthy racist/terrorist operation's headquarters than a building chock full of innocent bystanders? FWA security guards swarm all over the hotel lobby and prowl each floor looking for troublemakers like the PCs. At the slightest hint of trouble, a dozen security guards show up.

This encounter begins when the Skelleys' chauffeur drops them off at the entrance of the Dorsett House Hotel.

NOTE: If the PCs have been to Walton Simons' apartment and found the cryptic note reading "Max. Suite 1730. Dors. Hou. Hot." but were unable to figure out what it meant, give the players a moment to make the connection between the note and the name of the hotel. If the players don't make the connection, have each make an INT

check for his or her character. A successful check means the character knows something's up in suite 1730. At this hour, the suite is empty and they can go right there without any trouble (see The Search section of this scene, below).

If the PCs never found the note, or they fail their INT checks, they can follow the Skelleys into the hotel and watch or follow as they go to their 23rd floor suite. If they accost the Skelleys in any way, a dozen heavily-armed security guards will descend almost immediately (use Generic Soldiers with level 2 pistol skills, armed with .45 automatics).

If the PCs loiter, have the security guards descend. If they ride up in the elevator and ride back down immediately, bring on the security guards. Just about whatever happens, bring on the security guards.

THE PLOT THICKENS: The security guards will ask the PCs to come with them. Any resistance will lead to a firefight. If the PCs give up their weapons and follow the guards, they'll be taken to suite 1730 where they'll be bound, gagged, and left in the bedroom.

RESULTS: The PCs find themselves prisoners in a luxurious bedroom in suite 1730. One guard remains with them. The other security guards leave. There doesn't seem to be anybody else in the suite.

Give the players a little time to look around and formulate an escape plan. If their escape succeeds, they can even take a little time to look around or they can leave immediately.

The Search: A quick search of the bedroom (ten minutes) reveals a suitcase under the bed. In the suitcase, players find \$3 million in cash. Another fifteen minutes of searching turns up a note which reads: "Friend Manuel, Box seats for the show Friday, 8 a.m ." There's an address on the note, sending the recipient to a plush condo in the hills overlooking the Golden Gate Bridge.

Keep track of how much time the PCs spend lurking about here, because half an hour after their arrival, the suite's occupant, a man named Sam Johnson, returns (unless, of course, the PCs killed

him earlier). He's alone.

Johnson is one of the leaders of the FWA, a man devoted to the establishment of a racist government in the U.S. even if that means violent overthrow of the existing government. He's a Generic Soldier, armed with a Colt .45 automatic.

If the PCs are prisoners, Johnson gives them a standard villain explanation of what's going on — The FWA has been buying weapons for some time, using them to commit random acts of violence against those who oppose white rule. Now the group is ready to create even more trouble.

They've arranged to acquire high explosives in large amounts. The first shipment arrived yesterday and is waiting even now in a warehouse somewhere in San Francisco. Once the payment is made, at midnight tonight, the explosives become the property of the FWA. Tomorrow, Friday, at 8 a.m., a reign of terror begins . . . and the PCs will have ringside seats.

If the PCs are loose when Johnson enters the room, he'll be surprised to see them. His surprise will give them an opportunity to act.

If one of them says he's Manuel, or that he was sent by Max, Johnson will be suspicious and ask why they're here so early; he'll want to know where the explosives are being held; and so on. Roleplay the situation out, bearing in mind that Johnson's a little bit of a paranoid lunatic, more inclined to shoot a man than talk to him. He'll most likely excuse himself, call for help, and return with gun drawn. The PCs will probably find themselves captives once again. (Give them the standard villain explanation above.)

If one of the PCs claims to be Max (picking up on the clue they found in Simons' apartment), Johnson will excuse himself, call for help, and return, gun drawn, and say, "Sorry, but Max is a friend of mine, and you're most definitely not him." Again, the PCs will probably be taken captive again and given the explanation of events above.

WHAT NEXT?: If the PCs end this encounter as prisoners, they'll be drugged. When they awaken (around dawn the next day), they'll find themselves handcuffed and dangling from the under-

side of the Golden Gate Bridge (see scene X — “Open Up That Golden Gate.”)

If the PCs are free at the end of this encounter, and they found the suitcase full of money, they can go to the address on the note they found there (see scene IX — “Boom With a View.”)

If they escaped after hearing Johnson’s explanation of the FWA’s Web-inspired plans, they can head straight for the Golden Gate Bridge or, if they’re really smart, they’ll call in an Orion Titan Team to protect the bridge while they investigate elsewhere.

NOTE: If the PCs discovered the hotel by way of the L.A. Club Lounge (see scene VI — “L.A., We Love It,” above) they’ll find Sam Johnson in suite 1730 with four guards armed with Uzis (Generic Soldiers with brawling and level 3 machine gun skills). The money-filled suitcase is on the bed, rather than under it.

At this late hour, the lobby is empty except for a couple of unarmed night clerks and one Ingram-armed guard (Generic Soldier, brawling, level 4 machine gun skill) in the lobby pretending to read a newspaper and another at the rear entrance. These guards are under orders to telephone up to Johnson at the first sign of trouble.

VIII. Weber & Sons Storage and Mass Destruction

LOCATION: Use the Warehouse/Factory map. The three offices at the end of the warehouse are actually on the second story — the storage area continues underneath them. The offices are reached via a stairway that leads up to the waiting room.

SETUP: The Weber & Sons warehouse is the hiding place for the Web’s weapons cache. The plan is for Sam Johnson to pay Manuel \$3 million and then tell the FWA leader where the weapons and

explosives are located.

If the PCs reach the warehouse before any money changes hands (or they prevent the exchange), use the encounter as described below. If they don’t get there before Manuel is paid or prevent the exchange, make the modifications described in the note at the end of the encounter.

The warehouse is located in the rundown Tenderloin district of San Francisco. In fact, the area around this warehouse seems totally deserted, as if it awaits demolition. Curiously, Weber & Sons is protected by security system #6 (page 8), and working hours are considered to be 24 hours a day.

The building has a series of skylights along the roof, but no windows in the walls. The shipping bay doors can only be opened from inside the plant.

All of the building’s occupants are Generic Thugs (with level 5 rifle skills). A guard stands inside each door, armed with an AK-47 assault rifle. Six unarmed Web agents stack equipment on the storage facility’s shelves. Another patrols the interior of the warehouse on a forklift.

Each of these workers keeps an AK-47 within easy reach (1d6 turns away). Six more agents lounge in the conference room upstairs. They’ll come down the stairs from the receptionist’s office 2d6 turns after an alarm is raised.

The contents of this warehouse are impressive: 5 hand-held rocket launchers and 200 rockets; 3,600 hand grenades of various types; 12 heavy machine guns; 150 AK-47 assault rifles; a sampling of other types of small arms; millions of rounds of ammunition; and several tons of TNT and plastique.

Two large trucks are parked in the shipping bay with keys in the ignitions.

THE PLOT THICKENS: There are three ways to get into this building — guns blazing, pretending to be somebody else, or sneaking in without anybody knowing.

If the PCs enter guns blazing, they’ll find themselves fighting a crew of trained killers. Best of luck to them (and don’t forget the building is filled

with high explosives!).

The success or failure of an attempt to get in pretending to be somebody else depends on who the PCs pretend to be and their disguise/acting abilities. Pretending to be Manuel and his companions (Biff, Cherry, Ayres, etc.) will be difficult — These folks are well-known to the warehouse staff. Pretending to be FWA-types should meet with greater success, assuming the players come up with a believable story.

Sneaking in unannounced and unnoticed is probably the way to go here. The guards are, however, especially alert tonight, so even this course of action is difficult.

RESULTS: Once inside, the PCs must decide what to do — they can simply blow up the factory (destroying several blocks worth of empty, condemned buildings), but they'll miss out on valuable clues about the Web/FWA plan.

Capturing a Web agent alive and making a successful interrogation check will tell the players about the money exchange set to take place at the Dorsett House Hotel. None of the Web agents in the warehouse know anything about the middleman, Max, or the need to mention his name in order to get into the suite.

Searching the executive office yields nothing unless the PCs spot the hidden drawer in the desk (a 1/4 INT check). There they'll find what looks like a schedule of some kind. It reads: "Fri. 8 a.m. GG. Next arch, statue, Wash mon" Also in this desk is an address. It's for a luxury condo in San Francisco.

WHAT NEXT?: At this point, the PCs should have just about all the pieces of the puzzle and they should have lots of people and places to investigate.

If they captured any Web agents, they can go investigate the Dorsett House Hotel (see scene VII — "The White Hotel").

If they found the secret drawer in the office desk, they can investigate the luxury condo or figure out what the schedule means and head for the Golden Gate Bridge (see scene X — "Open Up

That Golden Gate").

They can follow up on any clues they may have picked up elsewhere.

Finally, they can call in a Titan Team to take out the warehouse. Then they can take part in the attack or, the best of all possible worlds, investigate elsewhere while the Titan Team cleans up.

Keep fairly close track of time during this encounter: If it's getting on toward 1 a.m., have Sam Johnson, Manuel, Biff, and Cherry show up, as described in the note below. Obviously, their arrival will affect what the players do next.

NOTE: If the PCs arrive here, or are still lurking about in the warehouse area after Manuel and Sam make their deal at the Dorsett House Hotel, Weber & Sons will become a beehive of activity. The force described above is doubled (two guards at every door, a dozen men working the shelves, a couple of forklift trucks, etc.).

Inside, Biff and Cherry (if they're still alive, Manuel if they're not) is giving Sam Johnson and four of his thugs a tour of the facility, explaining how tomorrow's operation should go.

The players' options remain pretty much the same with a few obvious exceptions: If they blow the place up now, they may take out all the principal villains (though if Biff, Cherry, or Manuel have any Luck Points left, now's the time to use them). Also, they have the option of waiting until the principals leave and following them.

Manuel will hotfoot it back to the airport where he'll grab the first flight to Mexico. Biff and Cherry will return to their condo. From there, they'll keep a watchful eye on the Golden Gate Bridge, making sure Sam Johnson and his men don't botch the job. Johnson and his men will load a massive amount of explosives into the two trucks in the shipping bay and trundle to the Golden Gate Bridge.

IX. Boom With a View

Any time before 11 p.m. or after 2 a.m., Biff and Cherry will be in their apartment. For the three hours between 11 and 2, they'll be out at the L.A. Club Lounge or the Weber & Sons warehouse.

LOCATION: Use the Penthouse Apartment map with security system three (a locked building, deadbolt lock on the door, and a guard dog).

SETUP: Biff and Cherry's penthouse is decorated in stark blacks and whites with chrome highlights — very classy. The small bedroom is used as a storage room for the tools of their trade — half a dozen assault rifles, three Uzis, two Ingram M11s, a .30-06 Winchester Model 70 rifle, a sawed-off shotgun, a variety of hand grenades, a dart gun with poison and paralyzing darts, tear gas and poison gas cannisters, two gas masks, a dozen pistols of various types, silencers for just about all of the weapons, a couple of telescopic sights, a couple of pairs of infra-red goggles, and enough ammunition to start a small war!

THE PLOT THICKENS: If Biff and Cherry aren't here, there are no real plot thickenings — once they deal with the dog, the PCs can search to their hearts' content. Aside from the weapons described above (and several other silenced Uzis hidden around the apartment), there's little of interest here. Biff and Cherry have lots of fancy clothes in the large bedroom, some nice luggage in the bedroom closet, and some free weights and other exercise equipment in the living room.

Searching the luggage reveals several plane tickets — it seems Biff and Cherry are scheduled to fly to St. Louis next Thursday, to New York the Thursday after that, to Washington, D.C. the Thursday after that, and to West Berlin the next Friday.

Finally, the PCs find two hang-gliders on the patio. The gliders look like large umbrellas and take three turns to assemble and strap on. Incidentally, the patio offers a terrific, close-up view of the

Golden Gate Bridge.

If Biff and Cherry are here when the PCs arrive, there will be complications galore. They won't engage in any chit-chat, but will attack immediately. They will attempt to kill as many PCs as possible, but their own escape is more important than going out in a blaze of glory. If pressed, they will retreat onto the patio, closing and locking the bulletproof glass doors behind them. While the PCs try to get through the doors, Biff and Cherry will strap on their hang gliders and soar away, landing at an unknown location to fight another day.

RESULTS: The PCs may be able to take out two deadly Web assassins in this encounter. Killing them isn't a bad idea, but capturing one, or both, alive is even better (albeit a lot more difficult).

Discovering the plane tickets in the assassins' luggage should provide the PCs with the last clue they need to piece together the Web's plan. The idea is to ship weapons and explosives to various terrorist groups around the country and have these groups destroy various national monuments.

The first national landmark due for destruction is the Golden Gate Bridge; next is the St. Louis Arch; next, the Statue of Liberty; and finally, the Washington Monument. Manuel supplies the weapons, but Biff and Cherry are the project coordinators.

WHAT NEXT?: If the PCs arrived here and found the apartment empty or they killed or chased off Biff and Cherry, they can pick up clues about what the Web plans next, but there's little of immediate value. They'll have to follow-up on clues picked up earlier, at other locations. If they're completely stumped, have Diana Hunter contact them on their Orioncomm SW1s and send them to a location they haven't visited yet.

If the PCs investigate the penthouse any time after midnight, they'll be able to see activity on the oddly deserted Golden Gate Bridge. They can hurry down there to investigate on foot or, if they're adventurous, they can grab any hang-gliders that might be left and fly to the bridge's surface (see scene X — "Open Up That Golden Gate").

The PCs can investigate any other clues they may have picked up earlier, but they should be encouraged to go to the next, climactic encounter — “Open Up That Golden Gate.”

X. Open Up That Golden Gate

LOCATION: The Golden Gate Bridge. No map is provided — draw one, or use your imagination.

SETUP: The FWA has cordoned off both ends of the bridge, pretending to be a city repair crew. Six thugs with level 2 submachine gun skills, armed with Uzis, guard each end of the bridge, turning away anyone who wants to cross.

Two dozen FWA thugs swarm along the underside of the bridge, evenly spaced along its span, each planting an explosive charge in a crucial spot. These are Generic Thugs with level 1 demolitions and pistol skills. They're armed with .357 magnums.

THE PLOT THICKENS: Biff and Cherry, if they're still at large, are hidden in the bushes on the far side of the bay (the side opposite their penthouse). They are only visible to characters wearing infrared goggles.

Sam Johnson is on the surface of the bridge, overseeing the operation. He's holding a radio detonator and plans to set the bombs off himself.

Biff and Cherry will take off as soon as the explosives are placed and the FWA men are gone. Johnson, who is totally insane, will go to the bushes and wait in hiding until 8 a.m. the following morning, the height of rush hour, and then set off the bombs.

RESULTS: The PCs have to prevent the destruction of the Bridge and, if possible, make sure Biff, Cherry, and Sam Johnson are brought to justice.

The easiest way to do this is to call in a Titan Team to assist. If the PCs feel they have enough firepower to take out the FWA men planting the explosives, let them try, but at the first sign of

trouble, Johnson will sprint from the bridge to some bushes on the far side. There, he'll detonate whatever explosives have already been placed.

The Web/FWA plan was to place 24 explosive charges at crucial points on the bridge. Each charge does 1d8 damage and it takes 100 points of damage to do serious damage to the bridge. If all 24 charges are placed, roll 24d8 when Johnson sets them off. If the PCs kill a man placing charges, subtract one from the number of dice rolled (e.g., if they kill 9 men, roll only 15d8).

If Johnson sets the charges off early, roll 2d10 to determine how many are in place (and don't forget to subtract the number of demolitions experts killed and the number of bombs the PCs manage to defuse, if any).

WHAT NEXT?: There is no what's next for this adventure . . . unless you want to turn this basic idea into an ongoing campaign. That is easy enough to accomplish — simply have the PCs pursue Manuel to Mexico City or follow Biff and Cherry to St. Louis.

There are other monuments the Web wants destroyed, and even if all these NPCs are neutralized, there are others to take their places. And just why does the Web want these landmarks destroyed? This is a good question with which to begin a campaign.

Even if you decide not to continue this storyline, Manuel, Biff and/or Cherry can continue to show up in your adventures — they're powerful, persistent enemies, and the PCs vexed them . . .

Regardless of whether you end the game here, or continue the story, it's time to pass out Fame & Fortune points. Apply the guidelines described on page 17 of the Administrator's Guide.