

TOP SECRET/S.I.
THE WEB



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The Web

Table of Contents

Administrator's Introduction	2
Goal and History	4
Sphere of Influence	6
Limits of Power	9
Organization	11
Security	15
Regional Assets	19
Nexus	21
Regional Activities	
North America	31
South and Central America	33
Europe	35
Africa and the Middle East	37
Asia/Australia	40
Far East and the Pacific	42
Web's Ethics	45
City Files	
Amsterdam	46
Cairo	54
Jakarta	63
Hong Kong	72
Buenos Aires	80
Chicago	88

Credits:

Authors: Curtis Smith, Raymond Maddox,
John Terra, Bruce Nesmith, Ray Winner,
Chris Mortika
Editor: Caroline Spector
Typography: Angelika Lokotz
Cartography: John Knecht
Interior Art: Ken Frank

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TSR, Inc.
POB 756
Lake Geneva,
WI 53147 USA

TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

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Introduction

Now, as in the past, unseen forces are at work shaping the destiny of mankind. The superpowers fight secret wars even as they negotiate new treaties. Political parties sabotage each other for control of countries that follow secret policies unknown to their citizens. Giant corporations maneuver to control their markets and crush their competitors. Billionaires, politicians, and terrorists do not hesitate to use their powers to meet their personal desires.

These groups, vying for power and survival, are the true forces that shape history. They work behind the scenes, secretly influencing the actions of nations, industries, and individuals. Yet behind them, there lurks another force, stretching its tentacles to envelop the world. It is perhaps the greatest power mankind has ever felt. It is undoubtedly the greatest threat mankind has ever known.

It is the Web.

What This Book Contains

This book reveals, for the first time, the entire Web organization. Everything from its shadowy origins to its top leaders and current operations is explained. Web's security measures, resources, and limitations are outlined in detail. All this information provides the background for the adventures which follow.

Warning: Players should not read the following information. Doing so would give their characters an advantage they would never have in the field. The adventure and challenge of espionage comes from running successful missions to uncover the enemy's identity and plans in time to stop him.

Content Summary

Goal and History. This file outlines Web's ultimate objectives and its history. Web's previous

actions can give Admins and players alike an idea of how the organization operates. This history will also help Admins who wish to run adventures in the past, such as in the Roaring Twenties or during the World Wars.

Sphere of Influence. The extent of Web's worldwide activities is explained here. This file lists Web's main resources and provides ideas for adventure settings.

Limits of Power. This file lists the forces that act against Web and explains what kind of losses they inflict.

Organization. This file explains how Web is organized and run, from top to bottom—a topic of much speculation by Orion agents. Entries include Web's officers and agents, who they report to, and what they know.

Security. Admins who ensure Web operatives follow these security measures will give their PCs a realistic and challenging espionage obstacle. Once overcome, these procedures can be used against Web.

Regional Assets. This file lists the basic resources common to all of Web's six world regions. Additional personnel and equipment are listed in each region's individual dossier.

Nexus. This file describes Web's world headquarters and the special forces used to keep Web's directors in line.

Regional Dossiers. Each of these files explains Web's operations in a specific part of the world. These dossiers include locations of secret bases, profiles of special agents, special equipment, and other assets.

City Files. Web's regional headquarters are located in these cities, each a major world capitol. Each file includes the city's background, encounter areas, a map, and other essential data.

Mission Outlines. Each regional dossier includes a number of missions for PCs to attempt, set in that region.

Guidelines for Administrators

Administrators should read through the first half of this book to understand Web's entire operation. That will help them plan adventures and build them into globe-spanning campaigns. Admins need to refer to the Regional Dossiers only when running an adventure set there.

Admins should not explain Web's structure to the players; they must figure it out themselves. No matter how good they are, the PCs can never learn everything about Web; the ruthless conspiracy is too large and wide-spread. Even Web's own directors don't know all of its activities!

Web's vast resources, great secrecy, and devious plots make it a powerful and appealing foe. Administrators should take care not to weaken Web by revealing too much to the PCs or exposing Web and its plans too quickly. A mysterious foe is more challenging than a known one. By revealing bits of information about Web in each mission, Admins will give their players a chilling sense of Web's size and power as well as giving the players the satisfaction of uncovering Web themselves.

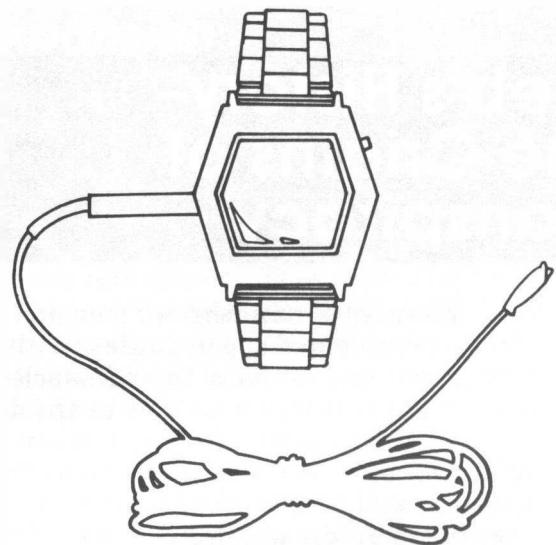
As a rule, the higher a person's rank is in Web's organization, the harder it should be to discover his or her true identity. Only a few directors have ever been exposed as criminals, and then only long after their death. Only once has a director been captured, and he killed himself with cyanide before being interrogated. Similarly, Web's more important bases and operations should be harder to uncover because they are guarded more carefully. Alert PCs may prevent an assassination, but learning why it was ordered could take months of investigation.

Admins can also use this book to respond quickly to unexpected moves by the players. With NPCs, bases, contacts, and procedures right at his finger tips, the Admin can see what resources Web has near the PCs and how they might react.

Rules and Other Resources

Besides this book, the only references the Admin must have to play are the *Players Guide* and *Administrators Guide*. The *Orion Rising Sourcebook* (which contains a complete description of Web's greatest foe, the Orion Foundation) would also be useful, but isn't necessary. Extra information on **TOP SECRET/S.I.**™ game equipment can be gleaned from the *Equipment Inventory* and the *G4 File: Guns, Gadgets, and Getaway Gear*.

Admins should feel free to expand the information given here. Atlases will provide maps of other cities and countries. Encyclopedias offer short descriptions of countries and industries. Newspapers, magazines, and news broadcasts can supply a steady stream of adventure ideas. Using his knowledge of the Web, the Admin can turn the world's latest trouble spot into a Web operation and a mission for the PCs.



Web's Goals and History

Web seeks nothing less than complete subjugation of the entire world. Whether through direct control, intimidation, deception, or other means, the organization plans to master all political, financial, and military power in the world. This goal reflects the personal ambitions of Web's top leaders.

Their determination is also reflected by Web's methods. The organization will use whatever means are necessary to accomplish its goals. Sponsoring crime, terrorism, revolution, and political unrest, Web undermines governments, companies, organizations of all kinds, and eliminates anyone who stands in its way.

If known, Web's goals and methods would be resisted at every turn. Therefore, an overriding goal—and method—of Web is secrecy. Web's ultimate success depends on its concealment—for now.

Despite being a world-wide organization involving hundreds of thousands of people, Web's very existence, let alone its scope, is known only to a handful of people. These few divide the spoils of Web's rise to dominate the world. The vast majority of Web's operatives, like the innocent victims they prey on, will remain ignorant of the true goals and power of the organization until it is too late.

Web's History— The Origins of Conspiracy

World War I presented several shrewd men and women with unprecedented opportunities. With the entire world at war and in chaos, these financiers, businessmen, and politicians were able to acquire tremendous wealth and power. Although many other people profited from the war, these opportunists succeeded so well because they banded together. Working in all the warring countries, they ignored any patriotism or previous loyalties, concentrating only on using the war for their own gain. In this way, they guaranteed that whatever the war's outcome, they would emerge winners.

Their methods of extending their influence were as varied as the directors themselves—and very effective. They bought stocks in foreign companies for pennies on the dollar, having assurances from their cohorts that they would be allowed to reopen after the war. They extorted millions from refugees seeking to escape both before and during the hostilities. Their munitions companies sold arms to both sides. They used their legitimate positions to swindle wealthy aristocrats who were anxious to safeguard their fortunes. They organized “freedom fighters” who liberated all sorts of treasures, thinking that they would be contributed to the war effort. They robbed banks, killed opponents and competitors, and used kidnapping and blackmail to earn ransoms and other concessions.

Worst of all their crimes, was leaking vital information to both the Allied Powers and the Central Powers at critical times to keep either side from gaining too great an advantage. In this way, they deliberately prolonged the war to buy time to complete their plans. In doing so, they sacrificed hundreds of thousands of lives.

Formation of Web

From the ashes of post-war Europe emerged a dark conspiracy of people who had tasted raw power and wouldn't relinquish it. These men and women gathered for the first time in one of the great European capitals, in 1919. There, these “directors,” as they now called themselves, organized Web and swore allegiance to it.

Inevitably, disagreements arose between directors. It is a tribute to their foresight that they kept these disagreements from becoming open battles. Instead, they divided the world into territories. Each director was given responsibility for certain activities in specific areas. They also elected a chairman who was to guide Web policy, coordinate activities between the directors, and mediate their disagreements.

The structure and goals for Web laid down at this meeting remain essentially unchanged to this day. This was to be the last time the directors would

ever all meet at the same time. The Web was born in secrecy and would stay that way.

Taking Root

Following the war, the directors recognized that their newly acquired positions and power were vulnerable. In the twenties and thirties the Web remained relatively quiet as the directors solidified their holdings. Many of their efforts were spent investing their fortunes into legitimate businesses while planning and organizing their operations. They also built vast networks of contacts and informers, none of whom knew who they really worked for.

Despite their great power, the directors realized that they could not control world events—yet. While they might influence the outcome of an election here or manipulate the price of stocks there, they could not prevent all the other forces in the world from exerting their own influences.

Web learned to take advantage of events as they occurred. Constantly adapting their plans, the directors tried to turn every situation to their advantage. For example, when Prohibition became law in the United State, Web saw an opportunity to reap prime profits. Mustering its resources, Web smuggled alcohol into the U.S. from all over the world. They set up stills and a distribution network inside the U.S. (This smuggling experience later proved invaluable when Web set up a pipeline for illegal drugs.)

The Greatest Threat

Toward the end of the Great Depression in the thirties, Web's increased activities increased its chance of exposure, and several people stumbled upon the organization. Most of them were hunted down by cold assassins and murdered. A few survived to notify various authorities. Several investigations were even conducted, but Web covered its tracks quickly, and only a few minor operations

were lost. The links between those illegal activities and Web itself were too tenuous to prove. Besides, no one in power wanted to believe the rumors they heard.

A few of those who learned of Web recognized the danger it posed to the world and banded together to stop it. This group of determined and wealthy men, not entirely unlike Web's own directors, pooled their funds, lands, and possessions into a shadowy organization, formed for the sole purpose of destroying Web.

Gradually, Web's directors became aware of the Orion Foundation. They viewed it as competition, secretive, resourceful, and above the law—like themselves. As Web's activities began to be neutralized by Orion agents, the directors realized they faced their greatest threat. They formed a new directorship to deal solely with Orion, but they knew the battle would involve them all, range the world over, and last many years. It was to be a race against time and a test of wills—exactly the kind of contest Web savors. The directors remain confident of their ultimate victory.

Expansion

The directors' preoccupation with Orion nearly kept them from taking full advantage of World War II. In addition, as the war drew near, most of the original directors reached their late seventies and eighties and devoted considerable efforts to luxurious retirements. They were also transferring power to the next generation of Web leaders. Several directors died without designating heirs. This led to several brief, but intense, power struggles for the vacated positions.

At the outbreak of war, Web was scrambling to put its resources in place and formulate plans. Once again, the chaos of served Web well. The dark conspiracy emerged from the war stronger than ever, and truly monstrous in size.



Recent Growth

In the years that followed, Web expanded all its operations, including its legitimate business and financial holdings. Secret bases were constructed throughout the world, including an overall command center, code-named the Nexus. Web added international terrorism and modern weapons to its arsenal.

In the last decade the Web's activities have flourished more than at any time before. Improved technology, communications, and experience allow it to strike regularly and brutally against governments and companies all over the world. Seemingly unconnected events are carefully orchestrated to further the Web's mission. Now, the third generation of Web's leaders is emerging: a vicious group with no less ambition than Web's founders, but far more power to carry out their evil designs.

Sphere of Influence

The extent of Web's activities is staggering. The organization exerts influence through international and domestic politics, organized crime and terrorism, real estate and finance, manufacturing and business, military, and espionage activities throughout the world. Web's tendrils reach to most countries, including the world's major powers, the United States, the Soviet Union, Japan, France, Britain, Germany, and Italy. Web has infiltrated the society, government, and industries of these countries to some extent or another.

Web exerts even more control in many developing countries. For example, a Web director has just become head of state of a strife-torn African nation. He joins two other directors who head sovereign nations: a Latin American dictatorship and a Balkan state behind the Iron Curtain.

Below is a general description of Web's typical activities. They are organized into categories, but in reality all these assets work together in a web too complex to untangle. (Specific assets are listed in following dossiers.)

Bases

Web maintains bases in every city of one million people or more throughout the world. Thousands of other cities unwittingly host safehouses, communication centers, strongholds, motor pools, armories, and repair shops. Rural areas conceal training camps, prisons, staging areas, retreats, supply depots, and airstrips. Coastal lands and lakes shelter piers, docks, and fuel tanks. Mountain slopes conceal listening posts satellite tracking stations.

Political Assets

Through its affiliates, Web controls or manipulates candidates and office holders in every major political party in most Western nations. In the communist block, Web controls party members from most regions in every state. These politicians and public figures include county clerks, postmasters, mayors, city councilmen, police chiefs, judges, state and provincial legislators, congressmen, envoys, and ambassadors.

Web-run businesses and industries help finance campaigns for Web candidates. Web agents dig up and expose embarrassing pasts to discredit opponents—even arranging incidents if necessary. Web operative will close down crime in a city to keep a cooperative mayor in office, or increase crime to help a new mayor get take over the office. Persuasive lawyers and prominent businessmen regularly lobby legislators to pass or block laws, depending on Web's interest.

Criminal Assets

Web runs dozens of crime organizations the world over, though never directly. Some are old and well-established, like Mafia families, with monopolies on their territories. Others are new gangs, fighting to establish their dominance. Still other criminal assets are specialists in specific fields, such as safe-cracking, kidnapping, burglary, or arson.

Web's fastest growing crime area is drug running. Cocaine and heroine are shipped from Latin America and Asia to markets in North America and Europe. Rival drug lords are slowly bought out, recruited, or eliminated.

Fanatical terrorist groups give Web a powerful tool for paralyzing governments. In addition to a few terrorist teams of its own, Web maintains contacts with religious, political, and criminal terrorists of every persuasion.

Criminal assets provide a steady flow of cash to finance Web's operations and expansion. Web reaps other benefits as well. Crime networks provide ready manpower and resources to immediately respond to any situation, from assisting agents on a mission, to stealing plutonium from an unexpected train crash. Equally important, Web uses its criminal activities to test the loyalty and skill of potential recruits.

Legitimate Assets

Web has systematically invested its wealth into legitimate business ventures. Through proxies, holding companies, and the directors themselves, Web owns majority interests in many firms, both public and private. Their holdings include real estate developments such as shopping malls, hotels and resorts; financial institutions, such as banks and brokerage houses; services like airlines and cruise ships; and factories, producing everything from dentures to fighter jets.


These legal ventures serve several important functions. First, they are sound investments which make back many times the amount of money put into them. Second, they allow Web to expand its power through legal channels. This power can be used to further Web's goals as well as supporting its illegal activities. For example, Web used attorneys from one of its law firms to help an environmental group keep an Alaskan wilderness area free from development. Neither the lawyers nor the environmental group ever knew that they kept the area open for a tracking and survival school Web operates there.

Third, Web uses banks and trading companies to "launder" funds that were obtained from its criminal activities. Once "tainted" money has passed through several legitimate businesses it becomes untraceable, and then is considered "clean." Since law enforcement agencies increasingly use tax laws and money tracing to uncover criminals, money laundering has become more important.

Finally, real businesses provide excellent covers for Web's activities and personnel. Directors who head profitable corporations can enjoy extravagant lifestyles without having to explain where their money comes from. Agents who work as salesmen for an international pharmaceutical company can regularly travel abroad without attracting attention. Web can install armor and armaments on a ship easily if it owns the shipyard. And so on.

Military Assets

Web has never hesitated to use deadly force whenever it was necessary, or convenient. Usually, Web employs mercenaries who don't know who they are working for. However, each director also maintains his own military forces. These forces vary in size and ability to suit their responsibilities and expected foes. For example, Web forces in Europe are typically small and highly sophisticated commando units. They must operate in heavily populated areas surrounded by millions of NATO and



Warsaw Pact troops. A South American drug lord, on the other hand, keeps an army of thousands of simple infantry. They must guard long jungle supply lines and remote airfields.

The Web Chairman controls additional forces. They are used for especially vital missions, and to back-up or support regional missions. These troops are also used to destroy directors if they strike out on their own—something every director is well aware of.

Web's military equipment is almost always disguised to look civilian. For example, many of its vehicles are modified versions of civilian vehicles. Armored cars are converted to personnel carriers. Business jets are equipped with air-to-air missiles. Speed boats are armed with grenade launchers and machine guns.

Web's extensive holdings in defense industries and international arms dealing ensure that its military forces are always well-equipped and know the capabilities of their opponents. In addition, Web informers inside the armies, navies, and air forces of the world supply regular updates on tactics and equipment. In rare cases Web is even able to borrow assets from real armed forces!

Espionage Assets

Web's directors have long understood that knowledge is the key to making correct decisions. To ensure they have as much information as possible—and as soon as possible—they devote a major portion of their resources to espionage. And they have been quite successful in the spy business.

At one time or another Web has infiltrated every major espionage network in the world, including America's CIA and FBI, Russia's KGB and GRU, England's MI5 and MI6, West Germany's BnD, France's DGSE—and Orion's Ganymede Bureau. Web's informers, double agents, and triple agents, work mostly at low and middle levels, but a few high-level penetrations have been made. Few of these operatives know who they're really working for. Many believe they are in the service of an-

other country, or even another branch of their own counter-intelligence services!

Some of Web's agents are inevitably uncovered, but are soon replaced by new recruits. Web also maintains "sleepers" in foreign intelligence services. These agents may do nothing for Web for years, steadily rising in rank, before being "activated."

Web also relies heavily on the media, which unwittingly supplies the organization with vital information day in and day out. Thousands of reporters working for newspapers, magazines, and television networks cover the world more thoroughly than any spy network does. Fast breaking news often reaches the media first and reporters can gain interviews and access in places that diplomats and spies can't reach. In addition, the media provides excellent cover stories for agents and communications gear alike.

Web's media assets include agents posing as reporters and editors, taps on wire services, radio and video production studios, satellite links, and literally thousands of subscriptions. Each day newspapers and magazines of every description arrive at collection points to be scoured for information. Elsewhere, radio and TV news broadcasts are recorded around the clock for analysis.

In addition to its operatives in foreign intelligence services and the media, Web maintains its own espionage network. This network includes field agents, spy planes and ships, listening posts, and tracking stations. These sources feed information to cryptologists who break codes and analysts who fit the pieces together. Powerful super computers help them sort through all the raw data they receive.

All of Web's espionage assets combine to serve three main purposes. First, they provide Web with a steady flow of information. Second, they alert Web to any action that might expose or threaten its activities. Third, they allow Web to feed false information to whatever country or media it wishes. Using this propaganda tool, Web operatives undermine alliances, setting one country against another and subtly influence public opinion on any topic.

Limits of Power

For all its impressive power and assets, the Web is vulnerable. There are limits to its influence and abilities. Web's activities are restricted by many forces, such as police investigations, internal rivalries, and Orion operations. The greatest of these restrictions are listed below. Administrators should bear them in mind when planning Web operations. This list can also provide ways PCs might uncover clues about Web activities, and ways they can trip up Web agents and thwart their plans.

Slow Reactions

Web is a mammoth organization involving thousands of personnel. Its size alone delays its reactions to fast-changing events. In many ways Web resembles the huge bureaucracies it manipulates. Intelligence must pass through several layers of analysts before reaching decision makers. Experts and other leaders must be consulted before plans are laid. Then, decisions must be approved by supervisors. Agents (and their equipment) must be collected and briefed before missions and debriefed afterwards. All these situations delay Web's ability to act quickly.

Web's intense secrecy also contributes to delays in two ways. First, many Web personnel don't know they're working for Web. Therefore, they must be managed through indirect channels which are inherently slow. A Web director can't simply pick up the phone and order a chopper pilot to fly a mission if the pilot has never heard of Web. Cover stories have to be invented first, and the proper "handlers" must be used.

Second, Web's high-level personnel are primarily concerned about keeping their covers intact and staying out of jail. Most of them are involved with many illegal activities and take great pains to use drop boxes, couriers, and other means to communicate with each other rather than meeting directly,

which would allow them to act and react much faster.

The Long Arm of the Law


As a rule, Web avoids all entanglements with the law, from federal agencies to local police. This caution helps ensure the success of Web's criminal activities. However, the law does catch up with them on occasion. Interpol has proved quite aggravating in recent years, and local police do stumble across Web's illegal operations as well. Web's losses are usually only small operations, but even they cost Web a great deal.

Web spends tens of millions of dollars every year covering its tracks from the law. It spares no expense to ensure that small investigations never uncover any link to Web itself. And, of course, every time the law intervenes, Web loses any money it would have gained from the crime. Court cases, too, costs millions in attorney fees, bribes, and out-of-court settlements.

Web's greatest loss from the long arm of the law, however, is not financial. It is the loss of skilled agents. Web's agents are often forced into hiding when police pick up their trail. Agents may have to spend months in hiding, making them unavailable for other missions. Agents may need to move to new regions, taking time to develop new covers and contacts. Some agents have even been retired (sometimes with extreme prejudice) when their identities become too well known.

Counter-intelligence

Web's intelligence efforts are under constant pressure from other intelligence networks. Every country where Web operates has its own internal counter-intelligence force. They keep their own agents (including double agents working for Web) under regular surveillance. For example, Web agents working for the CIA are always at risk



from routine investigations by the CIA and FBI. Intelligence services also hunt for foreign agents, which could uncover Web agents. For example, a KGB search for British spy might uncover a Web agent.

Although Web has infiltrated most major espionage networks, it is no guarantee that Web can avoid detection or gain vital information when needed. Intelligence services are secretive by nature, too. These services are often divided into bureaus or departments which operate independently and may not even know the departments are doing. Even with agents in every department and office, Web would be at risk from special operations.

The Hunter Orion

The Orion Foundation poses a unique threat to the Web, for it alone knows of Web's existence, its nature, and goals. By staying small and just as secretive as Web, if not more so, Orion manages to stay hidden, striking Web unexpectedly—and very effectively.

Over the years Orion has scored several major blows against Web. In addition to exposing operations, destroying valuable equipment, and eliminating agents, Orion has also managed to infiltrate Web's operations on several occasions.

A healthy respect for Orion agents has grown into outright fear and paranoia in many parts of Web. Great efforts are taken to avoid confrontations with Orion. Those efforts tend to use up resources that might be applied more profitably elsewhere.

Fear of Exposure

Time and again, fear of exposure has held back Web's arm of destruction. The directors know that much of the world would unite against Web if its true nature was revealed. Someday they will be too powerful to oppose, but until then, they must avoid open confrontation.

For example, some of Web's directors control military forces that could defeat any one of the nations in their regions. However, doing so would require open warfare which would guarantee Web's exposure. Web might win several battles, but then would face many other nations in an open war.

Fear of exposure restricts Web agents on a personal level, too. Every agent—and director—knows his usefulness to Web ends with his capture and interrogation. Thus, they often act cautiously or retreat to protect their identities and missions.

Legitimate Competition

Web's legitimate business assets are subject to the same competitive market pitfalls every company faces. Workers may strike or demand higher wages. Real estate values may drop. Other companies may take over Web owned companies through leveraged buyouts. Stocks may crash. Competitors may release better products that drive down sales. Web's companies may even go bankrupt through poor management or corruption.

Web's other, illegal connections cannot always protect its legitimate businesses. Fear of exposure usually keeps Web from pouring money into ailing business, but that isn't the only reason. Sometimes the resources just aren't available in time. Other times, a product or service becomes obsolete. (For instance, Web's early electronics companies were doomed when transistors were invented because Web's factories made vacuum tubes.)

Whenever one of its businesses goes bankrupt, Web's directors try to use it as a lesson to their other business managers. When some of Web's corporate officers went to jail for violating import/export laws, the directors even claimed to have engineered it, rather than admit they couldn't (or wouldn't) keep their subordinates from behind bars. Despite these cover ups, the loss of revenue and influence from Web's business failures far outweigh any lessons that might be learned.

Fouled Plans

Despite meticulous preparations, Web's plans do occasionally fail, or work too well. Snipers miss. A little pressure on a politician may make him resign unexpectedly. A soldier, tricked into believing his general is a traitor, may assassinate him instead of spying on him as he was told to do. Ballot-stuffing and election fraud may start a civil war.

Any plans that go awry cost Web dearly in delays and losses of man power and equipment. The chaos following a bungled operation may take months to sort out. Of course, Web often creates confusion to further its plans, but when chaos strikes unexpectedly, Web is often forced to retreat.

Web's plans go out of control for one of three reasons. First, the mission planners fail to correctly anticipate their victims' reactions. Second, overzealous operatives act beyond their instructions ("Hey, if one stick of dynamite is good, two must be better, right?"). And third, separate Web units working on the same mission fail to coordinate their efforts because they don't know what the others are doing.

Sometimes, Web units don't even know other units are involved. Such a situation occurred when agents in Argentina and Britain both fueled a hot political issue. Agents in each country expected the other nation to back down. Before either side realized the other was involved, the Falklands War broke out. British convoys crossing the Atlantic and Argentine troops sealing their borders shut down several lucrative Web operations.

Internal Rivalries

Web's directors are, by their nature, deceitful, ambitious, and ruthless. Although they have sworn allegiance to Web, and the Chairman exists to settle their differences, rivalries and struggles between directors are quite common. These conflicts range from political maneuvering at their "board" meetings to outright warfare.

The directors' rivalries tie up their attention and resources. They surround themselves with body guards and they spy on each other. They expand their operations, pushing into regions they hope to take over. Even directors who aren't competing against any others must be prepared against assassinations and takeover from their subordinates as well as other directors. All of these activities keep Web from expanding, and in extreme cases, may even diminish it's effectiveness.

Organization


As Web grew larger over the years, it grew more complex, too. Now, much like a multinational corporation, many layers of managers separate Web's directors from their field agents. These managers have the responsibility of turning the director's plans into action. Thousands of supervisors stay busy just keeping track of Web's activities and trying to coordinate them.

Below is an outline of Web's current structure. The way Web is organized reflects its chain-of-command: a long, but direct line from the directors down to the informers in the streets. Web's organization does change occasionally, and there are exceptions to the normal chain of command, especially in the case of effective agents. However, most of Web's personnel fit into this structure.

This outline shows Administrators the relationships between Web personnel. Using them consistently in play will help the PCs come to know their enemy. Over time, they'll learn how Web is organized and how it operates. Don't explain Web's organization to the players; they'll have more fun figuring it out on their own.

Terminology

Web now uses business terms such as "vice president," "sales manager," and "shipping division," to describe its personnel and bureaus. Corporate titles are readily understood throughout the world,



which helps ensure all Web operatives understand their positions. Common terms also allow Web agents to talk more openly about their operations without attracting suspicion. Web assigns people and departments titles that describe their general activities. For example, thefts and burglary are handled by the “acquisitions division.” Corporate terms also help integrate Web’s legitimate businesses with its covert operations.

Table of Organization

Board of Directors: Web is run by a group of directors who inherited their positions from Web’s original founders. They hold the ultimate power in Web. A single word from one of them can condemn a man or abort an operation. Together, they set Web’s strategic plans to meet its goals. Individually, each director oversees specific activities in certain parts of the world, called regions.

The number of directors has grown steadily as Web’s influence spread. There are currently 36 director positions, called “chairs.” The exact number of directors changes as new operations are added and when directors retire (voluntarily or otherwise).

Following an elaborate schedule, a dozen directors meet each month. Over the course of a year each director attends at least four of these “board meetings.” For security reasons, they never all meet together. Such a meeting would be impossible, in any event. Their high social status and positions in real businesses, governments, and militaries keep the directors’ schedules quite full.

The founding directors never met in the same place. However, that restriction has been relaxed. The current directors enjoy the comfort, convenience, and security of their regional headquarters. Most board meetings are now held there or at the Nexus, Web’s worldwide headquarters.

Officially, all the directors share equal power; at least that is what high-ranking Web personnel believe. In fact, each director’s true influence depends on his cunning, the scope of his activities,

and the pacts he has with other directors. Their ambition and rivalries ensure continued political in-fighting on the board. However, the directors are shrewd enough to keep their differences between themselves and out of the rank-and-file—most of the time.

Every five years the directors elect one of their members to become chairman of the board. Without a doubt, he is the single most powerful figure in Web. His responsibilities include guiding overall policy, coordinating activities between regions, and settling disputes between directors. The chairman also maintains the Nexus, which gives him additional powers (see “The Nexus,” on pg. 21–24). Chairmen may not be elected again so that the position rotates among the directors. That keeps any one of the directors from becoming strong enough to take over Web entirely.

Regional Offices: The board has divided the world into six geographic regions. These areas are described in detail in the Regional Dossiers starting on pg. 31. Each region is controlled by a few directors, usually six. Each director oversees specific operations in his region, and must coordinate with them with the other activities in his region.

For the most part, the regional offices operate independently of each other. Except for specific missions, their only contact is through the board. Although this separation reduces their efficiency it also improves their security. The loss of even an entire region would not endanger or expose the others.

Directors are phasing out their old titles, such as, “Director for Terrorism,” and adopting more business-like terms, such as, “Director of Foreign Marketing.” The directors’ titles in each region reflect Web’s primary activities there.

Chief Executive Officers: Each director controls his staff through one or more operations managers, who are now called “presidents” or “CEOs” (chief executive officers). They head the regions’ different “divisions” and see that their directors’ orders are carried out. Many of them are executives and presidents in businesses that Web owns. Others are crime bosses, terrorist leaders, merce-

nary captains, and station chiefs in foreign intelligence services.

As a rule these executives know of Web's existence and have a good idea of its size. They know every detail about their divisions and are familiar with the activities of the other divisions in their region.

These leaders know that the next generation of Web leaders will be chosen from their ranks. They are all tough, resourceful, successful, and wealthy. Most are skilled administrators and negotiators. Their styles may differ, but they share common traits of ambition, greed, and an ability to lead whether through example, inspiration, or fear.

Vice-Presidents: Each president is assisted by several vice-presidents, depending on the size of his division. In most espionage networks, these vice-presidents would be called station chiefs. Most of them came up through the ranks and now plan and direct operations rather than carry them out directly. They may lead special operations themselves, though. Web's vice-presidents (VPs) are all experienced criminals and experts in their fields, which range from safecracking to real estate development.

The VPs all know they are involved in criminal activities. Most know their bosses have other criminal connections, but few are aware of other regional operations. Only a handful who are being groomed for new president's positions are even vaguely aware of Web's existence.

Managers: Managers actually run Web's day-to-day affairs. Under the direction of a VP, each manager usually controls between one and a dozen field operatives, called "employees." Managers are chosen for their expertise and abilities in specific areas. Around half of them know they are involved in illegal activities. That knowledge, and their titles, depend on their assignments. Typical managers are listed here:

Associates & Partners: These managers work in Web's legitimate businesses as lawyers, stock brokers, financiers, and in professions. Many work in private firms, or as consultants to large corporations. They usually draw huge salaries and live luxurious lifestyles. Although they often realize

they are breaking some laws, most of them never know their true contributions or link to organized crime. They manage junior partners in their offices as well as clerks and secretaries. They usually have many valuable contacts in business and local governments.

Supervisors: These managers lead small teams. Some, like counterfeit engravers and con artists, are clearly illegal. Others, such as computer analysts and yacht crews, are not. Most supervisors lead middle-class lives, but are anxious to improve their social standing. Many joined Web's activities after getting what they thought was a lucky break or timely opportunity. In fact, Web VPs carefully crafted the situations to recruit them.

Foremen: Web's "muscle" is made up primarily of blue-collar workers. Their covers range from dock yard foremen to steel mill workers to police sergeants. They are motivated by ideology, politics, a taste for adventure, and old-fashioned greed—many of the same motives that drive the directors! Each foreman commands great respect and loyalty from a small group of workers. Web takes great pains to keep these operatives from knowing anything about the larger organizations they serve. Not only does that protect security it slows down Orion agents who, Web knows, may hesitate before eliminating someone who is being manipulated by Web.

Commanders: Web's Armed forces retain their military titles. Most of these men are hired mercenaries who use the ranks they attained in the service (or wish they attained). Some of these managers hold jobs with provincial police, SWAT teams, and reserve military units. A few are still in active armies and navies. All of these people have access to firearms and explosives. They are trained and experienced in combat. Web's own strike teams know much about the organization, often more than their VPs because they carry out missions for many divisions and even the directors themselves.

Employees: These are the men and women on the street, the lowest level in Web's network. Called "field operatives" in intelligence circles, they include informers, spotters, couriers, drivers, secu-

rity guards, secretaries, and agents. These operatives are paid very well for their work, which often comes to them as “over time,” special assignments, or temporary jobs. As a rule, they are dedicated to their manager and morale for their work is high.

Of the thousands of Web’s “employees,” only the best agents have any idea of what they are involved in. Many agents spend their entire careers thinking they are working for another government or a special branch of their own service and retire without learning the truth. A few particularly skillful agents have earned great power within Web, rivaling that of many VPs. These agents, who usually report directly to regional executives, know a great deal about the Web region where they work.

Regional Divisions

Listed below are the divisions that can be found in any of Web’s six regions. Each division is headed by a President or CEO who directs activities. Listed under each division is a list of its typical operations. Those operations translate roughly into departments, which are run by vice-presidents.

Divisions vary in size and importance from one region to another. For example, the Industrial Espionage department is very large in the North American Region, where there are many technically advanced companies to spy on. However, the less-developed Mid-East and African Region has a comparatively small Industrial Espionage department.

Divisions include both covert and legitimate operations. Thus, a Shipping Division may operate both a legitimate cruise liner full of vacationers and an attack helicopter flown by mercenaries. Such widely different operations may even fall into the same department. The helicopter could be based on a cruise ship where it flies tourists on tropical sight-seeing flights. That arrangement would allow it to operate in a large area and keep its cover intact.

Acquisitions

- theft & burglary
- auto theft
- black marketing
- espionage
- industrial espionage

Marketing (also called Advertising)

- propaganda and disinformation
- market research
- psychological warfare

Finance

- money laundering
- stock & securities fraud
- payroll (internal disbursement of funds)

Manufacturing

- drug processing
- forgery
- counterfeiting
- auto chop-shops

Sales

- drug trafficking

Shipping

- transportation
- smuggling & contraband (except drugs)

Research & Development

- arms & munitions
- vehicle conversions
- new equipment

M.I.S. (Management Information Services)

- computer center
- data analysis
- cryptography
- communications

Personnel

- recruiting
- counter-intelligence

Legal

- defense
- prosecution
- legislation and politics

Operations

- assassinations
- demolitions
- kidnapping
- terrorism
- special operations

Orion

- tracking
- counter attack planning

Security

The success of Web's operations, and, indeed, its very survival depends on secrecy. If their criminal activities were known, most Web operatives would be tried and jailed. In many countries they'd be executed. Over the years Web has adopted several effective security procedures to protect its personnel, operations, and interests.

All Web activities employ these procedures whenever possible. All operatives, from the "employee" level up, have been indoctrinated with the need for secrecy. (Personnel who aren't aware of their criminal involvement usually don't know about the security arrangements around them—but they're there.) Web operatives have learned that leaks, blown covers, and other security breaches only happen once. The guilty party is usually given an early "retirement" by agents from the Personnel Division.

Web's paranoia about security has become a clue to its activities. Orion agents have learned to take interest when common thieves and thugs show abnormal and professional interest in security.

Security Procedures

Minimize Exposure: This basic doctrine dictates that Web operatives keep a low profile except when performing official tasks.

Need to Know: Information about specific missions, future plans, personnel cover identities,

base locations, or any other aspect of Web's activities are only released to those operatives who need the information to do their jobs.

Personal Identification: From the vice-president level up, Web executives rely on personal identification as well as block keys and codes (see below) before making contact outside their Division. This procedure protects secrecy even when codes are compromised. It also has the desired effect of reducing links that might be traced between Divisions and Regions.

Cut-Outs: Every level of Web's intelligence network uses cut-outs to separate themselves from the others. The purpose of cut-outs is to create a gap in the chain-of-command that cannot be traced by investigators or exposed by traitors. A cut-out can be anyone or anything that links employees to the organization but prevents them from knowing the true identity of their superiors and co-workers. Every cut-out must allow the employee to receive instructions and pass information back. Web uses four types of cut-outs.

1. **Go-betweens:** These people, who are not deeply involved in any operation, act as couriers, carrying messages between Web personnel. Thus, an industrial spy might only know that he received money and instructions from someone called "Ahmed" (the go-between) who got his orders from "Dr. Torrance."
2. **Cash:** Law enforcement agencies are becoming quite adept at following the trails left by credit cards, which Web uses extensively. To shake off such investigations, Web agents deliberately use cash at critical junctures. For example, an agent flying from New York to San Diego would stop in Los Angeles, then pay cash for his ticket to San Diego. His "credit trail" would then disappear in Los Angeles.
3. **Dead Drops:** Employees exchange messages and material through a secret location, such as a particular mail box, under a park bench, etc. This procedure allows agents to communicate without ever seeing each other.
4. **Re-dialers:** Web uses special high-tech devices to keep police from tracing its calls. Re-dialers are

WEB'S NORTH AMERICAN REGION

**ORION'S
NORTH
AMERICAN
BUREAU**









**ORION'S
WESTERN
EUROPE
BUREAU**

**ORION'S
CENTRAL
AMERICAN
BUREAU**

**ORION'S
SOUTH
AMERICAN
BUREAU**

**ORION'S
AFRICAN
BUREAU**

Key

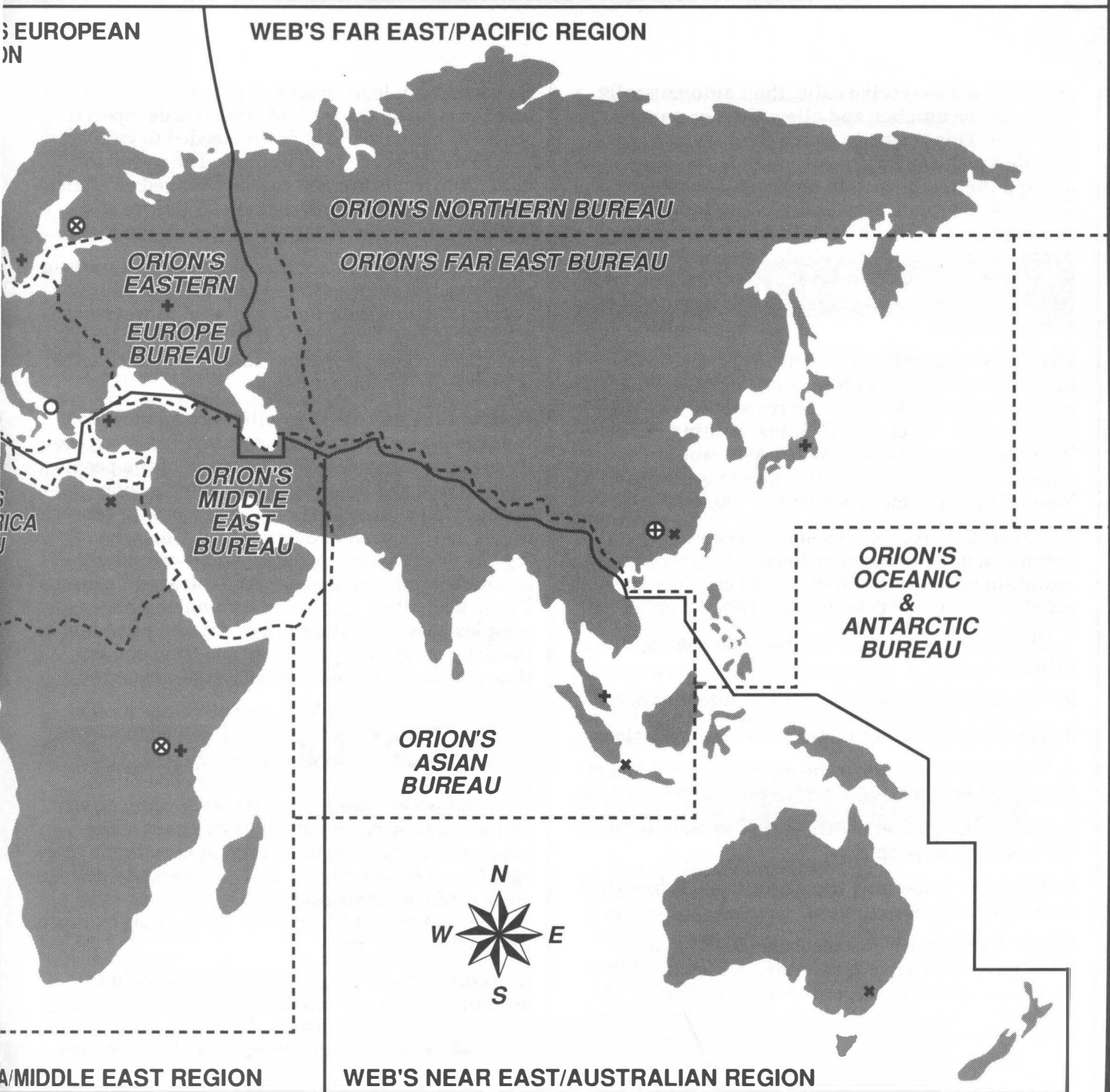
-  ORION BUREAU BOUNDARIES
-  WEB REGION BOUNDARIES
-  ORION BUREAU HQ
-  WEB BUREAU HQ
-  NEXUS
-  STRAND
-  ORION TITAN TEAM HQ
-  WEB SQUADRONS OMEGA HQ

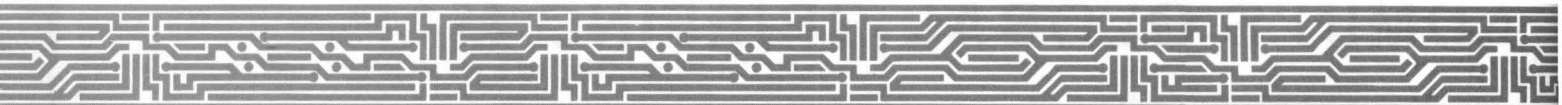
WEB'S SOUTH & CENTRAL AMERICAN REGION

WI
RE

WEB'S AFF

ADMIN'S GLOBAL BRIEFING MAP





programmed to receive calls, then automatically dial another number and allow the two parties to converse. This prevents police from tracing the true destination of calls (although they can, and do, find the re-dialers). In emergencies, when Web Agents know their phones are being tapped, they can improvise a re-dialer with two public pay phones by taping the handsets together (earpiece to mouthpiece). For low-level operations and in large cities, Web uses private answering services with operators.

Private Contractors: Whenever possible, Web hires private investigators, gangs, thugs, and hit men to do its dirty work. Motivated only by their pay, these minor criminals know nothing about Web and thus can reveal nothing if caught. Individuals who are persuaded to do something for Web without payment are called “donors.”

Legitimate Covers: Web employees from the directors on down work very hard to establish and maintain good covers. Web agents consider these six elements when developing a new cover.

1. The cover must allow the agent to complete his mission.
2. The cover must not restrict the Agent’s travel.
3. The cover must not restrict the agent’s actions.
4. The cover must allow the agent to spend lots of money without raising suspicions.
5. The cover must allow the agent to meet with a wide variety of people.
6. The cover must give the agent enough free time to complete his assignment.

Block Keys: All Web executive officers, vice-presidents, and some managers, use special keys to gain access to bases, equipment, and information. The keys serve as identity cards, but only to those with the proper lock. To identify themselves at Web bases, Web personnel must insert turn their keys in locks embedded in large blocks of stone or concrete.

Made of a super-tough alloy, the keys are nearly indestructible. Their precision machining makes them difficult to duplicate, though it is possible.

However, each legitimate key is magnetized, much like the strip on the back of credit cards. Special codes recorded on the keys are needed to gain access to more secure installations. The codes are difficult to duplicate and can be changed as often as necessary. Only Web personnel of VP level and higher know of the codes embedded on the keys.

Oversight: Web routinely assigns several units or agents to the same job, who call the procedure “overkill.” Duplicate units are used to warn each other of surveillance, for back up if the first unit fails, and to create competition. The overall effect is to ensure the job gets done.

Codes: Like any other intelligence agency, Web relies on codes to maintain secrecy. The complexity of codes increases with the rank of the people using it and the importance of their mission. Thus, soldiers guarding a drug processing center might use a few simple passwords. The pilots flying the drugs into a foreign country would use scrambled map coordinates and infrared flashers. The drug dealers would use scrambled phones and complex codes. The vice-president and president of the drug operation would use one-time ciphers, time clocks, and other sophisticated measures.

Code-Names: Every Web operative has a code-name, which is used to protect his or her identity. Thus many agents have three names: their real name, their cover name, and their code name. Code-names are used in official communications and when talking in public. Most agents take great pains selecting their code-names. Some male agents use female names and vice versa to deliberately confuse eavesdroppers. Other chose code-names that reflect their personality or style, much like a character tag.

Lookouts: As a rule, Web operations include a lookout to warn operatives of approaching police, suspects, or other disasters. Lookouts hardly ever know what they are guarding and always report through cut-outs.

Practice Runs: Following the adage “practice makes perfect,” Web managers routinely send their employees on fake or useless missions. This procedure accomplishes several things.

1. Keeps agents' skills sharp.
2. Keeps agents motivated because they feel involved and useful. (Managers even present awards and congratulations for these fake missions.)
3. Allows the manager to train and evaluate the agent for more difficult tasks.
4. Gives managers more evidence to use for controlling reluctant and black-mailed operatives.
5. Puts Orion and other intelligence agencies on false leads. By following up on practice missions, Orion spreads its resources thin and may not uncover Web's real operations.

Preparation: Agents who carry arms are said to be "prepared." Web encourages and expects its employees to use whatever force is needed to complete their missions, protect their covers, and keep Web's operations secret. Web considers the use of deadly force to be a fast, cheap, efficient, and permanent solution to most problems. Every Web operative carries a weapon (usually several) and knows how to use it. (Obviously, employees who are being manipulated and don't know of their involvement will not be armed.)

Security Classifications

Web classifies all of its information according to its sensitivity. Higher level classifications are restricted to higher-rank employees. Punishments are swift and severe (often permanent) for releasing or even viewing restricted material.

1. Press Release: Lowest of all classifications, this information not only can be made public, but should be spread. Press releases usually contain false leads and propaganda.
2. Memo: This information is restricted to the department where it was issued. Most operational orders and mission assignments come in memos.
3. Corporate: This information is restricted to a particular Division. Executive orders and high-level mission orders are commonly classified corporate.

4. Board: Web's highest level of security is reserved for communication between directors and information about the Nexus and Web's worldwide operations. Few personnel below the rank of president or vice president even know such a classification exists.

Regional Assets

Each of Web's separate regions draws on different resources, depending on what's available in its territory. The operations in each region also determine what resources they need. Despite these differences, all the regions do share some common, basic assets. Web directors, executives, and agents can rely on these resources being available in every region. Of course, equipment or personnel engaged in an operation may not be available to handle a crises that develops somewhere else.

Other assets take time to prepare before they can be used. Helicopters may be fueled in advance, but they must file flight plans to protect their covers. Members of a strike team may be trained and waiting in their barracks, but they must be briefed and transported before they can start a new mission.

Facilities

- 1 Region Headquarters
- 2 division-level offices
- 1 training camp
- 3 safe houses
- 1 media center (collection and analysis of news)
- 1 blood bank (may be unrestricted access to a public blood bank)
- 1 luxurious retreat with VIP quarters and excellent security
- 10 hotel rooms in separate hotels or cities constantly reserved (rooms rotate between hotels)
- 1 armory (arms, armor, and munitions cache)
- Access to an international airport, a domestic airport and an ocean port.

Personnel

1 forgery expert (for licenses, passports, visas, etc.)

- 1 electronics repair facility
- 4 weapons experts (in separate locations)
- 2 strike teams (commandoes)
- 1 surgical team (in separate locations)
- 4 interrogation teams

Vehicles

These assets are available in every country, state or province within each region. Styles and cover depend on local conditions.

cars, motorcycles, busses, trucks, and trailers. jeeps and 4-wheel drive vehicles. bulldozer, backhoe, and crane.

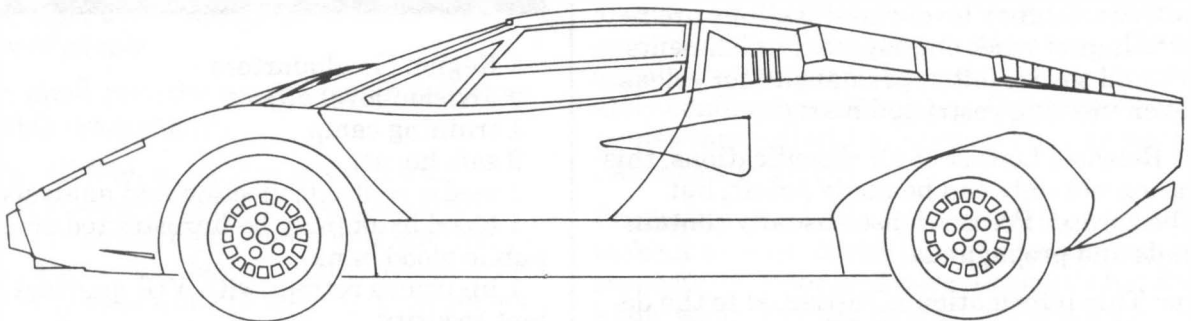
fishing boats, speedboats, yacht (except where landlocked)

prop planes, twin engine planes, Lear jets. helicopters.

Contacts

At least one contact is maintained in each of the following areas in every country, state or province within each region.

- telephone service
- police department
- hospital
- fire department
- prison
- airlines
- main political parties
- television station
- radio station
- army
- utility companies



Nexus is Web's nerve center for command and communication. From this secret complex, Web sends its agents on their missions. Its existence is shrouded in rumor and many people have speculated on its location.

Nexus is in Switzerland. It is located beneath on the shores of Lake Geneva, on the outskirts of the town of Montreux, in the province (called Cantons by the Swiss) of Vaud. This region is nestled at the foot of the Bernese Oberland, a mountainous area that connects with the Swiss Alps.

On the southeast outskirts of Montreux, in the rough terrain abutting the lake, Nexus lies deep underground in an old, forgotten area of hollowed-out rock which represents an unsuccessful attempt at mining. Web engineers greatly increased the underground area, even installing a sub-pen leading into Lake Geneva. From the lake, Web submarines can take the Rhone River through southeast France and into the Mediterranean Sea.

The Nexus was built in 1921 and has been renovated many times, increasing its technology to keep its state-of-the-art lead over the rest of the world. The current structure is the result of about 70 years of work and modifications.

Switzerland was chosen because of the Swiss stubbornness in keeping outside interference away from their country which guaranteed Web a base of operations safe from foreign disruption. "We are guarded by four million watchdogs!" one Web leader said of Switzerland back in 1943.

There is speculation that Nazi Germany did not invade Switzerland during World War II because Web instructed Hitler not to. It is possible that Web would have pulled its economic support of the Third Reich if Germany had invaded Switzerland. Furthermore, it is not impossible that Web set up France to fall so rapidly in the face of Hitler's *Wermacht*, as a Web-inspired gesture of consolation ("There, there, Adolf! You can't touch Switzerland, but we will give you France instead!").

Switzerland is the largest European nation that is not a member of the United Nations. This assures Web freedom from UN interference. Web attributes its record of Nexus' secrecy to Switzerland's

non-UN status. A small, but growing faction in the organization feels that the establishment is getting too complacent, and that Nexus' exposure is inevitable.

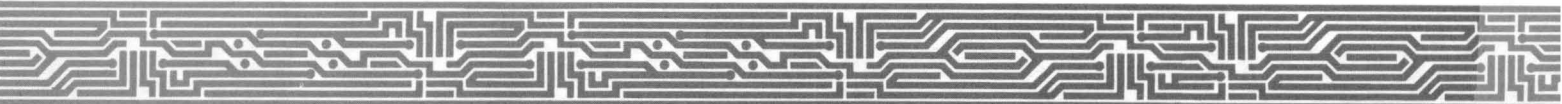
In any case, the location of the Nexus has remained a secret for decades. Ironically, on the other side of Switzerland, Orion has a Western European Branch office hidden inside a mountain, a base that Web has been aware of for two decades. Orion knows that Web knows of the mountain base. Orion figures Web's inaction is due to fear of Swiss reprisals. Orion is wrong. Web doesn't wish to make waves in their "host country." Orion still doesn't know where Nexus is located.

Nexus is located deep underground. Only a direct hit from the largest nuclear warhead currently available would have any chance at knocking the base out. The base is self-contained, with its own water, air, and power supply, the latter coming from a nuclear generator located at the deepest level.

Entry into Nexus is accomplished in one of several ways. As mentioned earlier, submarines can enter by the Rhone River-Lake Geneva route. A private research firm, Web-owned, contains a secret underground level which opens up into an underground subway tube which runs the three miles to the Nexus. While the occupants of the building do in fact carry out research, there are also 20 Squadron Omega guards stationed in it, as well as 40 Generic Soldiers with M-16s and hand grenades. The front company is called the Ostfreisland-Corbert Research Center, a German-French joint research center specializing in electronics and optics.

Operation of the three 10-man subway cars is accomplished by means of Web ID cards. The rail tube can be flooded with poison gas or knock-out gas. The trains are NOT airtight. Each car has hidden micro-phones and closed-circuit cameras.

Another means of entry is by means of a highway tunnel with a secret shunting mechanism. Vehicles enter one end of the tunnel, while hidden cameras determine that the vehicle is indeed one



of Web's, and that no other vehicle is in a position to view the inside of the tunnel. The operator on duty in Nexus activates the mechanism, which opens up a panel in whichever side of the mountain wall the vehicle is passing by, and the car or truck merely turns into the side of the mountain and goes down a ramp. This set-up is located five miles east of the Nexus, and there is an underground tunnel with two checkpoints to get by before the vehicle can enter Nexus. The tunnel can also be sealed off at both ends, and water from Lake Geneva pumped in, drowning any unwanted intruders.

There are five levels to Nexus, the topmost level is Level One, the numbers increase as the levels descend. Access to the lower levels requires either great position and influence in the organization or special permission.

Movement between levels is accomplished by a 10 passenger elevator and a cargo elevator. There is a squad of Squadron Omega guards stationed at each elevator stop, as well as at each landing of the single emergency stairwell. These guards have the right to challenge anyone and demand identification. Even the slightest hesitancy to show such identification is sufficient grounds for being shot immediately.

Level One: The main guard barracks, the subpens, vehicle storage and motor pool are located here, as well as the sickbay and mission briefing rooms. The barracks holds 75 Generic Soldiers and their AK-47 rifles. There are lounges, cafeterias, small arsenals, and supply rooms connected to the barracks area. The subway tube ends on this level. All three exits to the outside can be cut off by massive steel doors.

The subpen always contains six nuclear-powered (not nuclear armed!) mini subs, each able to hold 25 passengers. A set of ASROC (Anti-Submarine Rockets) tubes guards the opening from unwelcome underwater craft. This defense is supplemented by a pair of 5" gun emplacements.

One other unusual vehicle is berthed in the subpen: the WaterSpider, a flying submarine. It is the exclusive property of the chairman of the board.

The craft can hold 20 people. The WaterSpider can act as a sub-marine, surface vessel, or short-range aircraft. This is the chairman's escape craft in case of an all-out attack on Nexus.

The sickbay contains 25 hospital beds, a triage area, a radiology lab, ten operating rooms, a trauma unit, bloodbank, organ bank, and twenty outpatient care units.

Level Two: This level contains another barracks arrangement similar to Level One's dimensions. Security for the entire complex is located here. It is always manned by 18 Squadron Omega agents and 12 security specialists.

The security room has many banks of close-circuit camera screens, tape recorders recording conversations picked up from numerous hidden microphones, and alarm displays. Large electronic maps of Nexus, the Montreux area, Swiss airspace, and continental Europe dominate the room. All doors and exits can be electronically sealed from here, and any or all corridors can be flooded with knock-out gas.

The main arsenal is located here, full of small arms, rifles, submachineguns, shotguns, heavy machineguns, mortars, grenades, rocket launchers, chemical weapons and other instruments of death. A very large gunsmith shop is located off the arsenal. Two squads of Squadron Omegas permanently guard this section. Naturally, a large ammunition storage area, enclosed by blastproof and fireproof walls, abuts the arsenal.

This level also contains the main assembly hall, where Web holds its "Business Meetings," briefing its officials on Web's latest nefarious plans.

Perhaps the most amazing area on this level, and indeed in the entire complex, is what is known as the Junk Room. Never has such a name been so unjustly given. This vast area is a veritable museum of history. It is not one room, but a series of open rooms adjoining each other.

In the Junk Room are: a genuine Gutenberg Bible, one of the copies of the Magna Carta and the Declaration of Independence, some of Marie An-

toinette's jewelry, the bullets that killed the Archduke Ferdinand, Adolf Hitler, John F. Kennedy and Martin Luther King, and paintings by Leonardo Da Vinci, Michelangelo, Titian, Rembrandt, and Picasso.

Continuing the inventory, there is also an autographed folio of Shakespeare's works, an unfinished symphony by Beethoven, and an unknown piece of music by Mozart.

In one of the more ghoulish parts of the exhibit are the bodies of Jimmy Hoffa, Adolf Hitler, Amelia Earhardt, missing members of the Russian Royal Family, a Pharaoh archaeologists have yet to discover, and an actual Cro-Magnon man frozen in ice.

The vehicle section boasts of mint condition aircraft including a Sopwith Camel, Spad XIII, Fokker D-7, and Fokker DR-1 Triplane, all from World War I. The World War II exhibit includes a Spitfire, a P-51 Mustang, an SBD Dauntless, a TBF Avenger, a Zero, a Kate, an ME-109, a JU-87 Stuka, a B-17 Flying Fortress, and a B-24 Liberator.

The final section of the Junk Room contains personal effects from various historic figures: George Washington's wooden teeth, a shirt from Napoleon, a cigar from Winston Churchill, a lock of Stalin's hair, and other things of historical interest.

The last room of significance contains Web's archives dating back to the group's inception. Tons of paper, microfilm, and computer disks weave an epic of calculated evil and world domination. Many unexplained events throughout the 20th century begin making sense when these papers are perused.

Some of the more interesting items: The true reason John F. Kennedy was assassinated, the cause of ship and plane disappearances in the Bermuda Triangle, the real story behind UFOs, and the reason Hitler rose to power so easily.

Level Three: This level contains another barracks arrangement. In addition, this level houses the living quarters of all non-combatants such as analysts, doctors, and technicians. Like the bar-

racks, this living area also contains break rooms, lounges, cafeterias, and even a movie theatre (which shows first-run movies, of course!).

Large rooms on this level are devoted to the massive computer and communications equipment that handles not only Nexus but all of Web. This includes secure phone lines, microwave transmissions, all-band radio transmissions, and satellite communications.

The computer is actually a series of mainframes all connected to each other. This conglomeration has tie-ins to all Web-connected computers worldwide. In essence, Web has its own datanet, code-named Electric Silk.

A vast control room exists on this level, complete with a series of electronic maps similar to the ones in the Security area on Level Two. These maps keep track of every Web operative world-wide.


Web believes that "knowledge is power," and has a vast room on this level called the Information Assimilation Area. The IAA contains banks of television screens, radio receivers, compact disc players, piles of current magazines from all over the world, and up-to-date editions of the world's major daily newspapers. A group of 65 trained watchers/observers occupy this area, their sole function being to watch television, listen to the radio, and read newspapers and magazines, taking notes on their content.

These notes are then taken to the Analysts, who plot the prevailing zeitgeist. They compile detailed reports which are sent to Web's decision-makers, who use these reports to make policy.

A smaller room adjoining the IAA contains electronic monitors that provide up-to-date stock quotes and commodity market prices. Five analysts monitor this room at all times.

A Global Weather Center is situated on this level, which tracks world weather patterns and makes long term projections. This helps Web predict crop yields and how to manipulate the agricultural nations.

Level Four: This level houses the offices, bedrooms, and entertainment areas of Web's chair-



man of the board, directors, and vice-presidents. The accommodations are appropriately luxurious.

This Level is the most heavily guarded (36 Squadron Omega guards) despite the fact that there is another level below this one.

Level Five: This level contains the nuclear fission reactor that powers the building, all life-support/environmental equipment, electric and communications junctions, supply rooms, alarm system maintenance controls, and most importantly, the research labs.

There are five main research labs: biochemical, electronic, psycho/physiological/genetic, energy, and weapons. These labs are working on many new innovations for Web, some of the ideas being original, other ideas culled from stolen technology.

Among the things Web is attempting to design: airborne plagues, laser rifles and pistols, airplane and ship cloaking devices, cloning, miniature atomic bombs, and genetic mutation (giving people super-abilities by DNA alteration).

This level has been designed so that if an experiment went awry and threatened the existence of the entire complex, the Security room could jettison the entire laboratory or nuclear plant into the lake. This process is possible since the labs and reactor face the lake, and are all mounted on vast sliding rails. The labs can be shifted in five minutes, the reactor in ten.

The final mechanism embedded in Nexus is a 50 kiloton hydrogen bomb with a twenty minute countdown. If the lair is overrun by Orion, the Chairman of the Board and two Directors can initiate the countdown.

If Nexus was somehow put out of commission, Web as we know it would cease to be. Certainly, there would still be crimes, political instability, and widespread drug use, but it would no longer all be coordinated for a larger purpose. The organization, standardization of equipment, and discipline that Web fosters would be absent, and the efficiency of the smaller organizations would be greatly impaired.

The advantage of Web lies in its ability to make its moves with a world perspective. Nexus lies back and watches the world, then, armed with the information gleaned from observation, moves like an expert chess player. In fact, Web's activity is comparable to a chess game. Web is the chess player, thinking three moves ahead, and has the ability to see the entire board. Now, kill the chess player, and all you have left are individual pawns and other pieces. Sure, the pieces still exist, but the brain that forged them into an organized unit is gone. The pieces must now fend for themselves.

Furthermore, Web is very jealous about their information, information gathered from six decades of hard work. If Web goes, Nexus' main computer has a fail-safe mechanism that sends an electromagnetic pulse through the wire, aimed at the computers based in each regional headquarters as well as at all Web-owned facilities. The EMP will purge all data from each systems' banks, then fuse the chips, rendering the computers useless.

In essence, if Nexus goes, so does Web. Small cells of agents may band together and form small intelligence agencies, mercenary groups, and the like, but none of them would ever be able to achieve even a fraction of the world-spanning grandeur that is Web.

Nicholas Sanderson, the only Director to ever be captured alive by Orion, said "If Web goes, everyone who worked for it will know it!" Looking past the bravado, Sanderson spoke the truth. If Web were put out of commission, everyone from the street thugs on up to the heads of state would notice the shift in the balance of power.

Web Equipment

No world-wide espionage agency can function without some special equipment unique to that particular group. Web is no exception. The following listing contains equipment designed and used by Web in their never-ending quest for global domination. These items cannot be purchased, they are assigned to Web agents as needed.

The Web Watch: Patterned after the Orion wrist-watch, the Web Watch is far more versatile and reflects the malicious nature of its designer. Besides telling the time, date, and year, the watch is also a calculator and a radio transmitter/receiver.

Furthermore, a small knob on the side of the watch pulls out to reveal a steel wire garrote, which will spring back after the knob is released. Its last feature is its ability to act as a timer detonator for any sort of explosive. The primer cord is concealed in the wrist band. To use, one end is attached to the explosive and the other end attached to the watch itself. Maximum time delay until detonation is 48 hours.

The Black Widow's Bite: This ornate gold ring has a spring-loaded needle which can inject a victim with anything from a sleep drug to a deadly poison. The ring holds enough for three doses. The user can employ the ring as an extra dirty trick during a fist-fight, or as an even dirtier trick while shaking someone's hand. If used during melee combat, a successful hit results in the ring puncturing the victim. In either case, the ring injects the poison properly 90% of the time.

The Balloon Spider: The Balloon Spider is Web's most commonly used helicopter. It is patterned after the Sikorsky UH-60A Blackhawk, but with a souped-up engine. The copter is equipped with a silencing system to cut down 95% of rotor and engine noise, plus radar absorbing paint that renders it 85% invisible to radar. The Spider has a sophisticated electronic countermeasure system to foul up incoming anti-aircraft missiles, as well as jamming radio transmissions.

The Spider is armed with twin .50mm machine-guns, and a rack of four air-to-air missiles. Optionally, a tear gas/nerve gas delivery system can be hooked up, which sprays an area equal to a football field.

Pieces of molded fiberglass can be attached to the Spider to make it resemble a traffic copter, a news copter, a local law enforcement agency or governmental bureau copter. The fiberglass can be jettisoned when the airship is about to initiate hostilities.

MaxSpd	Cielg	Prot	#Pass	Range
190	19	-40	14	1400

The Silk Ghost: The Ghost is Web's customized Ferrari 3.2 Mondial. Besides being a really great looking car for those assignments in Monte Carlo and other glamour spots, the car is a multi-purpose, high-speed arsenal.

Retractable twin .50mm machine guns are set in the car's front end. A caltrop dispenser and an oil dispenser lie concealed in the rear end of the car, each dispenser equipped with six doses.

The Ghost has a sophisticated burglar alarm system that can transmit a signal to a Web agent's Web Watch instead of emitting a loud siren noise. To enter the car, the driver requires not only the car keys, but also a Web agent ID card. The security system has a difficulty rating of -45.

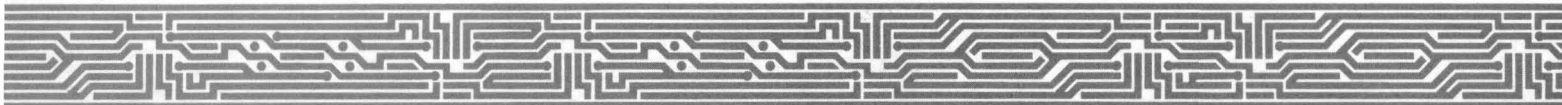
The car contains two secret compartments in the rear, each of which can hold the equivalent mass of two rifles. A two-way all-wave radio is concealed under the dash, and even the glove compartment requires an ID card to open.

The engine is a supercharged, custom-designed piece of work, which is needed to carry the car's extra weight of armor plating, and still achieve high speeds.

If worse comes to worst, the vehicle can self-destruct with a 30-second delay. It explodes with the equivalent force of twelve sticks of dynamite.

For ease of disguise, the car has rotatable license plates (4 settings), a second layer of exterior paint under the surface coating (the surface coating burns off when a special solvent is squirted on it; the dispensers are located all over the car, enabling the paint job to be changed in 15 seconds), and fiberglass molded parts to make it resemble other sports cars.

Max Spd	Accl	Hndl	Brake	Prot	#Pass	Rnge
160	18	+35	60	-55	4	300



The Nerd Box: So named because of an abundance of sophisticated gadgets, the Nerd Box can resemble a Walkman, a transistor radio, or a 35mm camera. The Nerd Box is a multi-functional piece of equipment combining a minicamera, mini-tape recorder, bug detector, and radio signal jammer.

The bug detector has a range of 10', and the jammer works on walkie-talkie, citizens band, and personal communications device within a 60' radius.

Infrared Contacts: Resembling ordinary contact lenses, these IR lenses act as infrared goggles, enabling the user to see heat patterns. They can be custom manufactured to fit an agent who actually needs contact lenses.

Cyanide Tooth: Usually placed on agents who are going on a very difficult mission with little chance of return, this tooth releases a dose of cyanide when the jaw is moved a certain way, followed by a hard chomping down on the fake tooth. The poison works in ten seconds.

Poison Buckle: This ornate belt buckle has a spring-loaded needle which injects the wearer with a dose of cyanide. To activate it, the wearer presses a rhinestone set in the buckle's center. In a fit of gallows humor some Web agents have nicknamed this device "the Navel Destroyer."

Beeper Bomb: This bomb is disguised as a telephone beeper, the sort worn by so many businessmen today. It has a timing mechanism that enables the bomb to explode any where from 15 to 180 seconds. The Beeper Bomb explodes with the force of five grams of plastique.

Agent's Briefcase This standard-sized briefcase is an invaluable multi-purpose item. When held up to the body, it acts as body armor with the same protection as bulletproof glass. The briefcase also contains a built-in 35mm camera, a 9mm pistol equivalent to a 9mm FN Browning, and a bug detector.

The briefcase's lock has a -50 difficulty rating, and a very loud motion-sensitive alarm. The case contains two 3" x 2" x 1" secret compartments. In

extreme situations, the case acts as a radio-detonated bomb, which is activated by an agent's Web Watch. It explodes with the force of 10 grams of plastique.

NPCs

Certainly, each Web region has NPCs unique to the respective areas, but there exists a certain breed of Web operative whose jurisdiction (and notoriety) is world-wide. The following people are a small part of Web's personnel who are not restricted by internal boundaries. Bear in mind they are not to be used lightly. Only large or unusual cases are worthy of their attention.

Head Business Overseer: As mentioned earlier, Web has many legitimate business dealings. Many of the people who work in these businesses have no idea that they work for a megalomaniacal organization. However, Web needs someone who can run things on the legitimate side, but who also is fully aware of who pulls the strings.

Begin Rules Section

Taylor Ashley Hathaway

STR	INT	REF	WIL	CON	MOV	DEX
52	75	71	65	56	63	73

Sex: Female
 Race: White
 Nationality: English
 Native Language: English
 Age: 23

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

Advantages: Attractive Appearance (3), Language Ability (2), Observation (3), Sixth Sense (2).

Disadvantages: Addiction (Cocaine) (2), Allergies (Cat hair) (2), Greed (3).

Skills: Basic Firearms, Pistol (5), Basic Melee, Oriental Martial Arts (5), Cryptography (3), Forgery (4), Stealth (4), Driving/Auto (4), Fine Arts (5), Photography (3), Social Chameleon (5), Basic Liberal Arts, Business/Economics (5), Language (Japanese 4), Language (French 4), Language (Russian 4), Language (German 3).

End Rules Section

BACKGROUND: Taylor is Web's Overseer of Legitimate Businesses. She graduated from Harvard University with an M.B.A. and is very good at what she does. In fact, she is best described a violent yuppie. She has not a shred of conscience, and is quite bloodthirsty and unprincipled. She will do anything and everything to keep her position and its benefits (read: money and valuables).

She dresses impeccably, and drives expensive sports cars. She has a large cocaine habit but has thus far kept it from ruining her job performance. She works in Chicago.

Chief Recruiter: Like any good team, Web needs talent scouts, people who can pick prospective agents.

Begin Rules Section

Gregor Ivanovitch Petropavlovski

STR	INT	REF	WIL	CON	MOV	DEX
60	64	56	72	75	62	60

Sex: Male
 Race: White
 Nationality: Soviet
 Native Language: Russian
 Age: 33

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

Advantages: Empathy (2), Fearlessness (2), Light Sleeper (2), Observation (3), Sixth Sense (2), Toughness (2).

Drawbacks: Addiction (cigarettes 2), Clumsiness (2), Enemy (KGB 4), Greed (3), Lechery (2).

Skills: Electronics (4), Computer Technician (4), Basic Firearms, Pistol (4), SMG (3), Rifle (2), Basic Melee, Oriental Martial Arts (5), Fencing (3), Disguise (5), Interrogation (4), Shadowing (5), Surveillance (3), Acting (5), Driving/Auto, Motorcycle & Boat (4), First Aid (3), Lip Reading (5), Photography (4), Piloting/Helicopter (2), Skiing (3), Social Chameleon (3), Swimming (4), Throwing (5), Basic Liberal Arts, Language (English 4), Language (French 4), Language (Arabic 3), Language (Italian 3), Language (German 1).

End Rules Section

BACKGROUND: Nattily dressed in expensive European suits and silk ascots, Gregor cuts quite a dashing figure. As Web's best recruiter worldwide (he prefers the business term "headhunter"), his job is to jet set around the world, looking for likely candidates to join Web.

Gregor looks for individuals who are highly placed in the military, bureaucratic, and espionage circles. In the course of his recruiting efforts, he also targets skilled people who are disillusioned with their own countries' policies. He does not pay attention to any spies, mercenaries or terrorists he hears about in the media; he reasons that competent professionals are the ones that no one ever hears of.

Dismissed from the KGB seven years ago for being too violent, Gregor has loyally served Web since his departure from the Soviet Union.

Chief Public Relations Expert: In order for Web to be able to move about the world without being noticed, the network needs someone in public-relations, law, and diplomatic know-how. The Chief PR Expert handles both the legitimate and covert aspects of Web.

Begin Rules Section

David Zusui

STR	INT	REF	WIL	CON	MOV	DEX
40	72	50	65	45	56	61

Sex: Male
Race: White
Nationality: American
Native Language: English
Age: 25

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

Advantages: Acting Ability (2), Attractive Appearance (2), Observation (3), Photographic Memory (6), Sensuality (2).

Drawbacks: Cowardice (4), Deep Sleeper (2), Greed (3), Lechery (2), Phobias (Guns 2), Vision Impairment (glasses 2).

Skills: Basic Firearms, Basic Melee, Club (4), Concealment (3), Acting (5), Driving/Automobile, Motorcycle, ORV, & Boat (5), Fine Arts (3), Piloting/1 engine (2), Sailing (5), Skiing (3), Social Chameleon (3), Throwing (5), Basic Liberal Arts, History/Poli Sci (5), Law (4), Anthro/Psych/Soc (3), Business/Economics (3), Language (Japanese 4), Language (Spanish 3), Bribery (5).

End Rules Section

BACKGROUND: David is a handsome, sharp-dressed hunk who has no principles, and is very, very slick. Picture a dangerous lounge lizard. He has a glib tongue, and can talk himself out of many a jam. He is excellent as Web's PR man (he refers to himself as "damage control expert"). David has a massive ego, considers himself God's gift to women, and excels in dodging issues and questions.

Graduating from Suffolk University Law School in Boston, Massachusetts, David tried to become an actor, but failed, mostly because he did not wait until he became a valuable property before becom-

ing insufferably egotistical. As a result, he never became a hot property. Bitter, he was recruited by Web, and has vowed vengeance on all cinema-related people and locales. Hollywood is first on his list.

Chief Enforcer/Troubleshooter: Though Web has expert agents in each of its regions across the world, there is sometimes need of someone who is not associated with any one area; a new face, so to speak.

Begin Rules Section

Sabrina Goncalves

STR	INT	REF	WIL	CON	MOV	DEX
66	74	74	68	72	70	74

Sex: Female
Race: Black
Nationality: Brazilian
Native Language: Portuguese
Age: 27

Psychology: Cruelty (High), Loyalty (Total), Passion (High), Piety (Low), Sanity (Some), Selfishness (Some).

Advantages: Acute Hearing (2), Athletic Ability (1), Attractive Appearance (2), Fearlessness (2), Light Sleeper (2), Night Vision (2), Sensuality (2), Stamina (2).

Drawbacks: Addiction (Ginger Beer 2), Allergies (Ragweed 2), Greed (3), Lechery (2), Phobia (Spiders 2), Traumatic Flashback (Seeing an adult beat a child 2), Vision Impairment (Contact Lenses 2).

Skills: Basic Tool Use, Basic Mechanic, Electronics (4), Computer Technician (4), Knife Throwing (3), Bow and Arrow (2), Crossbow (4), Basic Firearms, Pistol (5), SMG (5), Shotgun (4), Rifle (5), Hand Grenade (4), Basic Heavy Weapons, Machine Gun (2), Basic Melee, Knife (5), Sword (4), Boxing (4), Oriental Martial Arts (5), Cryptography (4), Demolitions (4), Disguise (5), Forgery (4), Interrogation (5), Lock-picking (4), Pickpocket (4), Shadowing (3), Stealth (5), Surveillance (5), Acting (4), Driving/

Auto, Truck, Motorcycle, ORV, Boat, Tank (5), First Aid (3), Horsemanship (4), Photography (3), Pilot/1 engine, Multi-engine, Helicopter, Jet (3), Radio Operator, Scuba Diving (3), Social Chameleon (4), Swimming (2), Throwing (3), Basic Liberal Arts, Basic Science, Chemistry (4), Language (English 4), Language (Spanish 4), Language (Russian 2), Language (Arabic 2).

End Rules Section

BACKGROUND: Sabrina is a light-skinned black woman of stunning beauty and grace. She is a deadly assassin, expert troubleshooter, and all around jack-of-all-trades.

Sabrina was brought up in poverty, living in a slum in Rio de Janeiro, Brazil. She was beaten frequently by her alcoholic father, which prompted her to run away from home at age twelve. Living off the streets, Sabrina began getting some rudimentary knowledge in the skills listed above. A female Web agent happened upon Sabrina as the urchin broke into the agent's hotel room and attempted to steal the agent's luggage. Rather than just shooting the juvenile intruder, the agent saw Sabrina's potential and arranged for the girl's training.

Currently, Sabrina is the best of the best. As the Chief Enforcer, she is held in high regard and much dread by Web employees, for she is the one called to mete out punishment for insubordination. Besides the role of in-house disciplinarian, Sabrina handles delicate missions that require an outsider, someone not even remotely recognized by local authorities.

Despite her excellent skills, Sabrina has her weaknesses. She is deathly afraid of spiders, having been bitten by a particularly large one at age thirteen while sleeping in a gutter. Sabrina has an attraction to ginger beer, a non-alcoholic carbonated drink that has a very strong ginger taste, much stronger than ginger ale.

Sabrina lives in an expensive apartment in Rio de Janeiro, symbolically assuring her that she has indeed risen above her impoverished roots. She drives expensive cars, has expensive tastes,

and dresses in rich clothing between assignments.

During missions, she is the ultimate professional. Sabrina thinks on her feet, and can make weapons and tools out of simple household tools, scraps of wire, and chewing gum. She does not show any emotion when dispatching a victim, but if the mission calls for it, she can be quite a sultry vixen.

Squadron Omega: Time and time again, Web has run afoul of Orion's Titan Teams, groups of elite agents specially trained in commando and counter-terrorist operations. Despite the fact that Web has contacts with numerous terrorist and mercenary groups, the organization has found the need to have its own team of experts who have no loyalty save to Web.

Using "outside agencies" certainly has its advantages, but there are some great disadvantages also. Outside agencies are not as heavily screened as actual Web agents are. Outside agencies are loyal to themselves first. Loyalty to Web is mostly achieved by money and arms. If these resources are cut off, loyalty evaporates. Because these groups are in fact outsiders, they cannot be trusted with Web's secret resources and are therefore not as effective as they could be. Some of the outsider groups are just plain crazy and consequently unreliable.

Therefore, in answer to these points as well as giving Web something to fight back the Titan Teams, Web has come up with Squadron Omega. Omega is the last letter of the Greek alphabet, and Web sees the Squadron as the last word in elite teams. The letter Omega also represents endings, and Web hopes that Squadron Omega ends Orion's Titan Teams.

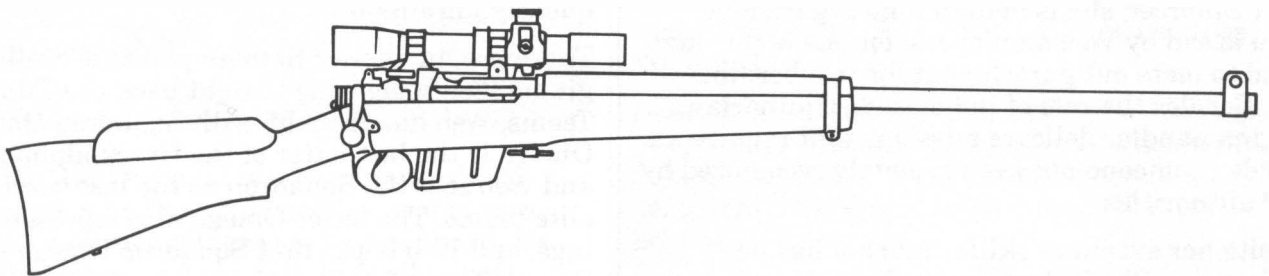
There are three training sites for Squadron Omega: the frozen northernmost areas of Finland; Damascus, Syria; and the Libyan Desert. Trainees must attend each center for one year. At these centers they learn: arctic survival and commando tactics, counter-counter-terrorism and city fighting, and desert warfare, vehicle and weapons training.

The average stats for a member of Squadron Omega run from 55 to 65 per attribute. Skill levels of most Squadron Omega personnel start at Level Three, where a skill level is required. The types of skills found in most Omegans run as follows. Basic Firearms, Pistol, Rifle, SMG, Hand Grenade, Basic Heavy Weapons, Basic Melee, Knife, Oriental Martial Arts, Four Specialty Skills (Disguise, Interrogation, Lockpicking, and Shadowing being the four most popular skills), Survival (Desert and Arctic), Driving/Auto/Truck/Motorcycle/Boat, First Aid, Parachuting, Photography, Piloting/1-engine/Helicopter, Radio Operator, Scuba Diving, Skiing, Swimming, Throwing, and three languages.

Squadron Omega teams are equipped with nylon helmets, bulletproof vests, silenced 9mm Uzis, silenced 9mm FN Brownings, two throwing knives, Web Watches, and one suicide device. Of course, in urban settings, the Omega members look and dress like normal people.

Web dispatches Squadron Omega in groups of eight, transported either by the Web's customized helicopters or automobiles, as the situation dictates. There are three Omega deployment sites: Panama City, Panama; Helsinki, Finland; and Kampala, Uganda. The teams can be anywhere in the world in 12 hours, but are only called in when either an existing situation has degenerated and requires extra muscle, or when a mission is so important that outside agencies or normal Web agents would be insufficient to carry it out. The presence of an Orion Titan Team is just cause for calling in Squadron Omega.

Bear in mind that Squadron Omega is a fledgling group which has not had much opportunity to prove itself. Web is anxious to pit their Squadron Omega against Orion's Titan Teams, since the two elite groups have yet to meet.



Regional Activities

TOP SECRET/S.I.

Orion divides the world into twelve Bureaus, each given a code-name based on a sign of the Zodiac. Web, on the other hand, has six regions, each named after a mythological character from the respective area.

Each region is split into twelve Divisions: Acquisitions, Marketing, Finance, Manufacturing, Sales, Shipping, Research and Development, MIS (Management Information Systems), Personnel, Legal, Operations, and Orion. Each Division is in turn broken into Departments. These Departments handle Web's affairs, legal and otherwise.

Each Division is unique, for each has its own problems, advantages, and overall special features. Each region emphasizes different Divisions, as the demographics and geography dictate. The following section gives an overview Web regional activity world-wide, and how tasks for the more active divisions have been shaping up as of late. The legitimate businesses are not covered as much; Web's illegalities are much more exciting and worth pursuing!

Incidentally, sharp-eyed readers may notice some of the regions have two sets of goals for a particular nation. This is no accident. Not all of the Divisions within a region necessarily like each other. Many times, Divisions or even entire regions compete against each other.

North America— Codename: Hiawatha

Goals for North America: Introduce the possibility of blatant terrorism in the USA. Keep a steady flow of drugs into the US, and a steady flow of technological secrets out of the country. Discredit any American politicians who are pushing for budget reforms, less military spending, and better education. Destabilize Mexico and present it as a threat to America. Encourage violent separatist activity in Quebec.

North America encompasses everything from Alaska to Mexico, plus Cuba, the Bahamas, Bermuda, Puerto Rico, and the other island nations of the Caribbean. The United States is both a beehive of activity for Web and a place of restraint, due to the large amounts of law enforcement, intelligence, and security agencies to contend with. The FBI, CIA and NSA are the agencies that Web considers most dangerous in this area, though Web also worries about the Canadian SAS counter terrorist force and the RCMP, Royal Canadian Mounted Police.


The omnipresence of the American media is another obstacle that Web needs to overcome, since the mysterious organization relies heavily on secrecy. The last thing Web wants is to see one of their agents or operatives featured on one of those real-life crime shows!

The Acquisitions Division has been stressing Espionage and Industrial Espionage in the United States. Industrial Espionage has been particularly active, with a pipeline of information going to the Japanese and Soviet Union Web counterparts in the Industrial Espionage Division.

Auto Theft is also strong in the US, particularly in cities such as Boston, New York, Chicago, and Los Angeles. Expensive or trendy cars are at the top of the list, such as BMWs, Porsches, Audis, Corvettes, and Ferraris. Each of these cities have an automotive "clearing house."

Black Marketing is strong in places that discourage free enterprise, such as Cuba. Conversely, embargoed items such as Cuban cigars are provided by Web to the rich and powerful, especially in the Washington DC area. The Black Market is also expanding to include foreign-made assault rifles, to be sold in the United States.

The Marketing Division uses its Psychological Warfare Department to get across the message to the people of the United States that the pursuit of wealth is the highest goal anyone could strive for. Level-headed patriotism is subtly ridiculed, to be replaced instead with either knee-jerk fanaticism or contempt for one's country. There is evidence that the Marketing Department sometimes rigs



television surveys so that trashy programs are made out to be popular, while programs that encourage thinking are done away with. Web would truly like to see America become brain-dead.

The Finance Division flourishes in the USA. Insider trading, money laundering and stock fraud all remain active, especially in the Northeastern US and Texas. The Division owns an entire building in Manhattan.

The Forgery Division is especially active in Mexico, where their most popular product is US citizenship papers. Many times, these papers are given to people in exchange for their loyalty to Web.

Regarding Manufacturing, most drugs that come into the US are already processed, but those that are not are taken to secret sites in Florida, Texas, California and Canada. Youth gangs and assorted thugs are hired as security, and are armed with illegal sub-machineguns provided by Black Marketing.

Sales, which controls Drug Trafficking, handles the distribution of drugs to the pushers. This Department is strongly guarded by gangs recruited by Web. The "dispatch areas" exist in every North American city of over 500,000 people. Web takes much pride in Sales because of the enormous profit it shows. It has top priority, and whatever this Division wants, it gets, for Web sees the value of using drugs to paralyze American and Canadian will.

Shipping sometimes works with Manufacturing, transporting illegal aliens into the USA. Acquisitions also works closely with Shipping in order to get its Black Marketing merchandise to its destinations. The head of Shipping is aware of how much power he has, and gets quite pushy and surly with his Web comrades. Shipping's latest project is an attempt to buy up old shipyards that are out of business and use them for Web's foul purposes.

Research and Development has two major research facilities, one on each coast, blending in with other high-tech businesses that are grouped together; these sites are located in Silicon Valley

in California, and along Route 128 in Massachusetts.

Arms and Munitions is a bit worried due to the recent East-West thawing. The Department fears a drop in business. There are large Web-owned weapons facilities in the US and Canada, specifically in Pittsburgh, Birmingham, Houston, Sacramento, and Phoenix in the United States, Vancouver and Montreal in Canada.

MIS has computer centers operating in Boston, Denver, San Diego, Montreal and Mexico City. Data Analysis and Cryptography have a large facility near Washington DC, in the state of Virginia.

The Communications Department is trying to launch a private Web communications satellite. They are experimenting with their own cable station that beams subliminal messages to the viewers. The Department is working closely with Marketing on this idea.

Personnel loves working in North America. The Recruiting Department has lots of candidates to choose from. The Department especially looks for extremist groups, especially well-meaning, misinformed, or badly one-sided political groups. These action groups are then run by Web behind the scenes.

Street gangs, thugs who are not moving up in their own criminal organizations fast enough, and crooked cops all become unusual allies when Web recruits them. There is even evidence that Web enlists racist elements of the Skinhead movement, plus former Klansmen and other hate groups just to stir up trouble and destabilize an area, or to draw attention away from a large Web mission.

As far as the Counter-Intelligence Department is concerned, it must tread carefully around the FBI and CIA. Most of Web's operations against North American Intelligence groups is subtle, and done through a third part, such as Puerto Rican independence terrorists or the Symbionese Liberation Army.

The Legal Division's Defense Department has a whole stable of slimy, ambulance-chasing, cheap lawyers to get their hired lackeys out of jail. These

legal vultures give the law profession a bad name, and are recruited from the ranks of the unscrupulous and opportunistic. Sometimes, the Defense Department even manipulates freedom-protecting groups into fighting for the Web's lackeys' rights to free expression.

Legislation and Politics Departments maintain a heavy lobbying contingent in Washington. Any issue that would undermine Web's status is lobbied against. In addition, Web uses other tactics such as coercion, blackmail, and bribery are frequently employed to preserve the sinister group's freedoms.

Operations must move carefully in North America due to the heavily structured societies that the Division must work in. Terrorism is the one Department that has the majority of this division's workload. Web has backed or is backing the Symbionese Liberation Army, the Aryan Nations, various Separatist terrorist groups in Quebec, and several Mexican revolutionary groups.

Special Operations keeps a constant surveillance on the United Nations Building in New York City. A large Web safe house is located in Manhattan. The Division is contemplating some terrorist action against the UN building, but the Division is unsure as how to proceed. As it stands, the Legal Department has several UN diplomats in its pocket, and Web uses these people to vote against any resolutions that would help the world or threaten Web's operating conditions.

Special Operations recently conducted operations on the Caribbean island of San Cristobal, but was stopped by Orion.

Orion Division has narrowed down the possible location of Orion's North American bureau to Washington DC, New York, or Boston. The Tracking Department has made the finding of the true location its top priority.

Orion, on the other hand, knows that Web's regional headquarters is either in Chicago, Detroit or Milwaukee.

Prominent Web-owned companies in the North American region: Omnithrill Entertainments

(Hollywood) involved in films, television, subliminal commercials, several violent punk/heavy metal bands. Baker Shipbuilding (Norfolk, Virginia). Phil D. Luker Investments (Wall Street, New York). Roadluggers, Inc. (Denver, Colorado) Interstate trucking.

South and Central America— Codename: El Dorado

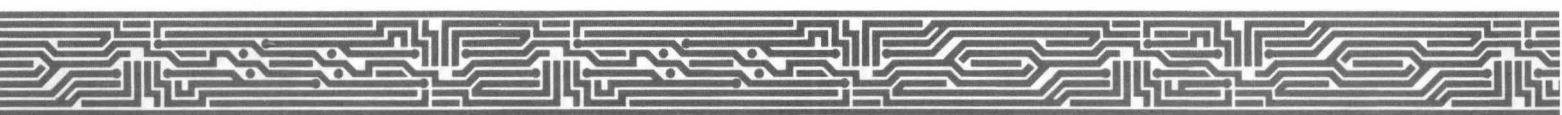
Goals for South and Central America: Perpetuate the Central American guerilla wars, keep dictatorships in the area firmly in place. Preserve the South American drug cartels and increase production. Get rid of the Amazonian rain forests, and plant a new Web base in that area.

The region encompasses the entire continent of South America, and the Central American nations of Guatemala, Belize, El Salvador, Honduras, Nicaragua, Costa Rica, and Panama.

Theft and Burglary are well organized in this area, using many gangs of poor young people. These gangs are lured in with promises of money, material goods, and respect. Every South American capital has a "youth safe-house": supposedly a youth shelter, but in reality a training area for young thieves.

The Black Marketing Department thrives. Places such as Nicaragua, El Salvador, Colombia, and Chile all have a high demand for Black Market goods.

Since South America is not exactly on the cutting edge of industrial development, Industrial Espionage is not given much of an operating budget. The same goes for the regular Espionage Department; other than monitoring the constantly changing governments and civil wars, this Department has little to do.



Some governments have actually hired Web's Marketing Division to aid them in spreading propaganda against rebel groups. For instance, a crooked El Salvadorian official hired Web to come up with an anti-rebel, anti-communist propaganda campaign. Seeing the opportunity for maximum profit at minimum effort, Web also sold the same campaign to anti-government Sandanista rebels in neighboring Nicaragua. Conversely, El Salvadoran rebels hired Web to launch an anti-government campaign, and after it did so, Web sold the same deal to Ortega's government in Nicaragua. Colombian drug lords have hired Web to spread anti-government lies to the peasants, so that the people would not co-operate with the government's anti-drug efforts.

The Finance Division is downplayed, but Manufacturing has a strong hold in South America, and is considered Web's "Bonus Baby." The Drug Processing Department is an elaborate, well-built and well-defended system that extends from Colombia to Bolivia to Brazil. This Department is so secure, that it practically operates in the open. Rival drug lords do not bother Web, for the group gives money, arms, and other help to them. Those drug lords that do not cooperate mysteriously disappear, to be quickly replaced by a boss sympathetic to Web.

The Sales Division works very closely with Manufacturing and, consequently, is also a very well-supplied and profitable organization. It co-ordinates the flow of drugs to all parts of the world, and of all the regions, the South American Sales is the largest such Division. Its main office is in Medellin, Colombia.

Shipping's Smuggling and Contraband Department keeps busy shipping arms to the many unrest groups in the region. Most of it is accomplished by private firms that have been bought out by Web. Weapons "clearing houses" exist in Panama, Colombia, Uruguay, and Chile.

Research and Development's primary Department is Arms and Munitions, which does business with the local governments and rebel groups alike. The only problem encountered here is that many legitimate arms dealers cut into Web's profits by offering cheaper wares.

As mentioned earlier, the lesser per capita income of this region makes recruiting easier. The Personnel Division has their hands full sifting through likely candidates. Each nation in this region has a secret recruiting center in its capital.

The Recruiting Department is currently very active in every country of this region regardless of size.

One example of Web's failure, however, is their attempt at recruiting the Meskito Indians in Central America. The Indians would have nothing to do with the evil organization, and when pressed, the Meskitos responded with violence and slaughtered the Web recruiters. They have not been bothered since.

The Counter-Intelligence Department has their hands full, not with local intelligence groups, but rather with monitoring the CIA, Cuban DGI, and Soviet GRU. These groups play tough and are just as able to engage in dirty tricks. When it comes to espionage, South and Central America is by no means an easy affair for Web.

The Legal Division is focusing most of its operations on drug-producing countries of this region, mostly to assure that the drug producers operate unmolested. For Web, this means constant political pressure and a neverending flow of bribes.

The Operations Division for the region is both a wonder and a nightmare for Web. There is a constant demand for assassinations, kidnappings, and sabotage, enough to keep the Division well financed. On the other hand, the groups that hire Web or are hired by Web change so often, and are consequently not very reliable.

The Terrorism Department keeps groups like Colombia's National Liberation Army, Peru's Shining Path, El Salvador's Popular Revolutionary Army, and Argentina's Revolutionary People's Army running, in return for their help when the situation dictates. In addition, Web "consultants" have been hired by the Medellin drug cartels in the war against the Colombian government.

The Special Operations Department is continuing with Operation: Lair, an operation that has been

active for the last 46 years. High in the Argentine side of the Andes, a secret Web fortress-genetics lab has a score of Nazi war criminals hiding out since 1946. The former Reich officials have aged only one year for every five that has passed, thanks to a top secret genetic experiment. These men are being groomed to seize power in Germany should it ever reunite. The experiment is still not over, for the Web Directors want to be absolutely sure that everything is working correctly before they use it on themselves.

Orion is aware of the location of Web's regional headquarters in Buenos Aires.

Prominent Web-owned companies in the South/Central American region: Ramos Pharmaceuticals (Bogota, Colombia) dealing in drugs, legal and illegal. Balboa Air Freight (Panama City, Panama). Buenaventura Cruise Lines (Rio de Janeiro, Brazil). Santos, Costa, & Fertado (Brasilia, Brazil) a company dealing in machinery manufacturing. A.Vita Armaments (Mendoza, Argentina) makers of guns and ammo.

Europe— Codename: Prometheus

Goals for Europe: Keep terrorism going strong in Northern Ireland, the Basque area, and Italy. Fire up anti-Turkish sentiments in Greece, possibly starting a war there. Revive Nazism in Germany. Dissolve NATO and the Warsaw Pact. Insure that a reunified Germany is not a democratic society. Keep Soviet and American tensions high.

The European Region covers all European nations from Iceland to the portion of the Soviet Union west of the Urals. Turkey is not included in this region, it is part of the Africa and Middle East region. Malta, the island nation located south of Sicily, seesaws back and forth between the European and Africa/Middle East regions, depending

on which region has the most aggressive Director at the time.

The European Region is the oldest Web region, having existed since the organization's inception after World War II. Web's most experienced agents and best resources are found in the European Region.

The tearing down of the Iron Curtain has allowed Web to expand its operations into Central and Eastern Europe. Web is also watching German efforts toward reunification very closely.

Evidence shows that Albania is the European nation most likely under Web's control. With the crumbling of the Iron Curtain, Web may strengthen this Balkan nation's ties with China, ties which are already strong to begin with. Albania is also the host of the Strand, Web's top secret fortress that serves as an incarceration/interrogation/experimentation center for captured enemy agents, especially Orion agents.

The Acquisitions Division is very busy in Europe. Auto Theft prospers greatly due to the popularity of certain makes of German and Italian cars. Many of these cars are stolen for clients in Africa, the Middle East, and Southeast Asia. Automotive "clearing houses" exists in Denmark, England, Spain, France, West Germany, Italy, and Austria.

Black Marketing is especially active in Eastern Europe and the Soviet Union, where demand for Western-made items is high. With the recent opening of East-West borders, there is much apprehension by the director of the Black Marketing Department that demand will fall as trade opens up.

Europe's new role as a place of great change in the nineties assures that Web's Espionage Department will be well-financed by the Directors. The upcoming economic uniting of Western Europe in 1992 will be closely monitored by Web. The Espionage operation also keeps a close watch on NATO (Brussels, Belgium), Interpol (Paris, France), the British MI-5 (London, England), the French DGSE, the Soviet KGB and GRU (Moscow, Soviet Union), and the Hungarian AVB (Budapest, Hungary).



The Industrial Espionage Department is focused primarily on West Germany and Switzerland, for the former's mechanical technology and the latter's skill in optics.

Marketing works closely with the Legal Division, especially in Northern Ireland, West Germany, Spain and Greece. Propaganda and Disinformation do their best to fan the flames of dissent in Belfast and the Basque independence movement. The Department also pours heavy support into radical political parties in West Germany. Web is attempting to spark a new war between Greece and Turkey by using the various media that the organization owns to inflame bitterness between the two uneasy allies.

The Finance Division is gearing up for the European Unification of the Common Market. Their Stock and Securities Fraud Department is working in the London Stock Exchange, trying very hard to set things up so Web may financially control the European Alliance.

Finance also keeps close tabs on Leningrad, the Soviet Union's main commerce center. The Division looks most carefully at the Soviet wheat harvests, to see if perhaps the massive nation may be manipulated by the weakness of a bad harvest.

Western Europe Sales' Drug Trafficking Department maintains a pipeline of drugs receiving cocaine from the South American region, opium from Southeast Asia, and heroin from Afghanistan.

The Shipping Division is kept busy using its Transportation Department for drug-running and its Smuggling and Contraband operation for weapons smuggling. The IRA receives many weapons from this Department. The Division owns several trucking, shipping, and air freight companies that cover the continent.

Research and Development maintain three sites where the three Departments under its jurisdiction carry out much of their work: a weapons plant north of Stockholm, Sweden; a private research facility on the Franco-Italian border; and another research facility just outside Thessaloniki, on Greece's Aegean shores.

One of Research and Development's latest efforts is the creation of a satellite that can send special signals to televisions and radios in order to mesmerize an entire continent and make the populations subservient to Web. They are closely working with MIS Division on this ambitious undertaking. Web's higher-ups are skeptical that such a far-fetched scheme can work on a large scale, but as mentioned before, the European region gets favored treatment, which is accompanied by greater freedom and latitude.

The Data Analysis and Cryptography Departments are run from the Nexus in Switzerland. Like their fellow workers in the North American region, the European Web personnel are trying to launch a private communications satellite, but using the European Space Agency as their unwitting pawns.

The numerous European intelligence agencies mentioned earlier makes Web's European Counter-Intelligence Department the busiest of all six regions. Hundreds of times each year, incidents involving Web's clashing with one of the European agencies occur. The French DGSE and the Soviet KGB are the two groups that have been giving Web the most difficulty lately. London's Scotland Yard, Special Branch, is a constant source of irritation for Web's operations in the Metropolitan London area.

The Legal Division focuses primarily on the Legislation and Politics Department. Working with the Marketing Division, the Legal Division is trying to destabilize superpower influence in Europe, and have Web fill the vacuum. In some ways, Web wants the USA and the USSR to keep troops in Europe. The enormous financial drain involved in keeping armies in Europe weakens both nation's economies, and makes the two superpowers that much weaker against Web's machinations. The two armies also keeps tensions high between the two nations, and keeps the munitions industry, an industry Web invests heavily in, afloat and strong.

On the other hand, Web does not want the American and Soviet presences in Europe to be too strong, for this would interfere with Web's mobil-

ity. Thus, like numerous other situations around the world, Web must maintain a delicate balance.

In further activities, Web's Legal Division is working with Marketing's Propaganda and Disinformation Department in West Germany, where Web wishes to nurture a Neo-fascist sentiment. Included in their platform is a revisionist view of World War II, which includes a denial that the Holocaust ever happened.

A high-ranking Web official is rumored to be a member of the Soviet Politburo. This official is opposed to Gorbachev's glasnost policies. The last thing that the Web wants is a US-USSR partnership against the organization.

Web also has extensive ties with the Sicilian Mafia, though neither organization trusts the other. Web is trying to take control of the underworld gang, but, aside from some medium-level infiltration, has not succeeded.

The Operations Division's Special Operations Department has a special section devoted exclusively to the monitoring of the Soviet Union. Unlike the United States, the Soviet Union is a hard place to conduct mass surveillance of national infrastructure. The central control center is located in Kiev.

This "Soviet Operation" is responsible for keeping track of army, navy and air force movements of the Soviet Union and the Warsaw Pact. The Operations is also responsible for maintaining updated photos and dossiers on Soviet energy generating facilities, space program, Politburo members, secret intelligence agencies' activities, the dissident community, food production, and transportation capabilities, in which the latter includes railroads, Aeroflot (the Soviet airline), bridges and highways, and trucking companies.

The Special Operations Department also runs the Strand Web's maximum security facility. This secret base is located in Albania, ten miles north of the tiny village of Puke, nestled in the Dinaric Alps.

The Strand is manned by 24 Squadron Omega guards, 36 regular Web agents, and 72 Generic Soldiers. This detention center can hold 200 pris-

oners. The Strand has extensive interrogation facilities, which includes drug administration, torture chambers, sensory deprivation tanks, even mock-ups of hotel rooms and homes (in order to make the victim think that he is home safe again, and lull him into speaking freely).

The Strand also houses six Web helicopters and a dozen Web ground vehicles. To facilitate surveillance-free communications with Nexus, there is a secure phone line that extends from the Strand to Nexus.

Orion is not certain of Strand's existence, since a successful escape has never been effected against the installation. Orion does know that there is some sort of installation in the Balkan area that is used as a prison camp.

Prominent Web-owned companies in the European region: Igorigorovich Tractor Works (Kalinin, Soviet Union)—manufacturing tractors, trucks, engines. Vyvian, Neal, and Michaels Transportation, Ltd. (Southampton, England)—A transportation conglomerate that includes a cargo shipping line, a passenger cruise line, a trucking company, an air freight line, and several freight trains. Cabral & Amaral (Lisbon, Portugal)—Import/export company. Nouvelle Amusements (Paris, France)—Magazines, films, radio stations, rock concerts, tours. Scharnhorst & Gneiseneau (Aachen, West Germany)—Armaments, motorworks.

Africa and the Middle East— Codename: Gilgamesh

Goals for Africa: Ensure that South Africa's white minority government stays in power, while also keeping SWAPO as a viable threat against that government. Keep civil war going in Angola. Prevent African nations such as Kenya from enforcing an ivory ban, since Web derives part of its

African income from black market ivory. Hamper humanitarian aid to Ethiopia, thereby sowing internal discontent. Gain control of the Red Sea from the Sinai peninsula to the Gulf of Aden. Keep Khadafy in power in Libya and encourage his incursions into Chad, although Khadafy can be very uncooperative, and may have to be replaced.

Goals for Middle East: Create and assume full control of a Palestinian state by destroying Israel. Keep Lebanon in chaos. Use Cyprus as a sore point between Greece and Turkey, hopefully sparking a renewed war between the two antagonists. Keep Iran rabidly anti-Western and anti-Soviet, while fueling more tensions with Iraq. Create dissent among all of the Gulf States in the Arabian peninsula. Gain military or economic control of the Persian Gulf. Unite the two Yemens and take control of them.

The Africa and Middle East Region encompasses all of the African continent in addition to Israel, Jordan, Lebanon, Syria, Turkey, Saudi Arabia, Kuwait, Qatar, Bahrain, United Arab Emirates, Oman, the Yemens, Iraq, and Iran.

Africa and the Middle East are considered a virtual playground by Web analysts. The area is made up of many Third World nations with ever-changing governments and alliances. With the exception of Israel, South Africa, and Saudi Arabia, the region lacks strong, cohesive forces to foil Web intervention.

It has been confirmed that Web runs the African nation of Uganda, in much the same way that it runs Panama and Albania. With the Middle East's oil reserves, and the mineral wealth of Africa, specifically diamonds, gold, manganese, cobalt, chromium, and titanium, it is easy to see why Web covets control of this region. The super-powers need such resources for their strategic needs. Add to this the choke points of the Suez Canal, the Straits of Gibraltar, and the Cape of Good Hope, and Africa takes on even greater strategic importance. While Web is certainly not about to fight a conventional war with the US or USSR, denying those resources and seaways to them is just as crippling.

The Acquisitions Division is a moderate sized unit in this region. The Auto Theft, Theft & Burglary, and Industrial Espionage Departments are not heavily emphasized. There is a thriving Black Market Department which Web skillfully runs through their native intermediaries. The Department is strongest in Turkey, Lebanon, Iran, Egypt, Libya, Morocco, Zaire, Mozambique, and Namibia.

The Propaganda and Disinformation arm of the Marketing Division is a valuable part of this region, for Web wants to win the "hearts and minds" of the Africans. Only through Propaganda can they convince the people that the superpowers cannot be trusted, and that the populace must support their own rulers, for the rule of the superpowers would be even worse.

Propaganda and Disinformation is also involved in Iran, generating as much anti-American and anti-Soviet feeling as possible. With the death of the Ayatollah Khomeini, Web fears that Iran may lose its mindless revolutionary ardor.

The Financial Division has little to do in Africa, though they do make investments in South Africa, and the Division monitors the commodities market to make sure that Web's investments remain solid. Whenever possible, they try to infiltrate OPEC meetings. The Division is currently involved in an oil acquisitions project, which ties in with a Shipping Division project mentioned below.

The Drug Processing Department has a special facility located on the border of Turkey and Syria in a little town called Antakya. This facility handles the drug crops from Turkey. Since many Moslem nations have very strict anti-drug laws, this Department must move even more carefully than in the Western nations.

The Sales Division distributes drugs throughout Africa, especially to markets in the northwestern portion of the continent. The Drug Trafficking Department also handles the crops grown inside the region, especially from Turkey.

The Smuggling and Contraband Department handles arms shipments to Angolan rebels, the Libyan government, Arab terrorists based in

Lebanon, West Bank dissidents, and to SWAPO, the South West Africa People's Organization. The Department's main arms distribution centers are located in Uganda, Liberia, Egypt, and Syria.

Research and Development focuses mostly on its Arms and Munitions Department. Working with the Shipping Division, the Department makes certain that all of the "clients" are well armed. The Department also makes periodical reports to the Nexus, pointing out where potential "new markets" may be opening up, and what "buying incentives" Web may need to provide. Such incentives usually involve creating an atmosphere in the target nation, that will necessitate the purchase of mass quantities of arms. Fortunately for Web, it seems that the African and Middle Eastern governments have a ready-made supply of "reasons."

The MIS Division is rather weak in this area, though a tight net of communications exists under the auspices of the Communication Department. Several Marxist newspapers and small-time radio stations are owned by Web.

The Personnel Division has problems in this region. Poorer nations tend to have less resources to educate their people, and in Africa, many of those who get a good education feel that they need to serve their countries, without any outside interference. Add to this the fact that the number of Christian churches is growing faster in Africa than any other place in the world except for Korea, the strong patriotism of the average Israeli, and the Islamic furor of the Moslem nations, and it all adds up to big problems for Web's membership drives. Web is finding that it is hard to compete with strong faith and traditions. Therefore, the Recruiting Department deals mostly with extremist political groups, various malcontents, and terrorist organizations.

The Counter-Intelligence Department has run afoul of the Israeli Mossad, with Web getting the worst of the encounters. Shin Beth, Israel's internal security service is even tougher than Mossad, and has caused even greater problems for Web. The Counter-Intelligence Department also keeps tabs on the Cuban and Soviet presences in Angola

and Mozambique, as well as being on the lookout for possible CIA activity.

Despite Web's cozy workings with South Africa, the Counter-Intelligence Department keeps close watch on the CID, Civil Intelligence Department (Pretoria, South Africa).

The Legal Department's Legislation and Politics Department is walking a fine line in the Middle East. It wants all moderate Arab states to become violently anti-Western, but not to the extent that these governments spurn Web's advances. This same Department is trying to put a government in Turkey that would get Turkey out of NATO.

In Africa, the Legislation and Politics Department works with the South African government in keeping apartheid intact. Web needs to have the white minority government in power in South Africa for one very important reason. Web invests heavily in diamond mines, and the diamond producing nations keep prices stable. If the minority government stepped down, Web fears that the new order, in an effort to generate capital to help the people out of poverty, would increase diamond production. The resulting flood of diamonds would cause prices to drop, which would mean large financial losses for Web.

Legislation and Politics is also trying to take the nation of Mozambique, which has been crippled by a protracted civil war. Mozambique is in a shambles, and Web is considering entering into negotiations with the beleaguered government. The terms would be that the government would turn over all power to Web, which in turn would rid the country of its rebels and restore industry, resources, utilities and general order.

The Operations Division is very busy. Whether it is kidnapping or assassinating political reformers, harassing black nationalist groups in South Africa that wish to bring about change through peaceful means, or attacking Moslem mosques in Saudi Arabia, the Division is kept very active trying to bring Africa and the Middle East firmly into Web's camp.

SAVAK, the Iranian security force that operated during the Shah of Iran's rule, has taken refuge in



this region's Special Operations Department. Web is training this brutal agency for eventual deep-cover operations back in Iran.

Prominent Web-owned companies in the Africa/Middle East region: Smythe & Abercrombie, Ltd. (Johannesburg South Africa)—Diamond mines. B.O.Gart Transportation (Casablanca, Morocco)—Air freight, cargo ship line, trucking company. El Fayid Oil (Ad-Dammam, Saudi Arabia). Great Cedar Produce (Beirut, Lebanon)—Fruit and Vegetable import-exporting company. Kenyan Safari Tour, Ltd. (Nairobi, Kenya)—Travel agency for all of central Africa. Vegetable import-exporting company.

Asia/Australia— Codename: Ratri

Goals for Asia/Australia: Destabilize India, make it a stronger ally of the Soviet Union and use this as a rift between the Soviet Union and the United States. Spark a war between India and Pakistan. Keep Afghanistan in a state of disorder, possibly goading the Soviet Union to invading it again. Strengthen the drug trade from Southeast Asia. Provoke war between Viet Nam and China. Break up the ANZUS alliance.

This region is comprised of Pakistan, Afghanistan, India, Nepal, Bhutan, Ceylon, Bangladesh, Thailand, Laos, Cambodia, Viet Nam, Malaysia, Indonesia, Australia, New Zealand, Brunei, and Papua New Guinea.

With the largest portion of the world's population located in this region, Web has a tough time trying to keep business organized. Like the Africa and Middle East region, there are many Third World nations in the Near East and Australia region, which limits some of Web's activities and increases others, as outlined below.

The Acquisitions Division's Theft and Burglary, and Auto Theft Departments are busiest in Perth, Melbourne, Sydney, and Brisbane (in Australia)

and in Singapore, Jakarta (Indonesia), Bangkok (Thailand), Rangoon (Burma), and Bombay, Calcutta, Jamshedpur, and Ahmadabad (all located in India). Each of the above-mentioned cities have clandestine places to coordinate the two Departments.

The Black Market Department is very strong in Pakistan, India, Burma, Thailand, Viet Nam, and Indonesia. Bangkok, Thailand, called one of the world's wickedest cities due to the large amounts of brothels and drug dens, is firmly in Web's control. Drug lords and crime bosses have been lured into Web's influence, prompted by promises of better protection from authorities and more lucrative markets.

The Industrial Espionage Department is weak in this region, though they keep token monitoring forces in Sydney, Perth, Singapore, Bangkok, and Calcutta. The regular Espionage Department, on the other hand, is quite strong. Pakistan's alliance with the United States, India and Afghanistan's friendship with the Soviet Union, and Viet Nam's troubles with China are reasons that Web maintains a strong espionage presence in this region.

Another target of the Espionage Department is ASEAN, the Association of Southeast Asian Nations, headquartered in Bangkok, Thailand. This group, consisting of Indonesia, the Philippines, Malaysia, Thailand, and Singapore, is an economic and military alliance. Web has accomplished some low-level infiltration of the organization, and aspires to control the entire group at some future date.

Espionage also keeps a close eye on Australia and New Zealand, and their role in the ANZUS (Australia-New Zealand-United States) alliance.

The Marketing Division's Propaganda and Disinformation is working hard in the capitals of Afghanistan, Pakistan, India, Viet Nam, Australia and New Zealand. In Afghanistan, Web is trying to make sure that the Soviets keep interfering with Afghan politics, so as to keep that nation unstable. In Pakistan, Web keeps camps for Afghan rebels, and also is on the verge of launching an anti-US campaign.

In India, the Department is trying to topple the current government and replace it with a radical administration. Further east, Web wishes to make sure that Viet Nam does not warm up their relations with the United States, and is using propaganda to accomplish this.

The Financial Division is not very strong in this region, though they do run a few Money Laundering, and Stock and Securities Fraud schemes in Sydney, Bangkok, and New Delhi. If any other area shows signs of making a financial killing, Web will be sure to move in. The Financial Division's current project is an attempt to gain a controlling interest in Indonesian oil fields.

The Manufacturing Division's biggest priority is the Drug Processing Department. Drug Processing centers exist in Laos, Thailand, Cambodia, Viet Nam, Burma, and Indonesia. The vast majority of them are hidden in thick jungle areas and guarded by small armies armed with a curious blend of M-16s and AK-47s obtained from the Shipping Division. From this region drugs are sent to Europe and North America. Governmental officials are bought off by the Legal Division.

Like its counterparts in several other Web regions, this region's Forgery Department creates and sells passports and citizenship papers for clients who wish to move to a wealthier nation. The Counterfeiting Department is strong in this region, and works mostly in Pakistan, Ceylon, and the entire Southeast Asian area.

The Drug Trafficking Department is very busy distributing the processed drugs from this region to points in Europe and North America. Web owns several shipping companies in Thailand, India, Malaysia, India, and Australia. Added to these shipping companies are a couple of air freight companies based in India, Burma, and Australia. Web owns at least one trucking company in each nation of this region.

The Shipping Division works closely with the Sales Division, using the transportation companies to ship arms and other contraband into the region. Drug lords, guerilla forces, and fanatical religious groups make up the bulk of the Smug-

gling and Contraband's customers. The Department's main storage and dispatch center for illegal arms is located in Ho Chi Minh City, Viet Nam.

Research and Development's Arms and Munitions Department has munitions plants in India, Pakistan, and Singapore. Vehicle Conversions runs plants in Darwin and Bangkok.

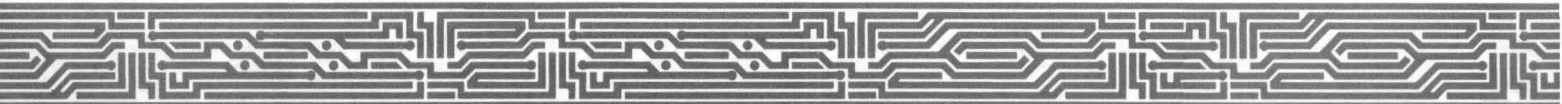
The MIS Division runs Computer Centers in Sydney, Jakarta, Bangkok, and New Delhi. These sites also handle all Data Analysis duty, with the site in New Delhi having the extra task of keeping track of air and sea movements from the United States Naval/Air base at Diego Garcia, in the Indian Ocean. Diego Garcia is a common port for American aircraft carriers.

The Personnel Division maintains recruiting centers in the capital of each nation in this region. Hordes of impoverished indigents as well as drug-dependent washouts are used as guards, thugs, and sometimes even disposable messengers (to be killed after they deliver the message). The Recruiting Department is also responsible for getting drug lords and their private armies to sign up under Web's banner.

The Counter-Intelligence Department works hard against CIA and GRU interference. The Department has headquarters in Kabul, Afghanistan and Colombo, Sri Lanka. The Department does not worry much about the intelligence bureaus of the nations in this region.

The Legal Division's Legislation and Politics Department is attempting to control the Indian Parliament. The Department is also trying to get Web officials into the Afghan government. The nation has been in chaos since the Russians left, and Web would like to control Afghanistan, rebuilding the nation along Web's parameters, and making its situation similar to Albania's.

The Legislation and Politics Department is attempting to use political means to dissolve ANZUS. This is done mostly by supporting political candidates that do not approve of the ANZUS arrangement, and conducting terrorism campaigns against pro-ANZUS opponents.



The Operations Division is very busy in this region, with numerous assassinations, bombings, kidnappings, and other acts of terrorism. The Assassination Department is especially active on election days, where violence has been known to break out. A lot of this may be attributed to Web's efforts at "going into politics."

The Orion Division has uncovered Orion's Oceania and Antarctica Bureau headquarters in Sydney. Web mistakenly believes that this headquarters controls everything from Pakistan to New Zealand, thus Web has not uncovered Orion's Singapore headquarters, which controls Orion's Asian Bureau.

The Counter-Attack Planning Department has organized several bloody reprisals against Orion. Like Africa, there are many places where Web and Orion can slug it out in the open terrain without interference from local authorities. There have been many pitched battles between Orion and Web on the Australian Outback, the jungles of Southeast Asia, and the slums of Bangkok.

Orion has narrowed down Web's regional headquarters to somewhere between Burma and Indonesia. Orion agent activity is heavy in that area, and it is getting very tough for Web agents to move about.

Prominent Web-owned companies in the Near East/Australia region: Manado Petroleum (Indonesia). Mangalore Transportation (Mangalore, India)—One air freight line, a trucking company, and a privately-owned railroad. Munro Mercantile Ltd. (Singapore, Malaysia)—an import-export business with its own shipping line. Wan Nytin Bangkok, Ltd. (Bangkok, Thailand)—General suppliers of everything from foodstuffs to pharmaceuticals to munitions. Dundee Automotive Works Ltd. (Melbourne, Australia)—Automotive plant, builds some of Web's equipment. Morgana Investments, Ltd. (Hong Kong)—Financial investments and stockbrokers.

Far East and Pacific— Codename: Raiko

Goals for Far East and Pacific: Remove the Aquino administration from the Philippines and/or remove the American bases (Clark Air Force and Subic Bay Naval) from the islands. Seize control of as much Japanese industry as possible, eventually gaining financial dominance over Japan. Spark a second Korean war, this one's eventual result being the unification of Korea under Web's control. Encourage the Chinese intellectuals to rebel against the government. Encourage the Chinese government to crack down on Chinese intellectuals. Encourage Taiwan to continue hostilities against the mainland. Seize control of as much of Hong Kong as possible before China takes the colony over from the British. Agitate Soviet Asian nationalist groups to declare their independence through violent means. Create a large foothold on Antarctica and begin exploitation of its resources.

The Far East and Pacific region consists of China, Taiwan, Mongolia, Asiatic Russia (east of the Urals), North and South Korea, Japan, the Philippines, and the Pacific islands, which includes Fiji, Tonga, Kiribati, Tuvalu, Nauru, Vanuatu, Solomon Islands, Western Samoa, the Federated States of Micronesia, the Marianas, French Polynesia, and Hong Kong. The region recently had Antarctica added to its jurisdiction, since Web learned that Orion includes the icy continent in their field of operations.

This region covers a very large area, much of it water. Still, thanks to the presence of China, it is the second most populous Web region. This presents Web with a special set of logistical problems to surmount, especially in the areas of transportation and communication.

The other problem that Web has in this region is the oppressive, heavily structured societies of China, North Korea, and to a lesser extent, the

Soviet Union, make some crimes harder to commit, forcing Web to work closer with established syndicates and groups of crooked officials already in place.

Due to Japan's continued dislike of opening up their country to foreign investors and influences, Web's Acquisitions Division works extensively with the Yakuza, the Japanese crime syndicate. Auto Theft, Theft and Burglary, and Black Marketing Departments flourish in Japan with the Yakuza's help.

The Industrial Espionage Department has extensively infiltrated Japanese manufacturing, in addition to the industrial area around the Soviet city of Novosibirsk, located on the banks of the Ob River. Some unscrupulous elements of Japanese manufacturing have contacts with Web's North American and European Division's Industrial Espionage Departments, in order to get a peek at what the United States and West Germany are producing. The Far East's largest Industrial Espionage center is located in Tokyo.

The Espionage Department does not work with the Yakuza. The Department keeps constant surveillance of the Soviet Naval bases at Vladivostok and Petropavlovsk, watching out for the KGB and GRU. There is an Espionage station located in Vladivostok, which handles all of Asiatic Russia.

The Espionage Department also keeps a close eye on China and the Koreans. A major Espionage center is located in Seoul.

In other areas, the Black Market thrives in South Korea, Taiwan, Hong Kong, and the Philippines. Auto Theft is not very popular in the Far East/Pacific region, but Theft and Burglary do well, with safe houses and merchandise collection centers located in each national and provincial capital in the entire region.

The Marketing Division has its hands full in keeping border tensions high between the Soviet Union and China, China and Viet Nam, and North and South Korea.

The Propaganda and Disinformation Department is responsible for everything from radio broadcasts

to wall posters. A pro-Marcos campaign is underway in the Philippines despite the fact that the deposed President is dead.

Propaganda and Disinformation also sends exaggerated and sometimes outright false Chinese atrocity accounts to the populations of Taiwan and Hong Kong. The Finance Division focuses most of its resources at Tokyo, Japan, and Hong Kong. The Stock and Securities Fraud Department where most of the action occurs. Through this Department, Web hopes to control financially control Japan and Hong Kong. Web is even purchasing companies in the United States through Japanese businesses.

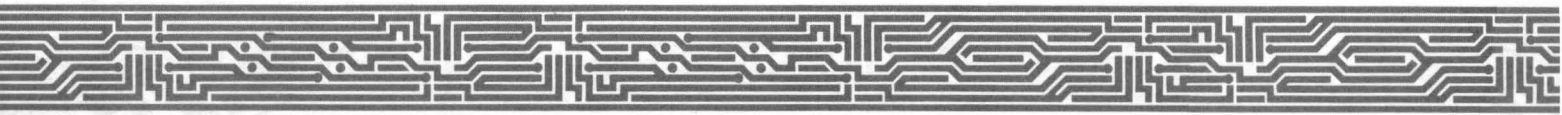
Another project that Finance is trying to bring to fruition is an attempt to corner the rice market in hopes of subjugating Far East and parts of the Near East.

Money from the region's profits is laundered in Tokyo if the Yakuza helped earn it, and Hong Kong for the rest of Web's regional profits.

The Manufacturing Division is moving more cautiously in the Far East and Pacific region than in any other Web region. The two main Drug Processing Department sites are located 15 miles west of Tashkent, Soviet Union and 10 miles north of Manila, Philippines.

The Forgery and Counterfeiting Departments are very careful in this region. They do not want to ruin Japan's economy, for this would cause disastrous financial repercussions world-wide, and Web has too much tied up in legitimate businesses. It would suffer as much as everyone else. These two Departments are content to merely provide the necessary papers that Web operatives need in order to move freely in places such as North Korea, China, and the Soviet Union.

Sales' Drug Trafficking, on the other hand, is working just fine, supplying drugs to Japan, South Korea, and across the Pacific to America. This Department owns two cargo shipping lines in each of the following nations: South Korea, Philippines, Japan and Taiwan. The Department also has managed to hire out two private railway cars on the Trans-Siberian Railroad. The Web-owned railway



cars are never inspected or bothered by Soviet customs people or armed forces. The official story is that the two cars belong to some high-ranking official in the Kremlin.

The Shipping Division works with the Sales Division, both divisions using the same resources. Lately, the Smuggling and Contraband Departments have been making a tidy profit shipping arms to Chinese dissidents, Soviet ethnic nationalist groups, Communist insurgents in the Philippines, and Independence groups in certain Pacific islands.

The Research and Development Division coordinates the Arms and Munitions Departments weapons plants in Hong Kong, Seoul, Osaka, and Taipei. These places also do the Vehicle Conversions Department's work. In addition, the Department has purchased a defunct Japanese automotive manufacturing plant and is turning out Web specialty vehicles (see Web Equipment). This plant, the former Banzai Motorworks (which went under when they unveiled their newest car, the Kamikaze V) is located in Nagoya, Japan.

The New Equipment Department also runs a research lab in Tokyo. The Industrial Espionage Department makes frequent runs to the New Equipment lab, bringing the R + D people all the latest Japanese technology that Web has stolen.

The Data Analysis, Cryptography, and Communications Departments run a joint center, a secret underground base, on Rishiri island, a tiny island 20 miles due east of the northern tip of the large Japanese island of Hokkaido. This base is loaded with the highest level of technological equipment, and is used to monitor the Soviet Asiatic Fleet, the Japanese Self-Defense Force, and the United States' 7th Fleet.

One skyscraper in Hong Kong is entirely Web-owned, and has a similar arrangement as the secret base on Rishiri island. This installation monitors China's armed forces traffic, Philippine military activity, and Pacific island happenings.

With the elements of three superpowers in this region the Personnel Division is yet another division that must tread very carefully. The Counter-

Intelligence Department, besides having to deal with the GRU, KGB, and CIA, must also contend with smaller but no less dangerous groups such as the KCIA, Korean Central Intelligence Agency (South Korean's main agency, and said to be very brutal), British elements in Hong Kong, the Koan Choa Cho, also known as the Public Security Investigation Agency, which is the Japanese secret service, and the People's Republic of China's own intelligence forces.

The Recruiting Department focuses much of its attention on enlisting ruthless Japanese and Hong Kong businessmen, ex-KCIA agents who still want the excitement of espionage, Chinese students (those who have been duped by Web's Propaganda Department), the more violent members of Soviet ethnic groups, and Philippine Communists.

Through ballot-stuffing, intimidation, lobbying and outright bribery, the Legal Department has been taking aim at the governments of the Philippines, South Korea, Taiwan, and Japan. The Department's goal is nothing less than total political of the targeted countries.

One of the Legal Division's newer projects is an attempt at gaining control of land in Antarctica through legal means. Using several dummy corporations and research foundations around the world, Web is trying to petition the United Nations to allow private research unhindered by national interests, to establish itself on the icy continent.

The Operations Department is running at full strength in this region. The Assassination Department is busy killing off anti-Marcos and pro-USA candidates and officials in the Philippines. The Department also targets South Korean opposition leaders and Chinese intellectuals, whenever either group attempts to change its respective government and not seek Web for help.

The Terrorism Department maintains extensive ties with the Japanese Red Army Faction, Taiwan's United Bamboo Gang (which actually carries out criminal acts for the Taiwanese government), the New People's Army, which is the communist insurgency in the Philippines,

and various Mongolian independence groups. In fact, most of the work of the other Departments in this Division is carried out through these groups.

Every large organization has a set of laws, credos, and just plain Standard Operating Procedures, and Web is no exception. The following is a series of philosophies, standards, attitudes and beliefs that Web emphasizes to its members. Admins who run Orion versus Web campaigns should familiarize themselves with this set of rules, and run Web NPCs in accordance with the "code."

Keep in mind that the opinions expressed below are those of a fictitious, evil, group and not meant to be taken as a set of values espoused by the author or anyone else associated with this book.

Web's Ethics

—There is no such thing as Web. It does not exist. It is nothing but a paranoid fantasy perpetuated by a subversive group intent on world domination (e.g. Orion).

—The needs and goals of Web take precedence over global, national, and regional politics. Current events issues must be viewed in the context of how they affect Web.

—The average person is like a head of cattle, possessing about as much intelligence, and is meant to be used by Web.

—It is far better to subjugate a population than to destroy it.

—Web agents must not be taken alive. When dying, take as many of the enemy as possible.

—When at all possible, act through a third party, use the local troublemakers as your hands.

—The acquisition of wealth and power are Web's main goals.

—Get the maximum results possible from the minimum effort.

—There is no war which occurs, no natural disaster that erupts, no human tragedy that happens, which Web cannot exploit.

—If people in power are usurped by their subordinates then they probably did not deserve to be in power in the first place.

—Organized greed is good. Individual greed is to be used to lure people into Web.

—No matter how unskilled or ill-educated, there is a place for everyone in Web, even if that place is acting as a one-way bomb delivery system.

—There is no such thing as an innocent bystander. Compassion is a weakness. There is no profit in compassion.

—Use violence only when necessary, and in quantities needed to do the job as swiftly as possible, regardless of the toll in lives and property.

—Institutionalized evil is a far better social system than allowing billions of people to each follow their own course. The world needs order. Web order is perfect. The world needs Web's order, whether it realizes it or not.

—Orion is the single greatest threat to Web's plans. Its destruction is paramount to the success Web's plans.

—The world of Web is the world of shadow, illusion, deceit, cloaked by the night and behind the unknowing pawns that Web employs.

—It is perfectly acceptable to back two opposing sides in a conflict, providing that the net result is to Web's advantage. When possible, such profitable conflicts should be dragged out as long as possible.

—Patience is needed in Web's timetable. Greed is good but do not get too greedy too quickly. Sometimes, one must sit back and absorb what one has obtained.

—Pick your fights. Let the enemy come to you. Let the enemy make the first mistake, exploit the mistake, then eliminate the enemy. Do not be goaded into attacking hastily.

—Mercy is for the weak.

—Everyone has a price.

—Sometimes, the old ways are best. When possible, use the local methods to carry out a task. All suspicion must be diverted from Web.

—There is a rational non-Web explanation for every incident that we perpetuate while pursuing our goals. It is our responsibility to feed these explanations to the world, in order to preserve our anonymity.

—Political issues are an excellent means of recruiting new blood. By taking an extreme position on an issue, and spreading panic about what will happen if nothing is done about the issue soon, Web will find itself working side by side with many groups who can be easily manipulated.

City File— Amsterdam

Amsterdam is the constitutional capital and largest city in the Netherlands. It is located on the Ijssel and Amstel rivers. Amsterdam is an important world port, connected by canal to the North Sea and the Rhine river. The city has a major stock exchange and is one of the world's diamond-cutting centers. The International Schipol Airport is located about 20 minutes from downtown Amsterdam. Travel about the city can be accomplished easy enough by cab, metro train, or canal boat. Points of interest include the 16th century city hall and the 17th century university. The Rijks Museum contains several Rembrandt masterpieces, and a Van Gogh collection is on display at the Municipal Museum.

Amsterdam is built on piles and is crisscrossed by some 1500 miles of canals. These canals are spanned by over 400 bridges. In fact, much of the country is cut by drainage canals. Artificial waterways also connect the major rivers. More than 50,000 people live off of barges that ply these waters. Invariably, any adventure in the Netherlands

will involve a canal chase. Some typical hazards the PCs might encounter during such a chase sequence include lowered drawbridges, barges, shipping, various pleasure craft, swimmers, and the ubiquitous tour boats.

Major cities include Amsterdam, The Hague (political capital), and Rotterdam. About 40% of the land is below sea level and guarded by dikes. Holland's small size contributes to its large population density, but the Dutch enjoy a high living standard. Industries include: textiles, machinery, petroleum refinery, steel, foods, ships, and chemicals. Holland is famous for cheeses, tulip bulbs, wooden shoes, wind mills, dikes and canals. Dutch is the national language.

The leaders of Orion are convinced that Amsterdam is not a major center for Web activity. They couldn't be further from the truth. Activity monitored at the Nederlandbank has lead them to believe that the center of all Web operations in Europe lies somewhere in Italy, probably Sicily. Web agents make every effort to leave evidence suggesting that the Italian Mafioso are behind their crimes. More violent crimes, such as assassinations, are blamed on the many terrorist organizations which operate throughout Europe and the Middle East. Consequently, Orion agents operating in Europe are unwittingly handicapped by disinformation skillfully propagated by Web. Orion does suspect that the purge that put President Stursa in power in Albania was somehow orchestrated by the Web.

The following are Web's major bases in the Netherlands. There are, of course, several minor stations as well, such as Katendrecht (see AM6). Other European directors control at least one major base and three or four minor stations, depending on how much power they wield.

Nederlandbank, Amsterdam. Nederlandbank is located on the Amstel River off of President Kennedy-laan. The bank was formerly Web's main center of operations in Holland, and as far as Orion intelligence knows, it remains so. Nederlandbank is actually a dummy base maintained to give Orion agents something to spy on. To keep Orion forces duped, the Bank still carries out some

useful functions for Web. It launders illegal funds, such as drug money. Also, couriers from the Nederlandbank act as Web representatives to various criminal and terrorist organizations throughout Europe, the Middle East, and North Africa. Web agents whose identities are well-known to Orion and other intelligence agencies are often retired to the Nederlandbank. These are agents who are not quite valuable enough to warrant an expensive identity change.

Also stationed at the Bank is an elite unit of commandoes called the Expendables. The Expendables are all highly-skilled combat soldiers (Elite 45). Agents who commit some crime against Web normally suffer a slow and painful death, however any which exhibit outstanding fighting abilities are given the option of joining the Expendables instead. The Expendables are a death squad. Expendables are expected to give their lives if necessary to successfully complete their mission. Expendables' missions have very low survival rates. But in between missions, Expendables live like kings—all expenses paid! Any one surviving two missions may return to active duty (his sins forgiven) or remain with the Expendables.

The Expendables are led by Captain Shimon Yaffe. Yaffe's attributes are all 55. He has a 1-point Toughness advantage and a 3-point Sixth Sense advantage. Yaffe has survived 13 missions! He is a former Mossad agent turned renegade. Most of the world's intelligence organizations want Yaffe dead, including Orion. Yaffe has one idiosyncrasy, he has a fanatical hatred for the PLO. Palestinian radicals slaughtered his entire family. Shimon Yaffe will kill without compunction any Palestinian he meets.

The Miniature City. The true headquarters of Web in Europe lies beneath this tourist attraction on the outskirts of Amsterdam. The attraction, known as the Miniature City, is a scaled-down replica of Amsterdam. The City is a mechanical wonder with working lights, tiny moving vehicles, and so forth. Large goldfish swim in the miniature canals. Entrance to the secret base can be reached through either the Cafe or the Souvenir Shop. An antique phone booth at the back of the Cafe con-

ceals a secret elevator. Likewise, a broom closet at the Souvenir Shop hides another cleverly disguised elevator. The HQ has a vehicle entrance which can be reached through the garage of a nearby service station. The parking lot can double as a helipad as needed. The Miniature City Headquarters is the communications and strategic planning center for the whole of Europe.

Leven Wetenschap Laboratories, Amsterdam.

Leven Wetenschap Laboratories is one of the largest Web facilities in the world. Web has a number of vital ongoing operations here including bacteriological and chemical weapons factories, narcotics laboratories, and a bioengineering research and development center. The base is code-named, "Auschwitz," the Death Camp. Several clinics in Amsterdam deal in the black market as purveyors of human body parts, by-products of some of the Death Camp's more heinous experiments. LWL is located on the southwestern edge of Amsterdam about 10 minutes from the Schipol airport. LWL has the most modern security devices and is patrolled around the clock by attack dogs and heavily-armed guards.

But not all of LW Laboratories' activities are illegal, it has a very secure cover with legitimate medical research, pharmaceutical manufacturing, and so forth. LWL is even licensed by several governments to research methods of countering various chemical and bacteriological weapons.

The President and Director of Research at LWL, Baron Eric Van der Graaf, is the world's foremost authority on genetics. He possesses doctorates in medicine and chemistry. He has won two Nobel prizes: one for his work in genetics, and the other, a Peace Prize, for his many charities. Van der Graaf is well-loved by his countrymen and the media. The Baron is nephew to the current ruler of the Netherlands. He is an adroit speaker and respected by his peers in the world political community. Van der Graaf is often called upon to act as an ambassador for the Crown. No legitimate authorities in Europe will participate in any clandestine operations against Lord Van der Graaf or his holdings. Furthermore, if Dutch authorities apprehend the PCs attempting such



actions, the PCs can expect a long stay in the local prison.

Van der Graaf actually uses his orphanages to recruit vicious young toughs to act as his soldiers. He calls his children the Schutz-staffel, or SS! Most of the SS have the generic attributes of Punks 30. For every 5 regular Troopers there will be one Sergeant (Guard 40). A party of 10 or more troopers may also include one Lieutenant (Elite 45). Six of the most vicious SS (Elite 45 or better) act as the Baron's personal bodyguard. Schutz-staffel over 18 are normally transferred into Kamerlingh Onnes' operation. Because of their youth, Van der Graaf's SS are usually underestimated by opponents.

The Baron's homes for unwed mothers provide babies for the black market and white slaves for unscrupulous men in the Middle East. But Van der Graaf's worst crimes against humanity are committed in the secret laboratories beneath LWL. These experiments are reminiscent of Nazi death camps and have earned the Baron his nickname, Frankenstein. Without any legal or moral constraints, the Baron has made unbelievable breakthroughs in the area of bioengineering. His most recent success is a half-human killing machine, code-named Todsoldat (Deathsoldier). Only Yaffe dares call it Frankenstein's Monster!

At the moment, because of the many important projects being conducted in Auschwitz's secret labs, the site is ranked as the second most important Web base in the world, after Nexus. The sophistication of the Death Camp's security measures back this claim up. The LWL base's security is tighter than the best-defended CIA or KGB installation. Auschwitz is also the base for a company strength paramilitary unit, several armored cars, a VTOL fighter-bomber, five helicopter gunships, and a coastal patrol boat.

Kamerlingh Onnes Shipping Company, Rotterdam. Kamerlingh Onnes Shipping is a major Dutch import-export firm in Rotterdam. Kamerlingh Onnes also includes the world's largest shipbuilding facility, the Onnes Shipyards. The Onnes Shipyards handle most of the Dutch government's naval contracts. The Company is headed by

the billionaire, Ton Kamerlingh Onnes. His men call him "The Captain." Yaffe calls him "TKO."

The Kamerlingh Onnes Shipping Company is Web's primary naval base on the North Sea. All manner of seacraft are modified at the Onnes Shipyards for Web covert activities. Maintaining the shipping company's legal cover is Web's primary concern. All illegal events at the Kamerlingh Onnes complex take place in areas that are wired with remote-control, self-destruct devices. In the unlikely event of a police or military raid, these areas and any evidence they hold will be blown to bits.

Ton Kamerlingh Onnes is in his late forties but he still maintains the bull-like physique of a dock worker. Kamerlingh Onnes' stats are: STR 70, INT 45, REF 56, WIL 59, CON 54, MOV 63, DEX 51. He has a 2-point Toughness advantage. The Captain is a dangerous foe and Van der Graaf's Number Two man. In fact, the Captain knows more about Web than the Baron. The Kamerlingh Onnes family has been connected with Web since its inception. TKO controls all smuggling, prostitution, drug, and gambling rackets in the Rotterdam area. His personal army of smugglers and pirates owe loyalty to him only. Treat Kamerlingh Onnes' pirates as Generic Guards 40.

Mini-adventures

NOTE TO THE ADMIN: The adventures are designed to be played in sequence. They outline a campaign to combat the evil Baron Van der Graaf.

AM1. King of Diamonds

SET-UP: Prince William Harmensen, billionaire, and heir-apparent to the Dutch throne. Besides being royalty, Harmensen owns an international import-export conglomerate headquartered in Amsterdam. Harmensen is a business rival of Ton Kamerlingh Onnes. He is sometimes called the King of Diamonds because he controls most of the world market in that precious gem.

Begin Rules Section

Prince William Harmensen

STR	REF	INT	WIL	CON	MOV	DEX
47	73	67	51	68	60	70

Advantages: Presence, Toughness, and Language.

Skills: Martial Arts (5)

End Rules Section

Harmensen was one of the chief architects of free trade borders. Web Directors hate him and his ideas and getting him out of the way will place Baron Van der Graaf in line for the Throne. Orion has learned that Web plans to assassinate Harmensen when he visits his new construction project, a skyscraper on Amstelveenseweg, near the airport cut-off. Web assassins will be a 10-man combat squad. The PCs must save the Prince. Informants warn that Web agents have infiltrated local police and military, so the PCs are on their own.

THE PLOT THICKENS: Unknown to Web and Orion, Prince William has extensive resources of his own. His small but effective intelligence service has warned him of the planned assassination attempt. He has ordered his own ninja force to prepare a surprise for any unwelcome guests. But the PCs aren't on the guest list either.

The Prince's wife, Haruko, is a ninja (Martial Arts, Level 4), daughter of the clan leader, Isamu Torashiroi. She has these advantages: Attractive Appearance, Night Vision, and Sensuality. Her attributes are all 55. Her dowry were the 24 ninja who now serve Harmensen. The band is led by her brother, Mikio, a Level 5 Martial Artist. Mikio's advantages include: Fearlessness, Night Vision, Sixth Sense, and Toughness. Mikio's attributes are 50 except Strength and Reflexes which are 65. Their cousins (Level 2 ninjas) have Elite Soldier 45 attributes and the Night Vision advantage.

RESULTS: If they survive, the Player Characters should find the Prince to be a valuable ally.



AM2. Spare Parts

SETUP: An Orion agent, Andrew Coleman, has disappeared. His last report indicated some new merchandise was entering the black market: human body parts. Coleman suspected someone was kidnapping orphans, vagrants, and other persons who wouldn't be missed and using them for some purpose too horrible to contemplate. He wasn't sure if Web was involved. According to Coleman's file, his contact in the Amsterdam black market was a man named Harry Fagel. The PCs' mission is to find Coleman. Fagel is the logical starting point.

THE PLOT THICKENS: The PCs will arrive at Fagel's house just in time to see three men crash in his door. The men are armed with silenced automatic weapons. The thugs were hired by Web (Though this will not be apparent to the PCs) to silence Fagel for good. After dealing with the bad guys, the PCs will find Fagel near death. His last cryptic words are, "Frankenstein lives!" Searching the premises, the PCs will find an open safe in the wall. The safe contains an empty file labeled, "Louis Eijkman, M.D." Eijkman's address is on the desk pad.

The address, 36 Sarphatistraat, is a private medical center, Eijkmanziekenhuis. A sign indicates that surgical transplants are the specialty of the house. Observant PCs will note a butcher shop across the street. Most of the hospital's orderlies and nurses are unwitting accessories to the heinous crimes being committed by Dr. Eijkman and his senior associates. The receptionist, Carina Persson, is actually an undercover reporter (Average 35). A snitch named Fagel told her that with a little digging she might uncover some dirt on Eijkman. Eijkman knows she's a journalist though and he intends for her to learn the whole horrible truth—under his scalpel. Louis Eijkman's attributes are all 35 except for his Intelligence which is 55. Eijkman's computer files show only patients' names and addresses, all are very wealthy. There is no connection to LWL or Web. The computer has forged records, where necessary, to show the origin of some "merchandise" on the premises.

The missing Orion agent, Coleman, is currently under sedation in one of the clinic's private rooms. Coleman is scheduled to go under the scalpel tomorrow.

Eijkman's nightmare operation gets donations in two ways. First, people who are kind enough to voluntarily (or involuntarily) sign waivers donating their bodies to medicine, coincidentally fall victim to fatal accidents or violent crime. Second, body parts left over from Baron Van der Graaf's more heinous experiments (see LWL and AM3) are delivered to the Braun's Butcher Shop by truck. The parts are then carted to the clinic through a sewer tunnel that runs under the street. The shop is operated by Wernher Braun (Guard 40) and his son, Karl (Average 35). Karl normally drives the truck. Braun's records show that the cafeteria at LW Laboratories has an account with them. But this is not particularly suspicious, as other eating establishments all across town also purchase meats from the shop.

RESULTS: If the PCs succeed in rescuing Coleman they will learn of his suspicion regarding Van der Graaf. Coleman suspects that Van Der Graaf is somehow connected to the body parts racket. Eijkman will kill himself rather than be captured. If the Brauns are captured, hidden snipers will kill them on the spot. No trace of the snipers will be found.

WHAT NEXT?: The Players are left with few clues, perhaps events in AM3 will provide them with some intelligent leads.

AM3. Frankensteined

SET-UP: LWL is responsible for some of the world's leading genetics research. An American geneticist, Tamara Webb, told a former professor of hers, Dr. Newman McCart (now a valued Orion scientist), that she suspected something terrible was going on in some of the restricted areas of the LWL facilities. Dr. McCart tells this to the PCs. He wants them to check out her story as a favor to him. He thinks the girl just has an overworked imagination. He chuckles when he tells them her

boss' nickname: Frankenstein. They set up a meet with Tamara.

THE PLOT THICKENS: They arrive at her apartment building to find the doorman dead; his neck broken. The elevator operator is gasping his last breath as they reach him. The man's chest has been crushed. When they reach Tamara's floor, they will hear her screaming. Her door has been smashed off its hinges. They rush in to do battle with a seven-and-a-half-foot-tall monster. It is human but there's no life in its vacant eyes. The giant doesn't feel their bullets or any other damage they do to him. He bats them around like children, grabs Ms. Webb in one arm, then jumps out the fourth-story window. Looking outside, the heroes will see the monster push Tamara ahead of him into an unmarked van. The van speeds off.

The giant is the first of Van der Graaf's new Deathsoldiers, the results of careful genetic engineering and controlled exposure to radiation. Captain Yaffe laughingly named the Baron's creation Frankenstein's Monster. The Monster's physical stats all average 79. He has these Advantages: Acute Senses, Fearlessness, Stamina, and Toughness-8 (double the normal maximum)!

RESULTS: While limping out of the apartment complex, the battered PCs will spy a known Web agent, but not a very good one, Edward Kluge, the Jackal. About this time the police will arrive, and in the confusion the PCs will lose sight of Kluge. (Eddie's stats are the same as a Punk 30.)

WHAT NEXT?: Other than the coincidental appearance of Eddie, the PCs have only two clues: Van der Graaf and his Leven Wetenschap Laboratories. Obviously, they will have to investigate Van der Graaf, but very discreetly. If they even tell their SD, he will likely order them to keep away from the reputable Baron. The PCs know they can track down Eddie. He isn't really cut out for this kind of work and can be found with little effort. The Web keeps him around because he has no conscience or ambition.

AM4. Spetsnaz Mermaids

SET-UP: Following a known Web agent takes the PCs to a busy shipbuilding complex, Katendrecht Shipyards, in Rotterdam. Or if the PCs are here investigating possible connections to the Spare Parts affair, they will spy the agent entering the premises.

THE PLOT THICKENS: Anyone investigating will find that the Shipyards did belong to Ton Kamerlingh Onnes before they were bought out by an unidentified investments firm. On first appearances, the place looks normal until the PCs start counting guards. The guards are too numerous for such a small operation. Also, the bulge under their jackets indicates the guards carry another weapon, probably a submachinegun. More careful scrutiny will reveal surveillance cameras and other high-tech security measures.

Katendrecht is normal except for the huge central building which hides a submarine bay. A tunnel links the sub bay to the North Sea. There is also an underground monorail tube that leads to Kamerlingh Onnes Shipping. The entire facility is mined with explosives which can be detonated by remote control, if the base is compromised.

In the sub bay is an Alfa Class submarine, the Leningrad, the Soviet's most sophisticated attack submarine. Most of the Leningrad's crew are Web agents, including two squads of women Spetsnaz (Generic Elite Soldiers/45). Expert divers, these deadly mermaids provide security for the sub. One of the Spetsnaz, Anya Kirov, only pretends loyalty to Web. She is actually one of the KGB's top operatives.

The Web's plan is to arm the submarine with a special cruise missile that can be launched from a conventional torpedo tube. The cruise missile's warhead will contain one of Frankenstein's pet germs. The missile will be launched in full view of a U.S. AWACs plane. The missile will hit a major East Coast city. Web hopes that World War III will follow.

RESULTS: The PCs need to capture the submarine intact; it plays a vital role in the next adventure (AM5). They will find the sub's Captain, Yuri Zinoviev, and key crew members locked in the brig. All are loyal to Russia.

AM5. Voyage of the Leningrad

SET-UP: The PCs should be aboard the Leningrad. The Soviet sub was only part of the Web's nefarious plot; two other submarines are out there somewhere, cruising toward their launching points. Records aboard the Leningrad indicate the Web has captured both a U.S. Los Angeles Class attack sub, and a French Rubis Class. They are armed with the Germ Warhead Missiles.

THE PLOT THICKENS: The Leningrad's radio equipment has been sabotaged. Unknown to the PCs, Web has leaked to the press that terrorists have captured the Leningrad. Now every major fleet in this hemisphere is searching for the Leningrad with orders to destroy her. It might be possible to jury-rig the radio some way, but this will take some time.

RESULTS: If the PCs manage to eliminate the two Web subs without getting themselves killed, then they will gain great fame back at the Bureau. Also, Captain Zinoviev and his men, now firm believers in the Orion cause, will want to join the secret war against the Web.

AM6. Child's Play

SET-UP: By now the Baron has had enough of the PCs; he wants them dead. He sends his own special warriors to do the job, the young Schutzstaffel. The hit team will equal the PCs in number. They will pretend to be a group of teens out on a lark and will dress appropriately. The girls are carrying pistols and frag grenades in their purses. The boys have small submachineguns under their jackets. The SS are Guards 40. The SS

have surprise on their side. If captured, each SS has a hidden cyanide tablet.

THE PLOT THICKENS: One of the girls, Denise Windaus, wants out of the SS and away from the Baron. He has begun to show more than a fatherly interest in her. One of the PCs will capture her imagination and she will become infatuated with him. She will do her best to protect her "new love" in hopes he will rescue her from Frankenstein's cold embrace.

RESULTS: With Denise's help, the PCs should be able to defeat the other SS. She knows all about the Baron's operations. He will want her dead.

WHAT NEXT?: Repeated attempts to kill Denise and the PCs should convince them that their only option is to take the war to the Baron.

AM7. Extreme Prejudice

SET-UP: By now, even the PCs' Section Director should be convinced that Baron Eric Van der Graaf is an evil creature. He will order the Baron be "Terminated with Extreme Prejudice". The PCs will be part of a Titan Team going in to end Frankenstein's reign of terror forever. The PCs should be heading for the Baron's lab.

THE PLOT THICKENS: The PCs should be glad to hear that they will have still more help on their mission: Prince Harmensen and his ninjas will also be accompanying them. The electricity for the entire neighborhood will be knocked out just before they go in. Bogus emergency calls will keep police busy on the other side of town. At this late hour, only a skeletal force will be defending the complex: 30-50 regular security personnel (Guards 40) and two squads (20 men) of Expendables (Elite 45). Shimon Yaffe and Kamerlingh Onnes (if still alive) are meeting in Rotterdam at the moment. Defending the Baron's person are two dozen Schutzstaffel (with attributes from 30 to 50) and two Deathsoldiers.

Once the shooting starts, the Baron will be in constant communication with his troops. If they report they are losing or suddenly stop transmitting, Van der Graaf will be escorted by his bodyguards to a private boat docked at the back of the building. Denise knows the location of the getaway boat. The heavily-armed and armored speedboat will only have room for Van der Graaf, one of his monsters, and three of his deadliest SS. The others are fanatics and will blindly attack the PCs' force.

RESULTS: If the PCs thought to bring a boat or helicopter, they can pursue Dr. Frankenstein, otherwise he will escape. The defeat he suffered at the PCs hands will cause him to lose his directorship. Still the PCs can count on him returning someday to haunt them again.

WHAT NEXT?: Unless they were taken care of in an earlier adventure, the PCs will still have Kammerlingh Onnes and Yaffe to contend with. Onnes will inherit Van der Graaf's directorship.

BACKGROUND: The "Good" Doctor is actually one of the Web's most ruthless directors. A sadistic and merciless egomaniac, the Baron is feared by all his criminal associates, except Yaffe and Onnes. Van der Graaf's role model is Adolph Hitler.

NPCs

Begin Rules Section

Baron Van der Graaf

STR	INT	REF	WIL	CON	MOV	DEX
48	66	22	77	69	35	44

Sex: Male
 Race: White
 Nationality: Dutch
 Native Language: Dutch
 Age: 47

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

Advantages: Presence

Disadvantages: Lechery

Skills: Basic Firearms, Martial Arts(2), Basic Science(2), Biology, Chemistry, Medicine

End Rules Section

Begin Rules Section

Don Arturo Toscanini

STR	INT	REF	WIL	CON	MOV	DEX
60	60	50	50	55	55	55

Sex: Male
 Race: White
 Nationality: Italian
 Native Language: Italian
 Age: 45

Psychology: Cruelty (High), Loyalty (Some), Passion (High), Piety (Some), Sanity (Some), Selfishness (High)

Advantages: Artistic Ability, Fearlessness

Disadvantages: Addiction (3), Nicotine

Skills: Knife Throwing (2), Basic Firearms, Oriental Martial Arts (2)

End Rules Section

BACKGROUND: Toscanini is the head of one of the Italian Mafia's oldest families. He is mixed up in every kind of criminal activity. His involvement in organized crime is no secret to anyone, but only Orion suspects he is a major figure in Web.

City File— Cairo

Egypt (or the United Arab Republic) is a nation of over 42 million people. It is considered a moderate Arab nation which has made a separate peace with Israel, which is considered an enemy state by most Arab countries.

Cairo is the capital of Egypt and has existed in one form or another for over one thousand years. Arabs, Turks, and Africans make up most of the population. Ninety percent of these people are Muslim and almost 10% are Coptic Christians. It has a population of eight million.

Standing on the eastern shore of the Nile, only five miles from the pyramids of Giza and 500 miles north of Aswan High Dam, Cairo is a mix of rich and poor, Eastern and Western, ignorant and educated. Temperatures range from 90-110 F in the daytime to 65-75 F at night, with a comfortable, dry atmosphere.

Most buildings are two to four story affairs made of fired brick covered with plaster. Wood is scarce. Cairo has a Metro, above-ground trollies, and are now starting to use more buses. Cairo Almaza Airport lies in Heliopolis, a northeast suburb of Cairo. There are railroad lines that run from Cairo to points north and south. The Egyptian Pound is the national currency and is further divided into 100 piasters.

Cairo was built in 969 A.D. by a dissident Islamic sect from Tunisia, adjacent to the city of Al-Fustat, founded in 641 A.D. The latter was burnt to save Cairo from the Crusaders. The three oldest areas of Cairo constitute an interior slum.

The largest area is Fatimid City, followed by Bulaq (which has a population density of 171,000 per square mile), and finally Misr'al-Qadimah, the section with the absolute poorest people.

The Azbakiyah section of the city is the modern downtown area. Al-Kurnish Street, also called the

Corniche, is the showcase of Cairo, featuring many Western-style buildings and entertainments.

The final area which bears mentioning is the City of the Dead, a vast ochre-colored zone that has no municipal services. It is a vast ancient graveyard that lies to the east of Cairo proper. Despite the illegality of it, over 250,000 Carenes (natives of Cairo) dwell here.

Ready, Set, Go!

Administrators' Briefing

Web is indeed in Egypt and the following caper marks the opening of their new branch office. Several Web agents doing some amateur archaeological digging while on vacation a year ago, came upon a lost tomb from the time of Ramses III. Web moved in swiftly, clearing out large portions of the complex and establishing a base here, while selling an occasional artifact via the black market. The site has proven to be an excellent source of revenue for Web, and this base is self-supporting.

Locals had to be used as guides and workmen. Web hit upon the idea of disguising themselves as odd strangers, not of this world. At the right dramatic moment, they revealed themselves as avatars of the old gods, who some of the poor residents of Cairo still revere out of superstitious ignorance.

However, Web outsmarted themselves. Though this charade did in fact guarantee the silence of most of the workers, some misguided souls, in religious ecstasy, began announcing to others about the wondrous return of the old gods. It therefore became necessary for Web agents to terminate these folks. Disguised as Set, or one of his minions, these assassins struck at night and not only silenced the misguided babblers, but also amplified their reputation as gods who do not tolerate loose lips.

Players' Briefing

You and your fellow Orion agents are faced with a situation seldom encountered, something so rare you are unsure exactly how to react.

Orion has sprung for an all-expense paid two week ocean cruise on the Mediterranean. And to make it more bizarre, you and your comrades did not even have any vacation time accumulated.

Far be it from you to protest, right? Therefore, you magnanimously accept the offer and jet off to Lisbon, where the ship is due to depart. The two weeks fly by, flavored by shipboard romance, sunning on the deck, sipping exotic mixed drinks, gambling in the ship's casino, and just plain resting. You feel regret when the ship pulls into port at its last stop: Cairo, Egypt.

After the PA system announces disembarkation, a second message follows, asking [PC in charge of the team] to report to the purser's office.

The purser, a big man with a friendly face, hands a package over to the correct agent once identification has been verified. "A thousand pardons, but this package apparently has been sitting in my office for the last two weeks. Only now has it been brought to the forefront of my mind. I do hope that no inconvenience has been incurred by my sloppiness," the man says, oozing as much charm and obsequiousness as humanly possible.

The outside label features a return address with a post office box number in Casablanca, Morocco (allow every PC to make an INT check to recall that Orion's North Africa Bureau HQ is in Casablanca). The package contains a portable video disc player and a single disc. Instructions on the machine tell the PC to stare at the tiny red light at the top of the machine for retina scan ID. Once this is done, the machine hums to life and the briefing begins. If anyone other than the agent who was given the package undergoes the retina scan, the machine explodes with the same force as a hand grenade.

A blond man with a French accent smiles and begins speaking. "Good day to all of you. On behalf of all of the Vega bureau, I hope you had a fine cruise. I do hope you went easy on the purser, I mean after all, he is one of us, you know. Come to think of it, half the passengers on board were! A nice way to move many of our employees without a big fuss, no? Now, you and your team are here in Cairo to solve a case that is tres bizarre.

"In an area of Cairo called Misr Al-Qadimah, we have a, how-you-say, stool pigeon. Though Egypt is for the most part a moderate Arab nation, it does not hurt to keep eyes and ears everywhere, oui?

"But I digress! Our stoolie is quite agitated lately. He claims there have been a series of bizarre deaths in the poorer section of the city. What makes them bizarre is that the few who were in the vicinity at the times of the murders swear that they saw the ancient, jackal-headed god of evil, Set, leave the scene of the murder. The entire slum area is paralyzed by superstitious fear.

"Now, under normal circumstances, such a thing would not concern Orion. After all, we cannot investigate every bizarre crime that happens on earth, can we? However, the case takes a new turn that demands our involvement.

"Our labs here analyzed a sample of the poison used on the victims, sent to us by our stoolie. It is a complex chemical substance that is virtually untraceable. The technology to create it is far beyond the locals' means. Mes amis, this is no mere ritualistic killing. We suspect that our foe, Web, is up to its old tricks.

"You are ordered to rendezvous with our stoolie for further information, information you will need to find out if Web is indeed working in Cairo. If they are, you must ascertain why they are here and put an end to it.

"All of your equipment has been stored on the ship, and the purser will give it to you if you tell him that you are here on behalf of Miss Pansy Wednesday. Once equipped, you have been given clearance to leave the ship, bypassing customs.

“Proceed to the Ramses bar and ask for Haran Daoud, a local storyteller. He is your stoolie. Be careful with him, for he is fearful of being found out by the locals. If you people make us lose our best contact in northeast Africa, we will be most upset and most likely ship all of you to Iceland. Au revoir and good luck!”

Ten seconds later, the machine shorts out in a flurry of sparks. Ten more seconds, and the unit bursts into flame.

From Stool Pigeon to Dead Duck

You and your team walk down Abu Assu'ud Street, in the oldest and poorest section of Cairo. Your feet kick up dust as you shoo away urchins who beg for coins. People stare at you suspiciously from shadowy recesses.

You easily find the dive called Ramses. Smack in the middle of this slum section, it looks squalid and sinister. Two Arabs flanking the entrance eye you with disdain as you walk in. The bartender is more cooperative and gives you directions to the room upstairs.

Daoud's room is dimly lit by a smoky oil lamp, and the shades are drawn. A man in typical Arab garb sits motionless at a rickety desk and does not acknowledge your presence.

There is good reason for this, for as the PCs close in, they see the Daoud's face contorted in a horror-stricken death gasp, a tiny black thorn imbedded in his forehead. A Skill Check using Medicine or $\frac{1}{4}$ First Aid scores reveal that he died a scant hour ago. Admins should make a secret INT check for any PC with Sixth Sense advantage. A successful roll means that the PC in question is aware that they are not alone in the room.

Hiding in the Arab's closet and behind a curtain are two Web assassins, here to see who visits the deceased. They will attack five turns (10 seconds) after the party enters the room. This gives their two spotters outside (the ones flanking the en-

trance) time to arrive at the door and cut off the PCs' escape route.

Web Assassins: Treat as Generic Soldiers, with level 3 skills in Pistol, Blowgun, Boxing, Shadowing, Stealth and Driving/Automobile. All are armed with silenced .45 Obregons and blowguns with six thorn darts each. The poison on the darts takes five turns to work, wherein the victim must roll a $\frac{1}{4}$ CON check or die. The two men in the room have jackal masks. All four men are Arabic. They have no ID, but one does have a set of car keys.

They know where the new Web base is, but are fanatically loyal. Any Interrogation Skill Checks made are done at $\frac{1}{4}$ effectiveness. The keys fit a Range Rover parked two blocks up the street. There is a hand grenade under the driver's seat, ready to go off if anyone sits down. If PCs actually say that they are searching the car for traps, it is easily found and rendered harmless.

The only things of note are a map of Cairo and vicinity (which includes the pyramids of Giza), and a matchbook from the Nile Hilton with “303” scribbled on the inside cover. If the PCs study the map they notice that someone made notes on it. Five miles on the main road past the pyramids and five miles to the north off the road is a circle drawn in blue magic marker.

The Nest

Set up at the location marked on the map are six tents arranged in a circle with a single large tent in its center. A sign on the perimeter of the camp reads: “Oxford University Archaeological Dig. Unauthorized personnel forbidden.” There are three land rovers parked near a stack of crates, the latter under a protective tarpaulin. A thin man clad in tan workclothes and pith helmet walks up to the party if they opt for the direct approach.

“I say, chaps, but are the lot of you illiterate or what? I mean, the sign IS quite clear, don't you think? Now run along and let my students' pur-

suit of knowledge continue unmolested, there's a good sport!" He chatters away in a condescending manner, waving his clipboard at them and fidgeting with a whistle around his neck. If the PCs refuse, he blows it, which brings out the occupants of the tents. "Well, I suppose we must do this the hard way then, eh?" he smiles smugly.

Each tent in the circle contains two Web lackeys with the stats of Generic soldiers, armed with sub-machineguns. The man with the whistle, a British national named Graham Idle, has base attributes of 55 plus level four Pistol skill. He is armed with a 9mm Luger and has a Web ID card stashed in his helmet's sash. He will attempt to duck into the central tent while the lackeys take on the invaders.

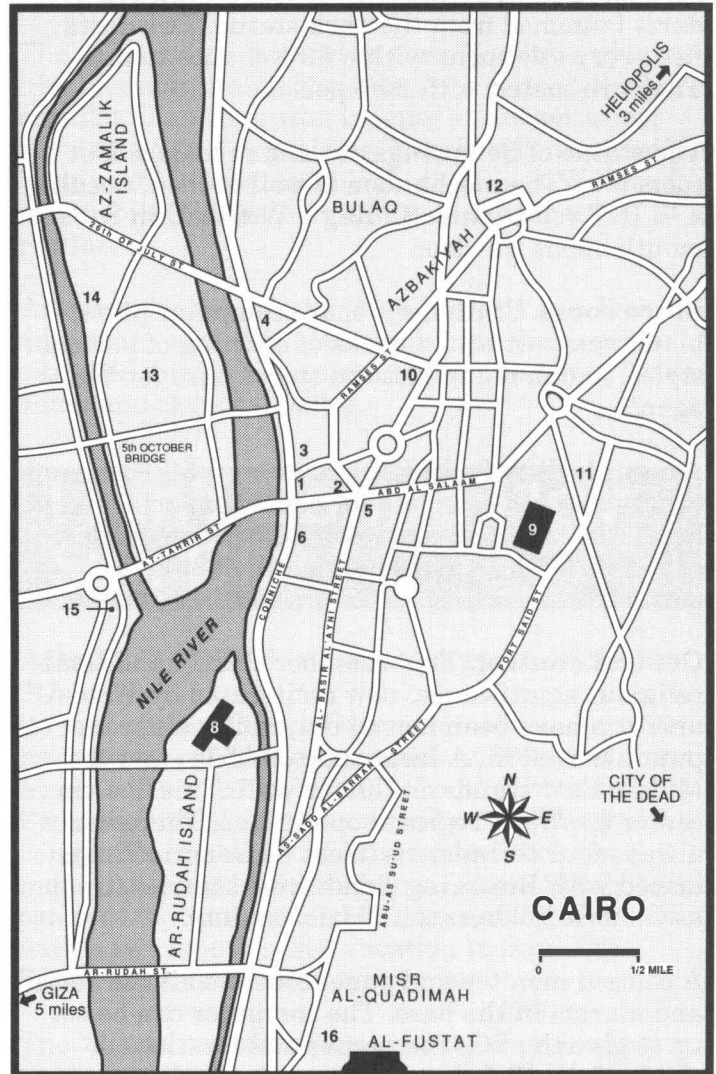
If the PCs choose to sneak up to the camp at night, there are always four guards on duty at the perimeter. Should Idle have a chance to react before being attacked, he will dash underground, mobilize the troops, and run things from the Control Room.

The Underground Complex

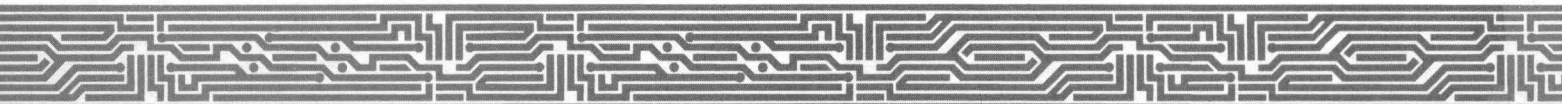
The central tent hides a large hole in the sand and the steel ladder that leads 60' down into a small chamber decorated with Egyptian symbols. The only way out is blocked by a very modern steel door (difficulty 80). A panel to the left of the door has a small card slot and two lights. If a Web card is put in, the door opens. Any other card or unsuccessful lockpick attempt causes an alarm to sound, a steel door to slide and cut off escape via the trap door on the ceiling, and sleep gas to pour into the tiny chamber. Guards will rush in after twenty turns.

Shrine to Set. This beautiful room is lit by modern lights, which serve to make the obsidian statue of Set seem even more forbidding. It stands at the far end of the shrine, staring at the PCs. Two doors of steel stand to the left and right, with locks of lesser effectiveness (45), but with the same card mechanism.

Map 3. Cairo



- | | |
|-----------------------------|-------------------------------|
| 1 Nile Hilton | 9 Presidential Palace |
| 2 Arab League | 10 High Court |
| 3 Municipal Building | 11 National Library |
| 4 TV Station | 12 Bab-Al-Hadid Train Station |
| 5 American University | 13 Gazira Sporting Club |
| 6 Shepherd's Hotel | 14 Nile Aquarium |
| 7 Meridien Hotel | 15 Sheraton Hotel |
| 8 Cario University Hospital | 16 Ramses Bar |



PCs who did not use a card to gain access and venture more than 5' into the room are attacked by darts launched from the dark statue. Two darts fire every two turns with a 50% chance to hit. They are coated with 20/5 poison.

The statue of Set swings out and reveals a door to room five. The mechanism is well hidden, needing a ¼ INT roll to find. Sliding a Web card in Set's mouth opens the door.

Store room. Stationery, spare computer parts, blank passport books, racks of clothing of various styles, and makeup kits are stored here for Web agents.

Arsenal. Fifty 9mm FN Brownings, 50 Uzis, and six clips worth of ammo for each weapon are kept here. There is also a crate of 50 hand grenades, a dozen throwing knives and a gallon of 20/5 poison.

Central control. This chamber clearly had some religious significance, now obliterated by Web. All artifacts have been moved out, radios and computers moved in. A large map of Africa and the Middle East stands on the far wall. This is a nerve center for Web's regional operations. There are always four technicians (treat as Generic Thugs armed with Brownings) and three sentries (treat as Generic Soldiers with Uzis) on duty.

A central monitor and panel controls all the doors and alarms in the base. The computer can be set up to give the PCs the names and locations of many of the Web operatives on the continent. A PC must make a ½ Computer Technician roll to pull it off. Failure unleashes a virus that ruins all data, and an automated self-destruct sequence begins counting down "One hundred-twenty . . . one hundred-nineteen . . ."

This room also features a powerful radar station, satellite tracking equipment, and controls for what appears to be a hangar doors of some sort.

A successful search for secret panels reveals a self-destruct mechanism that blows the entire base

and its environs in a 400 yard radius. Engaging the device requires a password or the previously mentioned computer failure.

Barracks. Two dozen bunk beds and as many lockers set up in what was once a burial room. What once smelled like ancient death now smells like dirty gym socks. If this isn't desecration then what is? There is always one shift of off-duty central control personnel here, sleeping.

Dayroom. A freezer filled with frozen food, a microwave, a soda machine, a coffee machine, and two long tables make this burial preparation room look hideously anachronistic. A set of shelves has playing cards, books, and board games ready to help Web personnel pass their free time. The north door is steel, difficulty rating of 45.

Hall. This is new construction, consisting of steel wall and floors lit by mercury lamps. As the PCs walk down the 300 yards of straight hall, they can smell the newness of the place.

The hall leads to a hangar, home to a pair of black Sikorski UH-60A Blackhawk helicopters. Each ship is armed with twin .50 caliber machineguns and a rack of four rockets.

Exit is accomplished by a pair of hangar doors operable from the Control Room. The doors are well hidden by camouflage, which also hides a battery of antennae, radar dishes and solar panels, the latter used to power the station.

Ready room. Here hang a dozen masks of Set, the jackal-headed god, and his snake-headed minions. Also, a dozen black cloaks line the walls of this room. A dozen blowguns, hundreds of thorns, and a large bottle of the same poison that killed Haran Daoud are also kept here. A large book on Egyptian mythology lies on a small table. The door to the west is one of the steel type with a lock difficulty of 60.

Corridor. If a card was not used to gain access, the corridor floor cracks open and each half begins pulling back at the rate of 10 feet per five turns.

As the floor opens, it reveals a large pit filled with scorpions, snakes, and spiders. Anyone falling in takes 3d10 worth of attacks. Treat scorpions as spiders for poison and damage purposes.

Treasure room. Behind another steel door (difficulty 70) lies the plundered wealth of this lost tomb. Gold statues, jeweled scarabs, elaborately painted sarcophagi, ancient scrolls, burial tools, and handsome ebony carvings of Set are carefully stored. Each has a small identification tag indicating its value. The total worth of these artifacts is about \$23 million.

Conclusion

This is a relatively new base for Web. Graham Idle serves as temporary base commander. He is the only one who knows the destruct code. If the tide of the battle is clearly in the PCs' favor, he will initiate the destruct sequence, using the PA system to gloat about it, then he'll run for a 'copter.

Funky Medina

ADMIN NOTE: *TS3, Orion Rising*, may be a useful product to have for this scenario. The section on the Virgo bureau (North Africa) would add much color and detail to the adventure.)

Three large thefts have occurred in the space of the last two months. A dozen guidance systems for ICBMs have been stolen from a French technological firm. A British ship, the S.S. Clan Ferguson, has supposedly blown up at sea and vanished off the coast of Morocco. It was carrying highly volatile rocket fuel. The last missing item is a supply of tritium, an element required in the manufacture of hydrogen bombs. An amount equal to six bombs worth is missing.

All of these components are being put up for auction in Morocco by Web. Representatives from

Iran, Iraq, Syria, Libya, Algeria, and South Africa will secretly meet and bid for the entire set.

The auction is to be held in the old section of town (the Medina), which happens to be close to the harbor. The Clan Ferguson is lying at anchor under the name S.S. Prometheus. Beside it is a specially built yacht belonging to Web, the Black Widow. It is a mobile Web base as well as a sea piracy platform.

Alternately, the Admin could run this as a Web adventure, with the players playing Web agents assigned to guard the auction from an Orion Titan Team and the local police.

I Ain't Gonna Play Sun City

ADMIN NOTE: This adventure is meant for Web PCs only. As you know, Web uses many proxies in its war against Orion. One such tool was a mercenary group called the Euroraiders. Web paid them a cool million to aid SWAPO (South-West Africa People's Organization) in a raid on the South African border. Instead, the Euroraiders took the money and fled to South Africa, where South African security has welcomed them and set them up with a two month's free vacation in Sun City, South Africa's premier resort place.

The Web PCs must enter Sun City disguised as tourists and pleasure seekers, take out South African security, and nab the Euroraiders dead or alive, bringing them to Cairo to face Web's unique brand of justice.

Battleground Malta

ADMIN NOTE: This adventure can be used with Web or Orion PCs. The Director of Terrorism Middle East, has been feuding with the Director of Crime Europe, for the past few months. Recently, the feud has escalated into a "brushfire war" over Malta and whose jurisdiction it should fall under.

The feud started when a shady salvage company fronted by Web, recently discovered the rusty hulk of a World War II vintage sunken vessel that had carried \$20 million dollars in gold and a water-proof safe full of historical documents telling of Web's activities from 1933 to 1943. The papers give insights into how the organization worked back then, and gives valuable espionage tricks long considered lost. Both Directors want the trove, the discovery of which has been kept secret from all other Web Directors.

If the players use Orion PCs, they will find themselves in the middle of a crossfire between the European and African Web agents. The action takes place in and around Valetta, Malta's capital and biggest harbor.

If Web PCs are used, they are part of the Africa branch. They must secure the ship and neutralize any opposition. An African branch salvage ship is due to arrive in 48 hours from Cairo. The agents must hold out until it arrives.

Apocalypse? Now?!?

Here is a unique opportunity to have a joint Web-Orion adventure. A wealthy, power-mad maniac has kidnapped several Orion and Web agents. In addition, he has several Mossad agents and PLO

representatives as his prisoners. His name is Yusef Bar-David, a man of Arab-Israeli parentage.

This insane fellow has devoted followers in the cities of Tel Aviv, Beirut, Baghdad, and Damascus. Four expert assassins, codenamed the Four Horsemen, are his most formidable people. He wishes to carve out his own empire in the Middle East, sweeping away the nations that are currently occupying it, and unifying the survivors into a great Arab power.

His first order of business is to launch a nuclear warhead at Jerusalem, in order to begin an era of chaos and confusion as Arab, Jew, and Christian attack each other, each assuming that the other was responsible for the devastation. This will be launched from his fortress on the plain of Megiddo, where Armageddon is supposed to take place. The plain is located in Israel, 20 miles southeast of Haifa.

The PCs can be introduced in several ways: Yusef may have had representatives attending the auction in the adventure Funky Medina. The agents may have run into some of his people in one of the above-mentioned cities. Web may even have the Orion agents kidnapped in order to have them help take Yusef out.

Web, being pragmatic as usual, realizes that it is necessary to cooperate with Orion in not only getting their own people back, but also to prevent Yusef from succeeding. Certainly, Web thrives on chaos, but they want the Middle East for their own and intact. Really, who does that upstart think he is anyway?

The players could all play Web agents, charged with getting their teammates out, rescuing the Orion captives (for use as bargaining chips) and knocking out Yusef.

If the Admin wants, let half of the party play Orion agents and the other half Web agents. The roleplaying possibilities are endless!

NPCs

Begin Rules Section

Jean-Paul Descartes:

STR	INT	REF	WIL	CON	MOV	DEX
68	75	40	74	62	54	58

Sex: Male
 Race: White
 Nationality: French
 Native Language: French
 Age: 57

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

Advantages: Ambidexterity, Fearlessness, Presence, Stamina, Toughness (4).

Disadvantages: Ego Signature (Business Card), Gambling, Lechery.

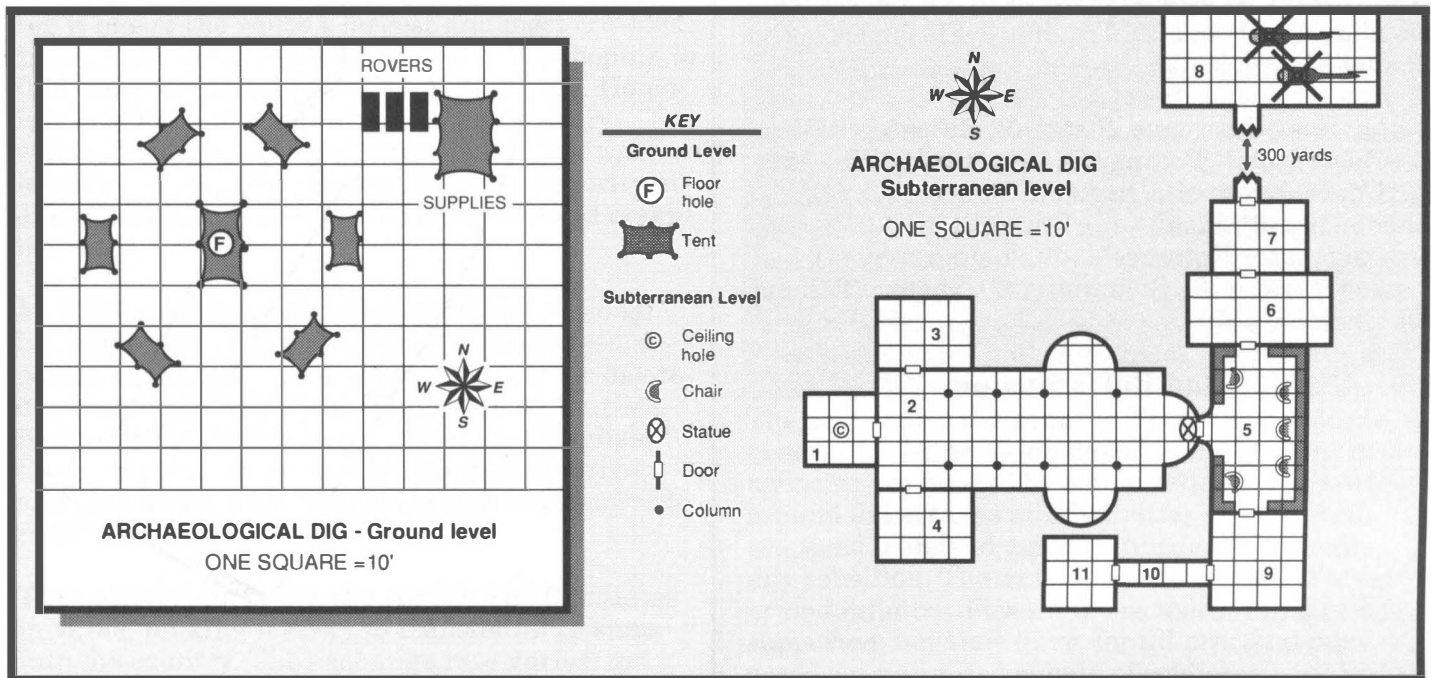
Skills: Basic Firearms, Pistol (5), SMG (5), Basic Melee, Knife (3), OMA (4), Disguise (4), Interrogation (5), Stealth (4), Surveillance (3), Drive/All vehicles (3), Fine Arts (3), Photography (4), Pilot/engine & helicopter (3), Social Chameleon (5), Philosophy (4), Languages: French (5), English (4), Arabic (4), Hebrew (3)

End Rules Section

BACKGROUND: Jean-Paul is Web Operations Manager for Middle East/North Africa sector. A sharp fellow who was kicked out of the French Deuxieme Bureau (Military Intelligence) for atrocities committed during the 1957 Suez Crisis.

REACTION: Jean-Paul is a brutally efficient veteran of the espionage world who bears a strong grudge against France and England. He's a wily fox who despite his age is still a formidable physical opponent.

Map 4. Archaeological Dig



Jean-Paul is wanted by INTERPOL. He sneaks over to Monte Carlo whenever he can. He is slated to take over the Cairo office from Graham Idle. His current hangout is Casablanca, Morocco.

Begin Rules Section

Elise Weintraub:

STR	INT	REF	WIL	CON	MOV	DEX
40	76	70	65	55	78	73

Sex: Female
Race: White
Nationality: Israeli
Native Language: English
Age: 27

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

Advantages: Athletic Ability (2), Attractive Appearance (3), Eye-Hand Coordination, Light Sleeper, Stamina, Toughness.

Disadvantages: Enemy (2) Mossad, Lechery, Phobia Claustrophobia (2), Traumatic Flashbacks (2) (Sound of explosions).

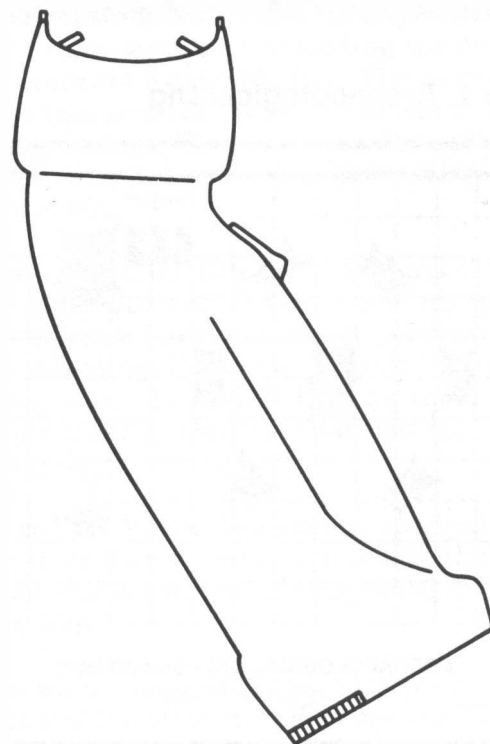
Skills: Basic Firearms, Pistol (5), Rifle (5), SMG (4), Basic Melee, Boxing (4), Oriental Martial Arts (4), Concealment (4), Disguise (4), Lockpick (4), Shadowing (3), Stealth (3), Surveillance (2), Driving/Auto, Motorcycle (4), Photography (4), Radio Operator (3), Swimming (2), History/Poli Sci (3), Chemistry (3).

End Rules Section

BACKGROUND: Elise is a top-class Web assassin. Fooling people with her slight, diminutive build, Elise is able to lull her victims into a false state of confidence. Elise does her job in order to get back at the Arabs for a raid on her home, and at the Western powers for their inactivity in the face of Arab aggression.

REACTION: Elise is a perfect example of the sort of person Web manipulates well. Scarred from the Arab attack on her kibbutz, she served in the Mossad until drummed out for repeatedly disobeying orders and endangering her teammates.

Divesting herself of morals and compassion, she now allows Web to use her (and, in a way, she uses Web) to kill people. Cold and ruthless, she will use all her skills, advantages and weapons at her disposal to get the job done.



City File— Jakarta

Since the 1600's, the fabled Spice Islands of Indonesia were a Dutch colony. Indonesia won its independence after World War II. Now, Jakarta is capital of the world's fifth largest nation, a predominantly Muslim country of 155 million people spread over 13,000 islands.

Jakarta lies on the northwest coast of the island of Java. It is a large city, stretching 16 miles from the Tanjung Priok harbor to the Kebayoran suburbs. Merdeka (freedom) square stands at the center of the city. The towering monument there provides an excellent landmark for navigating through the city. The old, colonial part of the city lies between the monument and the water front. The more modern areas lie to the south and west, where the city continues to expand. (See map.)

Six and a half million people live in Jakarta, making it one of the world's largest and most crowded cities. Thousands more arrive every day, hoping to find their fortunes in the city. Most do not. Homeless beggars and cripples can be found everywhere. Though a few government and business leaders live in great comfort, the vast majority of Jakarta's citizens barely survive in squalid neighborhoods.

Most Jakartans speak Indonesian, the national language, but ethnic and regional languages, especially Javanese, are used extensively for day-to-day business. Only areas frequented by tourists, like the airports and major hotels, use English, the most common foreign language. Cab drivers and shopkeepers know only enough foreign words to sell their wares.

The national currency, the rupiah (rp.) fluctuates in value, making it risky to transfer large sums into the country. The exchange rate varies, too,

but in general, one U.S. dollar equals 1,800 rupiahs. Foreign currency is rarely accepted outside major banks and hotels. Throughout the city (and the country) prices double for non-locals and triple for foreigners.

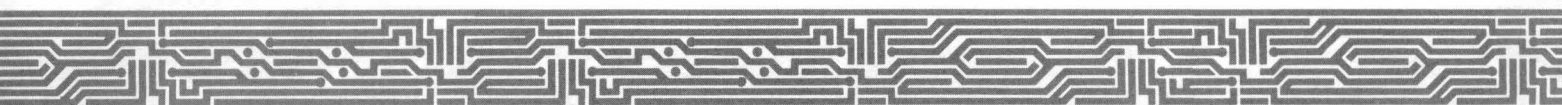
The streets in Jakarta are a wild mix of speeding cars, overloaded trucks, buses belching black smoke, and buzzing scooters, all honking their horns at each other and weaving through armies of pedestrians and bicyclists. There are many ways to travel within the city, from private cars to motor-powered rickshaws, but none of them are reliable. Traffic jams, schedule changes, lost drivers, and haggling can delay any trip.

Traveling in and out of the city is more reliable, but still requires great patience. Several small airlines provide shuttle and charter service to remote islands, often with planes twice as old as their pilots. The city's harbors shelter all types of ships, from modern oil tankers to sailing schooners. Several bus and train stations provide transportation throughout Java. First-class seats, if any, fill quickly, leaving most passengers packed in with luggage and squawking chickens.

A few years ago, the phones were so bad motorcycle couriers delivered messages faster than calls were connected. Now, direct dial phones link most businesses in the city, but many still rely on messengers. Only the wealthy have phones in their homes.

Due to chronic shortages of doctors and supplies, those who can are advised to go abroad for medical treatment. Getting ill in Jakarta is not advised.

The army rules the country. From the president, a general in the army, on down, many government agencies are headed by senior officers. From bases around Jakarta (as at other cities), troops stand prepared to defend against invaders— or crush any rebellion. The army consists primarily of light armed infantry. Few units are mechanized or fully supported, but they have, for all practical purposes, an unlimited supply of soldiers.



Under the army's scrutiny, the police run Jakarta. Directly or indirectly, the Jakarta police regulate everything from utilities to judicial functions. Hampered by rampant corruption and poor training, they benefit from a central command without jurisdictional boundaries. What they lack in sophisticated equipment they make up in sheer manpower. The chief of police can call on more than 20,000 policemen. Army intelligence handles sensitive matters and limited foreign espionage.

Apart from tourist attractions, foreigners always attract attention; crowds are everywhere. Many journalists, diplomats, and businessmen meet in cars for privacy (and air conditioning). Numerous food stalls and cheap hostels dot the city where anyone can meet. There are crowds there, too, but experienced travelers know the crowds will ignore them after a few minutes. (See map for specific encounter areas.)

Directors in Bangkok, Sydney, Hanoi, Manila, Kuala Lumpur, and Jakarta run Web's Asian operations. Their regional headquarters is in Jakarta, where they meet to set policy and plan major operations. The regional office is located in the colonial district between Kota train station and Jalan Gunung Suhari. (The office is not marked on the map so Admins may show the map to players.) Part of the 18th century brick building serves as a municipal warehouse, providing its cover. A railway siding links the building to the Kota station tracks. That, and being situated between both harbors as well as near two major thoroughfares and Kemayoran airport, makes the office as accessible as possible in Jakarta.

Inside, past clerk-filled offices and above the bustling warehouse, concealed vault doors lead into the Web office. The accommodations are cramped, but quite luxurious. The second and third floors hold apartments for the staff, a gourmet kitchen, and rooms for visiting executives, as well as private suites for the six regional directors. The working areas in the basement, a rare feature in Asian buildings, include offices, the situation room, a communication center, power generators, and a fresh water well.

Before reaching the inner sanctum, however, visitors must pass a broad wall of security. Block keys are scanned magnetically as people enter the building, before they even reach the locks. An elite team of commandoes guards the building around the clock, roaming the halls and roof. They are backed up by heavily armed teams working nearby as railroad crews. The building also includes a carbon dioxide deluge system to quench fires and suffocate intruders. Web keeps the entire block (which it owns one way or another) under constant surveillance. Rotating "employees," from rickshaw drivers parked on the corner to passing train conductors note any unusual activity.

Web's top managers in Jakarta, can draw on a wide variety of assets for information and muscle. An ocean going yacht, *Gadis*, lies less than two miles from the headquarters in Ancol Bay. The situation room receives duplicate radar images from Halim international airport. Lear jets and helicopters sit ready on the tarmac at Kemayoran field. Cargo ships in Sunda Kelapa can provide shoulder-fired anti-aircraft missile coverage and mortar fire, if needed. Managers at Pertamina, the national oil company, have instant access to millions of dollars, rupiahs, and yen. A huge network of informers has access to every major hotel and airline registry. Thousands of taxi drivers and shopkeepers can maintain surveillance anywhere in the city.

AR1. Operation Sea Serpent

This mission calls on a handful of Orion agents to uncover a Web plot that threatens all of Southeast Asia. If implemented, Web's plans for piracy on the high seas would cripple economies and devastate whole industries, in addition to giving Web control of major sea lanes. Finally, the agents must find a way to halt this plot.

Summoned to Orion's Libra Bureau, the PCs receive their mission assignment aboard HMS Majestic, the Bureau's headquarters in Singapore. Admins can give this information to the players through written reports, a briefing by section director Mariko Tamauri, or through a series of interviews with various naval attaches and Orion staff members.

For more than a decade now, ever since the impending fall of Saigon in the Vietnam War, a steady flow of refugees has plunged into the Gulf of Thailand and the South China Sea seeking to escape their war-torn homelands. Mostly from Kampuchea now, these "boat people" continue to flee by the thousands every month. They put to sea in rusty cargo ships, fishing boats, barges, rafts, outrigger canoes—virtually anything that floats. Few of them survive their ordeal at sea.

Many overloaded vessels are lost in heavy seas. Others go down in sudden storms, especially during the monsoon months. Still others drift helplessly on strong currents and never make landfall. Worst of all the fates to befall the refugees are the pirates that murder and pillage for the valuables carried aboard. Most escapees bring all their money and valuables with them. Some even carry their entire family's fortunes. Though most refugees' fortunes consist of only a handful of coins, the few merchants and wealthy ones with bags of gold or jade and ivory lure the pirates.

Orion has known for some time that Web supports many of these pirates. Web became involved when it was learned that some refugee vessels carried drugs or rare antiques worth millions of dollars in their holds. Web's ruthless pirates are more than willing to seize and destroy twenty worthless ships to find one cargo of value.

Recently, Web seems to have become more directly involved. Independent pirates have begun disappearing as mysteriously as the boat people they preyed upon. It is, of course, a common Web tactic to eliminate competition. More and more refugee ships are being sunk, and now the attacks have spread to the Java Sea. The few survivors plucked

from the waters began telling strange tales of great sea serpents rising from the depths at night to attack them. These stories were discarded as superstitious ramblings.


Lately, however, Soviet spy trawlers, a British submarine, and American planes have all picked up unknown submarines in the region several times. Each contact only lasted for a short while before the sub slipped away again. Gradually, the survivors' serpentine stories sounded more plausible. Is it possible some major power is using submarines against helpless refugees? If so, who? And why? If Web is involved, as is suspected, what do they hope to accomplish? And how can they be stopped? This is the concern of operation Sea Serpent.

After the briefing, the PCs are free to begin their investigation in any way they wish. With numerous on-going missions, the Libra Bureau can only provide limited support. Admins should grant reasonable requests for general information, contacts, cover stories and documents, and equipment. PCs may consider (or NPCs may suggest) several ways of gathering additional information. Several possibilities are outlined below in sections AR2-AR4.

AR2. HMS India Makes Contact

SET UP: Posing as Singapore or Australian Navy officers, the PCs join the British submarine India in a routine patrol through the South China Sea. As a member of the Commonwealth, Singapore, and Australia are entitled to British Naval aid in defending their trade lanes.

THE PLOT THICKENS: To avoid strict security at Singapore naval bases, the PCs must fly to Jakarta to meet the India. The British Naval attache there, Gregory Yount, meets them at Halim airport. He tells the PCs that the India will surface several miles off shore in 24 hours. He offers to take the PCs to the rendezvous point in a



launch. He is willing to let the PCs explore Jakarta until then or to give them a tour, if they wish.

RESULTS: From their exploration or tour, the PCs should learn about Jakarta (see the City File above). The PCs leave Tanjung Priok harbor in a launch, supposedly for sightseeing and fishing. Yount guides them to the India, which surfaces only long enough for them to climb aboard.

The India's skipper, Lloyd Ascot, welcomes them aboard. He does not hesitate to tell them his opinion of the piracy issue. He believes any vessel caught in the act of piracy should be sunk immediately. Of course, international law and his operations orders do not allow such rash action.

After a week of picking up nothing but cargo ships, oil tankers, and fishing fleets, the India's sonar picks up a torpedo run, followed by an explosion 30 to 40 miles away. Ascot slows to a stop, listening. Despite any urging from the PCs, he resists the temptation to find out what sank. His patience pays off. In a few hours, the India begins tracking a stealthy submarine, slipping away from the area of the explosion. India's sonar operators identify the sub as one of the new Shoal class boats built by Fabriknor in Sweden. They are on the open market, so any country could have one.

The India follows the mysterious sub for several days, losing and regaining contact as the two subs weave through currents and islands. During the chase, the PCs learn first hand that these waters are both very dangerous and beneficial for submarines. The shallow waters, coral reefs, and strong currents make navigating hazardous. However, those same currents, trenches in the sea floor, and even islands provide excellent hiding places. Ascot guesses that an experienced crew in a small, modern diesel-electric sub, like the one they're following, could travel from Thailand to Australia undetected.

The India follows the sub back to the Java Sea, and, to everyone's surprise, right to the Tanjung Priok harbor in Jakarta. However, the PCs do not

learn if the sub actually enters the harbor, because Ascot will not bring his large nuclear submarine too close to shore.

WHAT NEXT?: Though the agents may suspect the sub is Indonesian, they should realize that may not be true. If the mysterious sub knew it was being followed by India it may have come here deliberately to cast suspicion on Indonesia. To learn more about Indonesia's submarine fleet, the PCs may want to attend the naval conference in Jakarta (see AR3). They may also wish to conduct their own surveillance, where they would be free to engage the pirates (see AR4).

AR3. Tanjung Priok Naval Conference

SET UP: Posing as diplomats, journalists, or United Nations officials, the PCs attend a Naval conference at the Tanjung Priok Naval base in Jakarta. There, the PCs can interview Naval officers from several nations about piracy in Southeast Asia.

THE PLOT THICKENS: During the conference, between long-winded lectures on hydro-dynamics and logistics, word comes in that a large cargo ship exploded and sank in the South China Sea. The ship, Adri 14, was well known as a modern vessel; many officers privately speculate that it was blown up. The PCs can meet and question many officers in the conference. Commander Octav, the executive officer on an Indonesian sub, proves most helpful. He is well-respected, and very knowledgeable.

RESULTS: The PCs can learn much from Commander Octav and the other officers. Encourage the players to ask questions, role-playing their interviews to gain the information.

The pirates' tactics vary. Near the coasts they swoop down in powerful speedboats. Further out

to sea they approach disguised as fishing vessels, navy patrol boats, or even other refugees. After looting the cargoes, they invariably slaughter the passengers, or simply sink their boat.

Unfortunately, the small navies in the surrounding countries have neither the resources nor motivation to protect the boat people. In many cases, they are even out-gunned by the pirates.

In addition to refugees and huge fishing fleets, thousands of large ships ply the Asian ocean carrying every conceivable cargo, from new cars to microchips. If pirates decided to attack them, stealing small cargoes, or even commandeering whole ships, the local navies would not be able to protect the sea lanes. Escorting all the cargo ships would require billions of dollars and more ships than the countries have.

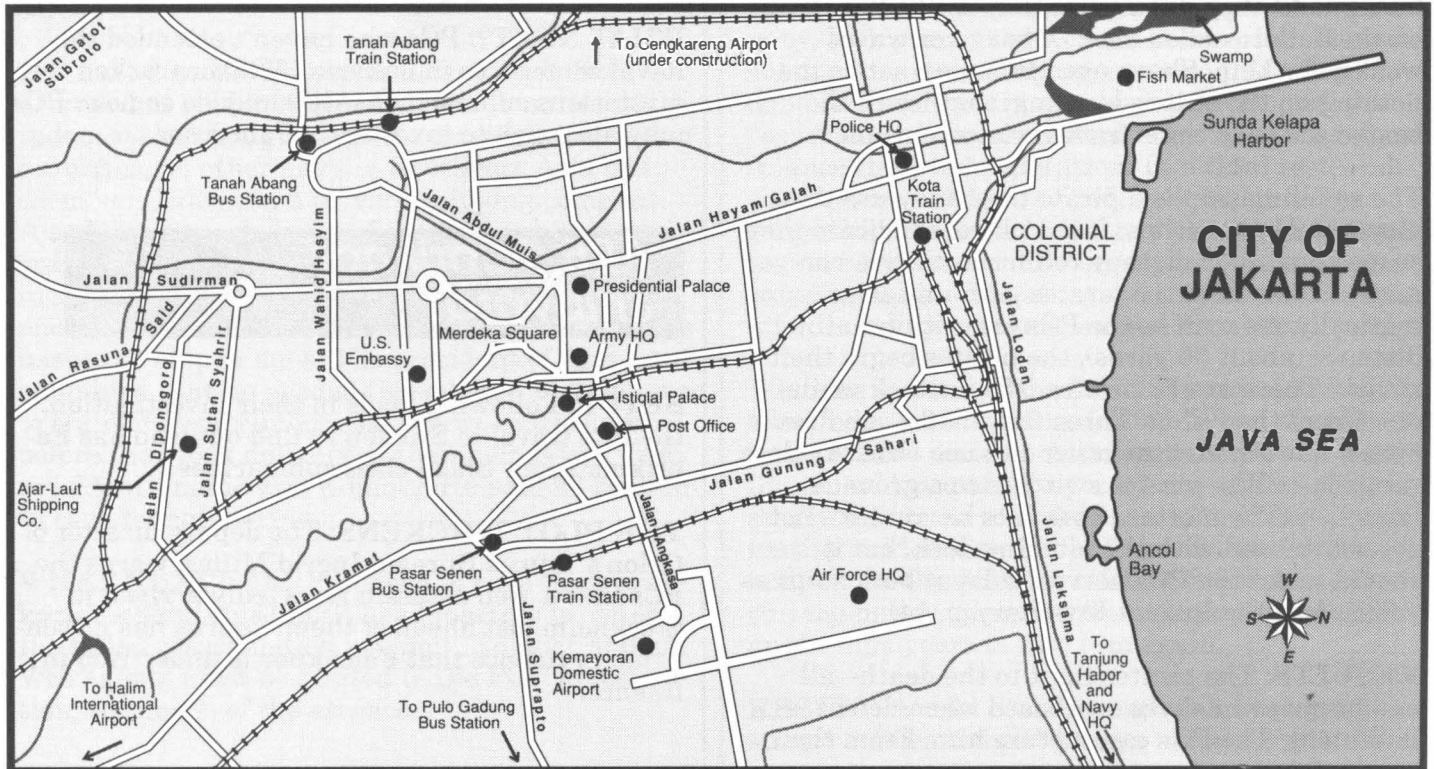
All of the Southeast Asian countries have submarines in their Navies, but Indonesia has the largest fleet. Most of its 38 boats are relatively new

and sophisticated diesel-electrics built in West Germany and Sweden. In electric mode they are nearly as quiet as nuclear subs, but at a fraction of the cost. Their small size allows them to make use of every reef, trench and island to hide in. The pride of the fleet are its four new Shoal class subs, built by Fabriknor in Sweden. Most of the fleet is based at Tanjung Priok Naval base.

WHAT NEXT?: By now, the PCs should begin to understand the problems of preventing piracy on the high seas. They should also realize that whole industries and economies would be devastated if the sea lanes were closed. However, they still need to uncover the plot that is brewing and who is behind it. If they haven't already, the PCs may decide to search for the pirates, either on their own (see AR4) or aboard HMS India (see AR2).

At this point the PCs may want to file reports with Orion's Libra bureau. They may also explore Jakarta to learn more about the city.

Map 5. City of Jakarta



AR4. Pirate Ambush

SET UP: The PCs charter or buy a yacht or fishing boat to conduct their own surveillance of areas known to be pirate-infested. (Appropriate aircraft would be too expensive and could not stay in the area for more than 12-18 hours at a time.)

All vessels are cheaper in Jakarta, where licensing requirements are less strict than in Singapore. Libra Bureau officials also inform the PCs that fewer questions are asked in Jakarta. Wherever the PCs obtain their ship, Libra provides an experienced navigator and helmsman, and two crewmen, if necessary. Of course, the PCs are free to hire their own crew. The PCs will have to take precautions if they wish to arm themselves and their ship.

THE PLOT THICKENS: Several days after entering either the Gulf of Thailand, South China Sea or Java Sea the PCs see a smoking ship on the horizon. As they draw near, they see bodies lying on the bullet-riddled deck. A survivor waves weakly for help. Sharp-eyed PCs may notice that nothing on the ship is burning; that is, all the smoke seems to come from various containers.

The smoking ship is a pirate trap; they use this ploy to lure in victims. If the players indicate they suspect an ambush, they roll for initiative normally. Otherwise, the pirates gain initiative automatically. As soon as the PCs are within hailing distance (about 50 yards), the pirates begin their attack. There are 10 pirates. Nine attack while one steers their ship. Three fire M-16s, one fires a 60mm mortar, and the other two use Uzis. At close rang, one of the pirates switches to a grenade launcher. (The mortar never hits because it's not gyro-stabilized with the pitching deck, but it should make the PCs nervous.) Treat both ships as yachts (see Equipment Inventory, p. 14).

RESULTS: The pirates fight to the death—all except one, who dives overboard when defeat is imminent. The PCs can capture him. From their

captive and from piecing together entries in the log book and papers strewn in the cabins, the PCs can learn about the submarines' role in piracy in these waters.

Most of the pirates now submit to a master pirate known only as Kombar. Though they resent the loss of their independence, the pirates admit that their successes have risen substantially since he took over. Under Kombar, a few pirates now work with submarines. Evidence clearly shows that at least two subs are involved. The subs have been developing and practicing tracking and interception techniques on refugee boats for several months now. The subs are rumored to be about to conduct a final test, code-named Adri 14, tracking and sinking a large cargo ship in the Java Sea.

In addition, the pirates now keep track of all cargo ships passing through their territory. The pirates relay the ships courses and speeds to subs through underwater radios. A careful search of the ship reveals an encoded low-band hydrophone, manufactured by Fabriknor in Sweden.

WHAT NEXT?: PCs who haven't attended the naval conference in Jakarta (AR3) or tracked the mysterious submarines (AR2) may do so now. PCs may also wish to investigate Fabriknor.

AR5. Fabriknor Shipyards

SETUP: Following leads in their investigation, the PCs travel to Sweden to find out who has Fabriknor's new Shoal class submarines.

THE PLOT THICKENS: The deputy director of Orion's Taurus Bureau, Ingrid Milles, warns the PCs that a Web assassin reportedly arrived in Stockholm just ahead of them. Taurus has no confirmed evidence that Fabriknor is under Web influence.

RESULTS: When the PCs arrive at the Fabriknor shipyards, they are met by a polite, but rather unhelpful engineer, Erik Tabor. Upper management assigned Tabor to brush off the PCs' questions to protect the privacy of Fabriknor's clients. Tabor somehow manages to answer every question with a lengthy engineering dissertation.

During a tour of the shipyards, where a Shoal class submarine is being built (Tabor won't say who for), a worker suddenly opens fire at the PCs from the hatch in the sub's conning tower. If the PCs return fire, the assassin ducks down inside the sub. If the PCs don't pursue him, Fabriknor security guards do. They eventually emerge with the assassin's body, though not until losing four of their own.

After this incident, the President of Fabriknor himself, Brent Thorsen, appears to apologize to the PCs, promising a full investigation of the matter. He invites them to return the next day, when he'll be happy to answer their questions, after he has had a chance to see to his employees safety.

The next day, Mr. Thorsen confirms that Fabriknor has sold four Shoal class submarines to Indonesia. Although several are on order for other countries, no other navy in Southeast Asia has them yet. However, a private shipping company, Ajar-Laut, took delivery of the first sub on a rush order a few months before Indonesia received it's first Shoal. Ajar-air also purchased several dozen encoded low-band hydrophones underwater radios usable by ship or subs. The president of Ajar-Laut explained that he needed the sub and hydrophones to train crews for Indonesia's navy, and others, before they took delivery of their own boats. The president's name was Kombar. He paid 80 million in cash for submarine.

WHAT NEXT?: The PCs need to rush back to Jakarta, where Ajar-Laut's headquarters is. After the failed assassination attempt, Kombar and his Web agents must be alerted to the PCs' investigation, so time is of the essence.

AR6. Final Voyage

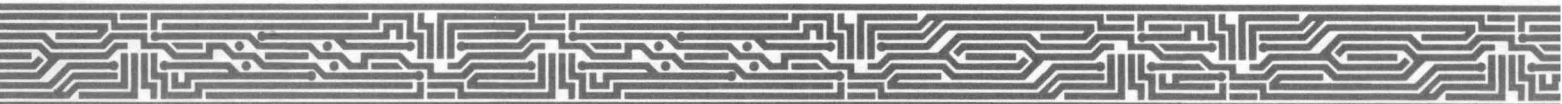
SET-UP: The PCs discover that Ajar-Laut's headquarters is off Jalan Diponegoro, south of Merdeka Square in Jakarta. Any inquiry the PCs make about Adri-14 (the ship that blew up in the Java Sea during the Naval conference and the code name of the final sub test mentioned by the captured pirate) reveals that Adri 14 was a ship owned and operated by Ajar-Laut.

THE PLOT THICKENS: When the PCs reach Ajar-Laut's headquarters, they find it deserted. Everything is gone, even the light bulbs hanging from the ceiling fixtures. Any casual inquiries to people on the street, or calls to the Ministry of Shipping, the Harbormaster, or Commander Octav reveal that Ajar-Laut owns and operates one ship besides Adri-14. Adri-16 is scheduled to leave its dock in Ancol bay, any minute now.

By now the PCs have enough evidence to piece together Web's plot. Through the Ajar-Laut company, Web purchased a Shoal submarine. It, and submarines crewed by agents who infiltrated Indonesia's navy years ago, began developing piracy tactics. Increased attacks on refugees helped finance the whole operation. In a final test, Web submarines tracked, seized, and sank a large cargo ship, Adri-14. Now, they plan to begin preying on cargo and cruise ships plying the major shipping lanes of Southeast Asia. The whole operation is led by an agent named Kombar.

When he learned of the PCs' investigation, he tried to have them assassinated. When that failed, he decided to dissolve Ajar-Laut completely, taking all evidence of the operation with him. Once at sea, Kombar can transfer his staff and any incriminating evidence to Web's Shoal class submarine and scuttle the Adri-16. If Kombar escapes, he can run the piracy operation from somewhere else; it might take years to find him again.

RESULT: A wild dash through Jakarta's packed streets ensues if the PCs hope to have any chance



of reaching Adri-16 before it departs. When they reach Ancol Bay, they find several luxurious yachts and a large empty dock. Adri-16 left 15 minutes ago, under the command of Captain Kombar. Smoke from its stacks is still visible on the horizon.

The PCs can try to pursue and overtake the Adri-16 themselves, an unlikely proposition; they can call in a Titan Team; or they can contact Commander Octav. If a Titan Team is called in, attack helicopters sink the Adri-16 with loss of all hands. Web's Shoal class submarine and the traitorous Indonesian crews disappear, and their fate is never learned. Web's piracy plot is destroyed, however.

If the PCs explain the situation to Commander Octav, he takes immediate action. Assuming command of his Shoal class submarine, Kupang, he takes off after Web's submarine, inviting the PCs along. If they accept, he sends a helicopter to pick them up. After sinking the Web submarine, forces the Adri-16 back to port, where Kombar is arrested. In the following weeks the Indonesian Navy roots the traitors out of the ranks.

WHAT NEXT?: If the PCs call in a Titan Team, their mission is deemed a marginal success. If they involved the Indonesian Navy, they receive hearty thanks and rewards from Orion for saving the cost of mobilizing a Titan Team and covering its tracks, and from the Navy for bringing traitors to justice and saving several of the Shoal submarines which might have been stolen. In Commander Octav, the PCs gain a valuable contact, possibly even an Orion recruit, who soon receives command of his own submarine.

Mini Adventure File: Roadblock

SET UP: Use this adventure anytime Web wants to delay or prevent the PCs from traveling in or

out of Jakarta. Alerted by Web's extensive network, assistant chief of police, Gobor Asam directs the operation. (This mini adventure could be used to expand Operation Sea Serpent when the PCs race from Jalan Diponegoro on the south side of Jakarta to Ancol Bay, on the north side.)

THE PLOT THICKENS: Gobor can track the PCs and respond to their actions quickly, because the police force does not rely on the city's telephones, but on their own high frequency radios. Gobor begins by throwing minor obstacles in the PCs' path. If possible, he would like the PCs to think their delays were caused by bad luck, not deliberate efforts. However, he steadily increases the frequency and severity of attacks until the PCs are stopped.

RESULT: Traffic lights turn red in front of them—and stay that way, blocking the PCs with a steady stream of traffic. Next, Gobor engineers a minor accident. A plainclothes policeman swerves and brakes, forcing the PCs (or the bus they're in, etc.) to hit him. Several pedestrians feign injury to distract the PCs. Then Gobor directs policemen to chase and apprehend the PCs for traffic violations. If they resist, a running gun battle ensues.

WHAT NEXT?: The PCs' success at evading and overcoming the obstacles depends on their cleverness and resourcefulness. Jakarta is a big, crowded city, so it is possible to elude the police, even when there are so many of them. Remember, though, that westerners stand out. Gobor halts the operation as the PCs are stopped or it's no longer needed. (For example, once the Adri-16 leaves port, Web no longer needs to keep the PCs from reaching the dock.) If they suspect they were deliberately stalled, the PCs could begin an investigation to discover who was behind the effort. More realistically, they might develop contingency plans and resources, such as stashing extra motorcycles around the city, to overcome the next delay.

NPCs

Begin Rules Section

Gobor Asam (codename: Tangkapan, the catcher)

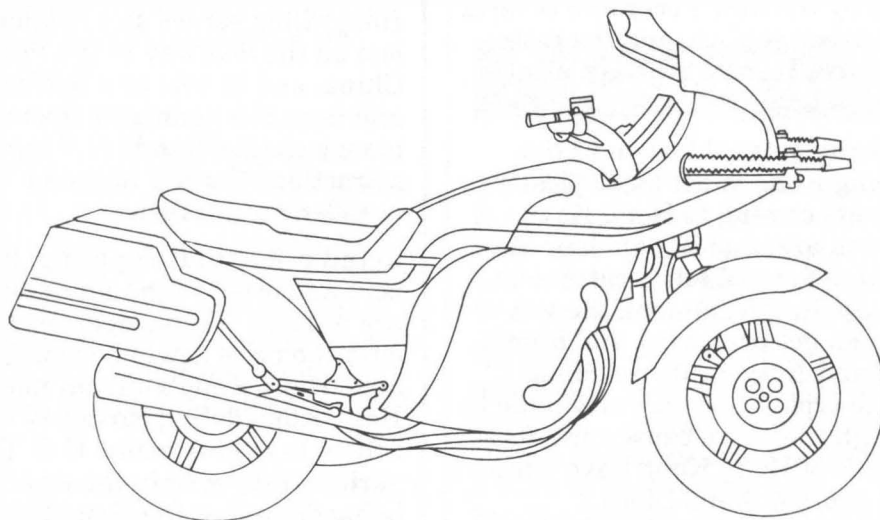
STR	INT	REF	WIL	CON	MOV	DEX
62	50	64	64	39	63	57

Sex: Male
 Race: Indonesian
 Nationality: Indonesian
 Native Language: Javanese
 Age: 43

End Rules Section

BACKGROUND: Asam is an assistant chief of the Jakarta Police. His title is Wakil Kepala Polisi. Trained in Europe (where he also received Web training) he is an expert criminologist. He speaks Javanese, Indonesian, and French fluently. He is always immaculately dressed in a uniform studded with badges, stripes, and decorative trim. He stands five foot four and looks stocky, strong, and agile which he is, despite a pronounced beer belly.

REACTION: Gobor heads the colonial district, giving him command over 2,000 uniformed policemen and a special weapons unit. It also places him in an excellent position to watch and defend Web's Asian Regional Office. Gobor rides an armored pick up truck, driven by a burly chauffeur. Six policemen ride in benches in the back. Gobor always carries a 9mm Mauser pistol, which he practices with every day.



City File— Hong Kong

By rights of a 1898 treaty, Hong Kong is a colony under control of Great Britain until July, 1997, at which time the vast majority of the colony will revert to direct control by the mainland Chinese government. Its 1034 square kilometers consist of three territories: Hong Kong island proper, the Kowloon peninsula across the beautiful “fragrant harbor,” and the large (948 square km) New Territories. The New Territories include not only a large amount of farmland, but also a scattering of islands along the coast, some of them unpopulated. Lantau Island, sparsely populated and much larger than Hong Kong Island itself, is a part of the New Territories.

Both Hong Kong Island and the Kowloon peninsula are almost entirely urban, with the heart of the city, Hong Kong Central, along the northern coast of the island, connected to Kowloon and the rest of the mainland by the Star Ferry and several sampan across the harbor surface, and the more expensive MTR, or Mass Transit Railway, a subway opened in 1980.

Although it never really gets cold, even in the middle of winter, Hong Kong is not as tropical as south-east Asia. Agents coming to Hong Kong from Singapore or such areas as Bangkok or Manila should be prepared for cool temperatures in January and February. In the summer, the wet season, Hong Kong can get pretty hot and humid, particularly in July and August. Worse, Hong Kong is vulnerable to typhoons from early June to mid-October. Although these can cause considerable damage, the people of Hong Kong have effective safety defenses against them. Libra headquarters strongly advises any Orion agents in the path of a typhoon postpone their mission until the storm is passed, seeking shelter in the Orion safehouse in residential (northern) Kowloon, ten blocks from the Yaumati Typhoon Shelter.

When the Japanese left Hong Kong after World War II, the population was not much over half a million. Today it is well over five million, most of it squeezed onto Hong Kong island, Kowloon, and the southern portion of the New Territories known as New Kowloon. Some of this weight of population was caused by the People's Republic of China, which relaxed its border controls to allow crowds of Chinese to flood Hong Kong. It was shortly after this influx of Chinese, in fact, that Web established Hong Kong as its Pacific and Far Eastern Region headquarters. Although Cantonese is the most widely spoken language of Hong Kong, English is widely used. An agent speaking nothing but English could make herself understood in Hong Kong, but not quite so easily or quickly as she would in Singapore (A character has INT% chance of finding an ad hoc translator every minute spent searching for one. Characters with the Presence Advantage add 10% to their chances.) Hong Kong's economy relies heavily on tourism and trade (both legal and contraband) and so a significant proportion of the population of Hong Kong Central and Kowloon is just visiting the colony.

Hong Kong serves as a bastion of furious capitalism on the doorway to the People's Republic of China, and so acts as a marketplace for goods to and from the mainland. Tremendous volumes of money change hands in Hong Kong, one of the attractions the city holds for Web's money-laundering enterprises.

Retail prices in Hong Kong, like those in Singapore and other high-tourist cities in the Orient, are inflated. Shopkeepers expect visitors to bargain the price down to something more reasonable. Hong Kong's official monetary unit is the Hong Kong dollar, currently worth anywhere from fifteen to twenty cents, U.S. The exchange rate varies wildly within the city, with the worst rates being offered at the Hong Kong airport. Money-changers in Kowloon give better rates, and even they can be bargained down on large sums.

Hong Kong was founded by English smugglers, and, true to its heritage, the city has a thriving Black Market, principally in contraband and

drugs. Indeed, the Web president of drug operations in Hong Kong has such an influence on certain areas of the black market that his credit (in the form of small black-and-gold plastic chits) is not an unusual means of exchange (either alone or in addition to Hong Kong dollars) in opium transactions.

Hong Kong is a business's dream, with a very low tax rate and minimal tariffs. But this lack of tax-base means poor city service for residents: the streets usually need repair, utilities sometimes break down, and the police force is crucially understaffed. Thus, another attraction Hong Kong holds for Web (and extra-legal Orion agents, for that matter) is the custom of police bribery. Once, a police officer was given a commendation and publicity just because he did not accept a bribe. (Hong Kong police officers should be considered at half their WIL rating for purposes of resisting bribes.)

This is not to say that in the absence of bribes the police do not try their best to solve crimes (particularly violent crimes), but in these cases, the shortage of police funding becomes apparent. Worse, the Hong Kong police have very weak connections to the world's intelligence community, handicapping their responses to crises on the scale that Orion agents find familiar.

Coincidentally, both Singapore (the Orion headquarters in the region) and Hong Kong maintain large "Tiger Balm Gardens." These tourist attractions were constructed by the Haw Par brothers with a few of the millions of dollars they had earned from their Tiger Balm medicaments. These gardens are spectacular for their beauty and the wild displays of Chinese imagination (such as two enormous Sumo wrestlers). The Hong Kong gardens have an impressive jade collection appended onto them.

In Kowloon, a popular tourist attraction is the Lei Cheng Uk Tomb and Museum. This late Han Dynasty (25-220 AD) tomb is open daily, except Thursdays. Web keeps a few operatives around here, and Web cameras monitor the place continuously. There are just enough clues here to bait a trap for Orion agents, who might suspect that the tomb houses the Web headquarters. There are sen-

sors around the perimeter that have a 80% chance of detecting the emergency Orion Cards that Orion Foundation operatives often carry on them. (The Administrator should roll *once* when any group of agents enters or leaves the Tomb complex. If the sensors fail to register one card, the card is most likely too far away from a Web sensor; other card-carrying operatives in the same group won't trip the sensors either.)

In Laichikok, located in northern Kowloon, is the Sung Dynasty Village, a modern recreation of a Chinese village from 960-1279 AD. The village is closed except on weekends or public holidays.

West of Hong Kong Island is Lantau, twice the size of Hong Kong but populated by only 20,000, mostly Chinese farmers. The normal ferry port is Mui Wo (Silvermine Bay), and there are paths around the island. Lantau boasts the largest statue of Buddha, costing HK\$20 million, at the spectacular Po Lin monastery. On the south side of the island is hidden a small valley in the hills. It is here that the Web headquarters docks for repairs and maintenance. For more details, see the description of the *Floating Princess* below.

Angels on High

SET-UP The PCs are assigned to Libra Bureau, the department of Orion with authority in the Far East. (See *TSS3: Orion Rising* for more details on Libra Bureau.) They are asked to meet with Emile Wu, Orion's Angel in Hong Kong.

An "Angel" is a friend of the Orion Foundation who keeps track of possible Web activity in a field or region. Wu manufactures and sells camera film. He has sent a message to Libra Headquarters, asking to meet with an Orion representative. Mariko Tamuri, head of Libra operations, assigns the job to one of the PCs, preferably a character who speaks Chinese or has experience in Hong Kong, but certainly one with good interpersonal skills, and assigns the rest of the PCs to accompany the representative.

Begin Rules Section

Emile Wu

STR	INT	REF	WIL	CON	MOV	DEX
45	60	57	72	47	51	59

Sex: Male
Race: Oriental
Nationality: Hong Kong
Native Languages: Canton, English
Age: 53

Psychology: Cruelty (Some), Loyalty (Low), Passion (Low), Piety (Some), Sanity (High), Selfishness (Total)

Advantages: Bilingual Background (2), Connections (2), Wealth (3).

Disadvantages: Enemy (2), Greed (3), Vision Impairment (2).

Skills: Pistol (2), Sword (3), Martial Arts (1), Social Chameleon (4), Business/Economics (5), Chemistry (3)

End Rules Section

BACKGROUND: Wu is an affluent Hong Kong businessman. Some ten years back, as he was making a name for himself in the film manufacturing business, he was contacted by a "middle-management" errand-runner on behalf of a criminal cartel, who offered him attractive incentives if he would use his company as a front for some of the cartel's drug traffic. Wu listened patiently, asked questions about how exactly his company could be used, and then with equal politeness declined the offer. The Web has not asked again.

This has not stopped Wu from implementing Web's proposal himself, however. He has put his facilities to criminal purposes to such a degree that the dark side of his holdings is now more profitable than his legitimate operations.

Two years ago, Wu realized that many of his competitors in the criminal underground were connected to one another. He did research and

unearthed the existence of the Web, as well as of Orion. Wu occasionally tips Orion off to Web plots that interfere with his business.

REACTION: If you'd see him practicing Kendo, the art of sword fighting, you'd understand Wu very well. He is bold, assertive, and a natural leader. But Wu is, above all, a gentleman. He is greedy to the end, but polite about it. His goal is not merely to make huge amounts of money, but to do it with proper style. He never raises his voice, and he is gracious in both victory and defeat.

When the PCs meet with Emile Wu, he is the perfect gentleman. He sees the agents in his lavish boardroom, with a spectacular 20th-story window view of Hong Kong Central and the Harbor beyond. He is clearly fit and healthy for his age, with slightly graying hair and simple wire-rim glasses. He is dressed in a quiet dark blue suit. He is not armed, but does not mind if a PC carries a pistol.

"I am gratified that you have granted me this audience," he says in a rumbling bass voice free from any accent. "Evidence suggests that a man will enter Hong Kong today carrying with him several million dollars in American currency, and that he is responsible for a large amount of the drugs flowing through my city. Furthermore, I believe him to be an operative for The Web, and that you and your superiors in Orion might therefore be interested in apprehending him.

"I am prepared to tell you who this man is and where he might be found. But in return, I would like 75% of the drug money he is carrying."

Wu is ready to negotiate his cut, down to half, his real asking price. But he would rather get his drug rival some other way if Orion declines the offer.

If the PCs ask for advice from Libra, Tamuri will order them to accept Wu's offer. Capturing Web drug-runners is one of Libra's top priorities.

Wu's information: Jacob Kanasone is a Japanese retail distributor of fine shirts with a world-wide market share. Kanasone's appearances in Hong Kong are ostensibly to meet with his manufactur-

ers. But the drug trade ebbs and flows around his visits, and he travels with an unusually well-armed bodyguard for a shirt salesman. If Kanasone, a Japanese, has set up a drug operation in Hong Kong, distributing drugs, presumably with the shirts, to recipients world-wide, a multi-national criminal organization is indicated, ergo the connection with Web.

Kanasone will be arriving in two hours, at the Kai Tak airport just across the harbor in Kowloon. Wu has a recent picture of the man, a photo of a very healthy, cocky-looking Japanese man in his late twenties.

Libra matriarch Tamuri will yield her usual over-caution to the urgency of this situation, ordering the agents to intercept Kanasone and bring him in to the Orion Hong Kong safehouse in northern Kowloon. The agents are restricted to any equipment they are carrying, as well as anything they might be able to buy in Hong Kong in an hour of shopping. Alternatively, Wu suggests, he has some equipment they might need. Wu in fact can outfit the characters with a range of standard gadgets, such as weapons, vehicles, or surveillance equipment, for normal prices. These are stock items which have been modified very carefully by one of Wu's technicians. Activated by a broadcast signal, miniature self-destruct heat-packets in the equipment will cause the tools to deform slightly. Wu's guns would misfire, his electronics would go on the fritz, his vehicles would cough and die. This feature is well-disguised. A suspicious agent would need both the metalworking and electronics skills, as well as several hours in a shop, to find the traps.

Wu's operatives will have the room under surveillance. Should the PCs attempt to contact Libra Bureau while they are in the building, Wu's people will be able to track the signal frequency, and monitor that frequency throughout the rest of the adventure. Wu will then be one-up on the agents.

At the airport, the PCs will have no trouble spotting Kanasone, dressed in bold tourist patterns and sporting a wide, easy grin. Accompanied by a muscular Japanese in a poorly-tailored pin-stripe suit, Kanasone is crossing to the airport parking

garage. The bodyguard is carrying a large briefcase. The Administrator is encouraged to draw up complete statistics for Kanasone (INT 69, MOV 60, Pistol 3, Bullet-proof vest) and his large bodyguard (STR 65, CON 75, WIL 52, DEX 63, Stamina, Toughness 3, Pistol 4, Martial Arts 4). Both are packing handguns. The bodyguard will attempt to intercept any attacks on Kanasone.

Kanasone has a second bodyguard, 30' ahead and dressed much less conspicuously. If Kanasone is attacked, it will take this second bodyguard (CON 70, MOV 65, Peripheral Vision, Pistol 4, Martial Arts 2) a round to react. He will try to attack by sharpshooting targets of opportunity at a distance.

A fight in the parking garage will produce interesting effects. First, non-silenced gunshots will produce ear-splitting echoes throughout the parking complex. PCs will not be able to hear anything (including one another) for 1d10 rounds after any gunshot. Secondly, there will be a line of 1-2 cars slowly moving by every 2d10 rounds. These cars will only be moving 10 kilometers per hour, but they will certainly give the battleground an interesting dynamic landscape. If Kanasone is losing, he might try to hijack a car and escape.

After two minutes of combat, airport security (four guards, armed with melee weapons) will arrive on a roll of 1-4 on a d10. This chance is rerolled every half-minute the PCs continue to stick around the airport.

Wu's information is essentially correct. Kanasone is working for the Web, smuggling heroin in the fabric of the cheap shirts he retails. He is carrying a little more than two million american dollar on him, as payment for the next shipment.

Kanasone really doesn't know a lot about any other Web operations. He can indicate a couple of his suppliers and customers, but that's about it. Oh, yes. Kanasone suddenly remembers that he knows one item that might interest Orion agents. He will try to bargain with the following piece of information: The transmission from his superior, letting him know when to pick up the shirts, was made from a boat of some sort. Usually, the transmission is from somewhere in the western

hemisphere, but this time it originated not far from Hong Kong, maybe 50 kilometers west.

THE PLOT THICKENS: Fifty kilometers west of Hong Kong is Lantau Island. (See above for more details on the island.) If the PCs ask for orders, they will be directed to Lantau to reconnoiter and determine why a distant Web agent is suddenly in Libra's dominion.

The answer is that Web is holding a conference. The vice-presidents in narcotics are meeting to develop and coordinate a team strategy based on a new means of drug shipment. Although slower than many other ways to move narcotics, this new means can transport several hundred tons of cargo and is virtually undetectable. This new technology requires a new set of policies, and hence this meeting. Hong Kong was chosen as a meeting ground because the new technology is used in the local Web headquarters, making the base virtually immune to discovery. The headquarters is the *Floating Princess*, and the conference will end with a tour of the facility.

Security was tight when extending invitations. Few of the attendants' superiors even know where the conference is taking place. Kanasone's boss made a serious error, broadcasting the pick-up instructions when pulling into Lantau. Kanasone compounded that error by using sophisticated electronics to track the signal, and revealing the location as a bargaining chip when captured. Web has gone to great lengths to keep this meeting a surprise, and the conference should move to *Floating Princess* before Orion has a chance to do anything.

All this means that security is a little sloppy once Web personnel actually arrive on Lantau. Once on the island, Orion agents will have little trouble finding the Web base. There are too many signs of recent habitation, too many rumors among the locals of rude tourists exploring the south-west corner of the island, for the PCs to have much trouble finding the high cove on the southern coast due south of Ngong Ping. Just wandering about with an observant eye and an open ear, an agent needs to roll INT-10% to uncover the cove. This will take 5-14 hours.



When the PCs finally discover the Web outpost, they have a couple of choices. If the agents want to charge in, guns blazing, firing at Web middle-management, let them. There are Web security guards in the area, armed with no-nonsense automatic weapons, who will arrive to return fire in 3-30 rounds. And if the Orion agents manage to survive, Libra Bureau will do its best to make sure the characters never get another field assignment.

Or they could try to infiltrate the meeting. There are strangers here from all over the globe, certainly a few more won't stick out. As long as the PCs don't draw attention to themselves, an Acting skill roll will get a character into the meeting for a little while.

Or the characters could wait and attempt to eavesdrop from cover. This won't reveal a lot of information, but will keep the PCs safe from detection.

An hour after the PCs arrive, something happens. One of the clouds above the island descends. The cloud dissipates, and a transparent dirigible can be seen close to the ground. This is the *Floating Princess*.

RESULTS: The *Floating Princess* is a helium-filled dirigible, with the front and back ends elevated. The body of the craft is made of a transparent mylar-derivative, coated in radar-absorbent material. When it generates a cumulus-cloud effect, it is completely hidden from detection. It bounces all transmissions off the stratosphere, so that it cannot be tracked by radio triangulation. It has a few emergency launch vehicles, but it usually descends to ground here to pick up or release passengers.

The PCs must act quickly. Orion does not have the time to call in a Titan Team strike force to deal with this problem; if the dirigible leaves, it will be difficult to track and impossible to relocate. If contacted, Libra Bureau reluctantly allows the PCs their discretion as to whether or not to sneak aboard and reconnoiter the dirigible. They could do this either with Stealth or by pretending to be delegates or support staff (technicians, soldiers, etc.)

If the PCs contacted Orion while in Wu's office, then his organization is monitoring their calls. If he hears about the PCs entering the *Floating Princess*, he'll disapprove. Although Wu is not a member of Web, many of his drug suppliers and distributors are, and he would rather not see their operations so seriously disrupted. He will contact a drug-runner he believes to be high in Web's organization and inform that person about the Orion agents infiltrating the meeting. This news will get back to the *Floating Princess*, but not for 12 hours. If the agents purchased any equipment from Wu, he will order the self-destruct signal, and all the equipment will malfunction throughout the rest of the adventure.

The details of the *Floating Princess* and her operations are left to the Administrator. If the agents pay attention and are clever, they can reap great benefits from the mission, uncovering a host of Web's local secrets while aboard the craft. Bear in mind that, while security is tight, with the conference on board the Hong Kong headquarters, the *Floating Princess* is a new craft, barely in operation for six months, and standard procedures are still being revised. PCs with Acting or high WIL stand a good chance of bluffing their way into many non-sensitive areas of the ship, where either Stealth or brute force would be less likely to succeed.

A firefight in the local Web headquarters should be a Bad Move. There are 80 active Web combat agents, all armed with long knives and clubs (guns are generally frowned upon in such close quarters as a dirigible gondola) and proficient in their use. If the PCs have been identified as enemy agents, they are in serious jeopardy, especially if their equipment is malfunctioning. A long-distance dive into the sea may be the best strategy. A safer way down would be to use one of the emergency launch vehicles (the dirigible version of a lifeboat) to glide down to earth, perhaps with some Web files or computer disks along for the ride.

WHAT NEXT: If the agents' equipment malfunctioned but they survived, Wu intends to make himself scarce. He will leave a trail indicating that he has fled to the People's Republic of China,

but he is actually lying low in the darker parts of Hong Kong's Chinatown.

Busman's Holiday

SET-UP: This adventure takes place on the Batan Islands. An Orion Foundation sleeper agent, code-named Trapdoor, has been quietly observing Web from the inside. Trapdoor occasionally sends Sagittarius Bureau information about Web activities in the Philippines. The current news is that a large number of combat agents have been sent to the Batans, a small chain of islands north of the Philippines. Sagittarius assigns the PCs to join Trapdoor's investigation. Is Web planning a military take-over? Or could it be a security build-up for a directorate meeting?

THE PLOT THICKENS: After several false leads, the PCs come across an island where an eight-block square mock-up of a city, with signs and features in both English and Swahili, has recently been constructed. The city is under huge camouflage tarps to keep hidden from above, and is a fair distance from the coastline. This is a model of a section of downtown Nairobi, populated by Web agents acting as if they were native Kenyans. (For a map of Nairobi, see *TS3, Orion Rising*.) The combat troops are rehearsing the kidnapping of some official.

RESULTS: Again, combat with a heavy contingent of Web's soldiers is not recommended. A Titan Team might be called in, though, and Orion certainly has enough information now to prevent the actual kidnapping.

WHAT NEXT: Trapdoor was supposed to join with the PCs, and hasn't. Has he (or she) been spotted? (Sleeper agents who broadcast coded messages are often put in peril; they are by necessity too out-of-touch to know if their codes have been broken.) Sagittarius would relay secondary orders to the PCs to find out what happened to Trapdoor, and free him if he's being held captive.

NPCs

Begin Rules Section

Andrew Michalski

STR	INT	REF	WIL	CON	MOV	DEX
36	71	68	78	41	52	70

Sex:	Male
Race:	White
Nationality:	Dual: Britain and Japan
Native Language:	English
Age:	37

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

Advantages: Empathy (2), Presence (3)

Disadvantages: Cowardice (4), Distinctive Features (1)

Skills: Basic Melee (3), Interrogation (4), Hypnosis (5), Psychology (5), Philosophy (4), Medicine (3), Surgeon (3), French (0), Japanese (2), Hawaiian (0)

End Rules Section

BACKGROUND: Andrew Michalski was born to an British couple of Polish descent. He constantly quarrelled with his parents over petty concerns, but soon Andrew came to realize that he enjoyed the provocation, the taunting, as an end to itself. Psychological assault became Andrew's hobby.

During his college years, Andrew took pains to demonstrate those types of behavior that might characterize a well-adjusted but sadistic psychopath. He was graduated from Oxford with a doctorate in clinical psychology, and was immediately contacted by the Web. He accepted a position as interrogator, and soon found himself working in the Far East, under a President known to her subordinates by the codename Dragon-Egg.

Dragon-Egg is currently the President of the Far East Region in charge of Personnel, Recruiting, and Counter-intelligence. One of her jobs is to keep tabs on Orion agents. Indeed, she had riddled Ganymede, Orion's scientific branch, with so many double agents that Web's technical branches have grown to expect the information she passes on to them.

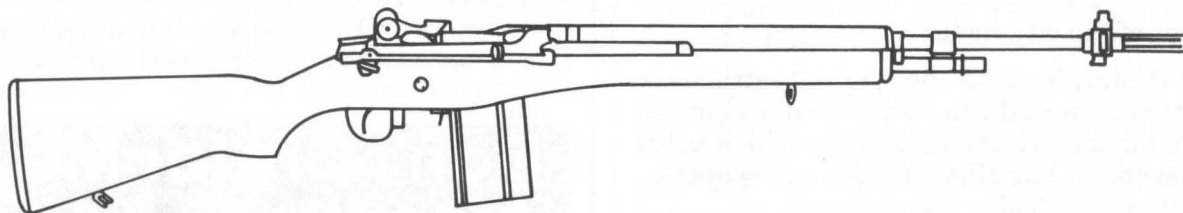
Dragon-Egg's success is due in large part to her dedicated efforts to avoid violence and bloodshed whenever possible. "Web *uses* war," she insists, "not *causes* it." If given a choice, she doesn't kill Orion agents. She gives them to Andrew.

Andrew is a Vice-president in charge of Preventive Maintenance. When an Orion agent or some other target needs to be eliminated, he sends out one of his two agents (one is Chinese, the other is American) to capture the target. Andrew then uses psychological methods (sometimes with more physical interrogation techniques) to break the victim. Sometimes, Andrew uses aversion therapy, or post-hypnotic suggestions, to defuse the threat that the target might pose.

Andrew dresses entirely in black, period. His face never betrays emotion, period.

REACTION: If a Player Character meets Andrew, it most likely means that the agent has been captured in the Far East and must be eliminated. Andrew will use a number of his favorite techniques to interrogate the character, and then implant some post-hypnotic commands. These mental blocks can be overcome on a one-time basis by making a 1/2 WIL roll. Each time the agent overcomes a mental block, he has a cumulative 1% chance of breaking the block permanently. But each time an agent tries to ignore a mental block, whether he succeeds or not, his INT and REF are reduced by 11-20 points for two hours.

Andrew has stopped using his skills to make double agents against Orion. The targets subconsciously wanted to be caught, and so proved to be greater security risks than information sources.



City File— Buenos Aires

Originally called Santa Maria del Buenos Aires (St. Mary of the Good Air), by the 16th century Spanish settlers, Buenos Aires is the largest city in the southern hemisphere, and the sixth largest city in the world. It was founded in 1580.

Located on the western shore of the Rio de la Plata, it covers 77 square miles and boasts of a population of 3,000,000, while its entire metropolitan area covers 1500 square miles and has a population 8,400,000. It is the political, cultural, industrial, commercial, and military capital of Argentina.

The city is arranged in a quadrangle pattern, a pattern common in many Spanish New World cities as decreed by the Laws of the Indies, adopted in 1680. As a result, streets run at right angles to each other, and enclose city blocks of about 330 square feet.

Buenos Aires has a long summer (December-March), abrupt temperature changes in autumn (March-June), and spring (Sept-Dec). Average annual temperature is 60 F, January is the warmest with 75 F, September and March are electrical storm season, with heavy rains during March.

The regions of the city include:

CENTRO—Coincides with the original settlement. Streets are narrow and run perpendicular. Part of the Centro includes the Capital Zone, which holds many government buildings, banks, newspapers, and the City Cathedral.

BARRIOS—There are 50 distinguishable barrios, or neighborhoods. LaBoca, on the waterfront, is mostly Italian. The Cathedral and San Telmo barrios coincide with the original city. Barrio Norte used to be the upper income area, until most of the rich moved to the northern suburbs. Most of the luxurious mansions of that area have been converted into museums, embassies, and clubs.

People of Buenos Aires are called Portenos. The population is mostly Spanish and Italian, but one can find communities of English, French and German people, as well as smaller groups of Poles, Russians, Portuguese, Syrians, and Turks.

Five expressways radiate out of Centro and connect with the General Paz Expressway, which circles most of the city (like a Beltway). The city is the terminus of all major national railroads, with four major railroad stations, which in turn are connected by five subway lines.

The city has two international airports and a military airport. The harbor is entirely man-made, and is one of the biggest ports in the world. It has five interlocking basins and docks. Darsena Norte (North Dock) is the Naval Base, Darsena Sur (South Dock) handles combustible cargo, and Puerto Madero accommodates river trade.

Buenos Aires is a congested city, and is notorious for traffic violations. There are Collectivos (mini-buses) and taxicabs which help alleviate congestion.

The Federal Police, administered by the National Ministry of Internal Affairs, maintains public order and ensures public safety. City Police control traffic and parking, with infractions going to the Municipal Tribunal. There are 50 district police stations, with the Central Office in Centro, and the Mounted Police HQ in Barrio Norte.

There are four major morning papers (one, The Standard, is in English), two evening papers, four television stations, and thirteen radio stations.

Don't Cry for Me, Argentina

Players' Briefing

Your team of agents has been staying at the Hotel Argentina and it has been a tense time, since all

you can do presently is wait for your contact, an unnamed Orion agent, to get in touch with you. You were not told much during your briefing, only something about information that may run Web out of South America.

Your team takes turns manning the hotel room, awaiting the phone call. Finally, the phone rings. The time is eleven at night.

It is your contact and she sounds desperate. "Meet me at the phone booth at the north end of the Avenue Carlos Noel, near the Ship Museum. Hurry! It's urgent!" The phone clicks off. The point of rendezvous is 15 minutes away by car.

The dock area is deserted, cold and damp, and fog limits your vision. Still, you make out a lit phone booth just north of the Park of Diversions. There is a figure standing in it. When you are about 50 yards from it, the figure turns and sees you. This turns out to be the last thing she sees, as the booth explodes with a short "pop" and a quick flash of yellow-white light.

From the nearby park borders, equidistant from your team and the booth, someone is shooting at you. You hear no noise but the ricochets of the bullet.

Administrators' Briefing

The PCs are under attack by six Web lackeys, equal to Generic Soldiers and armed with 9mm INA 953 SMGs and .45 Balister Molina pistols. They are hiding in the trees in the park's northern edge. The booth had been rigged to explode, but was supposed to go off only when the PCs reached it. It detonated prematurely.

The thugs have no ID, one pair of binoculars, one flashlight, and a pair of keys. Anyone with a Driving/Boat skill knows that the keys are for a boat. Sure enough, ¼ mile south down the dock, is a 40' powerboat. Aboard is another pair of thugs similarly armed. The boat has nothing unusual, except for a map of the Rio De La Plata (The River Platte), a set of co-ordinates, and a set of numbers which are a date, in fact two days from now at

four in the morning. The words "for extra security" is jotted in Spanish on the maps's edge.

Sharp-eyed PCs may notice that the first set of numbers are latitude/longitude co-ordinates that are actually located on the river. The dates may be tougher, since Europeans list the day before the month. So, June 10th 1990 at 4 am will appear as 10 6 90 04 00. Admins should feel free to draw up a little playing aid, putting in the right date.

The contact is dead. If her coat is searched, a 9mm FN Browning is found, as well as a piece of paper with the words "Old Ironsides" hastily scribbled upon it.

This is a trick. The woman was a Web cut-out. While the clue is genuine, it is meant to mislead the PCs. Web is trying to confuse the PCs by using the truth. Well, partially the truth. There IS a Web base under the park, but it is more like a safe-house. The real base is located under the Buenos Aires Wagnerian Association. Web is in the midst of a large drug deal, and the last thing that they need is Orion interference, so they have decided to "throw" them the safehouse and hope that this satisfies them. This is assuming that the Orion agents do not get killed by the usual interference that Web personnel are so famous for.

The drug deal entails a \$4 billion shipment of cocaine slated to be distributed all over the southern hemisphere. Web is sending a powerful yacht and the speedboat as escorts for the tramp ship which is carrying the shipment. The yacht, the Fudd, is docked a mile down in the south area docks.

Kimberly, the real contact, was held up in traffic. She will arrive 10 minutes after the explosion. Unfortunately, the police arrive only five minutes after the blast. Little does she know, but she is being tailed by four Web Generic Thugs.

Kimberly Andrews is a U.S. Orion agent. She knows the PCs' names and faces, and is supposed to meet with them and give them the location of Web's Section HQ when she finds it. She has found it, or so she thinks, located underneath the Constitution Plaza Park. Some Web agents, however, spotted her and are giving chase. They monitor her calls by a parabolic mike and will arrive at

the meeting spot first in order to arrange a surprise.

After the Fire

An automobile with Anna Paula Pacheco (see NPC section) and three Web thugs are parked across the street and will do nothing but observe. When the agents leave the area, she and her cohorts will tail them in two cars.

If the PCs go back to the hotel, Anna may try to a) seduce a PC agent in order to win his confidence, b) maintain a constant surveillance of their room and follow them out, or c) break into the PCs room after two in the morning and capture them, bringing them to the Recoleta Cemetery in order to interrogate them. It depends on what the PCs' plans are and how they have reacted thus far. Note that the "c" option ends in the PCs being shot.

Hello Again

Kimberly will try and call the PCs' hotel room at midnight, and again at one a.m., in hopes of getting together. This may really confuse the PCs who think she's dead. Good. She'll explain her delay, but can offer no explanations as to who the deceased was. If the PCs ask her about the note, she'll gasp in horror, because she realizes that Web has found her out. She will say that the mission is scrubbed, and explain why. She adds that if the PCs want to follow up on her info then that is fine.

If the PCs do not bring up the note, she will ask to meet them at the Constitution Plaza Station in half an hour. She asks to meet them in front of the lockers. Note that she will not go out of her way to ask if anything was found on the victim.

Rendezvous—Take Two

If the PCs want to take a cab, they'll find one parked in front of the hotel. It contains one of the Web Generic Thugs, armed with a silenced 9mm FN Browning. The back seat is bugged. Pacheco and her other two thugs are tailing in the second car, and they are listening in, courtesy of a receiver. The fake cab driver will go the right way for most of the trip, then turn towards the docks. Once there, he will reveal who he is, brandishing his gun, and the second vehicle will pull up. This is meant to put an end to the PCs, so play it carefully and give them a chance to react.

Should the PCs have rented their own car, then the cab caper is scrapped. Instead, both vehicles will tail them to the station, then move in on Kimberly and the PCs at the lockers. Since there are not many trains running at this hour, the station is quiet, and not many folk are about.

In the ensuing struggle, Kimberly will yell to the PCs, "It's under the Constitution Plaz . . ." and then be fatally shot. The Web thugs will try to capture everyone else, but not too hard. If the PCs put up a spirited resistance, they start to shoot to kill. If the PCs are winning, Pacheco will attempt to slip away. She should succeed. She will *not* head to any Web facility; rather, she will take a convenient just-leaving train.

Into the Dragon's Mouth

By this time, the PCs are either the prisoners of Web, or they are wandering around Constitution Plaza Park, looking for the entrance. There are two restroom areas, one for men and one for women. The last stall in each restroom has a secret pressure panel that gives access to the Web safehouse (see map).

The safehouse itself is a simple affair. There is a four-bed sickbay, a dormitory with fifteen beds, and a workshop with the capability of equipment

repair, disguise/costume creation, and document forging. Other rooms include eight small cells, a cafeteria, a small control room with a shortwave radio and an secure phonenumber, a small office for the house leader, and an arsenal.

The arsenal holds: 24 9mm INA 953 submachine-guns, 24 .45 Balister Molina pistols, 3,840 rounds of 9mm ammo, and 960 .45 caliber ammo. There is also 24 grenades, 48 lbs. of plastique, and 48 detonators, 24 of them are radio controlled, 24 are timer detonators. Any equipment from captured PCs is stored here.

There are only 10 people manning the safe house on a continuous basis. Nine of them are the equivalent of Generic Soldiers, except that their attributes are 50, and they all have level 3 skill in Auto Driving, Surveillance, Stealth, Radio Operator, and First Aid.

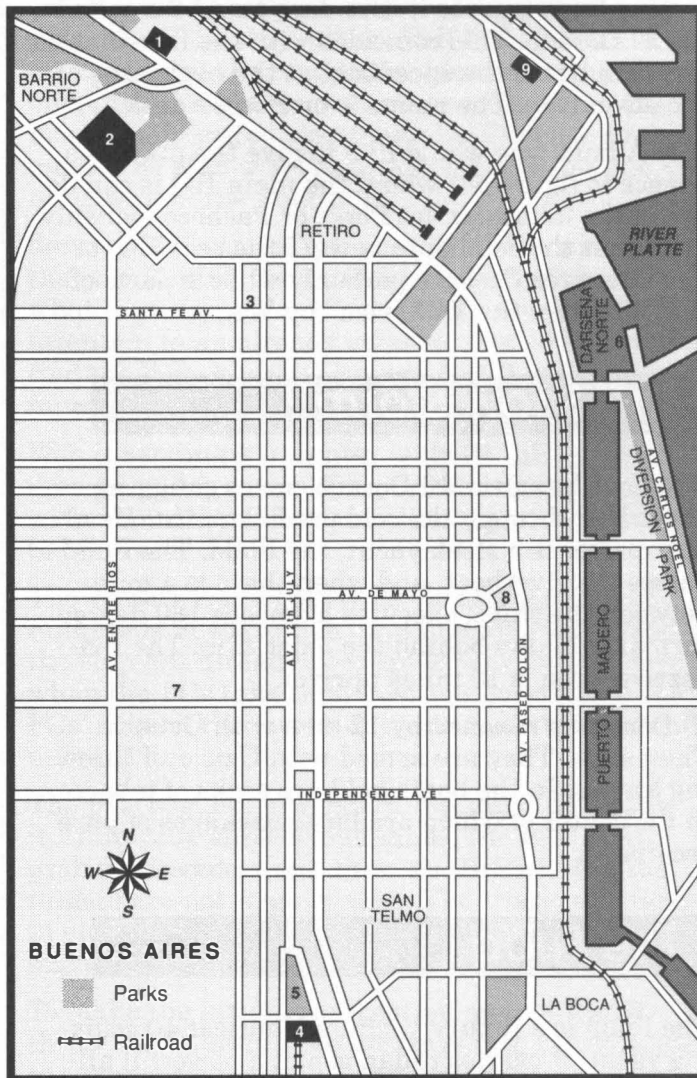
The tenth individual is Estaban Perez, leader of the house. He knows of the true regional HQ, but will act and talk as if this safe house *is* the HQ. His stats are all 60, except for WIL, which is 75. He has level 4 skills in Pistol, Interrogation, Auto Driving, Boxing, Stealth, and Surveillance. A .45 Balister hangs at his hip in a closed holster, and he has a Web ID card. He is very paranoid and totally distrusts Orion agents.

If the PCs were captured, they are drugged on arrival and each locked up in a cell. They will each be interrogated separately in Perez's office, with two Web thugs on hand for guard duty. As a rule, four thugs are on duty at a time, and they usually hang out in the control room and cafeteria. The remainder are sleeping in the barracks.

After interrogation, PCs will be slated for termination in eight hours. During this time, the PCs should try and devise a plan for getting out. Perez will not believe that any PC is going to turn traitor.

Should the PCs be the ones invading the safe house, Perez will alert the main HQ of the breach and effect his own escape through a secret exit that leads into the sewers, while his men battle to defend the safe house. There are no incriminating documents in this facility, except for a memo that

Map 6. Buenos Aires



- | | |
|------------------------------|---------------------|
| 1 Hotel Argentina | 6 Ship Museum |
| 2 Recoleta Cemetery | 7 Federal Police |
| 3 Wagner Association | 8 Government House |
| 4 Constitution Plaza Station | 9 Railroad Hospital |
| 5 Constitution Plaza Park | |

clearly states that a massive cocaine shipment is coming from upriver in two days on a boat called the El Dorado. This coincides with the information found on board the speedboat at the beginning of the adventure. The memo is on Perez's desk.

Any Admin who would like to give the players a chance to figure out where the main HQ is can do one of the following: let Perez or Pacheco foolishly gloat that the safehouse is NOT the real HQ, or have Perez or Pacheco perfectly whistle parts of the "Flight of the Valkyries" by Wagner.

The Snow Storm

Two days later, the El Dorado comes chugging downriver through the cold predawn mist. Heading upriver is a sleek yacht, the Fudd. The Fudd passes the riverboat, and when there is a mile between the ships, executes a smooth 180 degree turn and follows behind the older ship. The rendezvous area is 10 miles upriver.

El Dorado is manned by 12 men with Generic Thug stats. They are armed with Uzis and throwing knives. In the boats hold are sacks of tobacco, in the center of which are large packages of pure cocaine.

The Fudd

The Fudd is a luxury yacht, a Nauticat 40 cruising yacht. It carries radar, sonar, a powerful all-band radio, and two concealed .50 calibre machineguns, one fore and one aft.

There are 14 Web lackeys, treat as Generic Soldiers. They all carry M-16s. Obviously, the Fudd has no wish to open up with weapons fire, for they do not wish to attract attention. If the PCs make a move at the rendezvous area, the Fudd will open fire. Once the boats get within two miles of Buenos Aires, they will restrain themselves, though they may attempt to board the motorboat. Bear in mind that the motorboat is faster and more maneuverable than the Fudd.

At a point five miles from Buenos Aires, the Fudd will pull alongside the El Dorado and take on \$500 million worth of cocaine. When loading is complete, the Fudd drops back half a mile astern and paces the old boat.

The eventual destination of the riverboat is the Puerto Madero (see City File), which handles river traffic. The chief port official on duty at this hour is in the pocket of Web, so once the boat reaches the locks, it is home free, and it is the PCs that risk arrest, for the official will call the authorities on them.

Once the El Dorado reaches the locks, the Fudd pulls away and heads for Rio de Janeiro with its assigned delivery.

Postscript . . . and Wagner

There will be trucks at the Puerto Madero area, awaiting the boat. Each has two crew, Generic Thugs armed with silenced .45s. Loading takes an hour. The vehicles will be discreetly guarded by 12 Web agents, spread out in four cars. If PCs do not stop the trucks before they reach the private garage, they have failed.

The main HQ is run by Paulo Gianelli (see NPC section), and contains 54 Web personnel of all sorts. They have a motorpool with 10 trucks, 24 autos, and 12 motorcycles. A secret vehicle entry opens up ¼ mile west of the complex in a private parking garage.

Each of the three international airports has a Gates Lear jet Longhorn 28, a Cessna Conquest 441, and a Bell 212 helicopter, all of these crafts bear the logo of Gaucho Airways, a Web fronted organization. The PCs may find this out if they do a bit of research or just plain snooping.

The main HQ is located under the Wagnerian Association, and is a vast underground complex. There is a fully equipped hospital, a training area, an arsenal three times the size of the safe house's, and a command center with a battery of radios,

radar stations, microwave transmitters, encrypting machines, homing beacons, computers, status boards and other neat high-tech equipment. It resembles a war room.

There is room for 120 people in here. The HQ coordinates all activity for Web's South and Central American Sector. Gianelli has a mansion in the Barrio Norte, and he commutes often. His cover is a member of the board of directors for the Wagnerian Association.

ADMIN NOTE: This mission may seem tough, but a few things must be kept in mind. First, this is a large Web facility. Second, people who deal with drugs play hardball. Web agents are going to play this one very carefully. No quarter, no breaks are to be given by them to Orion agents. Prisoners are *not* to be taken to the main HQ for any reason!

PC agents should be experienced and highly skilled. It wouldn't hurt if the players themselves were experienced with the **Top Secret/S.I.**™ system.

Admins may want to have a copy of *Orion Rising* and the *G4 File: Guns, Gadgets and Getaway Gear* in order to get maximum enjoyment and results from this mission. The stats for the boats, planes, and weaponry featured in this mission can be found in the G4 File.

Mini-Adventures

Return to the Falklands

ADMIN NOTE: This adventure is ideal for use with the **TOP SECRET**® game *Commando* supplement.

Web is attempting to formulate an incident between the British and the Argentineans, hoping to gain a foothold in the confusion. Your mission is to stop them before they reach the Falklands. The trouble is that Orion doesn't know how they intend to incite the event.

You will be stationed on board the SS Cerebus, an Orion multi-operations ship that resembles a supertanker. The ship has six Bell AH-1T Sea Cobra helicopters at the ready, two unarmed minisubs, eight 30' powerboats, as well as a battery of the most sophisticated electronics intelligence equipment. The ship will be stationed 100 miles due northwest of the Falklands.

Secrecy is of utmost importance. Orion wish neither the British nor the Argentineans to know what it going on, for it would only serve to draw attention to an already volatile area. When you find the Web, knock them out ASAP, with a minimum of big explosions.

Web is sending a freighter with 100 hired thugs dressed in Argentine Army uniforms and armed with 9mm INA 953 submachine guns. It is meant to be a raid.

The vessel's route goes from Buenos Aires to the Falklands. It takes five days to arrive there, and the ship has already been underway for two days when the PCs take their position. It will pass the PCs' ship on the fourth day, and come within ten miles of it.

The PCs best bet is to board the ship and disable it. If the ship slips by and lands, the PCs must grab the invaders and show the British that the raiders are not Argentinean. The troops will land in old landing craft from the ship, which will be anchored 10 miles offshore.

To make the actual interception more difficult, throw the following red herrings into radar range: a) a transport plane making a refueling stop from Chile, bound for Antarctica, b) a cruise ship sailing round Cape Horn bound for Rio and coming within 50 miles of the Falklands, c) a Venezuelan oil tanker approaching with 75 miles of the islands.

Rio People

ADMIN NOTE: This mission is designed for Web agents, though other agents may be used instead.

“It would appear that one of our organization’s top field agents plans to defect to Orion. Why he wishes to do this is a mystery. We are not here to figure out human nature; we are here to terminate the fellow with extreme prejudice.

As it happens, it is time for the Carnival of Rio. We hear that the traitor is dressed as a Marxist guerilla, his contact as a clown. They are supposed to meet behind the last float of tonight’s parade. We want you to find these two in the massive crowd, and eliminate them, making it look natural, of course.”

This is a set-up. Orion has planted the false information about the defection. Actually, the “defector” and the contact are both Orion agents, and the last float, which shows a large paper-mache hunter killing a lion, is an Orion vehicle with seven Titan Team members. Use Generic Soldier stats for all nine Orion agents, but the defector and contact have base 65 scores, and level four skill in Pistol, Submachinegun and Shadowing. The Titan Team will spill out, guns ready, when the PCs approach the “bait.”

The “defector” is dressed in a gorilla suit and a Groucho Marx face (get it? Marxist gorilla!). His contact is dressed like Bozo. The Titan Team are dressed like the Seven Dwarves. Everyone is armed with silenced M-10 Ingrams.

Admins should have fun with this one. Describe costumes that come close to the descriptions given to the PCs. Feel free to throw in random drunks (who throw things of their own), street kids, pick pockets, ladies of the evening, weirdos in all sorts of costumes, annoying tourists, and more.

In some way, this scenario should be played with a sense of humor. Allow the PCs the first opportunity to react, since we do not want a trash-the-player bloodbath. The float of the Hunter (otherwise known as Orion!) should be a big clue!

NPCs

Begin Rules Section

Paulo Gianelli

STR	INT	REF	WIL	CON	MOV	DEX
66	54	50	64	70	60	52

Sex:	Male
Race:	White
Nationality:	Italy
Native Language:	Italian
Age:	37

Psychology: Cruelty (High), Loyalty (Some), Passion (Total), Piety (Low), Sanity (Some), Selfishness (Some).

Advantages: Acute Smell, Ambidexterity, Language Ability, Night Vision.

Disadvantages: Addiction(2) Nicotine, Enemy(4) his brother & Orion, Traumatic Flashback(2), Unmistakable Feature: Sneer.

Skills: Basic Firearms, Pistol (3), Knife (4), Basic Melee, Martial Arts (4), Interrogation (5), Pick-pocket (3), Safecracking (4), Stealth (4), Driving/Auto, Truck, Motorcycle, ORV, Boat (3), Lip Reading (4), Throwing (4), Business/Economics (4), English, Spanish, French (4).

End Rules Section

BACKGROUND: Paulo is the Section Director for the Central/South American bureau. His brother is Vittorio Gianelli, otherwise known as Stiletto, the Bureau Chief of Orion’s West European Bureau. When they were boys their family, which worked for the Sicilian Mafia, was killed in a shootout with the Italian Police. Vittorio, appalled at his family’s activities, devoted his life to doing good to atone for his family’s misdeeds. Paul went the other way, swearing vengeance against all law and order groups.

REACTION: Paul hates his brother and would like nothing more than to kill him in a face-to-face fight. He knows that his brother is in Orion, but not where or in what role. He will interrogate any Orion agents about his brother. He knows his brother's codename, since it was a childhood nickname.

Begin Rules Section

Juan Alberto Garcia

STR	INT	REF	WIL	CON	MOV	DEX
34	70	28	70	45	52	49

Sex: Male
 Race: White
 Nationality: Colombian
 Native Language: Spanish
 Age: 42

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

Advantages: Obscure Knowledge (all drugs), Wealth (3).

Disadvantages: Clumsiness, Cowardice, Deep Sleeper, Greed, Lechery, Short-Winded, Unattractive Appearance, Uncouth.

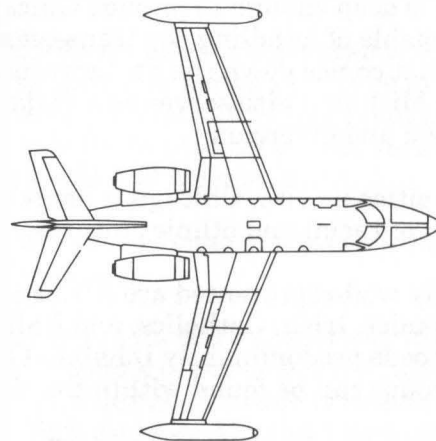
Skills: Basic Firearms, Pistol (5), Surveillance (4), Pilot, 1 engine (4), Basic Science, Chemistry (5), Psychology (4), English (4).

End Rules Section

BACKGROUND: Juan is Web's main drug connection. He is a Columbian drug lord, but it is certain that Hollywood did not have him in mind as the archetypical drug lord. He is not glamorous; he is grossly fat, unshaven, slovenly, and uncouth. He is also ruthless, which is how he got to this position, and he DOES know drugs.

REACTION: Juan is a contemptible blob who is not bothered that his fortune comes from human misery of drug addiction. He is a greedy coward who feels that money covers a multitude of sins. He bribes many people and avoids combat, preferring others to do his fighting for him. He never goes anywhere without at least six very loyal, very well-paid and very big goons (Generic Thugs) with very big guns.

He is a shrewd judge of human nature, and a genius about Chemistry-Pharmacology. He thinks that he is God's gift to women. In fact, Web swung him over by giving him a mistress (who is an expert Web agent assigned to keep an eye on him).





City File- Chicago

With over 5,000,000 residents, "The Windy City" is the third largest metropolis in the United States. In Chicago, one can find a good percentage of the goods and activities available in the much larger New York City without having to endure New York's rampant crime rate and suffocating pace.

Unlike both New York and Los Angeles, Chicago is a fairly self-contained city, with all its outlying areas nearby and easily accessible.

Local traffic conditions allow for relatively painless driving almost everywhere within the city and its environs.

The one geographic feature of note that dominates the landscape in and around Chicago is Lake Michigan, which forms much of the city's eastern border. The lake is the source of the city's drinking water and is deep enough to provide Chicago with harbors capable of handling the trans-oceanic shipping that comes down the St. Lawrence system. Lake Michigan also serves as a major source of recreation and diversion.

Like most cities its size, Chicago is home to a vast assortment of racial and ethnic cultures.

Particularly well-represented are African Americans, Hispanics, Irish, Catholics, and Italians. Neighborhoods predominantly inhabited by each of these groups can be found within the city limits.

English is not universally spoken in Chicago, though the city is far more linguistically united than either New York or Los Angeles.

Chicago has its own vast police force which enforces all local laws. In times of need, the Chicago Police Department can bolster its forces and orga-

nizational capacity by calling upon the Illinois State Police or the Cook County Sheriff's Department. Interstate crime is handled by the Federal Bureau of Investigation (the FBI) or the Drug Enforcement Agency (DEA). The Orion Foundation maintains a small base of operations in Chicago in order to handle any local criminal activity that threatens the world-at-large.

Each of Chicago's outlying suburbs maintains its own police force of varying size. The state of Illinois sponsors an intra-state cousin of the FBI known as the Illinois Bureau of Investigation (the IBI) to coordinate police agencies operating within different parts of the state.

Infamous as a haven for gangsters and other organized criminals during the 1920s, Chicago no longer lives up to its dangerous image. The gangsters are still there and are certainly not powerless, but their influence is nothing like it was during the early part of the century, when the mob controlled virtually the entire city government. In any case, the mobsters tend to keep to themselves and operate behind a veil of non-violent crimes like drug trafficking, gambling, and prostitution.

Street crime is obviously a problem in a city the size of Chicago. But it isn't nearly the problem one would expect. With the exception of a few dangerous areas, the streets of Chicago are much safer than their New York counterparts. Part of the reason why Web maintains such a strong presence in Chicago is that it can do so discreetly.

Most of the city is serviced by the famous "El" trains ("El" meaning "elevated"). The trains run on four separate lines and provide direct access to every major location in town and in the neighboring suburbs to the north and west. One of the El lines dips below ground and becomes a subway for a few stops in the downtown area.

Buses service the regions that are not directly accessible by the El.

Taxi cabs and parking (even in the downtown area) are both relatively plentiful.

Chicago boasts two international airports: O'Hare, until recently the world's busiest airport, located in the northwestern corner of the city; and Midway, located to the south. Midway is much closer to downtown, but offers a relatively limited selection of services. In 1984, an express El line was opened connecting O'Hare with the Loop. Midway is difficult to reach using public transportation.

Inter-state train service is accessible at Union Station, downtown. Greyhound and other interstate buslines have terminals scattered all over the city.

The following are some of the more prominent landmarks and places in Chicago.

Sears Tower: This modernist skyscraper is currently the world's tallest building.

The Loop: This is the area that Chicagoans call "downtown." So named because of the "looping" El tracks overhead, the loop is home to hundreds of storefronts and businesses.

Thousands commute into the loop each morning to work.

The Magnificent Mile: Situated near the loop along Michigan Avenue, this is Chicago's glamorous shopping and fine hotel district. Most of the city's finer theaters are also located nearby.

Water Tower Place: Named after a nearby water tower which was one of the few buildings to survive the great Chicago Fire, Water Tower Place is the city's finest shopping mall. It is an obligatory stop for tourists and visitors.

Museum District: Just south of the loop lies a cluster of museums built in the architectural style of ancient Rome: the Field Museum of Natural History, the John G. Shedd Aquarium, and the Adler Planetarium. Located just across the street from the Field Museum and also built in the neo-classical style, is Soldier Field, home of the Chicago Bears.

Grant Park: This open air downtown park is Chicago's answer to New York's Central Park, though it is much smaller than its east coast equivalent. Within Grant Park are a giant band shell, where the city's world-famous jazz and blues festivals are held each summer, and the noteworthy Buckingham Fountain.

Wrigley Field/Wrigleyville: Wrigleyville is a middle-class neighborhood of young professionals. It is so named because its most noteworthy geographical feature is Wrigley Field, home of the Chicago Cubs.

Uptown: Uptown is one of Chicago's lower/lower-middle class neighborhoods. It is located within walking distance of Wrigleyville.

Comiskey Park/Bridgeport: Bridgeport is chiefly inhabited by working and middle class Irish. Comiskey Park, home of the Chicago White Sox, is nearby, as are the Illinois Institute of Technology, and the Robert Taylor Homes housing projects.

Humboldt Park: This is one of Chicago's many Hispanic neighborhoods.

Evanston/Northwestern University: Evanston is a large suburb that borders Chicago to the north. Almost a microcosm of its parent city, Evanston is home to those of a wide variety of ethnic backgrounds and income levels.

Evanston is also the home of the renowned Northwestern University.

Web headquarters its North American division in Chicago for a couple of reasons. First, as major international cities go, Chicago is rather discreet. Both New York and Los Angeles house small hordes of espionage agents of almost every affiliation, making it difficult to conduct operations of any sort in these cities without attracting undue attention. Another factor which favors Chicago is that many organized criminals who are affiliated with Web are strongly tied to various Chicago syndicates. The deciding factor, however, was the ease



with which the Web managed to infiltrate and corrupt the Chicago city government.

Currently, the Web has strong influence in the Chicago City Council, the Chicago Police Department, the Cook County Sheriff's Department, and the Cook County Democratic Party Board. This mass-scale political power brokering has allowed Web to slowly convert a number of businesses and labor unions into unwitting Web pawns and affiliates. In Chicago and the surrounding Cook County area, Web has a great deal of control over both the outcomes of criminal and civil trials and the legislative process in general. And although Web does not have any moles inside the mayor's office itself, it can often influence the mayor by manipulating the labor unions and big businesses it controls.

The Web maintains approximately 150 direct operatives in Chicago, though it bolsters its forces by controlling a few street gangs and organized crime syndicates. A large multi-chambered complex under the shores of Lake Michigan serves as regional headquarters.

Access to the headquarters is via a private monorail which runs into the sub-sub-basement of a skyscraper located in the loop and owned by the Web. In order to reach the monorail, one must enter one of the building's elevators and press various floor buttons in a special sequence. The elevator will then stop at the monorail level.

The Orion Foundation maintains a station house in Chicago that falls under the jurisdiction of the Capricorn Bureau. In all, 35 Orion agents are stationed in the Windy City.

The Chicago station house is actually a large yacht moored in Belmont Harbor and known as the Artemis. Aboard the yacht is a full complement of sophisticated communications and data analysis equipment as well as an armory and storehouse for outfitting field agents, a secure stateroom for housing prisoners or agents on the run, and a small laboratory. At least one Orion agent is aboard the yacht at all times.

The Foundation sends sensitive messages to its agents scattered about the city through the "Cash Station" ATM network, which has terminals scattered all over Chicago. Each Orion agent has a Foundation ID card similar to a Cash Station cash card and an associated five-digit Personal Identification Number. All the agent need do is stick his or her ID card into any Cash Station terminal and punch in the appropriate PIN to read his or her messages. These messages are sent into the ATM system using the equipment aboard the Artemis. If a message is urgent, one of the Orion agents aboard the yacht will call the intended recipient and claim to be his or her Aunt Iris or Uncle Samuel (depending upon whether the caller is male or female). Thus, whenever an agent receives such a call, he or she immediately heads to a Cash Station terminal to check the messages.

ACH1. Fourth and Long

Administrator's Briefing

"Fourth and Long" has been designed for two to three agents, though it can be played by as many as six with a few minor alterations to the text. In all, the adventure consists of five separate encounters and can be played to conclusion in approximately two hours.

If you are playing this adventure as part of an ongoing campaign and your agents are not based in Chicago, explain to the players that they have been temporarily assigned to the Chicago station house in order to undergo their annual review boards. Now that the reviews have been completed, they will soon be returning to their regular headquarters. During their stay in the Chicago, each of the PC agents was fully briefed on the station house procedure and was issued an ATM ID card.

Players' Briefing

"Go on, go for the record!"

The last two weeks have been rather gruelling. You've all just passed your annual Orion Foundation review boards and have dropped into The Dugout to relax. The Dugout is a large sports bar located on Clark Street, just a bush leaguer's toss from Wrigley Field. It is frequented by the Chicago-based members of the Orion Foundation, who like to hang out in the "Upper Deck," a giant recreation center above the main bar that features indoor batting cages and a full array of sports-oriented coin-op games.

Currently, the four local Orion staffers are demonstrating the finer points of a coin-op basketball game known as "Jump Shot." The object of the game is to score as many baskets as you can in thirty seconds. After you shoot each basketball, it rolls back down a ramp so you can shoot it again. The machine keeps track of your score and the amount of time remaining.

"The record is 36 points. Come on, let's see what you guys have got!"

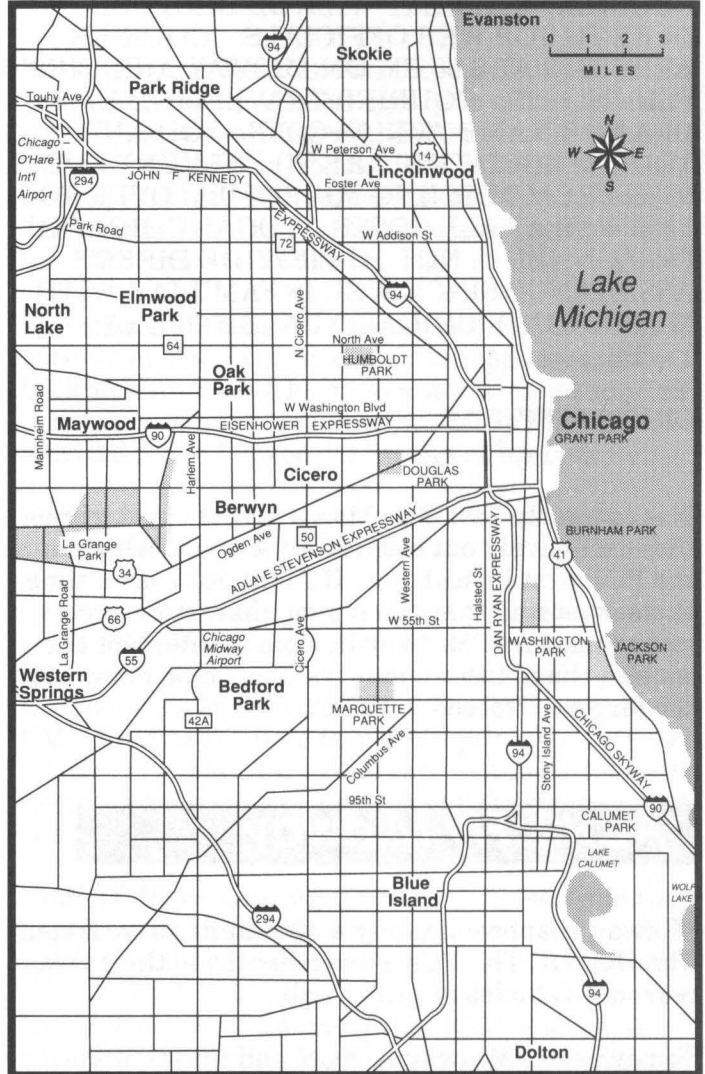
During the contest a voice cuts in over a PA system. "[INSERT THE NAME OF A PC], there is a telephone call for you downstairs at the bar." Repeat the message.

Once the PC goes down to the bar, he or she finds that the call is from "Aunt Iris," who asks about the PC's health and talks about the weather before signing off. The PCs know that the nearest Cash Station terminal is located on the outer wall of Wrigley Field just across the street. When they access the terminal, the following message comes up on its display:

URGENT

WEB HAS INTERCEPTED IMPORTANT MICROFILM DETAILING THE IDENTITIES OF

Map 7. Chicago



ALL ORION OPERATIVES IN THE MIDDLE EAST. FILM IS COMING INTO CHICAGO VIA COURIER, WHERE IT WILL BE DROPPED OVER TO TOP WEB OFFICIALS. COURIER ARRIVING AT 6:00 PM ON MIDWAY AIRLINES FLIGHT #427. COURIER TRAVELLING UNDER THE NAME "MR. McCOY." YOU AND YOUR ASSOCIATE(S) ARE TO PREVENT COURIER FROM TURNING MICROFILM OVER TO THE WEB AT ALL COSTS. LOCAL CHICAGO PERSONNEL IS NOT TO PROVIDE DIRECT ASSISTANCE SINCE WEB IS FAMILIAR WITH MOST OF OUR CHICAGO-BASED OPERATIVES.

ORION CENTRAL.

It is currently 5:47 PM, Monday. Midway Airlines flies exclusively out of Midway Airport, which is the PCs' first logical stop. If flight #427 is on time, there is no way that the player characters can make it down to Midway in time to intercept the courier, though there may still be a clue or two at the airport. Proceed to ACH2.

ACH2. Fly Midway

Midway is approximately a 40 minute drive from The Dugout. The PCs may either drive their own personal vehicles or grab a cab.

You arrive at Midway Airport and find that you are too late, as expected. Flight #427 touched down 30 minutes ago. Currently, the plane, a 727, is still sitting in the gate, where it is being prepped for a continuing flight on to Cleveland. So far, you have yet to spot anyone who looks unusually suspicious in the terminal.

A logical course of action is to board and examine the aircraft. Perhaps "McCoy" left a clue or two on board. As usual, however, this plan presents a few complications. Midway Airlines gate personnel will certainly not let just anyone walk aboard

the parked aircraft. Three options immediately come to mind:

1) The PCs can trick the gate staff into letting them aboard the plane by inventing an appropriate cover story ("We're from the FBI, we must search that plane" or "I was on the last flight and lost my wallet"). If so, give the head of the gate crew a WIL check to see through the deception (she has a WIL of 20).

2) The PCs can knock out members of the gate crew and take their uniforms. This will provide immediate access to the plane. There are enough nooks and crannies in the terminal to give the PCs plenty of opportunities to jump the staffers without attracting attention. Any PC inflicting lasting harm on an innocent, however, will certainly face disciplinary action from Orion. Assume all the staffers have Attributes set at 20 and none of them have any skills.

3) Finally, the PCs can simply attempt to sneak aboard without attracting the crew's attention. This requires a successful Stealth Skill Check.

If any attempt to board the plane fails, the head of the gate staff will call airport security and two armed guards will arrive in 20 seconds (10 turns). Treat the guards as generic soldiers. Each guard carries a .357 magnum revolver.

Once the PCs are aboard the plane, they find its interior temporarily devoid of Midway Airlines personnel. A clipboard hanging near the door holds a passenger manifest for Flight #427. The PCs automatically find the clipboard if they are looking for a passenger list. Otherwise, one of them must pass an INT Attribute Check to spot it.

The passenger manifest shows that "Mr. McCoy" was travelling in seat 3D. In and around seat 3D, the PCs find two cough drop wrappers. Stuck in the magazine rack in front of 3D, is a piece of paper with some letter codes scribbled across it.

"GGABGEA— AGGGBAE— EGAGAGB— BAGGAGE." Neither of these clues hold any impor-

tance to the adventure. They are simply present to give the players something to think about (the letter codes are McCoy's attempts to solve a jumbled word puzzle found in the in-flight magazine).

Midway airlines has recently installed credit card activated cellular telephones in front of each seat on all their aircraft. It is the telephone resting in front of seat 3D that holds the real clue. Each telephone has its own ID# printed on the receiver. The ID# of McCoy's phone is 3246178D. If the PCs take this ID# back to the Artemis, they can get a complete list of all the calls McCoy made while aboard the plane.

There is one other clue that the PCs can pick up at the airport. Anyone asking around at the rental car counters finds that an M. McCoy rented a dark blue Mitsubishi just after Flight #427 touched down. Again, this clue isn't very helpful, but it gives the players something to think about.

ACH3. Back at the Artemis

Once the PCs have the cellular telephone ID#, they can either call Foundation headquarters aboard the Artemis (normally, such a sensitive communication would not be conducted over the phone lines, but this is clearly an emergency) or they can take the code in personally (Belmont Harbor is a thirty five minute drive from Midway).

Once they have the code, the Foundation staffers can quickly access AT&T's computers to find that Mr. McCoy made one call during the flight. The number called was (312) 555-1329, which turns out to be the phone number of a ticket agency located at 400 N. Wabash Avenue. The PCs will certainly want to follow up this lead. Go to ACH4.

ACH4. Tickets, Please.

If the PCs try to call the ticket agency, they get an answering machine. The agency is closed until 9 a.m. the next morning. If the PCs want information fast, they are going to have to break into the ticket offices. 400 N. Wabash is a fifteen minute drive from Belmont Harbor and a thirty-five minute drive from Midway Airport.

The offices of the ticket agency are located on the 17th floor. The PCs must pick the lock (successful Lockpicking Skill Check) to enter. Use the map of the standard office included with the **TOP SECRET/S.I.**™ boxed set for the office interior.

Papers of varying degrees of import are strewn all over the office and its two desks.

On one of the desks is a handwritten note which reads: "M. McCoy—one ticket for Bears game, Bears sideline, front row, between the 40s. Deliver to downtown Hyatt Regency room 2011 at 6:30 PM." Next to the note is a small pile of tickets for the Bears game. A quick glance at the tickets will reveal that the game is scheduled for this evening at 8:00 PM.

None of the remaining tickets are for seats in the front row on the Bears sideline. The last such ticket was delivered to McCoy.

By the time the PCs reach the ticket agency, it will certainly be too late to intercept the delivery to the Hyatt. The PCs will probably want to check out room 2011 anyway. Go to ACH5.

ACH5. The Grand Hotel

The downtown Hyatt is a ten minute drive from the ticket agency on Wabash. Checking at the front desk confirms the fact that there is an M. McCoy registered at the hotel and staying in room 2011. Finding room 2011 is easy. If the PCs knock, they find the room deserted. A successful Lock-picking Skill Check will allow them to enter.

Inside, the PCs find the personal effects of a male who appears to be travelling alone. A search of the room reveals that in the closet there are two grey three piece suits and a light jacket. In the main room there's an empty suitcase. In the dresser drawers there are the standard men's underwear items along with a Hindu phrase book. In the bathroom there's an empty toiletries case, a toothbrush, a razor, soap, a package of band-aids, and a bottle of aftershave lotion.

McCoy has made no phone calls from his room, so any inquiries aimed in this direction will be unsuccessful.

The PCs next logical move is to head to the Bears game. Go to ACH6.

ACH6. The Monsters of the Midway

From the clues they have picked up so far, the PCs should be pretty certain that Mr. McCoy is going to be at the evening's Bears game. In fact, it is at the Bears game that McCoy intends to pass the microfilm to a pair of Chicago-based Web couriers, who will then transmit its data into the central Web complex.

By the time the PCs have checked out McCoy's hotel room, the game is most likely already underway. The Bears play their games at Soldier's Field

in the downtown museum cluster (ten minute drive from the Hyatt or the ticket agency).

Unless each of the PCs grabbed a ticket from the pile found on the desk in the ticket agency in ACH4, entering the stadium might be difficult. Sneaking in requires a successful - 10 Stealth Skill Check to avoid attracting the attention of 1D10 ushers. Treat the ushers as generic soldiers, though they are unarmed.

Once inside the stadium, the PCs can make their way down to the first row over the Bears sideline to look around. There are twenty people seated between the forty yard lines, use the generic NPC information on pages 22-23 of the *Administrators Guide* from **TOP SECRET/S.I.**™ game. Add to your generic NPCs a bald man wearing a heavy knit sweater, this is McCoy. He'll be seated in seat 6.

If the PCs stay in any one place as they look around, they are confronted by an usher who will ask to see their tickets. If the PCs have no tickets, the usher will attempt to remove them from the stadium. Otherwise, the usher informs them that they are in the wrong section and gives them directions back to their proper seats.

Describe the game anyway you want the Bears are playing the San Francisco 49ers. The PCs should arrive at the game late in the second quarter.

The PCs may be able to figure out McCoy's identity from the fact that there was no comb and no shampoo among his personal possessions. Just before the final two-minute warning sounds in the second half, two men in raincoats will take the seats behind McCoy. He will then pass them the microfilm and leave the stadium. If the PCs failed to deduce McCoy's identity from the hotel clues, it will be difficult for them to spot the pass (- 30 INT Attribute Check required). If the PCs don't deduce McCoy's identity and don't spot the pass, the Web couriers get away and the mission is a failure.

ACH7. Confronting McCoy

If the PCs do deduce McCoy's identity, they will undoubtedly confront him. As soon as the PCs move on him, McCoy recognizes the threat, draws a Walther PPK, and rushes out onto the field! If the PCs pursue, McCoy is not afraid to fire. If the PCs did not deduce McCoy's identity but instead noticed the pass, all three Web agents rush out onto the field when confronted.

Once the combatants are down on the field, you can spice up the chase with the following obstacles. Throw in an obstacle any time you feel it is appropriate, though the obstacles should probably be used in the following order:

- 1) The combatants must push their way through a marching band lined up along the sideline. Anyone failing a STR + 10 Attribute Check has his or her movement reduced by $\frac{1}{2}$ for this round.
- 2) The combatants must leap over a bench and push their way through a sea of Chicago Bears standing along the sideline. Anyone that does not make a successful REF Attribute Check followed by a successful STR Attribute Check has his or her movement reduced by $\frac{3}{4}$ for this round.
- 3) The combatants must weave in and out of the offensive and defensive linemen who are busy playing football out on the field. Everyone makes three REF Attribute Checks, reducing his or her movement for the round by $\frac{1}{4}$ for each check that fails.
- 4) Finally, the combatants must dodge a sea of tacklers who are trying to bring down Bear running back Neal Anderson. Anyone who fails to make a successful REF - 15 Attribute Check is knocked to the ground and is not allowed to move during this round. He or she also undergoes the equivalent of a hand-to-hand attack (Basic Melee Score of 32).

Any shot that is fired during this chase that misses has a 20% (2 in 10) chance of striking and wounding an innocent bystander. If any of the PCs fires such a shot, he or she is severely disciplined by the Foundation and receives NO Fame and Fortune Points for this adventure.

McCoy has the following attributes: STR 45, INT 40, REF 60, WIL 55, CON 40, MOV 52, DEX 50.

Use the same statistics for two Chicago-based Web couriers if they should become involved in the battle.

Both McCoy and the couriers leave immediately after the pass is made. They'll go in separate directions. In order to follow either party out of the stadium, the agents must make a successful INT - 10 roll to follow the Web agents through the throng of fans as they exit. If this roll fails, the party in question slips away unseen. After they leave the game, the Web couriers walk back to a room at the nearby Drake hotel, view the film, and transmit its data back to Web HQ. There are plenty of spots where Orion agents can jump them before they get back to the hotel.

McCoy is going back to his room, where he will pick up his things and head out to the airport.

NPCs

Begin Rules Section

Alderman Anthony Tyler

STR	INT	REF	WIL	CON	MOV	DEX
50	62	55	65	40	52	58

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

Advantages: Attractive Appearance (2), Presence (3), Wealth (3)

Disadvantages: Overweight (1)

Skills: Basic Firearms (1), Pistol (4), Basic Melee (1), Fencing (4), Boxing (3), Interrogation (5), Stealth (2), Driving/Automobile (1), Basic Liberal Arts (1), History/Poli. Sci (5), Law (4)

Weapon: Sword cane, Walther PPK

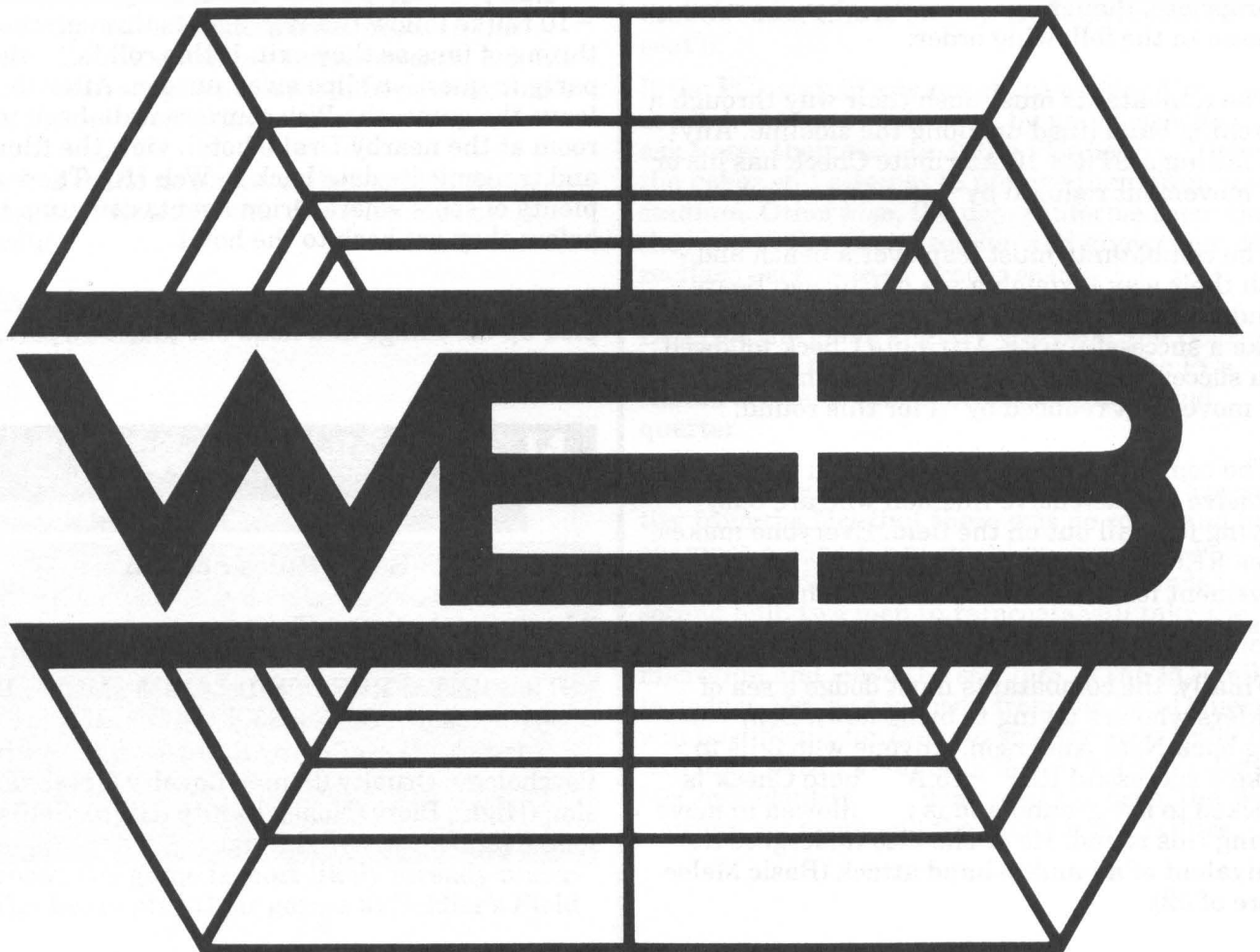
End Rules Section

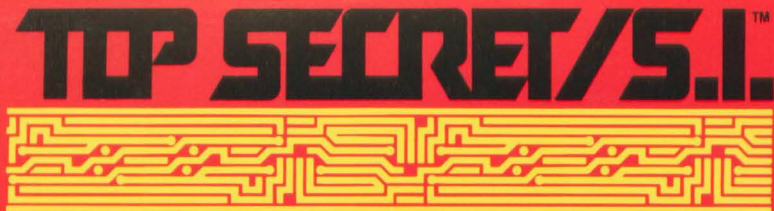
Anthony Tyler is the head of Web's North American division. An alderman in the Chicago City Council representing the 21st ward, Tyler is one of

the most powerful political figures in the entire city. Pundits believe that he could easily stage a successful bid for the mayor's office if she should ever so desire. For the time being, Tyler is stalling such a move in order to avoid attracting too much attention.

An ex-"golden gloves" boxing champion, Tyler was recruited into the Web while an undergraduate at Chicago's Loyola University. By the time he was attending Northwestern University's law school, Tyler was already planning major Web operations in North America.

After he went on to achieve prominence in the Chicago political arena, Tyler became an obvious candidate to head up the North American branch.





Official Game Accessory

THE WEB

BEGIN COMMUNICATION

To: All TOP SECRET/S.I.™ game agents and Administrators
From: Orion Foundation
Re: Classified Information—Utmost Secrecy Imperative!

Now, for the first time ever between one pair of covers, is collected all of the known facts and educated speculation about The Web—the evil, power-hungry organization that is Orion Foundation's nemesis.

EXTREMELY IMPORTANT: All of the information in this book is for the Administrator's eyes only. If you are a player of the TOP SECRET/S.I. game and you discover a copy of this document with the protective plastic wrap removed, do NOT look inside. Doing so could have unsatisfying consequences. Your Administrator will reveal information to you from this book when he or she deems such action appropriate or necessary.

To the Administrator:

THE WEB is a comprehensive overview of the criminal group that Orion is dedicated to destroying. It contains a history of the organization, descriptions of its standard operating procedures, a summary of its present-day status, and dossiers on each of the regional agencies that are scattered around the globe.

In addition, you can build up your campaign by using several scenarios that describe missions for Orion agents—adventures for TOP SECRET/S.I. player characters that strike at the very heart of The Web's structure.

If the players in your campaign have been eager for new worlds to conquer, new obstacles to overcome, THE WEB will more than satisfy that desire. Introduce player-character agents to one strand of The Web—then let them follow it and find out where it leads. . . .

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TSR, Inc.
POB 756
Lake Geneva,
WI 53147 U.S.A.

TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom