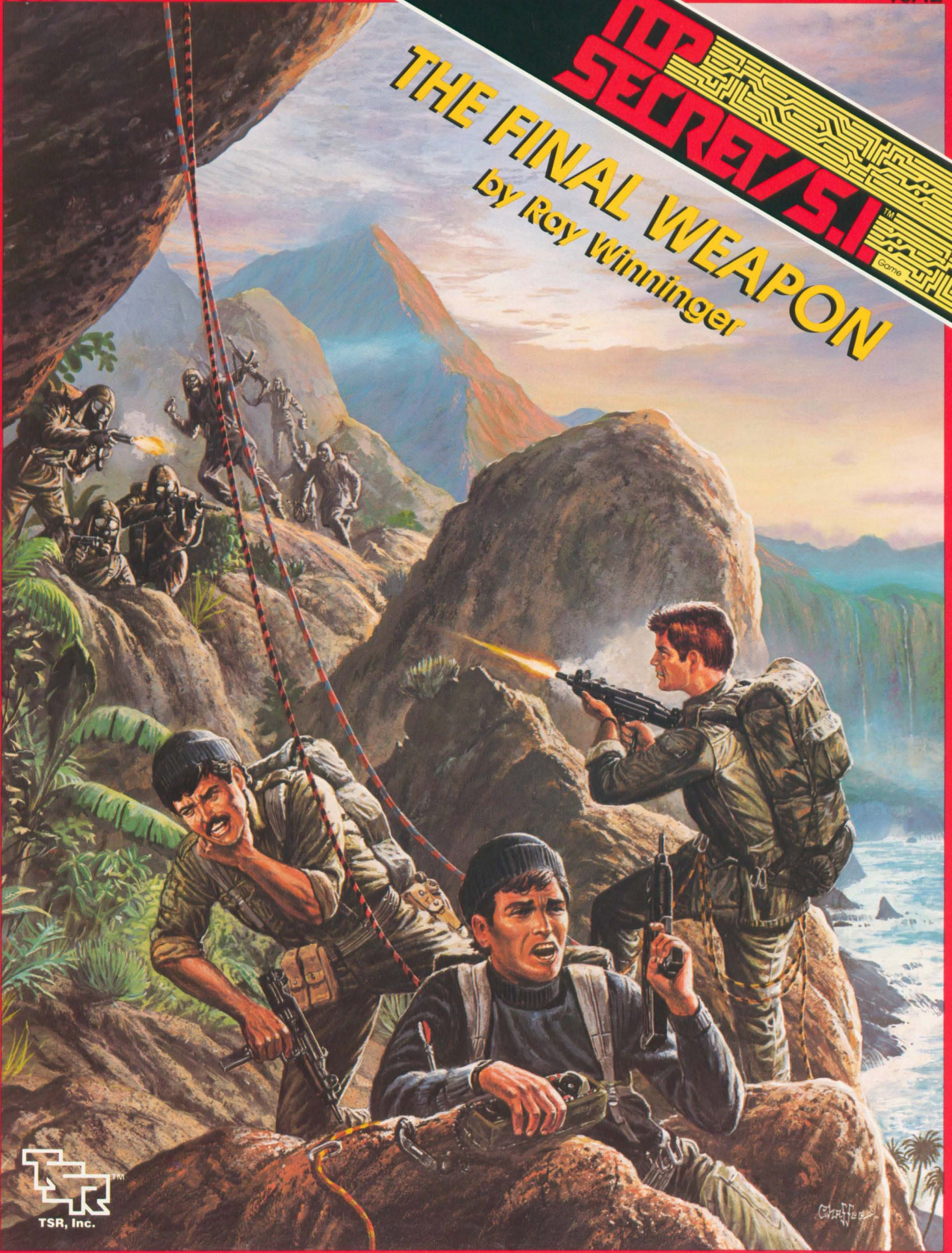


TOP SECRET/S.I.
Game

THE FINAL WEAPON

by Roy Waininger



TSR, Inc.

Chris Madden

The Final Weapon

Game Adventure

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The Fine Print

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd.

Distributed to the toy and hobby trade by regional distributors.

Distributed in the United Kingdom by TSR Ltd.

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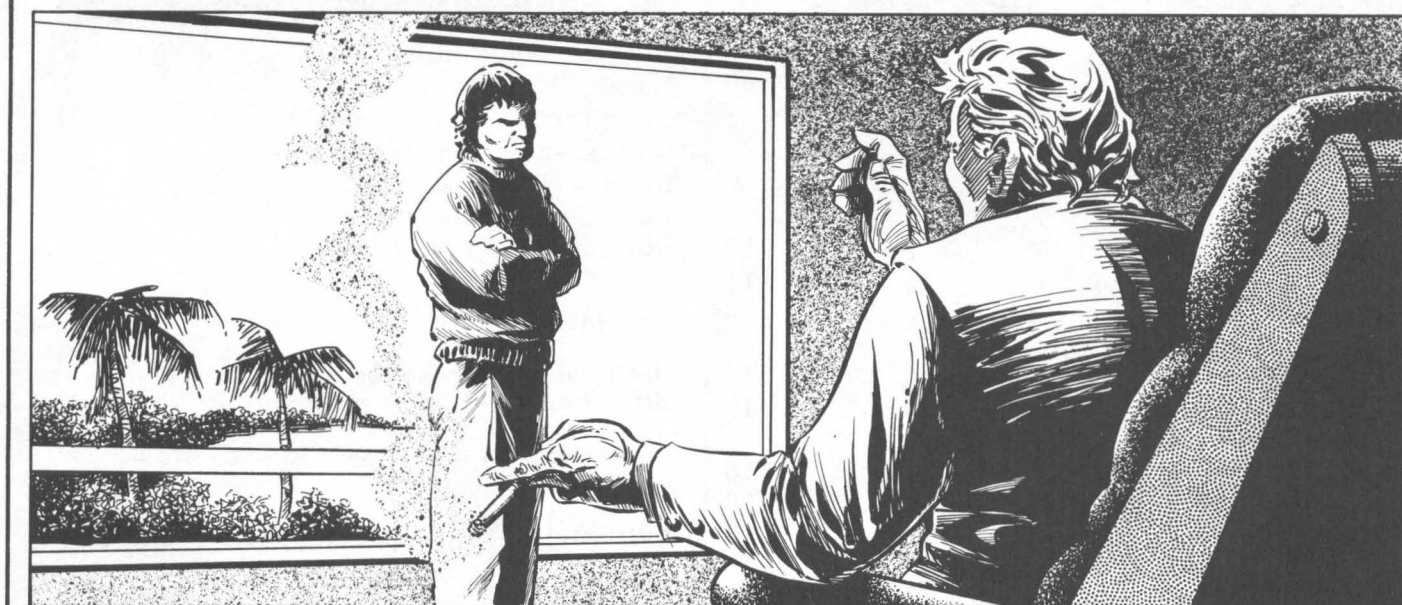
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TSR, Inc.
POB 756
Lake Geneva,
WI 53147 USA

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

Printed in U.S.A.
ISBN 0-88038-855-2



ALLEN NUNIS
1990

Introduction

“Dr. Danning is becoming quite a problem, Tatupu. I have some instructions for you.”

Maximillian Kurtz lit another Cuban cigar and slowly settled back into his heavy leather recliner. Hawaii wasn't nearly as bad as he thought it would be. Of course, there were the insufferable tourists and the lack of anything resembling Western culture (the closest Goya painting was exactly 3,791 miles away), but the climate offset the first of these deficiencies and the fact that Hawaii is an island, and a rather small island at that, offset the second. At this point in his life, Kurtz had an inexplicable desire to surround himself with hundreds of miles of water.

“Mr. Jordan is working on a package for some of our representatives in Korea down in the laboratory. Run down and tell him to ignore Step Seven

of the general procedure while preparing that package, would you? And, Tatupu,” Kurtz added, pausing to take a long drag off his cigar, “you do understand that you and I have never had this conversation?”

Tatupu nodded his head in agreement, still trying to decipher the meaning of the message he was to deliver to Jordan's lab.

As Tatupu left, Kurtz looked out over the cay and reflected. It was a big step he had just taken, ordering the certain end of an organization which has held its hand to throat of the world since the end of the First World War. But that was the 1920s and this is the 1990s—Kurtz's era—and Kurtz had his own plans. He had come too far to allow himself to be stopped by Delilah Danning and her meddling.

Kurtz found the probable course of near future events appealing. For a brief moment he allowed himself to savor the delicious irony. To think that

after all these years of stern opposition, the Orion Foundation would prove the final cog in his master plan!

To the Administrator

The Final Weapon is an espionage adventure for use with the TOP SECRET/S.I.™ game. The adventure begins with a harrowing action encounter in a hospital catering exclusively to super spies and ends with a race against time across Hawaii.

Along the way, the PCs will stop in San Francisco and Chicago, infiltrate a top computer electronics firm, crack a mysterious dual identity, and bust up a meeting of Web's biggest officials. By the time the adventure is complete, the world of the TOP SECRET/S.I.™ game will never again be the same.

The Final Weapon has been specially designed with the beginning Administrator in mind. This booklet not only presents a complete TOP SECRET/S.I.™ game adventure, but also includes detailed notes on exactly how the adventure was created, hopefully inspiring beginners to create adventures of their own. Where appropriate, the text also includes some suggestions on how to actually run both *The Final Weapon* and other adventures of your own creation.

The adventure is divided into four sequences: St. Martin's, San Francisco, Chicago, and Hawaii. Each sequence is made up of a number of "encounters," which function like scenes in a play or movie. Depending upon the choices they make, your players may not have to play through each and every encounter in order to successfully complete the adventure. Some players will recognize subtle clues at various points in the adventure which will allow them to bypass a few encounters and skip to later sections, while those who don't notice the clues will not have this option.

Each of the encounter descriptions consists of up to three sections. The boxed text is a description or setup which is meant to be read aloud to the players when they enter the location or encounter. The information section beneath the boxed text contains all of the background and basic story elements you will need to run the encounter. The shaded rules sections give you any hard game data and numbers needed to resolve the encounter.

For convenience, each of the encounters has been labelled with a number and letter for easy reference; "1A," for example, refers to the first encounter in sequence one (St. Martin's), while "3B" refers to the second encounter in sequence three ("3A" being the first encounter in sequence three). Although the encounters have been presented in the order in which the players are most likely to proceed, do not assume that all of the encounters will be played in alphabetical order. It may be possible for a group playing through encounter 3D, for example, to skip directly to encounter 3F and then return to encounter 3E later.

Before you run *The Final Weapon*, we suggest you read through this entire booklet and familiarize yourself with all of the plot's complex twists and turns. Most of the adventure consists of a series of mysteries which the PCs must solve using the various clues they pick up along the way. In order to effectively run such mysteries, you must be familiar with their constructions and the clues which should provide their solutions. The section labelled "Administrator's Briefing" contains a complete description of the adventure's plot. Since the plot of *The Final Weapon* is somewhat intricate and complex, you should pay careful attention to this section while reading it. If you get lost while reading the adventure for the first time, you should flip back to the "Administrator's Briefing" to reacquaint yourself with the situation.

Basic Notes on the Adventure

The Final Weapon is more of an action adventure than an accurate portrayal of real-world espionage. When improvising descriptions and details of your own, think in terms of big-budget spy movies rather than the real-life espionage scandals you hear about on the evening news. In short, all of the important characters are larger-than-life types capable of near impossible feats, and all of the locations are highly romanticized versions of their real-world counterparts. The motivations of the villains are simplistic when judged by real-world standards, but with all of the action going on around them, no one will really notice as long as the proper “cartoon” flavor is maintained.

An important step in maintaining this flavor is to keep the adventure moving. Don't waste time describing unimportant details and events. When the hero of a modern spy movie travels from San Francisco to Hong Kong, we never sit with him for the entire eight hours of the flight. Instead we get a shot of the plane landing and get on with the film. Whenever there is an obvious action or event that should be glossed over in this fashion during the adventure, the appropriate encounter description will tell you how to do so.

Similarly, whenever you feel that the players are becoming bogged down in an encounter, it's up to you to get things moving again. Perhaps some brisk interaction with an NPC or a sudden unexpected clue is in order. Again, guidelines will be presented in the text.

For now, you should probably refrain from employing the “reality rules” found in the TOP SECRET/S.I.™ game boxed set, especially if you are a beginning Administrator.

Administrator's Briefing

Maximillian Kurtz is the Chairman of Web, the most powerful and infamous criminal organization the world has ever known. What's even more distressing is Maximillian Kurtz is insane.

Two years ago Kurtz, a physician, was diagnosed as having a rare form of bone cancer. Kurtz's doctors gave him less than five years to live, a revelation which, in light of his personal history, shattered Kurtz's fragile psyche.

You see, Kurtz was orphaned at the age of nine by the Spanish Civil War. For the next 25 years of his life, Kurtz worked hard to overcome the handicap fate had dropped in his lap, eventually becoming a top surgeon and a successful businessman. Kurtz achieved his final revenge on the fates when he rose through the ranks of Web to become one of the most powerful men on Earth.

In his role as chairman of Web, Kurtz would normally be required to reside at the Nexus headquarters in Switzerland. However, Kurtz managed to convince the other Web directors that the chairman didn't need to reside at Nexus in order to maintain control over Web's various operations. With the sophisticated technology at Web's disposal, Kurtz reasoned that he should be able to live anywhere in the world and still maintain control. And he has been proven correct, so far.

But now, the fates have struck back. All his years of struggle have proven to be a cruel joke at Kurtz's expense. His battles all waged for naught. Kurtz can no longer understand why many who are less hard-working and devoted than himself should be allowed to thrive and flourish, while the only reward his perseverance has brought is an early grave. Kurtz demands equality in the world, at least his own twisted version of it, and he has dedicated the rest of his life to attaining this goal.

If he is to die, Kurtz believes, then all life on earth should die with him. His suffering should be shared by those who are weaker-willed and less deserving of their station. And in his position as Web chairman, Kurtz has at his fingertips the necessary resources for conducting a campaign of global extermination.

Over the last couple of years, Kurtz has been using genetic engineering techniques to create a virus deadlier than any ever seen on the Earth—a virus guaranteed to wipe out 90% of the population. Developing this virus has cost millions of dollars. Fortunately, the last 75 years of terror has left Web with a very large war chest. In order to hide his activities from his underlings in Web, Kurtz has had individual pieces of the virus's RNA chain, the genetic blueprint that gives the virus its abilities and allows it to reproduce, simultaneously developed by almost 20 of Web's puppet businesses under a variety of different guises.

Thus, the new "paint thinner" being developed by Web-backed Pennsylvania Paints Inc. actually contains the adenine housing the virus's reproductive instructions, while the "toner" under development at California Business Machines holds the secret to the cytosine combination which will allow the virus to become a rapidly mutating, incurable monster. None of the individual scientists working on these projects has any indication of their true mission; they are simply following guidelines secretly provided by Kurtz and his representatives.

Once the virus is complete, Kurtz has an ingenious plan for introducing it to the world. In his role as a retired world-renowned surgeon, Kurtz has called for an international medical conference on cancer to be held near his home in Hawaii. Kurtz has spent a great deal of money on the conference and has invited all of the most brilliant medical minds in the world to attend. His public posturing claims that Kurtz is organizing the conference as a tiny step toward preventing the disease that will soon claim his life from taking the lives of any further victims.

In reality, however, the conference is the vehicle which Kurtz will use to distribute his deadly virus all over the globe. During the conference, Kurtz will infect all of the attending doctors with the killer virus. This will both insure that the virus is instantly spread all over the globe (because of the conference's international constituency) and that its first victims will be those who are most capable of eradicating it. Since the disease caused by the virus will have an incubation period of close to one year, all of the carrying doctors will have had an ample opportunity to spread the virus beyond all reason and control before any of its effects are noticed.

Of course, one tiny flaw eventually became apparent in Kurtz's plan. In her capacity as Web's Director of Technology, Doctor Delilah Danning began to notice the bizarre pattern of research and development activities being ordered by Kurtz. A paranoid product of the lifestyle engendered by those in the upper echelons of Web, Danning immediately suspected a plot and began investigating. Before long, rumors concerning Kurtz's shadowy "master plan" were floating throughout Web and its subsidiaries. Although Danning has still yet to produce any real evidence unveiling the full scope of Kurtz's activities, she plans to share her theories concerning the chairman's motives with some of her fellow directors during a regularly scheduled Web board meeting.

Kurtz has since decided that the only way to remove the threat Danning and her fellow directors pose to his master scheme is to sabotage Web and guarantee its destruction. Kurtz has already ordered a Web scientist building a bomb that will soon be used in a Middle East terrorist attack to ignore "general procedure Step Seven," which calls for the scientist to use acid to scour off the serial numbers of the bomb's electronic components. After the bomb detonates, Kurtz is confident that officials of the Orion Foundation will discover the serial numbers and trace the components back to their point of origin: Westech Computers, located in the city of San Francisco on America's western seaboard.

Westech is Dr. Danning's place of employment in the civilian world. Although it is hardly a Web subsidiary, much of the new technology developed at Westech eventually finds itself in the hands of Web, pilfered by Danning. At the same time, Danning secretly guarantees that Westech's operations also serve the purposes of Vidco, a nearby rival in the computer industry and a full-fledged subsidiary of Web. In the secret alter ego of industrialist Margaret Welsh, Danning is Vidco's president and chief executive officer.

Once the Orion agents have moved against Westech, Kurtz is confident that they will discover Danning's true identity. He has also arranged for the Orion agents to uncover the exact time and place of Web's forthcoming board meeting. When Orion crashes the meeting, they will discover, among other things, Kurtz's personal files detailing almost all of Web's subsidiaries and operations, notes he has been keeping over the years in case he ever had need to resort to blackmail. This should lock the agents of both Orion and Web into a bitter war which will probably end with the complete destruction of the latter. By the time the Orion Foundation has earned its victory, however, it will be too late; the virus will have already been disseminated.

For the PCs to successfully complete the adventure, they must discover the real plot that lies behind Kurtz's machinations and stop the madman from unleashing his deadly virus, the "final weapon."

Timetable

Here is a chronological summary of the events that make up the adventure.

Day	Event
S-5	The terrorist bomb goes off in the Middle East and Orion agents discover the serial numbers on its components.

- S The PCs undergo a test at St. Martin's hospital and receive their mission briefing.
- S+1 The PCs are briefed on the ins and outs of the computer industry.
- S+2 The PCs arrive at Westech in San Francisco.
- S+3 Delilah Danning leaves for Chicago to attend Web board meeting and meets with Louis Baker.
- S+5 Web board meeting is scheduled to take place in Chicago.
- S+6 Barring any unfavorable proclamations by Web directors participating in the board meeting, the final segments of the virus's RNA chain will be delivered to Kurtz in Hawaii.
- S+7 The medical conference is scheduled to begin. Kurtz unleashes the virus.

Creating a Plot

The first step in the creation of a TOP SECRET/S.I.™ game adventure is obviously the design of the basic plot.

The easiest method of generating a suitable plot is to answer the five basic questions of journalism: Who? What? Where? When? and Why?

For *The Final Weapon*, these questions are answered as follows. The who is Maximillian Kurtz, chairman of Web. The what is Kurtz's plan to unleash a killer virus upon the unsuspecting world. The where is Hawaii. The when is within the next week. And the why is because he is dying of cancer. Here are some guidelines for answering each of the questions.

Who? Many villains suitable for TOP SECRET/S.I.™ game adventures suggest themselves without too much effort: dictators, international drug runners, scheming scientists, supersecret spy organizations, and big businessmen are all examples of potential villains. If you can't come up with an interesting villain yourself, look to the pages of the daily newspaper, which is a good source for accounts of shadowy terrorists, international smugglers, and questionable dictators.

When selecting a villain, try to come up with an adversary who is different from those you have used before. This will almost automatically make the villain seem more interesting to the players, and one of the advantages of an interesting villain is that you can always bring him back for another confrontation, avoiding the need to answer this question against some point in the future.

Guidelines for personalizing your villains can be found on p. 9.

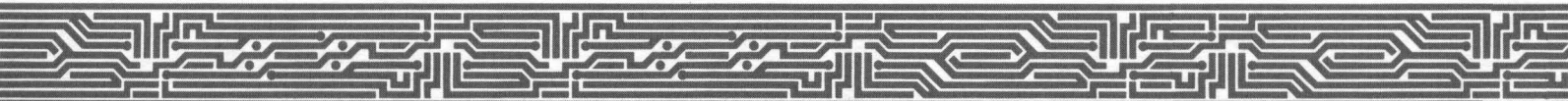
What? and Why? These questions describe exactly what the villain is hoping to accomplish and are best answered together. There are several factors you should consider when answering them. First, go back and look at your villain(s). Most villains have clear-cut goals and motivations, and any schemes these villains design are bound to be aimed at furthering these goals. An international smuggler who is obsessed with diamonds, for example, is not likely to be hatching a plot to blow up a West German airport. Instead, her scheme will probably revolve around acquiring diamonds, or making the diamonds she has more valuable.

Also, try to be original and creative when coming up with your villain's master plan. I know this is shadowy advice and that we might as well have said, "Create a good adventure," but it's so important it bears mention anyway. If you want a master villain to hold the world at

bay, for example, shy away from nuclear bombs (they've simply been beaten into the dirt) and look to something a bit more unusual, like the killer virus in *The Final Weapon*. Perhaps the villain wants to destroy Earth's ozone layer, melt the polar ice caps, or send out an electromagnetic pulse which will cripple electronic hardware all over the United States. All of this is so important because it is absolutely essential to designing a unique adventure which your players will remember.

If you absolutely cannot come up with a suitable "What," try borrowing one from a spy novel or movie. You can either adapt the plot wholesale, or modify it to suit your needs. But make sure the players are not familiar with the book or movie in question, or at least your version of it. Remember, you are trying to come up with something "unique," meaning unique from the perspective of the players who will be tackling your adventure. Another good source of "What?" ideas are the TOP SECRET/S.I.™ adventure modules published by TSR. Both the *Orion Rising* and *The Web* sourcebooks contain a number of suitable adventure plots, all of which may be used as written or modified as necessary.

When coming up with a suitable "What," don't overlook the "Why." This is an all too frequent mistake in role-playing adventures. The villain must have a reason for enacting his or her scheme, and it must be a good reason. There are several reasons why the "Why" is important. In many ways, role-playing adventures are like stories. And stories in which characters act without motivations are bad stories. Also, consider your players. When they are in the midst of the adventure and trying to piece everything together, they are certainly going to be considering motives—"Okay, we know someone wants to blow up the embassy, but who? Who has something to gain by its destruction?" If your villains do not have real motives, you can't expect the players to successfully complete the adventures.



Finally, always try to come up with a plot that will allow you to build a single unique scene or story element into the adventure. The unique story element in *The Final Weapon*, for example, is provided by Kurtz's killer disease. Late in the adventure, the PCs will actually become exposed to an early version of the disease and must survive a series of bizarre hallucinations. Plot elements like these work toward the goal of making the adventure interesting and memorable. Other examples of unique story elements include: framing the players for a crime and having them work against their own organization, for once, in order to prove their innocence; incorporating voodoo priests and zombies into the adventure; and designing an entire adventure around a complex "whodunit"-style mystery and leaving combat out of the adventure entirely.

Where? The main thing to keep in mind when you are choosing a setting for your adventure is to think exotic. Try selecting an unusual city or location with a very different culture or outlook. You should also try to make sure that you give the players a sense that their characters are really in the setting you are using. You can accomplish this by basing the adventure background around some of the area's features or industries, or by incorporating famous local landmarks into your scenes and encounters. In *The Final Weapon*, for example, the PCs get the sense that they are actually in San Francisco by becoming active in the computer industry of "Silicon Valley," a famous feature of the San Francisco area, and by engaging the villains in a chase through and around some of the city's famous landmarks. Ideally, the setting should be very much on the players' minds. You don't want them coming out of an adventure set in Monte Carlo and confusing it with the adventure set in Tokyo that you ran the previous week.

For a grand sense of scope, try using more than one location in each of your adventures, but don't overdo it. The more locations you build

into the adventure, the more difficult it is to design, and the greater the risk that the players will become confused amidst all the globe-hopping. *The Final Weapon* features four settings.

When? The exact timing of the villain's scheme, of course, will depend upon the "What." You simply cannot create a new killer virus in a couple of hours, just as you can't spend two months designing a plan to assassinate the president of the United States in Monaco, when the president's only trip to Monaco is scheduled for next week.

The only point worthy of special mention here is that you should try to strive for a "dramatic" timetable. This usually means that the heroes eventually discover there are strict time limits on their actions. Again using *The Final Weapon* as an example, once the PCs discover Kurtz's true plan, they have only a limited amount of time to reach the medical conference and stop the spread of the disease. The ideal here is the stereotypical scene in which the spy defuses the bomb that is going to destroy the entire city with one second left on the detonator timer. Not only are these types of adventures more engrossing when properly executed, but they are usually more of a challenge to successfully complete, which also makes them more fun to tackle.

Of course, you probably don't want to end every adventure in this fashion—it won't take long before the situation gets monotonous and invites ridicule. But building this feature into two out of three adventures is probably a reasonable goal.

After you have answered the five basic journalistic questions, you have one final detail to consider: Exactly how are the PCs going to become involved in the adventure? Are they simply assigned by their organization to look into the matter, and if so, how did the organization catch wind of the villain's plot? Or is there some other hook?

In this respect, most spy adventures are designed around the caveat "Things are never what they seem." This means that most adventures begin with the PCs investigating a certain situation, only to stumble upon a much graver situation during the course of their investigations. The PCs do not begin with an investigation of Kurtz and his activities in *The Final Weapon*, for example, but begin by infiltrating the Westech Corporation, looking for signs of Web. Eventually, the Westech investigation leads them to Kurtz and they uncover his scheme.

Again, try coming up with an interesting or unique method of involving the PCs in the adventure. In *The Final Weapon*, the villain deliberately involves the PCs, hoping to use their involvement to eliminate his enemies.

acters they are interacting with. Notice how each of the descriptions features a unique detail or facet. These have been incorporated in order to make each of the NPCs more memorable to the players in line with the philosophy outlined under "Role-playing Hooks," below.

The Background describes the character's personal history. Of course, little of this will have a direct bearing on play. The true importance of the Background entry is that it shows you how each of the characters are involved in the story line, and how they fell into their present circumstances. This information might prove useful when role-playing the NPCs or improvising events.

The Reactions section outlines the NPC's personality and features guidelines on how to role-play him or her correctly. Don't look for a deep psychological analysis here. The emphasis is on concrete information that will prove useful during play.

And finally, the Role-playing Hooks section contains an idiosyncrasy or two that you can use to make the character seem more vivid. These idiosyncrasies are distinct, easily remembered characteristics. When role-playing each of the NPCs, make use of their Role-playing Hook at least once every time the NPC appears. By continuously emphasizing these details, the characters will slowly begin to gel in the minds of the players.

In an ideal role-playing adventure, the important NPCs are all vivid enough for the players to go back and describe each of them after the adventure ends. If the players are able to describe the NPCs after the adventure, it means that they were using their imaginations to visualize the characters and events during play. This visualization is an important step toward giving the players the sense that they are actually participating in a story.

Role-playing Hooks are designed to give the players' imaginations something easy to remember that they can latch onto. Notice how the Role-playing Hooks are always concrete suggestions that are usable in a wide variety of situations dur-

Non-Player Characters

Below are complete descriptions of all the major Non-Player Characters who have a role in the adventure. Each NPC profile has five different sections.

Game Statistics are all of the character's Attribute and Skill scores necessary for play. In addition, this entry includes any Advantages or Disadvantages the character possesses along with a Psychological Profile (see the TOP SECRET/S.I.™ game rules, p. 10).

Description is a physical description of the NPC which you should read to the players when he or she is first encountered. This description is indicated with below the character's stats and can be read verbatim or paraphrased as you see fit.

Good NPC descriptions are vital to engaging play. They give the players a mental image of the char-

ing actual play. “Mr. Martin has a deep-seated hatred of his mother” is not a useful Role-playing Hook, for example, because there is no way you can demonstrate it to the players short of having Martin constantly giving little “You know, I have a deep-seated hatred of my mother” speeches.

Enemy NPCs

Begin Rules Section

Doctor Maximillian Kurtz

STR	INT	REF	WIL	CON	MOV	DEX
40	65	42	60	33	41	53

Sex: Male
Race: Caucasian
Nationality: Spanish
Native Language: Spanish
Age: 53

Psychology: Cruelty (Some), Loyalty (Low), Passion (High), Piety (Low), Sanity (No), Selfish (High)

Skills: Basic Firearms, Pistol (3), Basic Melee-DEX, Martial Arts (2), Electronics (1), Interrogation (4), Driving/Automobile (2), First Aid (5), Piloting/1-engine (2), Basic Liberal Arts, Business/Economics (4), Basic Science, Chemistry (4), Medicine (5), Surgeon (4)

Advantages: Observation, Presence, Toughness-1, Wealth-3

Disadvantages: Vision Impairment-2

Equipment: Kurtz carries a .22 Beretta (*Equipment Inventory*, p 3).

End Rules Section

Description: Kurtz is a heavy set man with shifty eyes and sharp features. The first thing you notice

is the silk eye patch over his right eye.

Kurtz’s hair is grey, short and unkempt. He appears to have a fondness for white: white clothes, white handkerchiefs, white furniture, etc.

Background: Kurtz’s story begins with his parents’ deaths during the Spanish Civil War. Kurtz’s father, a pro-Franco revolutionary, was killed in battle near Grenada, while his mother, a Swiss national, died during a Loyalist bombing attack. Eight-year-old Kurtz somehow managed to survive the bombing.

Kurtz spent the next 11 months of his life fending for himself as a street urchin. After Franco seized power and stability returned to Spain, Kurtz was discovered in the alleys of Madrid by his Aunt Josina, who took him out of Spain and into Austria. But before long, Josina also died, leaving Kurtz to again fend for himself.

During these years, Kurtz passed from town to town, doing odd jobs and begging for handouts. He eventually found himself in Germany, where he watched the Nazi party rise to power. Toward the end of the Second World War, Kurtz was a full-fledged member of the Hitler Youth and served in the German militia as a Volksgrenadier. It was during this service that he caught the eye of a Wehrmacht officer who recruited him into Web.

During his early years in Web, Kurtz served as a courier and small-time operative, gradually rising to the rank of local assistant.

Before he could rise any further, however, Kurtz temporarily dropped out of the organization after mysteriously inheriting a large sum of money from the Wehrmacht officer who inducted him. He used this modest fortune to travel to the United States, where he attended Princeton University. After his graduation from Princeton in 1954, Kurtz went on to medical school at Johns Hopkins University, and finally ended up in London, where he served his residency and established a private practice.

In London, Kurtz rapidly built a reputation as a first-class surgeon by pioneering a revolutionary new technique in organ transplant surgery. The many bestselling books he wrote about medicine in the wake of his discovery made Kurtz something of an international medical celebrity. This reputation secured for him a series of large grants from various worldwide nonprofit organizations, which enabled him to evolve other important medical innovations.

While in London, Kurtz also renewed his ties with Web, his celebrity status quickly rocketing him to the position of Area Coordinator for England, Ireland, and Scotland.

After a few years in this post, Kurtz garnered a great deal of favor from his superiors by successfully negotiating a deal between British gangsters and French drug smugglers which netted Web millions of dollars in profit. In 1974, Kurtz was made Web's Director of Diplomacy; and in 1987, Kurtz was elected Web chairman.

Around the time of his election, Kurtz grew very ill, and was diagnosed as having a rare form of bone cancer. This event shattered his sanity and prompted him to draw up his master plan for eliminating life on Earth.

In his civilian cover as a world-class surgeon, Kurtz has retired to Hawaii, occasionally coming forth to appear on a talk show or attend an important medical conference. The announcement of his own world conference on cancer was a major news story all over the world.

Reaction: Kurtz is well mannered, civilized, and completely insane. He loves predictability and order, and cannot stand the fact that fate seems to have conspired against him his entire life.

Kurtz is obsessed with luck. If any of the PCs gives any indication that he or she is a gambler or gamesman, Kurtz will challenge him or her to a contest and offer to make a wager, though he only plays games of chance. Although this is something of an obsession with Kurtz, he certainly has it

under control. If one of the PCs tries to offer a wager like "If I win, you call off your plan to destroy the world," Kurtz will simply laugh it off.

Role-playing Hook: Kurtz loves to relate anecdotes from his past. No matter what the PCs say or do, Kurtz will have a related story he will trot out.

Begin Rules Section

Dr. Delilah Danning/Margaret Welsh

STR	INT	REF	WIL	CON	MOV	DEX
40	60	57	55	40	48	58

Sex: Female
Race: Caucasian
Nationality: American
Native Language: English
Age: 32

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

Skills: Basic Firearms, Pistol (3), Basic Melee, Martial Arts (5), Computer Technician (4), Electronics (4), Disguise (4), Stealth (2), Driving/Automobile (2), First Aid (2), Basic Liberal Arts, Basic Science, Engineer/Elec (4)


Advantages: Attractive Appearance-2, Mechanical Aptitude

Disadvantages: Greed

Equipment: As Welsh, Danning carries a .22 Beretta.

End Rules Section

Description: (As Danning) Delilah Danning is a slender brunette with high cheekbones and a soft complexion. She wears a pair of round, wire-rimmed spectacles that don't spoil her appearance



in the least. Her hair is tied back in a long pony tail.

(As Welsh) Margaret Welsh is blond with puffy, curled hair. She wears a pair of dark, round, wire-rimmed sunglasses.

Background: A whiz kid as a child, Danning received her Ph.D. in computer science from the University of California at Berkeley at the tender age of 22, and quickly became one of the top freelance computer consultants in the nation.

She was first approached by Web while she was still an undergraduate student. Something of a social outcast as a child due to her brilliance, Delilah agreed to design computers for the organization in order to get back at the society that had spurned her. And of course, the money didn't hurt either. It took Delilah little time to acquire some rather expensive tastes. She found her early illegal activities so satisfying that she allowed herself to be drawn further and further into Web.

When San Francisco's Westech Computers Inc. emerged as one of the world leaders in the field of computer design, Delilah agreed to infiltrate the company as a Web mole, providing the organization with access to all Westech's secrets.

A few months later, when Web purchased Vidco Computers and turned the firm into a full-fledged Web subsidiary, the top officials in the organization placed Delilah in charge of locating and appointing someone to head up the company. Oddly, she chose the only person she could completely trust: herself. Delilah managed to hide the fact that she and Margaret Welsh, Vidco's new president and CEO, were one and the same person from her Web superiors for a few months, though she eventually confessed to her dual identity, thinking it better to come forward before the upper echelons of Web discovered her secret themselves.

The novelty of the dual identity must have appealed to several of Web directors, because they not only allowed her to maintain both her identities, but also promoted her within the organiza-

tion. Welsh is able to maintain her dual identity since, as Vidco's president, she need only show up at the Vidco facility when she feels like it; and, as a senior researcher at Westech, she has flexible hours which allow her to come and go as she pleases. While dressed as "Welsh," Danning wears a blonde wig and dark glasses.

Before long, Danning was being directly consulted by the directors themselves on so many technological matters that they decided to elevate her to the board, creating the new position of Director of Technology to oversee all of Web's technological developments and science-based subsidiaries.

Not too long ago, Danning began to discover irregularities in the activities of certain Web-controlled manufacturing concerns. She eventually discovered that Kurtz, the board chairman, was personally ordering several of the subsidiary firms to develop a variety of inconsequential products for no obvious reason. Although she has no idea exactly what Kurtz is trying to accomplish, Delilah has begun to theorize that he is secretly attempting to create some sort of powerful biological weapon. She plans to share these suspicions with her fellow board members during an upcoming scheduled meeting.

Reactions: In the day-to-day world, Delilah is kind and personable. You would never guess that she was actually a member of an evil secret organization from her outward appearance. Delilah keeps to herself. Many see her as either shy or so absorbed with her work that she doesn't really notice others. Actually, she doesn't speak much due to a secret hatred and resentment of those around her that stems back to her social exile as a child. She is very good at hiding her true feelings from the outside world.

Danning cannot take a joke or insult of any sort, no matter how mild. If the PCs do insult her, she will explode in a screaming rage.

Role-playing Hook: Delilah has a fondness for candy, particularly mints, and is constantly nibbling away at them.

Begin Rules Section

Tatupu

STR	INT	REF	WIL	CON	MOV	DEX
67	26	50	66	61	58	38

Sex: Male
 Race: South Pacific Islander
 Nationality: Samoan
 Native Language: English
 Age: 29

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

Skills: Basic Firearms, Pistol (2), Submachinegun (2), Basic Melee, Sword (4), Wrestling (4), Interrogation (3)

Advantages: Fearlessness, Presence, Stamina, Toughness-3

Disadvantages: Unattractive Appearance-2, Unmistakable Feature (scar)

Equipment: Tatupu carries a large sword, and sometimes uses an Uzi submachinegun.

End Rules Section

Description: Tatupu is a huge, well-muscled islander. His menacing smile comes courtesy of a mouthful of crooked, twisted teeth, and a deep scar runs from behind his right eye to the edge of his mouth.

Background: Tatupu began his criminal career as a small-time thug and shakedown artist on his native Samoa.

During one of his frequent trips abroad, Maximilian Kurtz watched Tatupu clean out an entire bar full of American soldiers and kill the MPs who came to stop him. On a whim, Kurtz decided to

hide the huge Samoan from the American army and smuggled him off the island.

Over the years, Tatupu has performed a number of special "missions" for Kurtz, and has been so well treated by his patron that his loyalty to Kurtz is near fanatical.

Currently, Tatupu serves as Kurtz's special body guard and manservant.

Reactions: Tatupu is large and stupid. Kurtz values him not for his brains, but for his impressive physical stature and his relentless cruelty. Tatupu loves to inflict as much pain as possible upon his victims before killing them.

Tatupu almost never speaks. About the best one can manage out of him is a stare and a nod.

Tatupu's devotion to Kurtz is total. It is impossible to bribe or sway him. Even if Tatupu were to find out Kurtz was planning to destroy all life on Earth, he would probably still follow him and carry out his orders.

Role-playing Hook: Tatupu never speaks. Just before he enters combat, he flashes a menacing grin.

Begin Rules Section

Christopher Decker

STR	INT	REF	WIL	CON	MOV	DEX
33	51	39	46	40	36	45

Sex: Male
 Race: Caucasian
 Nationality: American
 Native Language: English
 Age: 44

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

Skills: Basic Firearms (2), Electronics (2), Computer Technician (2), Driving/Automobile, Basic Liberal Arts, Business/Economics (4)

Disadvantages: Greed

Equipment: Decker doesn't carry any weapons, but usually has a .22 revolver stashed away nearby.

End Rules Section

Background: After graduating from Temple University in Philadelphia, Decker went to work for the big electronics firms out west for a couple of years before returning to the east coast to enroll in Harvard Business School. He came out of Harvard a top recruit and soon landed a job at the San Francisco-based Westech Inc.

In his early years at Westech, Decker found a number of ways to streamline operations and increase the corporate profit margin. His efforts naturally attracted the attention of Westech's board of directors, who finally appointed him to the post of chief executive when it became vacant approximately seven years after Decker's arrival.

Unfortunately, Decker began immediately to illegally exploit his new position. He had always been paid just a bit less than he was worth at Westech and his greed got the better of him. At first, he confined himself to illegal stock deals based on his inside knowledge of Westech and its competitors, but before long, Decker was gouging the government by secretly overbilling on defense department contracts and removing the excess funds from the books.

Recently, Decker has turned to outright embezzlement. The sudden increase in his financial capabilities attracted the attention of a local criminal syndicate which began snooping around, and eventually discovered concrete evidence of Decker's criminal activities. The syndicate is now sharing in Decker's ill-gotten gains through blackmail.

To date, no one at Westech is aware of Decker's misdeeds. And Decker is certainly unaware that Delilah Danning is affiliated with Web.

Reactions: Decker will treat the PCs rudely and attempt to avoid them as much as possible. A very paranoid man, he will believe the suspicious PCs are FBI moles who have come to investigate financial impropriety after they infiltrate Westech in Sequence Two. After Decker reports his suspicions to the syndicate that is blackmailing him, the criminals may begin an attempt to eliminate the PCs which will probably be mistaken as the work of Web.

Basically, Decker is a red herring. He is probably the first person at Westech whom the PCs will suspect of being connected with Web, and their investigation of him will probably occupy them for a while and take their minds off Dr. Danning.

Role-playing Hook: Before he speaks, Decker claps his hands and rubs them together.

Begin Rules Section

Sidney Mayer

STR	INT	REF	WIL	CON	MOV	DEX
40	46	40	55	42	40	43

Sex: Male

Race: Caucasian

Nationality: American

Native Language: English

Age: 42

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

Skills: Basic Firearms, Pistol (2), Basic Melee (2), Driving/Automobile (1), Basic Liberal Arts, Business/Economics (2)

Advantages: Wealth-2

Equipment: Mayer carries a nickel-plated .45 automatic.

End Rules Section

Description: Mayer is a short man with thinning black hair. He has a shifty, puffy face. You can almost tell there is something dishonest about him the minute you lay eyes on him.

Mayer is apparently fond of dark blue silk suits and mustard-colored ties.

Background: Sidney Mayer is the third in a multigenerational string of Mayers to operate the Mayer Construction Company based in Northbrook, Illinois, a suburb of Chicago.

Sidney is also the third in a multigenerational string of Mayers to work for Web. Sidney's grandfather was recruited into the organization in the 1920s, shortly after its foundation. He initiated Sidney's father in the 1940s, who in turn initiated Sidney in the 1960s.

Small-scale organized criminals, the Mayers have always served Web as simple midwestern muscle, often performing important missions for the leaders of Web's North American branch headquartered in nearby Chicago. Now that organized crime seems to be declining in and around the city, it seems the Mayers are summoned by Web a lot less frequently.

Web's upcoming board meeting (the one at which Delilah Danning is planning to reveal her suspicions concerning Chairman Kurtz to her fellow directors) is scheduled to take place at Mayer's Northbrook home.

Reactions: Mayer is a rough thug who is very good at following orders without question.

Although Mayer does have money, he lacks the sophistication to go along with it, though he is probably the only person in all of Chicago who doesn't realize this fact. Mayer likes to display his artwork and other fine possessions to anyone who will look at them, though his taste is uncultured and just plain awful. His speech and mannerisms follow similar patterns. One often finds him mis-using big words.

Role-playing Hook: Mayer always refers to males as "pal" and females as "toots"—"It's your move, pal," or "How ya doin', toots?"

Begin Rules Section

Web Directors

STR	INT	REF	WIL	CON	MOV	DEX
45	60	50	55	45	47	55

Sex: Various
 Race: Various
 Nationality: Various
 Native Language: Various
 Age: Various

Psychology: Various

Skills: Basic Firearms, Pistol (3), Basic Melee, Martial Arts (3), three of four specialty skills rated at (3).

Equipment: Each of the directors carries a .22 Beretta.

End Rules Section

NOTE: The Attributes and Skills listed above are for a typical director. Use these same ratings for all the directors appearing in the adventure.

Background: The Directors are Web's top officials. In total, there are 36 of them within the organization. The Web chairman is always chosen from their ranks.

Three or four times a year, a group of twelve directors gathers together for a board meeting to discuss important issues confronting Web. For security reasons, the twelve directors who meet are never the same, and the meetings are rarely held in the same place twice.

It is during the next such board meeting that Dr. Delilah Danning plans to reveal her suspicions concerning Chairman Kurtz to her fellow directors.

Friendly NPCs

Begin Rules Section

Doctor Thomas Sheffield

STR	INT	REF	WIL	CON	MOV	DEX
35	50	40	40	40	37	45

Sex: Male
 Race: Caucasian
 Nationality: American
 Native Language: English
 Age: 28

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

Advantages: Attractive Appearance-2

Skills: Electronics (3), Computer Technician (3), Engineering Elec (3)

End Rules Section

Description: Tom Sheffield is a strikingly handsome young man with short dark hair, a dark tan complexion, and a near-perfect smile.

Background: Tom Sheffield just received his Ph.D. in computer engineering from MIT. He

spent his undergraduate years at Northwestern University in Evanston, Illinois.

Heavily recruited by a number of top computer firms, Tom chose to accept a position at Westech's San Francisco facility in order to secure an opportunity to work on the firm's famous ongoing Artificial Intelligence project.

Tom has no idea that his boss, Christopher Decker, is involved in illegal activities. He is also unaware that his college, Delilah Danning, is a Web operative.

Reactions: Tom is a friendly guy. Whenever he is around the PCs, he will try to strike up a conversation. If the PCs ask a favor, Tom will almost certainly be more than willing to comply.

Tom is one of two friends the PCs are likely to have at Westech (the other being Dr. Myra Curtis). He is present to flesh out the Westech staff and provide the PCs with another subject for investigation.

Role-playing Hook: Tom often gets overexcited about his work. Every time the PCs see him, he will insist on showing them his latest development.

Begin Rules Section

Doctor Myra Curtis

STR	INT	REF	WIL	CON	MOV	DEX
35	50	40	40	40	37	45

Sex: Female
 Race: Caucasian
 Nationality: American
 Native Language: English
 Age: 31

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

Disadvantages: Overweight-1

Skills: Electronics (4), Computer Technician (3), Engineering Elec (3)

End Rules Section

Description: Doctor Curtis is a slightly overweight woman with curly red hair. Around her neck is a topaz necklace manufactured by the American Indians of the southwest.

Background: Myra Curtis came to Westech from the east coast, where she received both her undergraduate training and Ph.D. from Cornell University.

Myra is believed to be the most knowledgeable member of Westech's R&D staff. Delilah Danning is probably more talented than Curtis, but she usually conceals the full extent of her abilities on the job.

Reactions: Myra is a very intelligent, jovial young woman. She loves jokes and gags, and will constantly regale the PCs with her latest bon mot.

Like Tom Sheffield, Myra is one of two friends the PCs are likely to have at Westech. She too is present to flesh out the Westech staff and to provide another target for investigation.

Role-playing Hook: Myra has a not-so-secret crush on Tom Sheffield. She constantly keeps track of what he is doing and tries to discuss him with her fellow workers.

Begin Rules Section

Mike Danvers

STR	INT	REF	WIL	CON	MOV	DEX
45	50	50	45	40	47	50

Sex: Male
Race: Black

Nationality: American
Native Language: English
Age: 35

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

Advantages: Peripheral Vision, Sixth Sense-1

Skills: Basic Firearms, Pistol (2), Rifle (2), Sub-machinegun (2), Basic Melee, Martial Arts (2), Fingerprinting, Stealth (2), Surveillance (2), First Aid (2), Driving/Automobile (2), Pilot/1-engine, Basic Liberal Arts, Lit/Journalism (2)

Equipment: Mike carries a Heckler and Koch Vp70z.

End Rules Section

Description: Mike Danvers is a tall, handsome black man with neatly styled hair and a thin mustache.

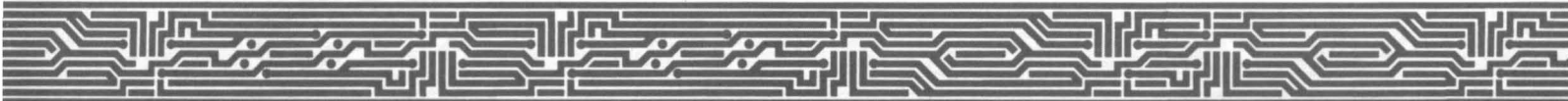
Background: Mike Danvers graduated in the top 25% of his class at West Point and served in the United States Army for six years.

After leaving the Army, he joined up with the Orion Foundation, where he quickly distinguished himself by recovering some important stolen plans from Web operatives in East Germany.

Danvers currently oversees Orion's Chicago station house.

Reactions: Mike is a very intelligent and resourceful leader.

After they hit Chicago, Mike will cooperate with the PCs in any way he can and fulfill all reasonable requests, though the fact that he is woefully understaffed (only five Orion operatives are permanently stationed in Chicago) will prevent him from providing the PCs with any direct assistance in their mission unless it is absolutely necessary.



Once the PCs discover the Web board meeting, Mike will drop everything to call for rapid reinforcements.

Role-playing Hook: As he speaks, Mike likes to tap his fingers on a table or counter.

Sequence One: St. Martin's Hospital

The adventure opens with the PCs resting in St. Martin's Hospital located high in the Alps just outside of Bern, Switzerland. If you are playing this adventure as part of an established campaign and any of the PCs were injured or wounded during your last adventure you have a perfect excuse for their presence at St. Martin's. If not, simply inform them that the Orion Foundation has sent them to the hospital for their annual examinations.

St. Martin's is a private hospital owned and operated by the Orion Foundation. It caters only to Orion Foundation field agents. At St. Martin's, Orion agents can receive first-rate medical attention without having to "explain" their injuries to local doctors and medical center staffers.

The hospital itself is a high, colonial chalet with a view overlooking a distant, old-world ski lodge. The hospital can accommodate up to five patients at a time (each of the hospital's four guest rooms is large enough to accommodate two patients at once, though the availability of other facilities limit the hospital to five patients at a time), and its facilities are adequate for both simple convalescence and complex surgery. The hospital staff consists of two doctors, three nurses, five orderlies (who do cooking and cleaning), and five security men, all of whom have been specially trained by the Orion Foundation. At least one doctor, one nurse, two orderlies, and two security men are on

duty at all times. All of the St. Martin's staffers maintain homes in a nearby town. A cable car connects the hospital with the town below.

1A. An Unexpected Alarm

The adventure begins with all the PCs in the Physical Therapy room located on the hospital's first level. Dr. Michael Cratchitt, a St. Martin's staffer, is running some simple tests on the agents (blood pressure, temperature, etc).

"Well, I've got to say that you all appear to be in excellent health. Blood pressure, heart rate, reflexes—everything checks out. We should have the results of your final blood test back tomorrow, and if everything looks okay, you can leave."

"Say, have any of you ever been to Hawaii? I know that in your line of work, you guys really get around. I've got to fly out to the islands to attend an important medical conference in a few days, and I was wondering if you could recommend a good hotel."

Give the PCs a few minutes to interact with Dr. Cratchitt. Cratchitt is a good-natured, old country doctor. He is most interested in discussing Hawaii and his forthcoming trip (Cratchitt will be attending Kurtz's cancer conference), but will quickly warm to any alternate topics suggested by the PCs.

Foreshadowing

In this very first scene, note how Doctor Cratchitt makes mention of the medical conference which will eventually play an important role in the plot. This technique is known as foreshadowing.



Foreshadowing is a useful tactic because it gives the adventure a sense of closure. Now that Cratchitt has mentioned the conference early on, the players will later have an easier time accepting the conference and Kurtz's plans. If Cratchitt had not mentioned the conference, it may have seemed to the players as though you were simply pulling the medical conference out of left field. In short, foreshadowing strengthens the perception that the PCs inhabit a believable, consistent world.

When designing your own adventures, remember to keep your foreshadowing both subtle and in the background. This single reference to the medical conference, for example, is all that is needed to foreshadow later events in this adventure. Mentioning the conference again will almost certainly tip off the players to its future importance, something we want to avoid for now.

After a few minutes of interaction, a loud buzzing sound fills the hospital:

OOGA . . . OOGA . . . OOGA . . . OOGA!

Something has set off the hospital's general alarm. You hear the loud clatter of footsteps outside in the corridor—more footsteps than should be present here in the hospital. There must be intruders!

St. Martin's has just been "attacked" by nine commandos. Each of the commandos wears a black suit, black gloves, and a black ski mask. The commandos are armed only with staves (damage 1d4). The PCs and Doctor Cratchitt are unarmed.

For the first ten turns after the alarm begins sounding, the commandos take up the positions noted on the St. Martin's map. On turn 11, six of the commandos suddenly flee the hospital out the front entrance, and three of them move up to the

third level and hide in the closet in the west side patient room. The three commandos in the north side patient room are busy planting a “bomb” for the first eight turns after the alarm sounds.

The commandos have the following statistics:

Begin Rules Section

STR	INT	REF	WIL	CON	MOV	DEX
35	35	40	40	40	37	37

Skills: Basic Melee, Spear/Staff (2), Stealth (2)

End Rules Section

It is up to the PCs to figure out exactly who the commandos are and what they are after. The PCs can look out the window of the physical therapy room to see the two commandos posted by the staircase. Allow the PCs to wander about the hospital at will. Any commando spotting the PCs will attack. If a battle against a commando lasts more than four rounds, the commando will shout out for help, bringing all other commandos within one level to the scene (i.e., a commando shouting on the first level will bring those from level two, while a commando shouting on the second level will bring those from both adjoining levels).

Resolve any attempts to “sneak” around the commandos using the stealth rules found in the stealth skill description on p. 46 of *The Players Guide*. While the PCs are busy deciding what to do, Doctor Cratchitt will simply stand around and panic. He will do whatever the PCs ask. All of Cratchitt’s Attributes are rated at 30, and he has no useful combat skills.

Should the PCs capture one of the commandos, the face under the ski mask will prove unfamiliar. Captured commandos refuse to share any information on the PCs unless one of them successfully uses the Interrogation skill, in which case the commandos reveal that they have come to plant a powerful explosive in one of the upstairs rooms,

hoping to blow up the entire hospital. Using the interrogation skill in this fashion takes three combat turns. As the PCs wander, here are some notes on the hospital’s locations:

Level One

Physical Therapy: This room features a pair of examination tables, a set of exercise bikes, a sauna, and a supplies cabinet. The cabinet holds bandages, rubbing alcohol, wooden splints, bandages, and a small scissors (not large enough to be used as a weapon). Passages lead from the physical therapy room to the adjoining lounge and the outside corridor.

Security: From this room, the hospital’s security staff could monitor the entire hospital via a series of concealed security cameras. If the PCs walk by, they find the door to the security room shut. Looking inside the window, they can see both of the security men who were on duty lying unconscious on the floor. Both security men are clutching their throats.

As the first step in their attack, the commandos dropped an anesthetic gas grenade into the security room, taking out both guards. The barely visible gas from the grenade still permeates the room. Anyone looking into the security room who passes an INT attribute check at a -25 modifier notices the gas before entering. Anyone who enters the security room without some sort of preparation (handkerchief over the mouth, etc.) must pass a CON check with a -5 modifier each round he or she remains in the room unprotected or fall unconscious for fifteen minutes. Prepared characters must pass a CON check with a +15 modifier each round they remain in the room or fall unconscious.

A character inside the security room can reactivate the security cameras in two rounds. With these cameras, he or she can see everything in the entire hospital. It takes one round to view three areas using the cameras.

Recreation Room: The rec room houses a pool table, a ping pong table, and a video game console. Pool cues can be grabbed and used as weapons (1d4 damage).

Records: This is a storage area for all of the hospital's medical records. It features several heavy filing cabinets and computer storage disks. Anyone examining the files for a round realizes that one of the cabinets, housing the most sensitive files, was supposed to begin self-destructing automatically in the event of a protracted intruder alert. The cabinet's self-destruct mechanism has been removed.

Storage: This is where all of the sundry supplies used to run the hospital are stored: brooms, mops, and other cleaning supplies, foodstuffs, canned goods, and linens. All of the PCs' weapons are supposed to be in a weapons locker located in this room, but by the time the PCs get here, the locker is completely empty!

Located toward the back of the storage room is a large, icy meat locker.

Kitchen: All of the usual kitchen supplies and utensils are found here, but all the knives are inexplicably missing.

Both of the orderlies who were on duty are unconscious on the kitchen floor, the apparent victims of blows to the head. If revived, neither of the orderlies can give the PCs any useful information.

A secondary stairway leading up can be found in the kitchen's southeast corner.

Dining Room: This room houses a pair of large dining tables and eight chairs. A heavy wheeled cart sits in one corner of the room. Passages lead out of the dining room into the main corridor and onto the hospital's outdoor patio.

Lounge: The lounge is furnished with four comfortable sofas, a table, and a television set. The lounge also features an accessway that leads to the patio.

Level Two

Intensive Care Ward: The furnishings in this room include a hospital bed, an EKG machine and other pieces of complex medical apparatus, and a portable partition. A large oxygen tank stands in the room's southeast corner.

Medical Supplies: This room houses the hospital's supply of heavy bandages, pharmaceuticals, and other medical necessities. The pharmaceutical cabinet is locked and contains nothing the PCs are likely to find valuable.

Medical Lounge: The lounge is furnished with two round tables, four chairs, a coffee machine, and a snack cabinet. An accessway from the lounge leads to an outdoor balcony.


Operating Room: In here, the PCs find everything you would expect in an operating room: an operating table, a bank of powerful spotlights, a heavy instrument cart, medical instruments (though no scalpels; the only sharp instrument is a small pair of scissors), and medical monitoring apparatus.

Post Operation Recovery: This room houses only a pair of beds and some monitoring equipment (EKG, etc.).

Laboratory: This is St. Martin's relatively expansive medical laboratory. A wide variety of beakers, flasks, and graduated cylinders can be found here in addition to Bunsen burners, microscopes, and spectroanalyzers. Among the basic chemical stocks found in the lab is a vial of high-molar sulfuric acid that is instantly recognizable by PC with a skill level of 2 or higher in Chemistry.

Accessway: This is basically an empty chamber that serves only to house the hospital's secondary staircase. A semivaluable piece of modern art hangs on the accessway's west wall.

Guest Room: This room is used to house nonpa-



tients staying at the hospital. Its furnishings include two beds, a dresser, a double desk, and two lounge chairs.

Office: This area is used as an office by the staff doctors. It is furnished with a large desk and two heavy filing cabinets. Atop the desk is a personal computer and a set of office supplies: a stapler, a box of paper clips, a pen and pencil set, and a dull-tipped letter opener (useless as a weapon).

Lying on the floor of the office is duty nurse, Miss Pound. She is conscious, but groggy. If questioned by the PCs, Miss Pound informs them that a number of the commandos were heading for a guest room upstairs, though she has no idea why they would do so. According to Miss Pound, she was taken by surprise by the commandos while out walking in the hall outside.

Level Three

Patient Rooms: Each room features a bed, a dresser, a closet, and a set of medical monitors. Three of the commandos spend the first ten turns of the attack wiring up a “bomb” in the north room.

On round ten, no matter where the PCs are, they catch sight of the six commandos fleeing the hospital. If the PCs can not see any of the points where the commandos are stationed on round ten, they spot the commandos fleeing outside through a window.

The Bomb

As they move about the hospital and attempt to figure out what is happening, the PCs should eventually discover that the commandos are wiring up a bomb in the north guest room on Level Three. Clues disclosing the bomb can be found by speaking with Miss Pound in the office, using the security cameras in the security room, or interrogating an incapacitated commando.

The obvious next step is to deactivate or defuse the bomb, but an important obstacle stands in the way. Just after they leave for the closet of the west side patient room, the three commandos planting the bomb lock the door leading into the room. Anyone attempting to enter the north side patient room must either: pick the lock (lockpicking roll with a -25 penalty), or batter down the door ($\frac{1}{4}$ Strength roll unless a heavy cart or object is used as a battering ram, in which case the check becomes a normal Strength roll). Any attempts to get past the door take three rounds to complete.

Clever characters can use the acid found in the lab on Level Two to burn through the lock in a single round. Of course, it's possible to ignore the door altogether. A character with a suitable rope (like the linens found in the storage room tied together, or the heavy bandages found in the medical supply room) together with an improvised grapple (like a chair) can easily climb up to the balcony outside the patient room in two rounds with a successful Climbing roll. He or she can then effortlessly smash through the sliding glass door that leads directly into the room.

If the PCs somehow manage to make it up to the patient room before the commandos have left, a huge free-for-all ensues and the bomb is never activated. In this case, see “The Final Punch,” below.

If the bomb is activated and primed, it will “detonate” on the 25th round after the attack began. Anyone examining the bomb for a round (and passing a Demolitions check) realizes that packing the bomb in ice (such as that found in the meat locker) will delay its detonation until the 35th round after the attack began. The bomb is firmly attached to the floor of the room and cannot be removed in time to carry it out of the hospital.

Defusing the bomb requires the PCs to disconnect the bomb's detonator from its explosives. Six wires lead from the detonator to the explosives. They are colored green, black, red, orange, yellow, and white. Cutting one of these wires will defuse the bomb. Cutting any of the others will instantly

detonate the bomb. A character who spends an entire round examining the bomb, and then passes a Demolitions skill check, eliminates one of the six possibilities (a different possibility for each successful check). The correct wire to disconnect the bomb is orange. All of the wires are firmly attached to the bomb, however, and cutting any of them requires some sort of tool (like the scissors found in the physical therapy room, or the letter opener found in the office). If the PCs cut the orange wire, the bomb is instantly deactivated. If they cut any of the other wires, see “What if the Bomb Detonates?” below.

Two rounds after the PCs begin examining the bomb, the three commandos who are now hiding in the closet of the west side patient room spring out and attack. A PC who either attacks or is successfully attacked in combat during a round cannot spend that round examining or manipulating the bomb. Ideally, the PCs should overcome the commandos and cut the proper wire only a round or two before the bomb is set to explode.

The Final Punch

After the last commando drops and the PCs unmask him, the agents instantly recognize the attacker as one of their old instructors from the Orion Foundation Academy. At that point “Mister Reeves,” a high-level Orion official with whom the PCs are well acquainted, emerges from a nearby room.

“Congratulations. You’ve just passed your annual practical examination with flying colors. I must admit that I doubted you would succeed for a while, but you certainly came through in the end.”

“And it’s a good thing, too. I’ve got something for you—something that appears to be rather large. Now, if you’ll get yourselves cleaned up and join me in the lounge in twenty minutes, I’ll brief you.”

Yes, the entire attack was all simply a carefully orchestrated training exercise. All of the potential weapons were removed from the hospital before the attack began in order to protect the Orion agents acting as commandos. On the off chance that the PCs somehow manage to cobble together a lethal weapon anyway, the Orion agents posing as the attackers use Luck Points to prevent themselves from sustaining any permanent harm (you can assume that the agents have an unlimited supply of Luck usable only for this purpose).

What if the Bomb Detonates?

Should the PCs fail to deactivate the bomb, its “detonation” consists of a loud “BEEEEEEEP” followed by an electronic version of “The Funeral March” (“dum-dum-da-dum-da-dum-dum-dum-dum-da-dum”). At that point, the attacking commandos reveal themselves and “Mr. Reeves” emerges.

“I’m afraid you’ve all just failed your annual practical examination. I must say that I am most displeased. You had ample time to find the bomb and devise a solution. The test should be repeated at once.”

“Unfortunately, your re-test will have to wait. I’m afraid something rather urgent has come up. Get yourselves cleaned up and join me in the lounge in fifteen minutes for a briefing. I certainly hope you use your minds to greater effectiveness in the field than you’ve used them this morning!”

Opening Sequences

In TOP SECRET/S.I.™ adventures, it is generally a good idea to begin play with an exciting action scene that will draw the players right into the game. This opening scene doesn't necessarily have any connection with the main plot of the adventure—witness the pre-credit action sequences that frequently begin popular spy movies, which are designed to fulfill the same function. The pre-credit sequences frequently have no bearing at all upon the film's plot.

You might decide to open an adventure in the middle of a quick commando raid in Cuba, for example. After the PCs quickly polish off the opposition and secure their objective, they are then introduced to their real mission. Of course, if you can somehow tie the opening sequence in with the rest of the adventure, it will be even more effective. Opening sequences are an ideal medium for the foreshadowing discussed above.

Another reason for opening your adventures with an action scene is that it allows you to break up the monotony of beginning every game with the time-honored “You're sitting around in your headquarters and the supervisor calls you into his office to discuss a mission.”

This particular action scene illustrates a couple of other useful techniques:

First, note how the PCs cannot simply walk up to the bomb and liquidate it; they must first use their brains to figure out how to get into the room and how to clip the wires leading to the detonator. The scene is designed this way because an interesting game adventure strives to fulfill two criteria: It tries to challenge the players and it tries to challenge their characters.

Challenging the “characters” is easy—anytime you place the PCs in combat or call for a skill

roll you are challenging the abilities of the player characters. (Are you good enough to defeat the commando in hand-to-hand combat? Can you recognize how to disarm the bomb in time?) It's challenging the players that frequently proves most difficult. This scene uses a simple tool known as an “item puzzle” to challenge the players. The PCs have a limited amount of time to accomplish a goal and must choose from a pool of available items the things they need to accomplish this goal.

In this case, the PCs must find an item which will allow them to enter the room where the bomb has been planted (notice how difficult it is to enter the room without an item of some sort—if the players choose this tack, they will most likely fail), and an item which will allow them to cut the detonator wires once they reach the bomb. Of course, this particular item puzzle is rather simple since all of the necessary items are relatively obvious. But at this point in the adventure, you want to go easy on the players in order to “warm them up” for the more challenging puzzles they will encounter later.

This scene also uses another effective technique: suspense. The scene was presented to keep you in the dark, as you read it for the first time, about exactly what is happening during the commando raid. Remember, the players will have the same feeling of confusing and suspense when you run the adventure as you had when you were reading the adventure for the first time. Just as you were most likely scratching your head and wondering what was going on, the players will probably do the same, drawing them into the adventure and making them think—something you are definitely striving for.

And finally, note, too, the use of drama. In role-playing games, “drama” is sustained by placing some sort of time limit on the PCs' actions: you have x number of rounds in which to defuse this bomb, or in which to convince the master villain not to destroy the world by launching his missiles.

Of course, for maximum satisfaction, you should try to cut your dramatic scenes as close as possible. You want the PCs to defuse the bomb on the very last round or convince the villain not to destroy the world just seconds before launch. Toward this end, feel free to manipulate the time constraints either up or down once the scene has begun in an attempt to hit the nail on the head. You might decide, for example, that the villain's bomb is going to explode in 30 seconds. Thirty seconds does not necessarily have to correspond to 15 combat rounds, which are described in the rules as roughly two seconds in length. If the PCs are progressing rather well and quickly solving the problem, tick off an extra second or two for each round. If the PCs are having problems, give them an extra round or two for each second. If your scene has been designed properly, the players will be so interested in the situation at hand that they are unlikely to notice the discrepancy.

1B. The Briefing

Twenty minutes later, Mister Reeves is waiting for the PCs in the lounge on level one.

Reeves's speech is presented as a read-aloud passage only to suggest the general tone you should strive for in presenting the briefing to the players. Instead of simply reading the long passage aloud, paraphrase and pause to answer the PCs' questions. You will find it much easier to hold the players' attention if you give them a sense of interaction during this scene. The players should feel as though they are participating in the briefing, not as though they are simply sitting around a table listening to you read a long, boring expository passage.

"As you may know, there has been a spot of trouble in South Korea recently. The NATO occupational forces stationed in Korea have suddenly become the target of a rash of terrorist bombings

and shootings. And even more recently, there has been widespread rioting in the streets of Seoul.

"At first, we put the unrest down to the periodic nationalism that seems to grip the area. It's no secret that many Korean people aren't exactly pleased with the American occupation of their country. Some even entertain the possibility of reunifying with the north.

"But just a couple of weeks ago, one of our operatives stationed undercover with the CIA forces in South Korea found out that American officials believed there was a 75% chance that a single group, known as the "Bancroft Enterprise," was responsible for both the riots and the attacks.

"This Bancroft Enterprise was a complete mystery to both ourselves and the Americans. No one had ever heard of such an organization, though judging from information American intelligence has gathered, the Enterprise may have had as many as a hundred operatives scattered throughout South Korea. The Enterprise was apparently importing sophisticated terrorist weapons and spending millions of dollars to stir up anti-American sentiment. Its ultimate aims as well as the source of its funding remain unknown.

"But notice how I am describing the Bancroft Enterprise in the past tense. Just last night, the CIA and the South Korean police raided a plantation house just outside of Seoul that was a suspected Bancroft safehouse. Well imagine their surprise when they found that they had stumbled upon the headquarters of the entire organization!

"During the raid, about \$50,000 worth of armaments were recovered, though few prisoners were taken—most of the Enterprise leaders committed suicide before they could be captured.

"This was one of the items recovered from the Enterprise arsenal. I am sure you recognize it."

Reeves produces a plastic flechette bomb and offers it to the PCs for examination. Anyone with Demolitions skill instantly recognizes the bomb as a Web design. You should physically hand the players some object that can double as the bomb at this point in the briefing in order to enhance the sense of interaction, discussed above.

“This, of course, means that the so-called Bancroft Enterprise was certainly receiving arms shipments from Web, and may have been a full-blown Web-backed front organization. Early this morning, we received some evidence that seems to indicate the latter: A search of one of the Bancroft leader’s homes turned up this.” Reeves pulls out a silver spider ring, a symbolic piece of jewelry frequently worn by Web leaders.

“What makes all of this so interesting is that a routine examination of the munitions captured in the Bancroft raid has turned up an interesting tidbit. It seems that whoever built one of the bombs found on the Bancroft compound forgot to scour off the serial numbers on some of the resistors used to construct the bomb’s electronic detonator. By speaking to the manufacturer, we’ve learned that the resistors in question were shipped straight from the factory to the main branch office of a company known as the Westech Corporation, a prestigious computer design firm located just outside San Francisco.

“This is where you come in. The technology used to construct some of the detonators found at the Bancroft headquarters was positively first rate. That and other evidence we have found has led us to believe that the Westech Corporation itself may be a front for Web. In order to investigate this possibility, we’re going to send you into Westech undercover as computer engineers. We’ve called in a few markers and contacted some local computer headhunters, allowing us to secure all of you R&D positions at Westech’s main facility. If Web is not behind Westech, you’re to find out what happened to the resistors, so we can continue to trace the bomb back to its source.

“I don’t think I need to point out just how important this mission may be. Westech is one of the largest and most respected computer firms in America. If it is a front for Web, its loss could severely cripple Web operations all over the world.

“Well, ladies and gentlemen . . . good luck. Your plane for San Francisco leaves tomorrow morning. In two hours you have a briefing with Doctor Michael Pak, a Ganymede Bureau computer specialist. Doctor Pak will fill you in on some of the technical data you will need to fit in at Westech. He’s also brought along some special equipment.”

Allow the PCs to stop and ask Reeves questions at any point during the briefing. Answer the questions to the best of your ability.

Keep in mind that at this point in the adventure Orion Foundation officials know little more than Reeves has outlined in the briefing. If the PCs ask a question you believe Reeves could answer and no answer is provided in the text, go ahead and make something up. This is one of the points in the text where you will be forced to improvise. In order to improvise effectively, remember, you must be familiar with the plot and all its details to insure that you don’t contradict anything the PCs will discover later. Again, make sure you read this entire booklet from cover to cover before beginning play.

1C. Pak’s Briefing

Two hours after Reeves finishes briefing the PCs, Doctor Pak shows up and begins a briefing of his own. Conduct this scene exactly as you conducted the previous one.

“First of all, I’m aware that most of you have little experience with computers and computer hardware. This shouldn’t concern you. You’re

only going to be undercover for a few days. Most of the time, they'll simply have you reading over technical manuals. They won't expect any actual design work out of you for a couple of weeks, and by that time, you'll be long gone. Basically, all you have to do is learn how to talk a good game, not actually play.

"With that in mind, here we go.

"The project you'll be 'working' on at Westech is known as the Artificial Intelligence Simulator or AIS. Artificial Intelligence, of course, refers to a machine that can think and make decisions like a human. Westech is building an Artificial Intelligence Simulator, because their scientists believe that true artificial intelligence is impossible. In theory, the simulator should act as though it is intelligent and present this illusion, while in reality, its decision-making algorithms, while still extremely complex, are far simpler than those that true artificial intelligence would require.

"Westech hopes that AIS can be used to perform unsupervised simple tasks despite its relatively limited capacities. One example of an application of AIS technology Westech hopes to achieve is an artificially intelligent filing and record keeping system for the federal government. Current record-keeping systems require human data entry and supervision. An AIS system could eliminate the need for this input, saving various government agencies tens of thousands of man-hours of work.

"In order to guarantee that AIS accomplishes the goals for which it was designed, Westech has built a cost cap of 2.5 million dollars into its design parameters. Westech officials feel they would have a difficult time marketing a more expensive system. This cost cap is responsible for many of the difficulties associated with the project.

"At a cost of 2.5 million dollars, the AIS unit is limited to approximately 500 megabytes of in-

ternal memory. So far, the AIS algorithm can only be condensed down into 650 megabytes.

"Another problem caused by the 2.5 million dollar cost cap is the limited number of serial ports the AIS can access. Basically, serial ports are connectors that allow the AIS computer to be connected with other computers and peripheral devices such as printers, modems, robotic arms, etc. Right now, the envisioned AIS system houses only 11 serial ports, which is probably too few for what they're asking the machine to do. Adding new ports would cost more money and eat up more memory, and the AIS has neither to spare.

"The final major hurdle facing the project is the limitations in the envisioned decision-making algorithm itself. The algorithm is set up so that you can "teach" the AIS how to perform a task. Right now, however, the algorithm can only handle tasks that involve ten or fewer decision-making steps. Ten steps is adequate for many tasks, but certainly won't handle everything that AIS is supposed to do.

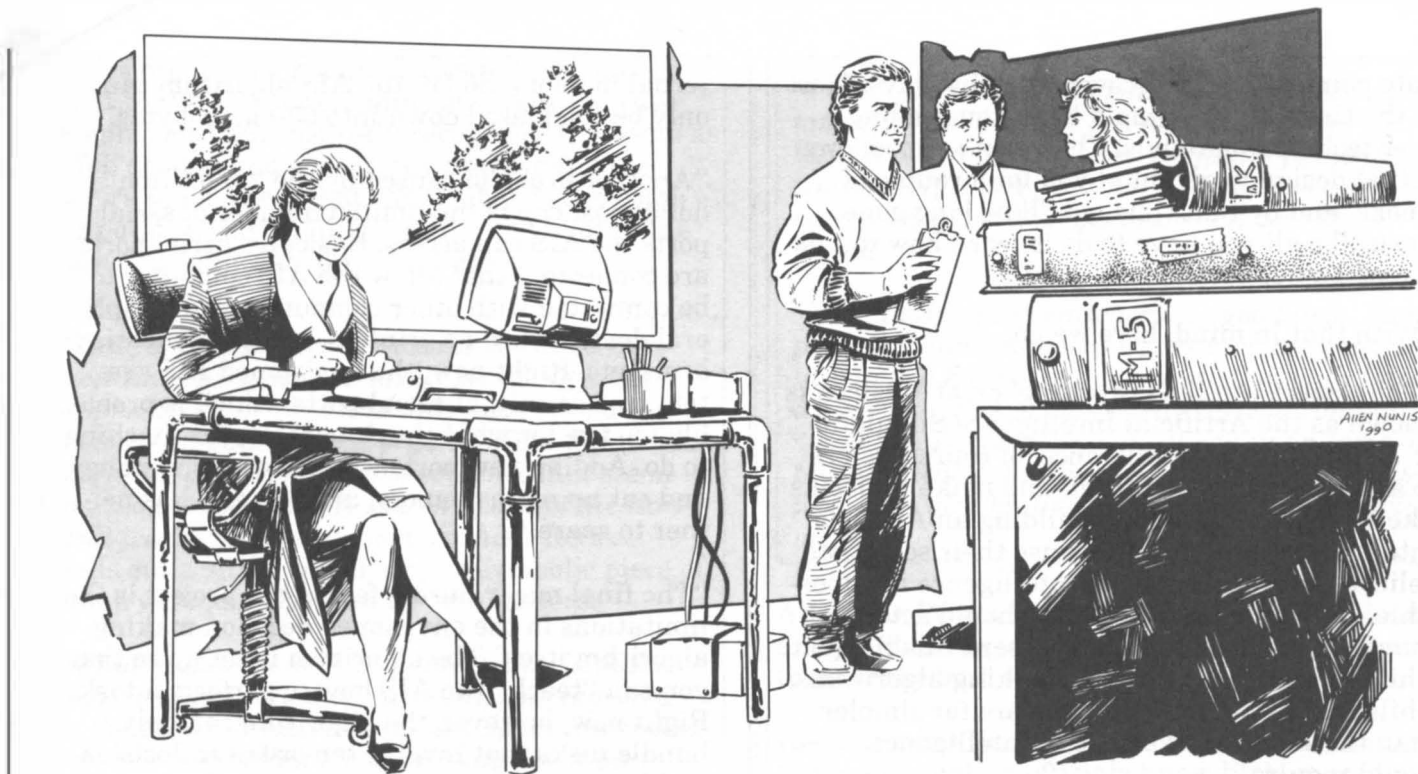
"That's really all you need to know. We have already secured your positions at Westech. When you arrive in San Francisco, you'll have a house waiting for you in the city's southern suburbs, where most of the Westech personnel live. It's about a 45-minute drive from your house to the Westech building.

"Oh, and before you leave, I've got some special equipment for you."

Equipment

Doctor Pak presents each of the PCs with a cufflink and bracelet housing a miniaturized walkie-talkie. The walkie-talkies have a range of one mile.

The group is also presented with an Orion Foundation Espionage Kit. The Kit is housed in a



35mm camera case which hides its function. It contains an electronic lockpick set (+25 to lock-picking attempts), a miniature camera for photographing documents, an electric eye alarm system, and a call tracer. The unit has a range of 500 yards. The call tracer, when properly connected to a telephone, instantaneously reads out the phone number of anyone calling that phone.

Sequence Two: San Francisco

Now that the PCs have received their briefings, they should be ready to jet off to scenic San Francisco, where they will infiltrate the main R&D facility of Westech Inc.

The trip to San Francisco and the subsequent examination of the house in the south suburbs are two of the events that you should quickly gloss

over in order to keep play moving as mentioned on p. 4. Simply describe the flight into the United States as “uneventful” and the house as “a four-bedroom town house that is more than adequate for your needs.” Pick up play with the PCs checking into Westech (scene 2A).

Before running this sequence, you might want to check out some tourist information on San Francisco that you can use to bolster the idea that the PCs are actually visiting the city. The 45-minute ride from the suburban house to Westech is a good point to throw in a description or two.

It’s assumed that the PCs will travel from location to location in this sequence via a rental car picked up at the San Francisco airport. If the PCs try to use some other means of transportation, you may have to alter a scene or two and improvise a bit.

2A. The PCs Arrive at Westech

You finally arrive at Westech's main R&D facility, located just outside San Francisco's northern fringe.

You are sort of surprised by the modesty of the building itself—a simple three-section brick and mortar job that could just as easily belong to a local plumber as one of the largest computer manufacturing firms in the world. Of course, the R&D building is only a tiny piece of Westech's holdings, which in their totality stretch all over the globe.

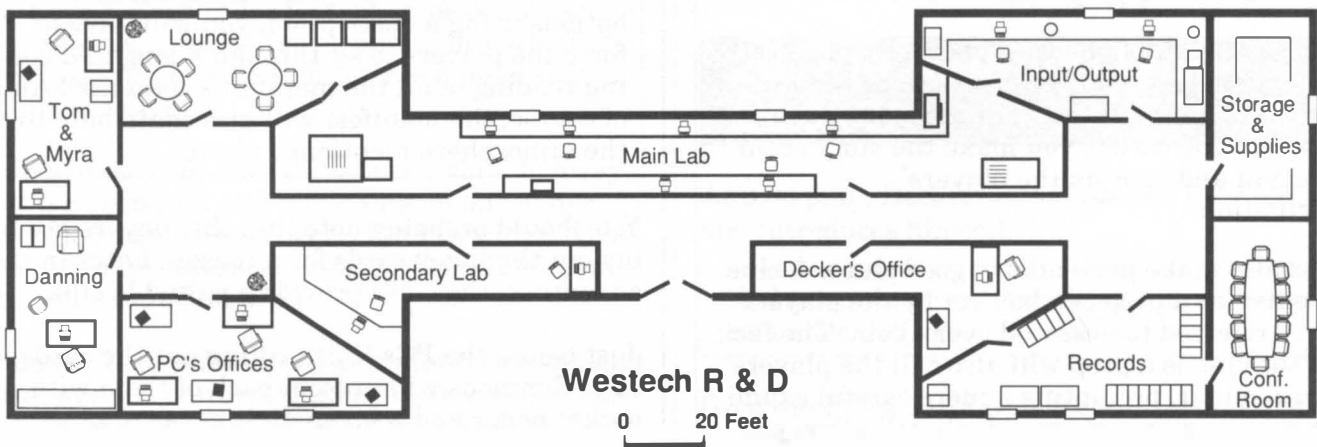
Inside the building, you are quickly discovered by a pleasant young woman who introduces herself as Doctor Myra Curtis. She offers to show you to President Decker's office, where you will be indoctrinated.

Give the PCs a chance to interact with Dr. Curtis, making use of her character profile found on p. 16. Just before they reach Decker's office, the party stumbles across Tom Sheffield, who introduces himself and tries to strike up a conversation. Again, allow time for interaction.

Inside Decker's office, the PCs are ushered to the desk of Marlene Simmons, Decker's receptionist. Decker himself is not present, but he has left instructions for Marlene to take down certain information from the PCs and see that they are given a tour of the facility.

First, Simmons produces a set of blank index cards, one for each PC, and passes them out. Simmons has a mountain of paperwork on her desk, so she doesn't really have time to pay careful attention to the PCs.

"We need some personal data from you for our files. Please fill out these index cards, using this card as an example."



Simmons produces an index card which reads:

DOCTOR DELILAH DANNING

Height: 5'6"

Weight: 117 lbs.

Eyes: Blue

Hair: Brown

SF Address: 1313 Streeter Ave. #6A

SF Phone: (415)555-2323

Pager#: 6657878

Before beginning play, you should actually fill out a blank index card with the above information. During play, encourage the PCs to do likewise. The PCs know that the address of their San Francisco house is 3131 Ocean Street, and that their local phone number is 555-6791. After everyone has filled out a card, Miss Simmons returns all the cards to the Rolodex on her desk.

Props

The index cards used in this scene are known as props—real-world items or documents you present to your players to enhance the verisimilitude of the adventure. There are a couple of reasons for using props whenever possible.

First, props establish atmosphere. By physically asking the players to perform actions their characters are performing in the story (such as filling out file cards), you make the story seem more real and spur on the players' imaginations.

Props also make particularly good clues. A clue presented as a prop can be kept by the players and be referred to over and over again. The fact that the clue is a prop will also call the players' attention to it, prompting a more careful examination of its significance, which will allow you to craft a more subtle clue chain.

Suppose, for example, that you want the PCs to discover a cast-off shipping manifest while they

are exploring a deserted warehouse. Instead of reading a description to the players ("You find a shipping manifest from a previous voyage which lists a crate of mangos as part of the Fitzgerald's cargo"), make up an actual dummy manifest, listing a number of different items on the cargo roll. When they later discover that mangos were out of season during the time the shipment is made, they can guess that the "mangos" were actually the arms shipment they have been trying to track down.

In play, this will be far more effective than a description of the manifest for a number of reasons. The players can keep the manifest in front of them for future reference (with a description, you have to hope that the players remember the earlier reference to mangos when they later learn that the mangos were out of season). The fact that you have taken the trouble to make up a dummy manifest will immediately signal to the players that the manifest must be an important clue, prompting them to carefully analyze it; and the mangos will not be immediately recognizable as the significant entry on the manifest, forcing the players to use their brains to consider all the entries and how they might fit in with the other clues they have gathered so far (to present the players with these sort of options using a description, you will have to force the players to sit through a long and boring reading of all the manifest's contents). And, of course, the manifest will also contribute to the atmosphere mentioned above.

You should probably note that the players are filling out the index cards for a reason. Later in the adventure, they will provide a valuable clue.

Just before the PCs finish filling out the cards, Miss Simmons will present each of them with a pocket pager and a seven-digit pager number.

"Keep these with you at all times. If the beeper goes off, call this number immediately. You should keep your beepers with you even when

you are out of town. If you are in range of one of our subsidiaries, we can still buzz you."

After the PCs finish filling out the cards, Miss Simmons has a few final words for them:

"Mr. Decker is out of the office just now, but he'll be back later. He'd like to meet with you at 3:00 p.m. today. That's Mr. Decker in that photograph over there." Simmons points to a newspaper photograph hanging on the wall that shows Decker addressing a conference of computer manufacturers. Seated to his left in the photo is a striking blond woman who the legend identifies as Ms. Margaret Welsh, head of Vidco Computers Inc. "Right now, I'll have Tom Sheffield show you around."

Sheffield then gives the PCs the grand tour of Westech. Show the players the map of the Westech R&D facility. Below is a list of features that Tom will point out in the various areas.

Offices: Tom and Myra share the northernmost office. Dr. Danning has the office in the building's southwest corner all to herself, and the PCs will be assigned space in the office that runs along the south wall. Each office features a desk for each of its residents, a computer terminal for each of the residents, and a table that houses a huge stack of technical manuals.

Dr. Danning is in her office, busily slaving away over her terminal and munching on one of her cherished mint patties when the PCs enter. Allow some time for interaction, using Danning's character profile found on p. 11.

Lounge: This is an informal conference room and break area. It features a table, chairs, coffee machine, and a series of vending machines.

Main Lab: Here is where most of Westech's research is conducted. The main lab houses the facility's gigantic supercomputer and several of its

subsidiary subcomputers. The terminals found in each of the engineer's offices can access the main computer, but only for a limited subset of applications. Highly detailed experiments must be run in the lab itself.

Input/Output: This room houses a number of the peripheral input/output devices that are linked up with the main unit: printers, hard disks, tape banks, etc. The room also boasts two terminals identical to those found in the engineers' offices.

Storage and Supplies: This is where the incidental supplies necessary to maintain the building and keep the computers running are stored: printer paper, computer diskettes, cleaning supplies, office goods, etc.

Conference Room: This is simply a large table surrounded by 12 chairs. Important conferences between the engineers, or conferences involving the corporation's business, are held here.

Records: This room is full of filing cabinets and computer diskettes which contain all of Westech's important business records. After Sheffield finishes the tour, he will invite the PCs to get settled in their office before their meeting with Decker at 3:00 p.m.

2B. The Meeting With Decker

At 3:00 p.m., Decker walks into the PCs' office and introduces himself.

"Hello, my name is Chris Decker. I'm pleased you've decided to work with us."

Give the PCs a little time for interaction, remembering that Decker is suspicious of the newcomers. He believes the PCs may be FBI plants who have come to investigate his shady business dealings. Decker then shows the PCs into his office.



“Okay, I’ve asked you in here just to bring you up to date with what we are doing and to sort of set things up for you. Did you receive the technical briefs we sent you before you arrived?”

The PCs know the briefs arrived. Doctor Pak read them and based his briefing upon them.

“Okay, good. Right now, we have a running version of the decision-making algorithm. It doesn’t do everything we want it to do, but it does work within our parameters and you can experiment with it. The steps are: initialize algorithm, identify problem, identify subsidiary problem, identify solutions to subsidiary problem, analyze solutions to subsidiary problems, implement best solution to subsidiary problem, check for more subsidiary problems, identify solutions to main problem, analyze solutions to main problem, implement best solution to main problem.

“In the running version of the algorithm, our memory is apportioned as follows: 40 megabytes to the initialization routine, 150 megabytes to the subsidiary problem identification routine, 100 megabytes to the solution analysis routine, 160 megabytes to the subsidiary problem solution implementation routine, and 200 megabytes to the main problem solution implementation routine.

“Our serial ports are connected to 6 coprocessor subcomputers, 2 data-output devices, 2 physical output devices (both robotic arms at present), and a reprogrammer/monitor.”

Decker will then ask the PCs for comments. If the players paid careful attention to Dr. Pak’s briefing, they may have noticed that Decker’s outlined algorithm is unworkable. Go back and look at how he has apportioned the memory. Decker has allocated 650 megabytes when, according to Doctor Pak, the system is only capable of handling 500.

Decker made this mistake on purpose. He wants to see if the PCs will catch it and point it out. He knows that any competent computer engineer

would quickly identify the mistake. If the PCs fail to do so, he can be certain that they are FBI plants. In this case, he contacts his syndicate allies and asks them to “take care of” the interlopers. See scene 2D, below.

If the PCs correctly point out his mistake, Decker will correct himself.

“Oh, you’re right. Those are our projected figures. I’m not quite sure what the real figures are.”

After the PCs have had a chance to respond to Decker’s briefing, he’ll allow them to return to their offices.

It should be noted here that Decker had very little to do with hiring the PCs. Westech’s personnel office hired them on the recommendation of a local head-hunting organization. As soon as Decker heard the PCs were coming in to work, he became suspicious, but he couldn’t step in to block their hiring since this action would have looked strange.

At 5:00 p.m., most of the office staff gets ready to leave. Just before closing, Myra Curtis and Tom Sheffield enter the PCs’ office.

“We were wondering if you had any plans for this evening. Tonight is the industry’s annual Casino Night. All of the computer firms in the area get together and put on the Casino Night for charity. If you’re interested Tom and I are going over at about 9:00 p.m. It’ll be a great opportunity for you guys to meet some of the local computer wizards.”

Since they will be interested in any clues, the PCs will almost certainly accept their coworkers’ invitation. On the way out, Myra asks Delilah Danning if she would like to attend the ball as well.

“I’m sorry. I’d love to, but I can’t. I’m leaving for a quick vacation in Chicago tomorrow and I’ve got to pack. But you have fun, now.”



This also gives the PCs another chance to interact with Doctor Danning.

By now, the players have probably decided that the information on the serial numbers they are looking for can be found in the Records Room. The Records Room is off limits to all employees but Decker and his receptionist. There isn't any easy way the PCs can enter the room during normal business hours; they will have to sneak in after everyone has left, later in the evening.

Testing the Players

It's worth pointing out that Decker's briefing is another encounter which tests the players rather than their characters. Since Dr. Pak mentioned that the current unworkable version of the algorithm takes up 650 megabytes and this is the exact total of the memory require-

ments that Decker presents for his workable model, it is easy for the players to miss the important clue in this scene and fail to point out Decker's mistake. The players must have paid careful attention to both briefings in order to discover the discrepancy.

Again, we are making the players use their brains as well as their dice. Challenging the players' intellects is one of the easiest ways to draw them into your scenario and alleviate boredom.

You should also notice that the PCs are given a reward for pointing out Decker's mistake (the reward is that they won't be attacked by syndicate hit men). Always try to design your encounters in this fashion. When the PCs do something good, they should receive some sort of reward. When the PCs do something bad, they should receive a penalty.

All of this will guarantee that the players' actions and decisions will have a direct impact upon what is happening in the story. (The players don't point out Decker's mistake, they get attacked. They do discover the mistake, they don't get attacked.) Making sure that the players can have an impact upon the story in this fashion is vital to creating the illusion that the players are actually participating in the story and not just sitting around and listening to you read the story.

2C. Casino Night

The Casino Night is being held in a downtown hotel. The PCs should arrive at approximately 9:00 p.m.

You arrive at the hotel and find Myra Curtis and Tom Sheffield waiting for you.

The hotel's ballroom is alive with computer industry insiders of all descriptions. Just about any type of casino game you can imagine is available: blackjack, roulette, slot machines, etc. All the proceeds from these games go directly to various charities.

This scene serves several purposes.

First, it allows you to introduce a little harmless gambling into the adventure in order to give it that "spy movie" flavor. Encourage the PCs to participate in some of the games, and see the guidelines found on p. 11 and 12 of *The Administrator's Guide* for notes on how to handle the action.

The scene also allows the PCs an opportunity to interact with Myra Curtis and Tom Sheffield outside the confines of the Westech offices, which should give them an opportunity to pick up some valuable information.

If the PCs ask Tom or Myra about either Dr. Danning or President Decker, here are the replies they get.

From Tom:

"Ahh, Delilah's a good kid. She's just kind of isolated from everything, you know? She works awful hard, though. I don't think I've ever seen anyone as dedicated as Delilah."

"Decker's good for the company, but he sort of gives me the creeps. He's always monitoring everything we do and where we go. But then again, I guess that's his job. He certainly has turned around Westech."

From Myra:

"I like Delilah, but I really don't know anything about her. She's so self-absorbed—no, that's not fair. She's just shy."

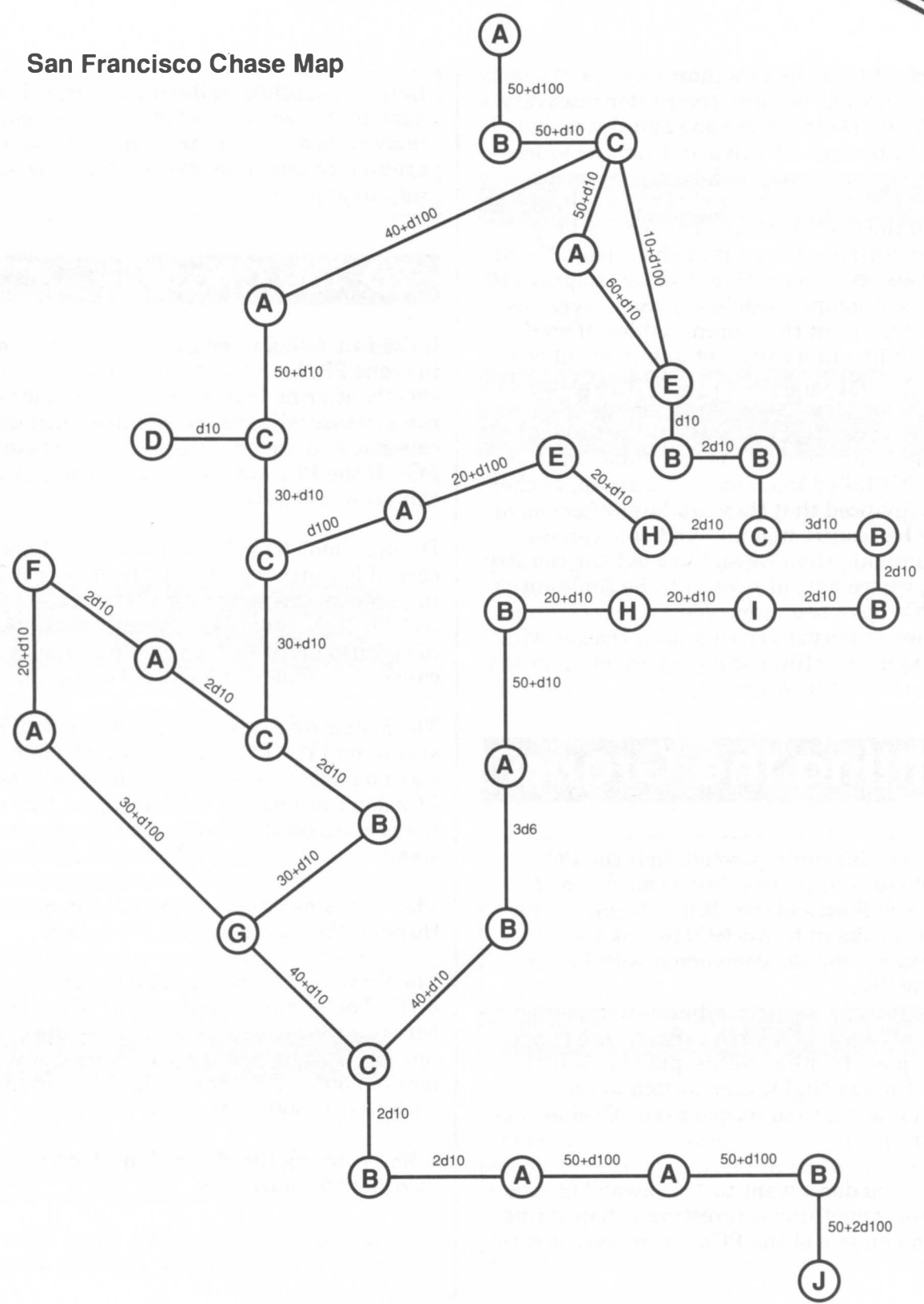
"I've never had any problems with Decker. He's the only administrator I've ever worked under that actually understands the technical end of things. I know he gets on Tom's nerves quite a bit, but I think he's just doing his job."


This scene also exists in order to give the PCs an opportunity to interact with Delilah Danning in her Margaret Welsh guise. At some point during the evening, the PCs should stumble across Welsh, whom they should recognize from the photograph in Decker's office.

If the PCs don't approach her and attempt to strike up a conversation, Welsh approaches them and asks where they are living and what other work they have done in the field (Danning, too, is a bit suspicious of the PCs). All of this should preferably happen at one of the game tables.

During her conversation with the PCs, Welsh will let slip that she will be leaving on a business trip the next morning. If asked, she claims her destination is Cleveland, though she is actually going to Chicago to attend the Web board meeting.

San Francisco Chase Map





It is important that the PCs interact with “Welsh” at the Casino Night because their later discovery that Welsh and Danning are one and the same person won’t be very effective or dramatic unless they are well acquainted with both characters.

Other than the events outlined above, nothing really extraordinary happens at the Casino Night. Round out the evening with one or two improvised descriptions of computer industry executives enjoying themselves at the gaming tables. If you like, you can invent a couple of unimportant computer industry NPCs for the PCs to interact with.

Note that Decker is only present at the Casino Night if the PCs corrected his “mistake” in scene 2B. If the PCs failed to notice the mistake, Decker is firmly convinced that they are law enforcement plants. He has contracted his syndicate connections to eliminate the PCs and has left the country for Brazil, where he will wait until he finds out that the PCs have been removed and everything has returned to normal. In this case, Decker will not show up at the office, or anywhere else, for the remainder of the adventure.

Splitting the Group

At this point, it’s quite possible that the PCs will decide to split up into two groups: one of the groups will attend the Casino Night, while the other sneaks in to Westech to look for information concerning the component serial numbers (scene 2E).

Handling split groups is really relatively easy: simply “cut” back and forth between the two groups in play. In other words, play out a little bit of the Casino Night, then switch to the break-in for a bit, then return to the Casino Night, etc.

Of course, you don’t want to “cut away” from a scene while something interesting is happening (like in the middle of the PCs’ conversation with

Delilah Danning, or during the PCs’ battle against the security robots), but you should try to avoid keeping either group from sitting around too long and waiting for their opportunity to play.

2D. The Chase

If the PCs failed to point out Decker’s “mistake” in scene 2B, he contacts his syndicate connections shortly after he leaves the office and makes arrangements to leave the country until the syndicate has had an opportunity to take care of the PCs. If the PCs did point out the mistake, skip this scene entirely.

Decker’s mob friends are more than happy to take care of his little “problem.” Decker is still funneling some of the money he is embezzling from Westech straight into the mob’s coffers. Decker and his position at Westech remain one of the syndicate’s most important sources of income.

The syndicate dispatches a few cars full of assassins to nail the PCs on their way back from the Casino Night (scene 2C). If, for some reason, the PCs don’t attend the Casino Night, this scene takes place on their way to wherever they go instead.

The assassins’ attack is essentially a chase through the streets of San Francisco.

The flowchart for conducting the chase appears on p. 35. The numbers that appear along the lines between the chase encounters are the distances in tens of feet between those encounters. A path marked $50 + d10$, for example, would indicate a path that is 500’ plus 10’ to 100’ long.

When running the chase, don’t forget the combat modifiers for darkness.

Begin Rules Section

A total of three cars give chase to the PCs' vehicle. Each car houses two assassins: one drives while the other fires. The assassins have the following statistics:

STR	INT	REF	WIL	CON	MOV	DEX
40	40	40	40	40	40	40

Skills: Basic Firearms (2), Driving/Automobiles (2)

The assassins are driving full-sized sedans (see *Equipment Inventory*, p. 13), while the PCs are driving a compact sedan.

End Rules Section

A. The Streets of San Francisco

Up ahead is one of the infamous San Francisco hills! You're going awfully fast and you're bound to catch air. This could be trouble!

Everyone must make a normal Driving check. Failing the check means the landing is too rough for the car's suspension and the car loses 10 mph of maximum speed.

It is impossible to fire a weapon from a vehicle that is sweeping over a hill.

B. Hairpin Turn

Up ahead, the path suddenly veers off in a different direction. The turn is awful tight. You're not sure you can make it.

Everyone must make a Driving Check to successfully negotiate the turn. In addition, the turn pro-

vides a +1 defensive bonus against all shots aimed at a vehicle negotiating the turn for every 10 mph that vehicle is travelling.

C. Crossroads

You have come to an intersection. There are several paths to choose from.

D. A Long Drive Off a Short Pier

You've somehow ended up down near the wharf. Unfortunately, you must have missed a turn. It seems like you are rapidly running out of road. This must be some sort of loading platform.

Suddenly, your exact position becomes all too clear. You're on a pier and you're heading straight for the water!

A successful Bootleg Turn (see *Players Manual*, p. 84) is necessary to reverse directions and avoid sailing off the pier. Anyone who goes off the pier is automatically out of the chase. Treat a car that plummets into the ocean as though it has suffered a collision. If the passengers survive the impact, they can bail out of the car on the next round. If the PCs' car goes off the pier, the assassins will give up the chase, believing the PCs eliminated.

E. Chinatown

You come down a steep sloping hill and find yourself at the entrance to Chinatown. There seems to be a lot of activity in the neighborhood tonight.

F. An Unexpected Roadway

You've somehow ended up down near the wharf. The road beneath you seems rather peculiar until you realize that you're not on a road at all, but on a pier heading toward the water!

A ramp leads up off the pier and onto a docked freighter.

The combatants can either perform a Bootleg turn and reverse directions as in D (above), or they can turn up the ramp and head onto the freighter!

A group of longshoremen are busy loading some crates on the freighter's deck, so anyone choosing this path must pass a Driving check to avoid striking them.

On the other side of the freighter is another ramp leading down to an adjacent pier. Continue on southward toward the cell marked "A."

G. The Golden Gate Bridge

After that last turn, you soon find yourself on the entrance ramp to the Golden Gate Bridge. Fortunately, there isn't much traffic out this evening, but the Golden Gate is a toll bridge. The wooden toll gate is just up ahead of you, and your pursuers aren't too far behind.

If the PCs stop to pay the toll, the range to the assassins is automatically quartered. To crash the gate, the driver must make a Driving Check with a +10 modifier.

H. The Chinatown Weave

Chinese shops and restaurants line the streets around you. There must be some sort of festival tonight. There are a lot of people out on the streets.

Suddenly, you round a bend onto a crowded street. There are pedestrians everywhere!

Roll 1d6 for the number of pedestrians or pedestrian groups that must be avoided. Avoiding each requires a successful Driving roll. The first Driving roll is at +10, the second is +5, the third is at even, the fourth is at -5, etc.

I. An Unexpected Roadway, Part II.

More Chinese business and restaurants line the streets around you. You round a bend and find yourself on a street that is absolutely choked with pedestrians.

Your only chance of getting by the congestion is to pull up on the sidewalk.

Roll 1d10 for the amount of distance the combatants will be forced to drive on the sidewalk. Each round spent on the sidewalk requires a successful Driving roll with a +10 modifier to keep control of the car.

Halfway through the trip down the sidewalk, the chase leader must crash through a vegetable cart, requiring a successful Driving Check in addition to the check necessary to drive on the sidewalk.

J. A Smooth Getaway

You've made it all the way out of the city. It seems your pursuers have given up.

If the PCs make it all the way to this point, the syndicate assassins will give up the pursuit figuring that they are pushing their luck concerning potential police involvement.

Should the PCs manage to capture any of the assassins during the chase, they can use the Interrogation skill to learn that the assassins are members of the DeLonzini family syndicate, and that the DeLonzinis were asked to make a hit on the PCs by Chris Decker, who has an affiliation with the family. To follow up on this information, the PCs may: 1) visit Decker's home looking for clues (scene 2H), or 2) contact the Orion Foundation for information on the DeLonzini syndicate. Notes for handling the latter situation are found in scene 2G, below.

Chase Flowcharts

There are two things notable about the chase flowchart that appears in this scene.

First, notice how the flowchart makes use of some San Francisco landmarks (Chinatown, the Golden Gate Bridge, and the Hills). Again, this reinforces the idea that the PCs are in San Francisco by giving the chase a "San Francisco" flavor.

And second, notice how the "chase distances" between the actual San Francisco landmarks bear no relationship to the real world distances between these areas. This is done simply to get all of the landmarks involved in the chase at the same time. There is no way this chase could happen as described in the real world, but it is

certainly more exciting this way. You'll notice that movies and television shows borrow this technique all the time. Next time you see a movie that is set in your own city, try to follow the exact paths the characters follow. You'll almost certainly find it rather difficult.

2E. Break-in at Westech

At some point, the PCs will probably try to sneak into Westech after hours to get a look in the records room, hoping to find a record of the serial numbers they are attempting to trace. The records room is restricted to all employees but Decker and his receptionist, so there is no way the PCs can visit the room to investigate during office hours.

No special security measures at the Westech facility were mentioned during the PCs' employees' briefing.

Note that this scene will probably take place on the evening of the PCs' first visit to Westech just after the Casino Night, though it doesn't necessarily have to happen this way. Depending upon whether or not they are chased by the syndicate hit men in scene 2D, among other things, the PCs may decide to delay their investigation until day two. In any case, you can run the scene as described below.

You approach the Westech R&D facility in the dead of night. There are no cars in the driveway and no one seems to be about, though soft night lighting still illuminates the entire facility.

You have no problem getting through the front gate and up to the building, though the main entrance is obviously locked and alarmed.

The main entrance is the only access point that leads into the facility.

Before the lock can be picked and the main

entrance opened, the facility's alarm must be defeated, requiring a successful Electronics roll with a -10 modifier. Fortunately, the alarm is of a sort that allows the PCs to use the electronic lockpick from the Orion espionage kit in the attempt, gaining a +25 bonus (for a net modifier of +15). If the PCs fail this Electronics roll they are allowed two more attempts. Three failures in a row means the alarm goes off, bringing the police to the scene in six minutes. In this case, the PCs would be well advised to forget about breaking into the facility for now.

Once the alarm has been defeated, the PCs can work on the lock. A standard Lockpicking roll with a -10 modifier is needed to open the lock (though the electronic lockpick again provides a +25 bonus).

Security Robots

There are no night watchmen inside the Westech building to get in the PCs' way, so you should allow them to wander around the facility at will. But the Westech building is not completely unprotected against intruders and corporate spies. Two small automated security robots patrol the entire facility.

The robots' patrol follows a very specific pattern. The robots begin in the PCs' office and spend two rounds checking it out, then move to Danning's office and spend two rounds checking it out, then move to Myra and Tom's office and spend two rounds, then they move to the lab for two rounds, to the I/O room for two rounds, to the records room for two rounds, to Decker's office for two rounds, to the secondary lab for two rounds, and then begin all over again. As the robots come to each room, they actually open the door leading to the room and enter. All of the facility's interior doors are unlocked save those leading into Decker's office and the records room (both require a Lockpicking roll at -10 modifier to open), though the robots have electronic "keys" that allow them to open even these doors while on patrol.

Begin Rules Section

Patrol Robots

STR	INT	REF	WIL	CON	MOV	DEX
35	10	30	NA	65	32	20

The robots are each armed with a built-in electronic stun gun that does 1d8 damage. All damage inflicted by the stun gun automatically wears off after an hour. The robots fire the stun guns at a skill level of 2.

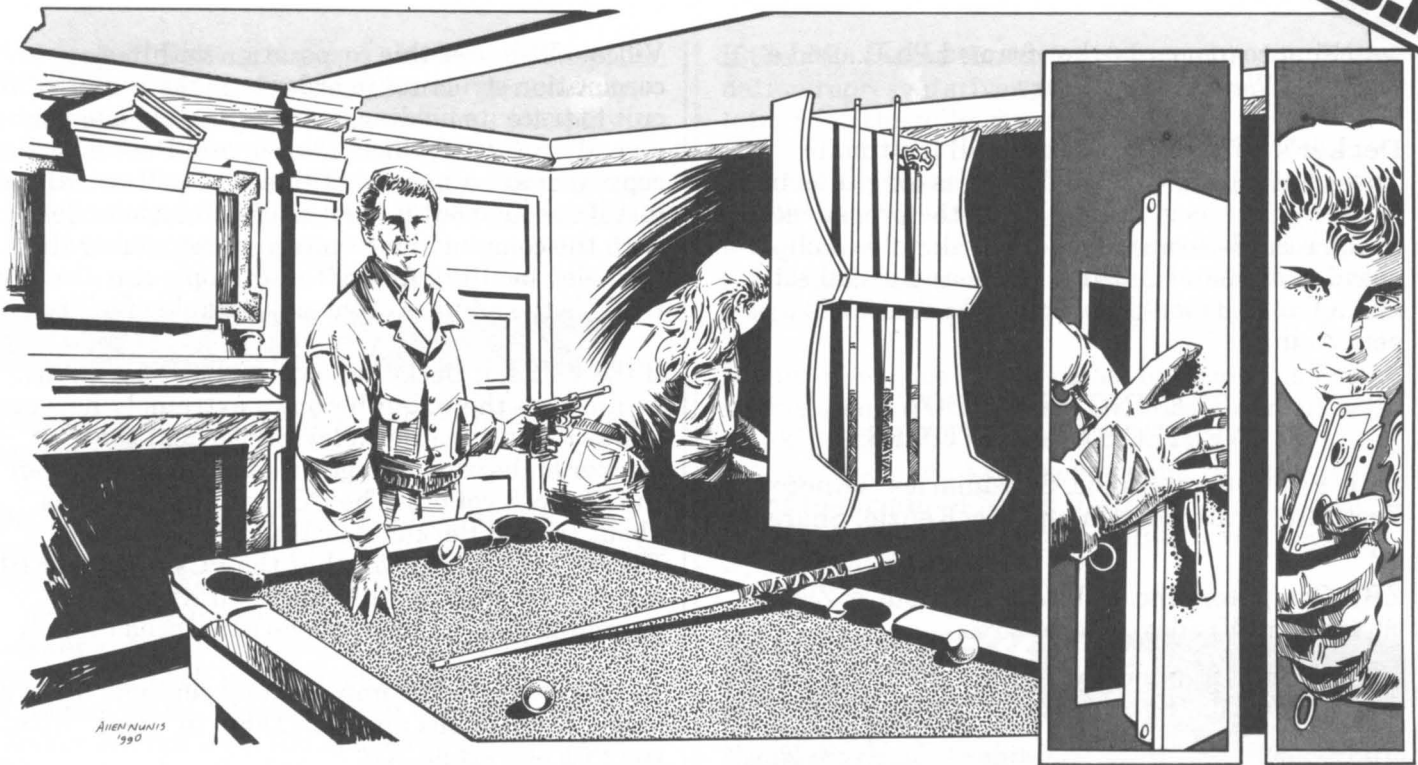
Description: The security robots look like small tanks (approximately four feet long by two and a half feet wide). Their "turret" houses the built-in stun gun. As the robot approaches a door, it plays an electronic "tune" which is recognized by the facility's security system, which in turn opens the door.

End Rules Section

The robots are almost totally silent, and cannot be heard from more than fifteen feet away.

If the PCs are ever in plain view in a room that is entered by the robots, or in plain view in the corridor as the robots are moving between rooms, they are instantly recognized as intruders and attacked. The robots' programming calls for them to stun all of the PCs into unconsciousness and then send out a signal which is received by the local police, who then arrive at the facility in approximately six minutes.

The area the PCs are most interested in investigating, of course, is the records room. Once inside the room (remember the lock), the PC with the highest INT who is searching for the records of the component serial numbers must make a normal INT check. The number of rounds it takes to locate the proper records is equal to 50 plus or minus the amount by which the PC missed or made the INT roll. A PC with an INT of 47 who rolled a 23, for example, would find the records in 26



rounds ($50 - 24 = 26$), while a PC with an INT of 47 who rolled a 61 would find the records in $50 + 14$, or 64 rounds.

While they are searching, the PCs must remember to hide every time the security robots are about to enter the room. The players must actually announce that they are hiding on the round *before* the robots enter in order to avoid detection. Figuring out exactly when the robots are due to enter the room, though, should prove no trouble: The PCs can post a lookout, they can deduce the robots' search pattern, or they can set up the portable alarm system found in the espionage kit.

When and if the PCs locate the proper records, make up a prop that looks like this:

**WESTECH COMPUTERS INC. —
HARDWARE INVOICE**

Desc.	Serial #	Price/Unit
Resistors	111345	.20
	111346	
	111347	

Scrawled across the bottom of the invoice is a handwritten note reading: "Delivered to Berkeley Subsidiary — 10/19."

Anyone examining the record room in general finds a Westech calendar on the wall listing the addresses of all the firm's California subsidiaries: Mission Vallejo, San Diego, Sunnyvale, and Los Angeles. Note that there is no Westech subsidiary in Berkeley. The old Berkeley subsidiary was sold to Vidco about a year ago.

While they are in the building, the PCs might want to investigate some other areas (don't forget the security robots). Here is what they find:

Dr. Danning's desk: Just technical manuals and mint patty wrappers.

Tom Sheffield's desk: A Rubik's cube, some pictures of his family, and an expensive desk set.

Myra Curtis's desk: A 2" diagonal television (for

watching soap operas), her framed Ph.D., and a packet of Westech stationary.

Decker's Office: The files are all legitimate (though it will take the PCs just as long to search Decker's files as it took to locate the proper record in the records room). Decker's desk holds a clipboard, a diamond cufflink, a pen-and-pencil set, and a box of paper clips. On Decker's desk is a paper reading:

MARKETING BREAKDOWN — WESTECH COMPETITORS

Split Pea Computers Inc. Subsidiaries: Telneco, Pratt and Pratt, Martin and MacKenzie. Share: 15%

ZBB Computers Inc. Subsidiaries: YouCo, ZisCo, Shareterm, Visidex. Share: 25%

Vidco Computers Inc. Subsidiaries: Lexico, Exteco, Star Standard. Share: 18%

Apex Computers Inc. Subsidiaries: Horizon, Hardsoft, EIE I/O. Share: 17%

This memo contains important information that will later allow the PCs to track down the resisters.

Any PC who disturbs anything on or in Decker's desk must make a DEX roll. Failing this roll means the PC did not put everything back in just the right place, and Decker will notice that someone was in his office (assuming, of course, he has yet to flee the country).

2F. Westech, Day 2 (and after)

The mystery the PCs are most likely facing on their second day at Westech is the enigmatic Westech Berkeley subsidiary.

Fortunately, this mystery has an easy solution. The Berkeley subsidiary was sold to a firm known as Sunco (actually a deeply hidden subsidiary of

Vidco— Web uses this corporation-within-a-corporation structure in order to make it more difficult to trace its holdings) approximately one year ago. Myra Curtis, Chris Decker, and Decker's receptionist are all aware of this, and will reveal the fact if asked about it (Tom Sheffield hasn't been with the company long enough to remember the Berkeley facility). Any of these people can also give the PCs the address of the old Berkeley facility.

If the PCs ask Decker about the Berkeley plant, he answers them, but becomes extremely nervous. It was during the Berkeley/Sunco deal that Decker embezzled a huge amount of money from the Westech coffers. The PCs asking questions about the old Berkeley facility only convinces Decker once and for all that the PCs must be FBI agents investigating his financial wrongdoing, assuming that he hasn't been convinced already.

In this case, Decker immediately contacts his syndicate connections and asks them to "deal" with the PCs (see scene 2G).

Of course, if Decker had already sent the syndicate after the PCs in scene 2D, he has fled the country by now and will not be present at Westech for the remainder of the adventure.

Other than investigating the Berkeley/Westech connection, there is little else the PCs can accomplish at Westech for the remainder of the adventure. Each day the PCs show up, simply allow a little time for interaction with any of the remaining NPCs (remember that Delilah Danning is no longer present after day one), and move on. Eventually, the PCs will get around to discovering the serial number records in scene 2E and uncovering the Sunco/Berkeley connection. From that point on, they will have enough leads to keep them going without having to worry about Westech.

If you are feeling particularly adventurous, you might want to design another "test" of the PCs' computer knowledge similar to the one encountered in scene 2B. This particular test was not intentionally designed by anyone and just happens to come up while the PCs are working on the

AIS project. Failing the test attracts the suspicion of Tom and Myra, who immediately demand an explanation. You can get some strong role-playing mileage out of the players trying to decide whether or not to reveal their true identities to their friends at Westech, though of course, none of this is necessary for play.

2G. The Hit Man

This scene only occurs if any of the following are occurring:

Decker sent the syndicate out after the PCs in scene 2D, but none of the syndicate assassins were captured; Decker did not send the syndicate out after the PCs in scene 2D, but a PC searching Decker's office blew the DEX roll necessary to put everything back in its exact place so Decker wouldn't notice anyone was in the office; or Decker did not send the syndicate out after the PCs earlier, but the PCs asked him about Westech's Berkeley subsidiary.

If the scene is to occur, the PCs come back to their house one evening to find three syndicate assassins waiting for them. The assassins have all the same statistics as those in scene 2D above and are armed with 9mm Beretta pistol. Use the floor plan of the typical residence found on the map included with the TOP SECRET/S.I.[™] game boxed set to conduct the ensuing combat.

Should the PCs take any of the assassins alive, they can use the Interrogation skill to learn that the assassins are connected with the DeLonzini family syndicate and that they were asked to eliminate the PCs at the behest of Chris Decker who has an affiliation with the family.

There are two possible means of following up on this information: the PCs can go to Decker's house and search for clues (scene 2H) or they can ask the Orion Foundation to run a background check on the DeLonzini family.

If the PCs choose the latter course of action, Foundation representatives get back to them two hours later with the following information.

The DeLonzinis are a small-time San Francisco syndicate. They control a tiny piece of the gambling and narcotics pie. There is almost no way the DeLonzinis could be affiliated with Web—they simply don't carry enough weight to be of any use.

In any case, once he has called out the syndicate in this scene, Chris Decker will flee to Brazil, still thinking that the PCs are FBI investigators (unless, of course, he has already done so). Decker plans to remain in Brazil until the "investigation" has run its course, at which point he will decide what to do next.

Tying Off the Loose Ends

Chris Decker and his illegal activities are present in this adventure to serve as a red herring and to throw the players off the trail of the real villains of the piece for a time. In a strict investigative scenario such as the opening sequences of *The Final Weapon*, this is often an effective technique, buying you more time to develop the plot and more time to allow the PCs to explore the environment you have created.

But don't employ the red herring technique too often. If you do, you will soon find your players starting to ignore obvious clues, their reasoning running something like, "This is just too obvious to be a *real* clue; we've been fooled for four adventures in a row now and we won't let it happen again."

Whenever you are running the red herring, always give the PCs a concrete opportunity to eventually eliminate the fake clues so they can begin concentrating on the real situation at hand. That is the purpose of both the Orion

Foundation information in this scene and the tape found in Decker's safe in the next scene. Either of these two clues should immediately signal to the players that Decker is not important to the mission. If these clues weren't present, the players might be encouraged to waste the rest of their time investigating Decker and the DeLonzinis while the real plot proceeds apace.

2H. Decker's House

The PCs might decide to search Chris Decker's house for a couple of different reasons. If they captured and interrogated any of the syndicate assassins from scenes 2D and 2G, they have already learned that Decker is connected with the syndicate and has prompted an attempt on their lives. It's also possible that the PCs might simply find Decker suspicious and decide to investigate on a hunch.

Before they can investigate Decker's home, the PCs must obviously find Decker's address. Either of the following methods are acceptable: checking the Rolodex on Decker's receptionist's desk (either during business hours or during the break-in in scene 2E), or simply calling Myra Curtis or Tom Sheffield and asking. Decker is not listed in the San Francisco phone book.

Decker lives in a spacious home in a southern suburb known as Pacifica. It doesn't appear as though anyone is home.

In fact, no one is home. If Decker has not already fled the country, he simply isn't home when the PCs arrive. There are no family members living at the house with him (Decker is divorced).

In order to get into the house, the PCs must pick the front door lock (requires a successful Lockpicking roll with a -10 modifier, though the espionage kit lockpick gives a +25 bonus).

Use the floor plan for the generic residence found on the mapsheet included with the TOP SECRET/S.I.™ game boxed set for Decker's home and allow the PCs to wander about at will.

No matter where the PCs look, however, they'll find no important documents or valuables of any kind (not even those that are not incriminating such as insurance policies, etc.). If they are on the ball, the players should realize that this means Decker has a hidden safe somewhere on the premises.

The safe is located behind the cue stick rack in the recreation room. Anyone searching the recreation room, and who specifically asks to check for a safe, automatically finds it. It requires a successful Safecracking roll to open the safe, though the safe is of a type which will allow the PCs to use the electronic lockpick from the espionage kit to claim the +25 modifier.

Inside the safe, the PCs find three items of interest: financial records indicating Decker embezzled money during the sale of Westech's Berkeley subsidiary to Sunco; memos which show Decker's embezzlement was discovered by the DeLonzini syndicate which then blackmailed Decker for a time, though he now seems to be cooperating with the syndicate; and a cassette tape. If the tape is played, the PCs hear the following conversation.

UNIDENTIFIED VOICE: Yeah, I think you're right—your new employees are probably FBI plants looking into some of your shady deals. I just don't see what else they could be doing here.

DECKER'S VOICE: Well they're certainly not computer engineers, that's for sure. You've got to take care of them, do you hear me? If they find out about the money, I'll lose my job, and then neither of us will be making any money from Westech.

UNIDENTIFIED VOICE: Don't sweat it.

This should convince the PCs that although Decker may be crooked, he certainly doesn't know anything about Web. They can let the police deal with Mr. Decker and the DeLonzinis later.

Note that even if the PCs passed Decker's "test" earlier in the adventure, he still feels uncomfortable about their presence and believes they are not who they claim to be. In this case, even though he has no real evidence that the PCs are spies sent to investigate his financial misdeeds, paranoid delusion supplies him with all the support he needs to continue to claim to his mob cronies that the PCs are investigators sent to ruin him.

21. The Berkeley Facility

Once they get the lowdown on Westech's old Berkeley subsidiary, the PCs will almost certainly pay the Berkeley facility a visit.

You find a large warehouse at the address of Westech's old Berkeley subsidiary, but the entire facility seems strangely deserted. It doesn't appear as though anyone has been here in months, though there are no signs or notices indicating the warehouse has formally closed.

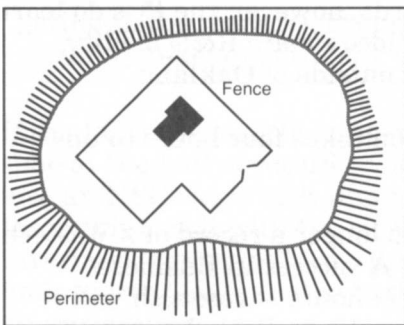
Use the warehouse floor plan found on the mapsheet included with the TOP SECRET/S.I.™ game boxed set for the Berkeley facility.

In order to enter the building, the PCs must again pick one of the locks on the entrances. All of the locks require a Lockpicking skill roll with a -10 modifier to open.

Inside, the warehouse is completely deserted—no cargo, no furniture, nothing. Web bought the facility not for its research and production capabilities, but for the stock of electronics components and computer equipment it housed. Shortly after purchase, this equipment was stripped away and sent off to other Vidco operations.


Among the components that Vidco acquired with the facility were the resistors used in the Korean bombs. The only clue in the entire warehouse is an old blank manifest with the heading:

SUNCO COMPUTERS INC.
A Subsidiary of Exteco Inc.



Vidco R & D





Scrawled across the bottom of the manifest is a series of numbers which have been scratched out. Again, you should make up the manifest as a prop.

The numbers are unimportant. The real clue provided by the manifest is the fact that Sunco is a subsidiary of Exteco. From the information located in Decker's Office in scene 2E, the PCs have probably already learned that Exteco is actually a subsidiary of Vidco, the true Web front.

Corporate Index

All of the corporations and subcorporations featured prominently in this adventure can get confusing after a while. Here is a summary:

Westech: The corporation which the PCs have infiltrated. Westech sold its Berkeley subsidiary to Sunco.

Sunco: A dummy corporation set up by Web in order to diversify its computer holdings. Sunco is legally a subsidiary of Exteco and conducts no real world business. It was Sunco, however, that legally purchased the Berkeley facility from Westech.

Exteco: Another semi-dummy Web corporation (a few real business operations are conducted by Exteco). Exteco is Sunco's parent corporation and a legal subsidiary of Vidco.

Vidco: The true Web-front corporation. Vidco is also a legitimate computer manufacturer. It is the parent corporation of both Exteco and, ultimately, Sunco. Web uses this multitiered corporate structure in order to make it more difficult to track down all its holdings.

2J. The Hall of Records

Once the corporate mysteries begin to unravel themselves, the PCs might want to visit San Fran-

cisco's public Hall of Records looking for incorporation certificates which will provide valuable clues. If the PCs look up any of the following corporations, here is the information they receive and the amount of time it takes to gather.

Note that the Hall of Records is only open from 9:00 a.m. to 5:00 p.m. every day.

Sunco: A careful search of the available records eventually reveals that Sunco is a deeply buried subsidiary of Vidco. Learning that Sunco is a subsidiary of Exteco takes five hours and requires a successful Business/Economics roll. Learning that Exteco is a subsidiary of Vidco takes another two hours and requires another roll.

Vidco: The PCs learn that Margaret Welsh is Vidco's president, and that Welsh lives at 4222 Ocean Ave in San Francisco. Unfortunately, this listed address does not really exist; Welsh left a fake address on her incorporation record in order to slow down anyone investigating her company. If the PCs investigate later, they discover that 4222 Ocean is a vacant lot.

From the Vidco records, however, the PCs do learn the real address of Vidco's main R&D facility, which is located just outside of Oakland.

All of this information takes four hours to uncover.

Westech: There is no longer a record of a Westech Berkeley subsidiary. A successful Business/Economics roll and six hours of research will reveal that Westech once had a Berkeley subsidiary. Another successful roll and another four hours reveals that Westech sold the subsidiary to Sunco.

Alternate Paths

When designing your adventures, always try to leave more than one trail of clues leading from beginning to end. That way, if the PCs miss an

important clue in an early encounter, they can pick up a substitute clue that will give them the same information later.

Notice how in this scene, for example, the PCs are given another opportunity to both make the Sunco/Vidco connection and uncover the fate of Westech's Berkeley subsidiary.

When designing a secondary clue chain, though, you might want to think about penalizing the players a bit for missing the earlier clue. Again, in this adventure, the PCs should be able to discover most everything they need to know without going to the Hall of Records. If they miss a clue and are forced to go to the hall, they still pick up the information they need, but they are penalized by the amount of time it takes to uncover anything in the hall.

Remember, the PCs have only a certain amount of time in which to get through this portion of the adventure, if they are to make the Web board meeting in Chicago and uncover Kurtz's scheme. Tracking down all of the corporate intricacies at the hall of records instead of investigating in the more traditional manner will certainly take an extra day or two.

If the PCs are going to be spending a great deal of time at the hall of records, you may wish to improvise an NPC clerk with whom they can interact. Interacting well with the clerk means that any investigations the PCs are performing take an hour or two less time due to the clerk's enthusiastic cooperation.

2K. Vidco R&D

Still on the trail of the resistors used to build the bombs the Orion operatives discovered in North Korea, the PCs' next logical step is to hit Vidco's main R&D center in Oakland and look for clues. By now, the PCs should be fairly certain that Vidco is connected with Web. They should know


that Vidco received the resistors used to build the Korean bombs when it purchased Westech's Berkeley subsidiary, and the multitiered dummy corporation structure which they've had to unravel in order to reach Vidco should have signaled to the PCs that there is definitely something unusual about the company.

All of this means that by the time they hit the Vidco facility, the PCs are just as likely to be interested in tracking down possible connections with Web as they are in finding out exactly what happened to the resistors.

The PCs can discover the location of the Vidco facility in a number of different ways: They can visit the hall of records (scene 2J); they can ask Myra Curtis or Tom Sheffield (both know where Vidco's R&D facility is located); or they can simply look in the phone book. The Oakland facility is approximately a 45-minute drive from both Westech's main facility and the PCs' house.

Vidco's R&D center is much smaller than Westech's, but much better guarded. The Vidco building sits atop a high hill and is surrounded by a tall barbed wire fence. Two jeeps full of armed security guards circle a perimeter around the fence at regular intervals, and an armed guard constantly mans the front gate. Refer to the floor plan and compound map of the Vidco building found on p. 45. Here, the PCs basically have two options. They can approach the building during business hours and invent some sort of cover story which will let them inside (cutting the phone lines and acting as telephone repairmen is always a popular ploy), or they can try a night assault.

The former approach requires an appropriate skill roll to fool the requisite Vidco staffers (Disguise, Persuasion, etc.). In this case, the PCs can wander around the facility with impunity as long as they stay within the limits of their cover story (a "plumber" searching the president's office just won't wash). During business hours, only Welsh's office (remember, "Welsh" is in Chicago) and the records room are unoccupied. It will be difficult to search any other areas without attracting attention.



A night assault, of course, means the PCs must first get past the guards patrolling the perimeter. A jeep carrying two guards passes every point on the perimeter every ten minutes. As the jeep passes, the guards shine flashlights all over the surrounding area and look for suspicious types. (A Stealth roll is necessary to avoid detection if the PCs are anywhere near the compound when a jeep drives by.) One armed guard is always stationed at the gate entrance. All of the guards have the same attributes and statistics as the mob assassins found in scene 2D and are armed with Uzi sub-machineguns.

To scale the barbed wire fence, one must pass a MOV roll with a -15 modifier. It takes one minute to scale the fence for each MOV roll necessary for success (a character who makes four MOV rolls before succeeding, for example, climbs the fence in four minutes). And once the fence has been scaled, the PCs must once again pick the lock to the front entrance in order to actually gain access to the building (PCs should use their Lockpicking skill with a -15 modifier).

If at any time, the guards happen to catch sight of the PCs they spend a round demanding surrender and firing a warning shot. If this has no effect, the guards then open fire on the intruders. Once combat is joined, the other guard jeep will arrive in four rounds. If the PCs take out all the guards, the local police arrive in 20 minutes to investigate; but by this time, the PCs should be long gone.

Here is the information the PCs can uncover in the facility's various areas:

Computer Labs: A successful Electronics or Computer Technician roll and 15 minutes of time reveals that there are no sinister technological developments underway at Vidco. All the projects being worked on at this facility are on the level.

R&D Offices: Vidco has four computer engineers working at this facility. It takes ten minutes to search each office, but nothing of any value is found in either.

Records Room: After a 10-minute search (15 unless one of the PCs can pass the Business/Economics roll), the PCs realize that there are no records of the resistors they have been tracking. A successful Business/Economics roll, however, reveals that the Vidco facility must be receiving many more components than it is documenting. These additional shipments are removed from the registers and sent off somewhere (to various Web scientists and laboratories).

Welsh's Office: Welsh's desk houses the usual knickknacks and office supplies. Two items of interest can be found in the office:

The first is an unsigned letter addressed to Margaret Welsh reading, "Dear Miss Welsh, Thank You." The address on the envelope is on Streeter Ave (in fact, it is Delilah Danning's address, which the PCs may recognize from scene 2A.)

Secondly, in the ashtray on the desk are peppermint patty wrappers. The PCs only find this second clue if someone specifically asks to search the contents of the ash tray.

Of course, Delilah Danning would have never been stupid enough to leave a letter lying around which could unravel her dual identity. The letter was actually planted in the desk by a Web operative at the special request of Maximillian Kurtz, who is trying to help the Orion agents track Danning down.

It takes 10 minutes to search Welsh's office.

Conference Room, Storage: There is no useful information in either of these areas. It takes 5 minutes to search either room.

The Guards

Approximately 20 minutes after the PCs enter the Vidco building, one of the guard jeeps stops outside the main entrance and the two guards enter the building and begin conducting a room-by-room

search. Such a search is routinely performed every hour. The PCs inside the building automatically hear the guards enter, but the guards are so well trained it takes a successful Stealth roll to hide from them. If the guards detect the PCs, of course, combat ensues as described above.

Of course, the guards' sweeps do not occur during business hours, and the PCs only face this obstacle if they are conducting the night assault.

2L. Danning's Home

Once they visit Vidco, the PCs have "Margaret Welsh's" home address. They may have even connected Welsh with Doctor Delilah Danning, their Westech colleague. Since, by now, they are investigating Vidco's connection with Web, and since Margaret Welsh is Vidco's president, the PCs will almost certainly pay a visit to Welsh's home.

Welsh's address turns out to be a huge penthouse apartment located in downtown San Francisco. Unfortunately, the apartment building has its own 24-hour doorman, and he isn't very likely to allow them to just walk right upstairs.

In fact, the doorman won't allow the PCs to walk upstairs. They've got to think of some way to get by him. Bribery (\$200 will do) and the Persuasion skill are both good possibilities. If worse comes to worse, the PCs can always knock the doorman unconscious (assume the doorman has only the Basic Melee skill and that all his attributes are equal to 25). On the off chance that the PCs instruct the doorman to buzz up to Danning, no one answers (remember, Danning is in Chicago). If the PCs ask the doorman to buzz up asking for Welsh, the doorman informs them that no one named Welsh lives in the building, though a glance at the directory reveals that Delilah Danning is a tenant.

Once they are upstairs, the PCs must pick a lock to gain entrance to Danning's apartment (Lockpicking with -10 modifier). Use the floor plan of the penthouse apartment found on the map included

with the TOP SECRET/S.I.™ game boxed set.

In the apartment, the PCs discover several items of interest. Lying all over are pieces of mail addressed to Delilah Danning and the occasional piece of mail addressed to Welsh. In the closet of the master bedroom is a collection of blonde wigs, one of which the PCs will recognize as the hair Welsh was wearing at the Casino Night. On a kitchen counter are the stubs from Danning's airline tickets to Chicago (she left exactly when she told the PCs and the other Westech staffers she was leaving).

But the most interesting object in Danning's apartment is the personal computer found in a spare bedroom which has been converted into a study.

The computer is connected to a modem and the modem to a telephone answering machine which is blinking, indicating a message. Someone has called and left a computer message on the machine. Anyone passing an Electronics or Computer Technician roll can fire up the computer and display the message. The message reads:


CDKHKZG,

ZR CHQDBSNQ NE SDBGMKNKFX, XNT ZQD
DMSHSDC SN GDZQ SGHR EHQRS. NTQ
SDBGMKNKFBZK GNKCHMFR RDS Z MDV
OQNEHS QDBNQC CTQHMF SGHR KZRS
EHRBZK XDZQ. XNT RGNTKC AD OQNTC NE
SGD VNQJ XNT GZUD CNMD, ZMC VDA
NVDR XNT HSR GHFGDRS GNMNQR.

GNOD ZKK FNDR VDKK HM BGHBZFN.

CZCCX KNMF KDFR

The message is encoded in one of the Web's simplest codes. Each letter in the message is replaced by the letter that follows it for example: B becomes C, D becomes E, etc. If the players cannot decipher the message on their own, any character that passes a Cryptography roll deciphers the code in 30 minutes.



This message was sent by Maximillian Kurtz as another clue for the Orion agents to find. The facts that the code was so easy to decipher and that the message was sent after Danning left for Chicago should tip off the PCs that something unusual is happening.

The message when it has been translated is:

Delilah,

As Director of Technology you are entitled to hear this first. Our technological holdings set a new profit record during this last fiscal year. You should be proud of the work you have done, and Web owes you its highest honors.

Hope all goes well in Chicago.

Daddy Long Legs

After uncovering the wigs and the computer message in this scene, the PCs should now know that Delilah Danning and Margaret Welsh are the same person. They should have discovered that Danning/Welsh is a Web director, that Vidco is a Web subsidiary, and that something big involving Web is going down in Chicago, the PCs' next logical destination. If the players seem hesitant, inform them that Foundation procedure calls upon them to follow up on what they have learned even though they may have already technically accomplished their mission to investigate Westech.

Sequence Three: Chicago

All of the evidence the PCs have gathered so far seems to indicate that something very big involving the Web is about to occur in Chicago—the PCs' next logical stop in the adventure.

If they are particularly sharp, the PCs may try to find out exactly where Delilah Danning is staying in Chicago before they leave San Francisco. The only method of gathering this information is to

somehow have Danning paged in Chicago. (Remember, the Westech employees are told to keep their pocket beepers with them even when traveling since a local Westech subsidiary is usually in range to page them. And it happens that there is a subsidiary in Chicago.) When Danning calls in, the PCs can then use the phone apparatus from the espionage kit to find the exact number she is calling from, which can then be easily traced to a location.

In order to page Danning, the PCs (or a compatriot) must call Westech's Chicago subsidiary with Danning's beeper number (which they can find in the Rolodex in Decker's secretary's office). Since Westech employees always call Decker's office when paged, the PCs must either connect the tracing apparatus to the phone in Decker's office when Danning responds or make arrangements to have her call transferred to another phone.

If the PCs are still maintaining their Westech covers, the easiest way to trace Danning is to convince Decker's secretary that they must ask Danning an urgent question about the AIS project. If any of the PCs makes a successful Persuasion roll, the secretary calls Chicago, pages Danning, and has her transferred to the PCs' phone.

If the PCs do page Danning, she calls back from the Hyatt Regency hotel located in the city's downtown hotel district.

No other method of tracking down Danning will bear fruit. She didn't tell anyone at the Westech San Francisco office which hotel she would be staying in, and all that Chicago Westech knows is that Danning is in town, but nothing else.

The flight from San Francisco to Chicago takes approximately six hours. The PCs are greeted at the airport by local Orion Foundation operative Mike Danvers, who asks for a complete briefing on the current situation and informs the PCs that the Foundation has formally extended their mission to include investigating Danning and as many other high-ranking Web officials as they can identify. Danvers also reveals the location of the local Orion station house (a yacht moored in Lake Mich-

igan) and invites the players to come and see him if they need back up. Allow some time for interaction. If asked, Danvers will confirm that his operatives have heard rumblings about some big Web undertaking happening soon in the city.

If the PCs did not locate Delilah Danning before they left San Francisco, they must do so in Chicago, since there is little they can do to investigate until Danning is discovered. If asked, Mike Danvers will have his men check with all the hotels and look for a registered Delilah Danning or Margaret Welsh. Eight hours later, Danvers's men find Danning at the Hyatt Regency .

Timing

Again, the PCs have two methods for accomplishing their objective (finding Danning). If they are clever, they find Danning before they leave. If they aren't so clever, they are penalized. Having Danvers search for Danning will take a long time—time the PCs may be unable to spare if they wasted any time in San Francisco. Remember, the PCs are still working against a time limit. If they don't find Danning and uncover the Web meeting before the meeting takes place (the meeting is scheduled for exactly 5:00 p.m. on day five), they won't be able to bust up the meeting and find the clues they need to reach Kurtz. In other words, they have failed.

What do you do if the PCs fail? This is always a tough question. In this adventure, it would be difficult to carry on with a meaningful campaign if Kurtz's scheme succeeds. You basically have two options if it looks like the PCs aren't going to cut it. You can have an NPC savior emerge to save the day (perhaps Mike Danvers, or another Orion spy who was tracking down Kurtz from a different angle), or you can "steer" the players with additional clues and extra time, helping them slog through the

adventure after all. In either case, their post-adventure rewards should be severely curtailed.

3A. The Hyatt Regency Hotel

Once the PCs discover that Danning is staying at the Hyatt Regency, they'll head there to investigate. You can run this scene as described no matter when the PCs actually reach the hotel.

The Hyatt consists of two towers that stretch forty stories over Chicago. It's just blocks away from both Lake Michigan and the downtown shopping district.

You can't even believe your luck. Just as you were about to set your mind to inventing some harebrained scheme for convincing the hotel employees to let you into Danning's room, you notice Danning herself sitting in the Hotel restaurant with some man you've never seen before.

A successful Stealth roll with a -20 modifier allows one of the PCs to get close enough to Danning to overhear her conversation with the stranger (who is Sidney Mayer). The penalty is so steep because anyone attempting such an undertaking must be extremely careful in order to eliminate any chance of being spotted by Danning, who would surely find the fact that her fellow Westech employees have followed her to Chicago very suspicious.

If the roll succeeds, read the following snatch of conversation:

SIDNEY: Yes, yes. I'm handling it all. I have all the paperwork in my company suite at the Drake—room 407, if you'd like to stop by sometime.

DELILAH: Remember what I said. Security has got to be light. We've probably already attracted

enough attention here. I don't care what the other heads say.

SIDNEY: Yes, yes, I know. I've handled it. And Delilah, if you'd like to discuss the security arrangements in greater depth, I'd be more than happy to detail them over dinner later.

DELILAH (disgusted): You must be kidding, Sidney.

Delilah and Sidney are discussing the security arrangements for the upcoming board meeting.

If the PCs still try to gain access to Delilah's room, whatever scheme they concoct succeeds (a successful Lockpicking roll is necessary if the plan involves illegally breaking into the room), though the room holds nothing of value—just clothing and other sundry items.

After leaving the restaurant, Delilah heads straight out of the hotel and into a cab, which takes her to the downtown shopping district where she spends the rest of the day. Sidney, on the other hand, walks over to the Drake hotel, visits his suite for a moment, and then hops in his car and drives back to his home in Northbrook. Following Delilah is almost impossible (the cab was waiting for her before she left the restaurant; she called ahead). Following Sidney is easy (no rolls necessary; see scene 3B).

Of course, depending upon exactly when the PCs reach the Hyatt, you may have to alter the NPCs' schedules a bit. If the players don't arrive until 4:00 p.m. on the day of the board meeting, for example, Delilah hops into the waiting cab and heads straight for Sidney's house in Northbrook and the board meeting, though Sidney still stops by the Drake before he leaves for the meeting himself.

In any case, you should discourage the PCs from actually interfering with either Sidney or Delilah at this point in the adventure. If they persist with such desires, remind them that arresting or removing Sidney or Delilah at this point might prevent them from ever finding out exactly what is happening (captured Web agents are notoriously silent).

3B. The Drake

After overhearing the conversation at the Hyatt, the PCs will probably want to take a look at Sidney Mayer's suite at the Drake. If the PCs did not overhear the conversation, they'll want to check out the Drake anyway after following Sidney over.

You follow the strange man who was talking to Delilah Danning to the Drake hotel located a couple of blocks away. At the desk inside the hotel, he asks for the key to room 407.

A successful Persuasion roll or a bribe of \$100 causes the hotel clerk to reveal that room 407 is registered under the name of Sidney Mayer.

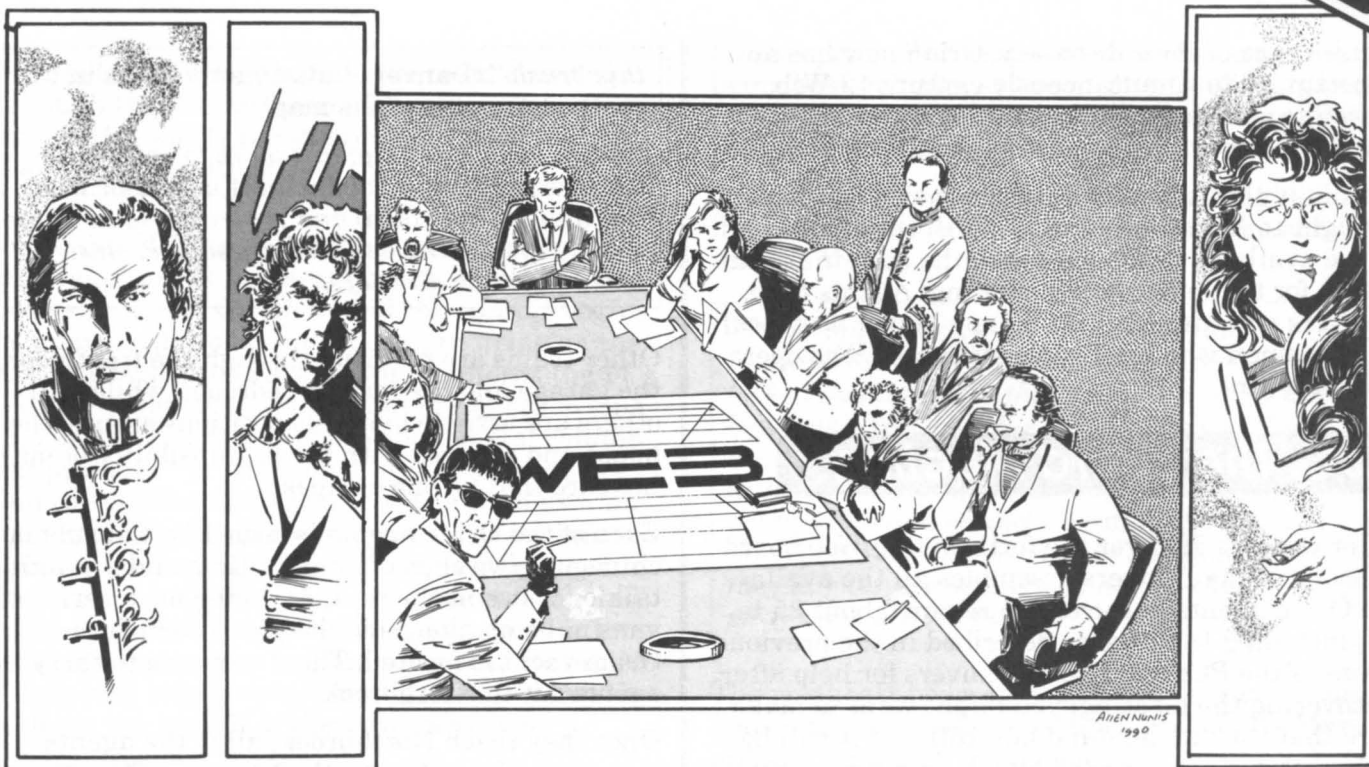
After a few moments, Sidney returns through the hotel lobby, leaves the building, and heads for a nearby garage, where he will hop in his car and head back to Northbrook. This should give the PCs an opportunity to go take a look at his room. Following Sidney out to Northbrook is next to impossible considering the downtown traffic and the fact that the PCs' own car is probably several blocks away.

Any sort of scheme the PCs arrive at for gaining access to the room is automatically successful (bribing a maid, inventing a cover story for the hotel employees, etc), though one of the PCs must pass a successful Lockpicking roll if the scheme involves breaking into the room.

Inside Sidney's suite, the PCs discover a pile of papers lying on a table. Among the papers, two seem significant. One is a memo that reads:

To: All Directors
From: Sidney Mayer

Here are the final security requirements: 20 men, all with briefcases. Ten of the men have pocket calculators as well.



This memo describes the final security requirements for the forthcoming board meeting. There will be twenty security men on duty. "Briefcase" is a Web code word for pistol and "pocket calculator" is a code word for submachinegun, though the PCs are unaware of either of these terms.

The other significant paper is an order form:

**AAMES BROTHERS
FURNITURE AND OFFICE SUPPLIES
1135 Lincoln Ave.**

Customer Name: Sidney Mayer
Customer Address: 333 Holton Ave, Northbrook

Merchandise:

Oak Conference Table: \$1119
Oak chairs (qty 12): \$350 each
Paper shredder: out of stock

Merchandise must be delivered by 5:00 p.m. on _____ (the date the board meeting is scheduled for).

Total: \$5319

Make up the order form as a prop.

Mayer ordered these items for the upcoming board meeting. By examining the evidence before them, the PCs can now deduce that Delilah Danning came out to Chicago to attend one of Web's regularly scheduled board meetings: She is a Web director; other Web directors are involved (see Sidney's memo); Sidney ordered a conference table, which seems to indicate an important meeting is taking place; and Sidney ordered 12 chairs (12 directors meet at each board meeting).

Of course, the players will only make this deduction if they are familiar with Web and how it operates. If you are going to be playing this adventure with players who are relatively new to the TOP SECRET/S.I.™ game, you should make sure that all the players read the brief Web dossier found in the *Administrator's Manual* before beginning play.

Finding out the exact time and place of a board meeting in advance is a first for the Orion Foundation (the place is obviously the address on the order form and the time the delivery deadline). You should make sure the PCs are aware of the

significance of their discovery. Orion now has an opportunity to simultaneously capture 12 Web directors, an event which would certainly have a profound impact upon the organization.

It's likely that the PCs will take their discovery straight to Mike Danvers, who will then call in all of the available Orion agents in the area in preparation for the forthcoming meeting. At this time, Danvers will also identify Sidney Mayer as a local businessman who has been a suspected Web operative for years.

3C. The Board Meeting

After the PCs discover the forthcoming Web board meeting, Mike Danvers assembles all the available Orion agents in the entire region (about 25 in all, including the PCs) as described in the previous scene. If the PCs don't go to Danvers for help after uncovering the meeting, you might want to make sure that they understand how difficult it will be to launch a single-handed attack on a Web stronghold guarded by 20 security troops.

On the day the meeting is set to take place and once all the friendly agents have gathered at the Orion yacht, Danvers begins planning the raid on Mayer's home (as the senior Orion agent in the area, the raid is Danvers's responsibility). Once the planning is complete (about an hour later), Danvers briefs the assembled body of agents, separating the agents into teams and giving each team a responsibility. During Danvers's briefing, a sketch map of the area around Mayer's house hangs on the wall. Use the generic residence map included with the TOP SECRET/S.I.™ boxed set. Mayer's house is large and isolated. It sits in the center of a vast plot of land that is surrounded by a tall brick and iron fence.

The PCs, of course, are grouped together into a single team:

“Okay, you guys are going to be part of the initial sweep that crashes into the house. When we arrive, go over the wall and take up positions in

this brush.” (Danvers indicates the trees in the southeast corner of the map).

“When you get the signal, you're to enter here (Danvers indicates the farthest east door leading into the rec room) and secure the area immediately inside. Once the area is secure, start looking for the directors.”

Other teams are entering through the front door, the garage and the master bedroom, while still others are assigned various positions around the house and charged with the responsibility of making sure that no one escapes.

Each of the Orion agents is issued an Uzi submachinegun, two clips of ammunition, and a walkie-talkie for use in the raid. At 4:00 p.m., a series of vans pulls up alongside the pier at which the Orion yacht is moored. These vans are to carry the agents out to Northbrook.

Once they reach Northbrook, all of the agents move into place. At exactly 5:15 p.m., Danvers gives the signal to begin the raid. Between the time the agents arrive at Mayer's home and the time the raid begins, no one is seen entering or leaving the house. From the number of cars gathered outside the house, however, the agents can easily deduce that all of the Web directors have already arrived.

At the house, there are no guards posted on the wall or the perimeter, though there is a guard armed with a submachinegun standing on the lawn in front of each entrance. None of the agents has a problem taking up his or her initial position.

When the actual raid commences, you don't have to play out the entire assault on the house, only the bits that involve the PCs, each of which is described below.

Assume that Web guards all have the following statistics:

STR	INT	REF	WIL	CON	MOV	DEX
35	30	35	30	30	35	32

Just before the raid begins, the team entering through the master bedroom leaves two seconds early! This alerts the guards in front of all the doors on the south side of the house.

Before the PCs can enter the house, of course, they must take care of all three guards in front of the south side doors. On the round the assault begins, the guards all drop prone and begin firing on the PCs. The brush they are hiding in affords the PCs "1/2 Att" cover. Just out in front of the brush (one round's movement away) is a short metal column that provides "1/4 Att" cover. Anyone hiding behind the column and spending the round examining it realizes the column is part of an automatic sprinkler system running throughout the yard. The other item of note is the system is connected to the automatic fire sprinkler system inside the house. Any attempts to manipulate the sprinkler system will take several rounds during which the PC loses the benefit of the column's cover.

Once the PCs have taken out all three door guards, they can safely advance on the house.

As you advance, a lone guard with a pistol suddenly emerges from the library door and fires!

This man emerges on the round the PCs first bolt for the house. Anyone making a successful INT roll notices the man in time to drop prone before he fires. The man receives a +5 modifier to his INT on the round he emerges due to his surprise appearance. He shoots at the best available target, using the library door as cover.

If the PCs ignore the man with the pistol and simply enter the rec room, he leaves the library and comes up behind them.

Once the PCs finally get inside the rec room, they find it defended by two more men with pistols.

As you enter the rec room, you notice one man armed with a pistol hiding behind the pool table, and another man armed with a pistol hiding behind the sofa along the west wall.

By this point, Web forces all over the house are being beaten badly, so the men in the library are a bit panicked. Both receive a -2 modifier to their initiative totals for the remainder of the combat.

After the PCs defeat these two remaining defenders, they meet up with Mike Danvers and his team in the living room.

"We've taken care of all the guards and surrounded the building, but the directors have locked themselves in this room (the northeast bedroom). We've got the outside sealed off so they're not going anywhere, but its going to be difficult to root them out. There's no way they're going to surrender and we can't afford to wait them out. We'd like to capture any documents they might have before they have a chance to destroy them all. Any ideas?"

The northeast bedroom was Mayer's study. It now houses the oak conference table and chairs Mayer ordered especially for the meeting.

Danvers assessment of the situation is correct. All of the guards have been either killed or captured (along with Mayer and his family members). The only objective remaining is to bring the directors out. Breaking down the door leading into the makeshift conference room is easy. The problem lies in the fact that anyone who does so is bound to be blasted to bits by the room's occupants, who are no doubt aiming on the door and waiting for just such an action.

Depending upon what they saw outside, the PCs might have an idea how they can safely break into the room. The outdoor sprinkler system, remember, is connected to indoor automatic fire sprinklers. If these sprinklers are set off at just the right moment, it might provide enough of a distraction to give the agents bursting in through the door an edge. If the PCs don't think of using the sprinklers, however, none of the NPCs will come up with the idea either.

In any case, Danvers sooner or later calls for the PCs to participate in an assault on the conference room. All 12 directors (including Danning) are, in

fact, in the room drawing beads on the door. If the Orion agents are not using the sprinkler trick, the directors receive a +10 modifier to their Initiative totals on the round the door is kicked in. If the sprinkler trick is being used, the Orion agents receive the +10 modifier. In any case, the initiative bonus affects only the first round's initiative totals. Determine initiative totals normally on all subsequent rounds. Danvers and two other agents participate in the assault on the room along with the PCs.

Even though there are 12 directors present in the room, only five of them engage the PCs when the door is opened. Once the PCs have defeated these five directors, you can assume the other Orion agents present have defeated the remainder of the directors and the battle ends. Statistics for the directors are found on p. 15.

Sorting Out the Spoils

Of course, any guards or directors who are taken alive refuse to talk, but a great deal of information is discovered in the raid anyway.

The first thing that catches the PCs' attention after they enter the conference room is a stack of papers sitting on the table before Delilah Danning. These are work orders for various unusual products: paint thinner, copy machine toner, high-grade motor oil, and an advanced detergent. The signatures of the authorities who authorized the orders are blocked out. Also among the papers is a sheet that reads:

WEB DUMMY CODE: Not For Official Use.

A B C D E F G H I J K L M
Z A B C D E F G H I J K L
N O P Q R S T U V W X Y Z
M N O P Q R S T U V W X Y

The PCs will probably recognize this as the code used to encode the message they found in Danning's computer.

Also sitting on the table is a cassette recorder. Playing back the tape in the recorder yields the following conversation:

DELILAH DANNING: I am sure he is up to something. I'm not sure what it is, though I do have certain theories. Each of these products was developed by one of our subsidiaries at the personal behest of the chairman.

Now, this is only a theory, mind you, but I was reading his latest book at the Northwestern University library the other day and I found this quote on page 37:

"Modern technology allows easiest access to a certain select group of organic molecules. With gene-splicing and RNA altering techniques, these molecules can be grafted into viruses which can be tailored to perform a number of special functions such as cleaning up oil spills, removing rust, and breaking down cast-off rubber products."

It just so happens that every one of the mystery products contains a molecule included in this special group. It seems likely to me that the chairman is creating a special virus for some reason, though exactly what he is trying to accomplish is unclear. Whatever he is doing, though, he obviously didn't want us to find out about it which makes me very nervous.

The chairman has received discreet samples of all these goods. He has recently requested samples of the last two mystery products he put into development. With your permission, I'd like to stop delivery on these samples, at least until we find out what's going on.

(At this point the first few shots of the raid are heard on the tape.)

The most valuable object the raid turns up, however, is an unopened parcel which can be found in the living room closet. The parcel is addressed to Sidney Mayer, but there is no return address. A delivery tag on the outside of the parcel indicates it was delivered to Mayer's home only 30 minutes before the Orion raid. Inside the parcel is a huge file detailing nearly all of Web's activities, operatives, and subsidiaries!

This is the blackmail file which Maximillian Kurtz has been accumulating over the years. He sent the parcel to Mayer's home knowing that Orion operatives would find it.

By now, the PCs should be starting to piece things together. So many of the clues they have discovered so far must have seemed unusually obvious, almost as if someone had planned for them to be discovered: the letter in the Vidco R&D building, the message on Danning's computer (which was encrypted using an obviously facetious code), and now the parcel. When the tape of the Web meeting is factored into the equation, it should begin to look as though the chairman of Web is plotting against his compatriots. There is obviously some sort of master scheme afoot.

The next step is to figure out the identity of the Web chairman. Nothing in the parcel mentions the chairman nor any of his most trusted advisors (for obvious reasons), but Delilah Danning gives a clue to his identity on the tape. If the PCs can find the book that Danning quotes, they know that the author is the chairman.

If the PCs outline their suspicions and present them to Danvers, he begins calling Orion scientists and reading them the quote. After ten minutes, one of the scientists identifies the quote as the work of noted doctor Maximillian Kurtz and informs Danvers that Kurtz's residence is in Hawaii.

Sequence Four: Hawaii

Once it has been determined that Maximillian Kurtz is the Web chairman, Mike Danvers calls Orion's Hawaii bureau and has it start organizing a strike team to move in on Kurtz's house. Danvers asks the PCs to immediately fly to Hawaii to participate in the raid since they are intimately familiar with the case. A special Orion jet waits at Chicago's O'Hare airport to shuttle the PCs directly to Honolulu.

This sequence provides the adventure's big finish.

4A. The Ambush

The PCs arrive in Honolulu without incident. Waiting for them at the airport is a car which carries them directly to Orion's Hawaiian station house, a pineapple plantation located outside of Honolulu.

The 30 members of the strike team Danvers called to organize are already prepared. They are Orion agents normally stationed all over the Pacific. They've been waiting for the PCs arrival. The leader of the strike team, an Orion agent known as Quo Hwang, quickly briefs you on the basic situation.

"Kurtz lives in a house that sits on a mountain above a thick forest. There is only one road leading to the house and we are certain to be seen if we travel it. We've decided instead to proceed toward the house on foot, through the forest and up the mountain. Once we reach the house and reconnoiter we will draft a plan for getting inside and grabbing Kurtz." Again, each of the agents is issued an Uzi submachinegun, three clips, and a walkie-talkie.

The agents are then led outside to a convoy of vans waiting to carry them off to the wilderness outside Kurtz's house.

Half the climb up the forested hill is uneventful. Halfway up, however, the party encounters a steep ridge which must be climbed using rope and grapple. Each of the PCs must make a Climbing roll with a +15 modifier as he climbs the ridge. Failing the roll means the PCs slips while climbing and takes 1d6 damage to a random leg. Passing the Climbing check puts the PC over the ridge with no damage.

Just after the party crosses the ridge, several members of the strike team suddenly fall unconscious. Each of the PCs must make a CON roll to avoid falling unconscious themselves.

Anticipating the slight possibility of the Orion

agents deducing his identity from some clue found in Chicago which he could not have foreseen, and expecting an attack, Kurtz sprayed the entire forest above the ridge with a powerful nerve agent.

On the round after the first of the agents start dropping, an army of troops outfitted in chemical suits comes charging down the hill—Kurtz's fanatical bodyguards who are loyal only to him. The troops all have the same statistics as the Web guards in scene 3C. The troops are armed with automatic tranquilizer guns that have all the capabilities an Uzi, but fire tranquilizer darts instead of bullets. Anyone hit by a tranquilizer dart must pass a CON roll to avoid falling unconscious. Kurtz has a total of 30 men on the hill.

After each round of battle, each of the PCs must pass another CON roll to avoid being knocked unconscious by the nerve agent which has been sprayed on the foliage in addition to any CON rolls precipitated by tranquilizer darts (assume two of Kurtz's soldiers fire at each of the PCs each round). By the fourth round of battle, all of the NPC Orion agents drop. None of the Orion NPCs hits an enemy during the entire battle.

Eventually, the PCs will be almost certainly overwhelmed. Their capture is guaranteed.

4B. The Dinner

After being tranquilized in the last scene, the PCs wake up in formal attire and are seated at a large, well-stocked dinner table. At the head of the table sits Kurtz. Tatupu stands behind him.

No matter when they arrived, the PCs wake up exactly two hours before the anti-cancer conference is scheduled to begin. Thus, if they have moved through the adventure rather quickly, it's possible that the PCs have been unconscious for an entire day or more.

"Ah, my friends. I see you are back among the living, though I am afraid that none of your comrades have been quite so lucky."

"Yes, I killed all of the agents you arrived with. Your attack was rather ill-advised. But I couldn't kill any of you though, not yet, not after all the services you've provided for me of late. You see, you were the final cog in my master plan. You've allowed me to build the final weapon! I feel as though I owe you one last grand meal."

I'm sure you've seen enough spy movies to recognize this encounter. It's the scene where the master villain gloats about his scheme and fills the heroes in on what's really been happening. These scenes are particularly useful in TOP SECRET/S.I.™ game adventures because they give you an opportunity to allow the PCs to interact with the villain of the piece in a nonviolent manner. Ham up the role of Kurtz and have fun!

Most of the encounter consists of a lengthy speech by Kurtz. Reading a prepared speech verbatim would completely spoil any sense of interaction, so you should do your best to improvise the speech using the role-playing guidelines for Kurtz found on p. 11.

The important points the speech covers are (in order):

- *Kurtz's personal history
- *The fact that he is dying of cancer, and the fact that he feels this is the height of injustice in the universe
- *The methodology he has used to create his virus
- *The fact that the virus will probably wipe out all life on Earth
- *Kurtz's revenge for the blow fate has dealt him
- *The fact that Delilah Danning discovered his activities and began to interfere with his plan
- *The actual mechanics of the virus. In its final form, which is being readied as Kurtz speaks, the virus will have an incubation period of approximately one year. The effects of the disease it causes are hallucinations, nausea, and the eventual decay of body tissue.
- *The fact that of all Kurtz's loyal men, only Tatupu knows of the disease's true nature. Many of Kurtz's followers have already deserted him.

Those who haven't believe that Kurtz's real plan is to unleash the disease and use a special antidote to blackmail the world. These followers have all been given an "inoculation" which has supposedly rendered them immune to the disease. (Of course, there is no antidote, and the inoculation was a placebo. Tatupu is so sadistic and devoted to his master that he has no problems with Kurtz planning to eliminate all life on Earth.)

*The fact that Kurtz plans to unleash the disease on the anti-cancer conference scheduled to take place in Honolulu less than two hours for all of the reasons mentioned on pp. 4-5. Air carrying the virus will be loaded into a collection of balloons which Kurtz will release over the crowd at the conference's opening ceremony. When the balloons reach a height of 25 feet, they will pop and drop their deadly cargo on the doctors below.

At the meeting in Chicago Danning would have convinced a group of the directors to issue an edict preventing Kurtz from getting the last two product samples he needed to stitch together the RNA chain of his perfect virus.

In order to guarantee that his scheme would succeed and to provide the perfect cap for his career in criminal espionage, Kurtz found it necessary to destroy Web and the PCs helped him. Kurtz confesses that he had the letter planted in the Vidco office; he sent the computer message to Delilah Danning; and he sent the parcel the strike team uncovered in Chicago.

Kurtz did not expect Orion to discover that he was the Web chairman, though he was obviously ready for such an eventuality. He had his remaining followers carefully monitoring the PCs and their activities at all times and learned of the attack on his house just before it happened.

Like the briefings in the first sequence, try to present the speech as a give-and-take affair with the PCs asking questions and Kurtz answering them. In any case, make sure you work all of the above information into Kurtz's ramblings. Some of the points above hold important clues.

Although only Kurtz and Tatupu are present during the dinner, the PCs are all firmly strapped to

their chairs at the waist, the straps secured by a type of padlock. There is no way to break out of these restraints. Kurtz closes the meal with the following:

"In any case, you shall all soon become intimately familiar with my little virus, or at least a faster-acting, weaker, and noncontagious version of it. I only received the final shipment of product samples a few hours ago and didn't have time to prepare the final version for you, though you can rest assured that the virus will be completed for its debut at the conference.

"You see, you shall be the first to die from the virus. Before you woke up, I infected all of you. Any minute now, you will fell yourselves growing weaker." A couple of minutes later, all of the PCs fall unconscious.

4C. The Virus

After the PCs drop unconscious due to the virus, Tatupu hauls them down to a rocky cavern which runs beneath Kurtz's home and dumps them there to die. A passage connecting the cavern and the house was built during the Second World War, when the cavern served as a natural bomb shelter.

Fortunately for both the PCs and the free world, Kurtz has overestimated the weaker form of his virus just a tad. The virus is hardly strong enough to guarantee the PCs' deaths. In fact, it's quite possible that the PCs are strong enough fight off its effects long enough to get to the anti-cancer conference and stop Kurtz from unleashing the virus's more powerful form on the world.

Shortly after the PCs are dumped in the cavern they become aware of their surroundings:

You open your eyes in a state of semiwakefulness. You are vaguely aware of your surroundings. You seem to be in some sort of cave. You are cold and shivering.

Suddenly, you watch in horror as your bodies slowly metamorphose into giant eggs! As you begin screaming, the eggs begin to crack!

In order to fight off the effects of the virus, the PCs must first fight their way through a series of hallucinations. Refer to the disease chart on this page. Each of the PCs begins in the circle marked "1" at the top of the chart.

As each PC successfully fights off a hallucination, he or she can move to a connecting circle (and a new hallucination). Any PC that reaches circle "9" at the bottom of the chart in 13 or fewer "rounds" has successfully fought off the hallucinatory stage of the virus and is capable of functioning normally again, in a somewhat diminished capacity. If it takes the PC more than 13 rounds to reach the bottom circle, he or she will not recover until after the end of the adventure.

You should not show the chart to the players. As a PC completes a hallucination, simply ask the player to choose a direction (down, left, or right), and move the PC to that circle.

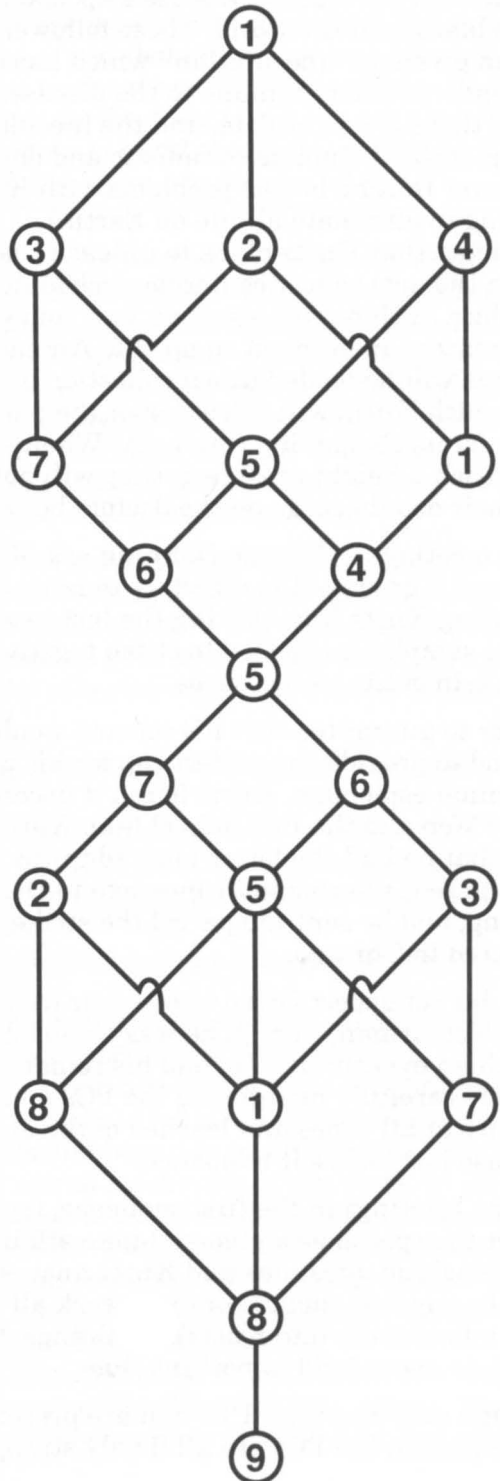
Hallucination Descriptions

1) The nursery rhyme "Humpty Dumpty" creeps into your mind as your body slowly begins to turn into a giant egg. You notice that your body is cracking!

Cross off a round. If the PC passes a WIL roll with a -10 modifier, he or she successfully pulls his or her fragmented body back together and passes on to the next stage. If the WIL roll fails, the PC must try again next round.

2) For a moment, the hallucinations stop and you seep back into semiwakefulness, only to discover that you are precariously teetering on the edge of a gorge in the cavern floor!

Disease Chart



Cross off a round. The PC must attempt a DEX roll with a -10 modifier. If the roll fails, the PC slips down into the gorge and takes 1d8 points of damage to a random location. In any case, the PC may pass to the next stage.

3) Giant numbers begin floating at you from all directions, blocking your path. The numbers seem to be coming in some sort of pattern.

Cross off a round. In fact, the numbers are coming in a pattern. In order to pass to the next stage the PC must both recognize the number pattern (ask the player for the next number in the sequence) AND pass a WIL roll with a +10 modifier. If the PC fails either test, he or she remains here for another round. The number pattern changes with each new PC and each new round.

Here are a number of patterns. If you run out, you can easily invent your own.

1, 3, 7, 15, 31, . . .

(Answer 63; one added to the previous number multiplied by two)

1, 1, 2, 1, 2, 3, . . .

(Answer 1; series is 1, 1, 2, 1, 2, 3, 1, 2, 3, 4, 1, 2, 3, 4, 5, etc.).

2, 4, 9, 16, . . .

(Answer 25; perfect squares)

1, 2, 3, 5, 7, 11, 13, . . .

(Answer 17; prime numbers)

4) Suddenly an army of blue spiders begins crawling up through cracks in the Earth. You must crush them or they'll eat you!

Cross off a round. The PC is attacked by 2d6 spiders. Have him make a WIL roll with a +15 modifier. He can "crush" one spider for every five points by which the roll succeeded. If he cannot crush all of the spiders in one round, he must keep making similar WIL rolls each round until all the spiders are gone, at which point he can move on to the next stage.

5) Someone is approaching you. Someone who looks familiar. In fact, the someone is you. "You don't really want to leave these caves," you say to yourself. "You want to die here."

Cross off a round. In order to pass, the PCs must successfully Persuade him or her "self" that he or she does want to live (a successful Persuasion roll is necessary for success). If the PC does not have the Persuasion skill, he or she can substitute a WIL roll instead. If the roll fails, the PC must remain another round and keep trying.

6) You feel yourself shrinking into the floor. Suddenly, you realize why. You're not a man, but a toy soldier. Hundreds of other toy soldiers are line up alongside you. Powerful mortar shells are bursting all around you.

Cross off a round. In order to move on, the PC must clear his or her head with a successful WIL roll. Failure indicates the PC must remain in this circle and keep trying.

7) Suddenly, all your pain vanishes! You are floating. The painful life is beginning to ebb from your cells and you are delighted.

Cross off a round. The PC is gripped with an overwhelming desire to give up the struggle and submit to a comfortable death. In order to move on, he or she must pass a WIL roll with a -15 modifier. Failing this WIL roll means the PC must remain in the circle and keep trying, and that the PC sustains 10 points of CON damage.

8) Spectral hammers are roaring up out of the ground and striking you!

Cross off a round. The PC must pass a WIL roll with a -5 modifier to move on. Failure indicates he or she must remain in this circle and keep trying. Any PC in this circle automatically takes 5 points of CON damage per round he or she remains here.

9) If it is round 13 or before: Your head begins to clear as the hallucinations fade away. You are still sick and in pain, but at least you can think again. You have no idea how long you've been under the influence of the hallucinations, but you hope it's not too late to get to the medical conference to stop Kurtz.

Any of the PCs who successfully made it out of the hallucinatory phase automatically suffer a -5 modifier to all skill rolls for the duration of the adventure due to the lingering effects of the virus.

The first PC who regains full consciousness immediately notices light coming from a man-sized fissure in the cave wall. The fissure provides easy access to the grounds outside Kurtz's mansion, coming up close to the garage. Two full-sized sedans sit in the driveway. A quick look at any of the PCs who did not make it out of the hallucinatory stage reveals that they will eventually be all right. The only thing that should be on the PCs' minds at this point is stopping Kurtz.

Kurtz's Villa

If everything goes as expected, you shouldn't need a description of Kurtz's villa—the only room the PCs will see is the dining room, during scene 4C.

Just in case things go awry, however, here is a description of the complex which details its layout and security arrangements.

Exterior: Kurtz's villa sits atop a steep hill. A single road leads from a garage just outside the villa itself down the hill and away from the complex. The other three sides of the hill are covered with thick vegetation. Just recently Kurtz sprayed all these areas with the nerve agent the PCs encountered in Sequence Three, just in case the Orion Foundation somehow uncovered a clue to his identity. The nerve agent will remain active for the next two days.

There is no fence of any sort surrounding the villa,

since the thick vegetation forms a sort of natural fence. Normally, three guards roam the perimeter, looking for intruders (Kurtz's guards are typical Thug .45s), though Kurtz has recently doubled the guard, expecting possible trouble. The guards are armed with 9mm Brownings which they wear in shoulder holsters in order to avoid attracting attention.

First Floor

Dining Room: This is the room where scene 4B will take place. The dining room features a large gray marble table, leather chairs, and exquisite wood paneling. On the wall, overlooking the table, is a large portrait of Kurtz himself that was painted by a famous modern artist.

Jeanine, Kurtz's maid, spends a lot of her time tidying up the dining room.

Kitchen: A typical large kitchen. In the corner is a sizable walk-in freezer. Kurtz's chef, Pedro, is typically laboring away here. If he detects intruders, Pedro will attempt to alert security and then attack with a kitchen knife. Pedro stats are the same as a Thug 25.

Tatupu's Bedroom: This is Tatupu's large luxurious bedroom. The only item of note here is the Uzi submachinegun that Tatupu keeps under his bed for emergencies.

Recreation Room: This room is decorated with fine Chinese and native Hawaiian art. Inside are a pool table, an extensive electronic home entertainment center, and fully stocked wet bar. Kurtz spends a lot of his time here. A single guard (same as those patrolling the perimeter) is typically stationed in the recreation room.

Library: Kurtz's extensive library. In addition to a wide variety of medical texts and publications, Kurtz's collection includes a number of rare first editions of his favorite authors, Joseph Conrad and Dostoevsky.

Medical Office: Here, Kurtz keeps all of his research records and does all his professional writing. Although there is nothing to interest the PCs

here, the medical office is very private. Kurtz's guards never enter here.

Guest Rooms (2): Kurtz maintains two fully stocked guest rooms, each with their own private bath.

Level Two

Storage: Linens, cleaning supplies, and other household necessities are stored here.

Kurtz's Suite: These are Kurtz's private rooms. His bedroom features yet another electronic home entertainment center, and an intercom system with which he can communicate with anyone else in the villa.

Kurtz's Wardrobe: Kurtz stores his valuable collection of casual and formal attire here.

Study: This room features a small library and a large oak desk. Kurtz seldom works here, preferring to do most of his work down in the Medical Office. The study is used as a sort of "base" by the two guards who are stationed on the second floor—they spend most of their time in the study, emerging every hour or so to walk around the floor, looking for anything out of the ordinary.

Servant's Rooms: In addition to Tatupu, Kurtz maintains three servants at the villa: his chef Pedro, his butler Robert, and his maid Jeanine. Each servant has a modest bedroom located on the second floor.

Pedro can usually be found in the kitchen, Robert in the laundry, and Jeanine in the dining room, tidying up.

Basement

Boiler Room: All of the heavy machinery in the villa (the boiler, the water heater, the emergency power generator) is located in this room. There is always a single guard posted in this room.

Laundry: Robert, the butler, can usually be found here washing clothes and linens. The passage

leading to the underground caves (scene 4C) is found here.

Security: From this room, the two security guards who are always on duty here can monitor activities all through the villa. Each area is viewed approximately once every five minutes.

Barracks: The barracks provide sleeping and eating quarters for the small army that Kurtz maintains out at the villa for protection.

Approximately 30 guards are quartered here, 10 of which are present at any given time (the rest of the guards are either on duty elsewhere in the villa or visiting the nearby town). All of the guards are extremely loyal to Kurtz.

4D. The Big Showdown

There is nothing to stop the PCs from simply hopping in the car parked in Kurtz's driveway and speeding off for the opening ceremony of the medical conference (the keys are in it). The garage is situated so that none of Kurtz's men who remain inside the house has any chance of noticing the PCs' escape. The PCs are still groggy from the virus, so in order to actually reach the conference one of them must pass an INT roll (with the virus modifier) in order to remember where the conference is being held, while the driver of the car must pass a Driving/Automobiles roll in order to avoid swerving off the road and cracking up on the way over.

As the PCs drive up to the conference, the first thing they notice is that they are not too late. Kurtz is delivering a speech before the gathered assembly of doctors. Next to him on stage is a large net full of small red balloons.

Because of the effects of the virus, the PCs are probably too incoherent to effectively communicate with any bystanders (any attempts to do so suffer a -25 modifier). If they are going to stop Kurtz, they must do it themselves.

The parking lot is approximately 100 yards from the stage. The instant he sees the PCs (the moment they make a move for the stage), Kurtz cuts



short his speech and rushes to the balloons. It will take Kurtz eight rounds to set them free. He will untie the balloons during all the rounds before the PCs reach the stage, and in any round thereafter when he wins initiative. If he does not win initiative, he will try to defend himself from attacks but will not use a weapon. On the third round after the PCs reach the stage, Tatupu comes rushing out of the crowd, brandishing his sword.

At the end of round twenty, Mike Danvers and a group of 25 Orion agents show up. Danvers has had time to run down Kurtz and has uncovered the medical conference. If the PCs last this long, the Orion agents easily subdue Kurtz and Tatupu and the adventure is over.

Aftermath

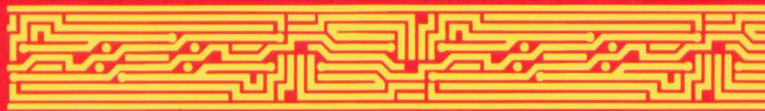
Orion Foundation doctors quickly discover a cure for the weaker form of Kurtz's virus and all of the PCs totally recover after two weeks.

Using the information found in Kurtz's parcel, Orion Foundation agents scattered all over the globe quickly round up vast numbers of Web operatives. In fact, such a vast percentage of Web is wiped out once and for all by the events of this adventure that the Orion Foundation directors decide to disband the Foundation as well. After all, the organization existed for the sole purpose of combatting Web. And now that Web is gone, the day the Foundation has been working towards for decades has finally arrived.

Yes, believe it or not, this may be the end of the Web/Orion campaign for a while. But it's hardly the end of the TOP SECRET/S.I.™ game. Now you have a clean slate upon which you can build a campaign of your own. What happens next? Is Web really gone for good? And what will all those ex-Foundation agents do to occupy their time?

Hopefully, some of the guidelines presented in this adventure will help you build exciting scenarios that answer these questions.

TOP SECRET/S.I.™



Official Game Adventure

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by Ray Winninger

BEGIN COMMUNICATION

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From: Orion Foundation
Re: High technology and high adventure

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END COMMUNICATION

ISBN 0-88038-855-2



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