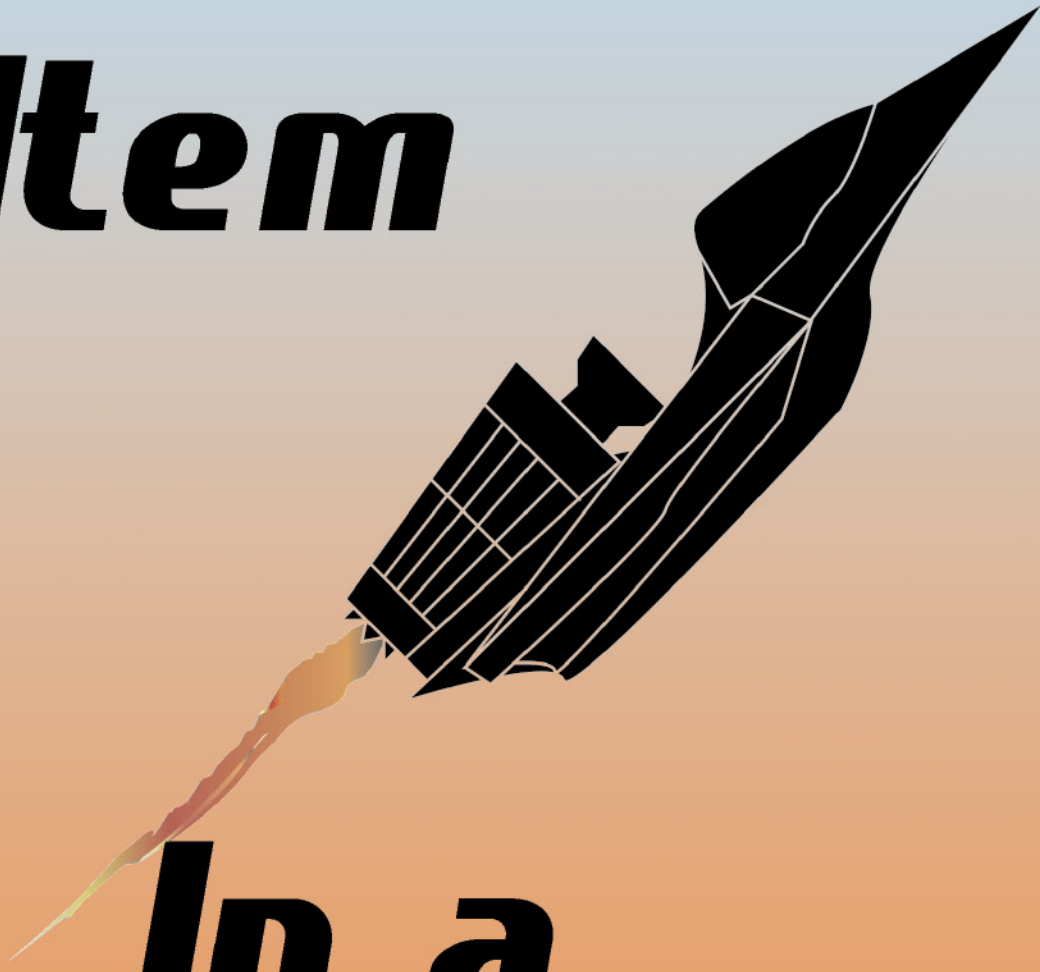


Hot

Item



In a

Cold

War

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Map on page 18 initially created in Campagin Cartographer 3 using Modern Symbol Set 3 and heavily photoshopped.

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Dedication: To the playtesters and those who purchase this product; may you find it an enjoyable diversion from everyday life. And, as always, to Yul-Mee, for Everything.

Hot Item in a Cold War

Un-Stealing an Aircraft That Doesn't Exist to an Airbase That Officially Isn't There

Chapter	Pg
Introduction	2-6
<i>GM Synopsis</i>	2
<i>Which Agency?</i>	2
<i>Roll Dice or Roleplay?</i>	2
<i>Default Timeline</i>	3
<i>Timeline Divergence</i>	3
<i>Required Skills</i>	4
<i>This is 1982, not 2019</i>	4
<i>Super Spy Equipment</i>	4-6
MSPE™ System Stuff	7
<i>Dynamic Difficulty</i>	7
<i>Generic Mechanics</i>	7
Initial Briefing (Can be used as player handout)	8-9
Ted's Apartment	10-11
Senator McCranky Memorial Airport	12-13
The Plaid Flamingo	14-17
<i>Player Handout (Matchbook)</i>	17
Los No Existe Border Station	18-19
A Salt Flat on the Chihuahuan Desert	20-21
Wrap-Up and Aftermath	22-23
<i>General Endpoints</i>	22
<i>XP Awards</i>	22
<i>Fallout and What's Next</i>	22-23
The Opposition	24-27
<i>The Orphanage</i>	24
<i>Kurt Wolfenhaber</i>	25
<i>Luigi Manneli</i>	26
<i>Eleanor Braun</i>	27
Sample Player Characters	28-35
<i>Background</i>	28-30
<i>Stat Pages</i>	31-35
Solo Scenario	36-51

Art by Thomas Rafalski, J.E. Shields (pgs 9,25), and Bradley K McDevitt (pg 26).

Map on page 18 initially created in Campagin Cartographer 3 using Modern Symbol Set 3 and heavily photoshopped.

Introduction

Thank You for Purchasing *Hot Item in a Cold War*.

This scenario runs as either a one-shot or as the starting point for a larger campaign. It is relatively linear by nature and should be fast-paced. We advise using every tension building trick.

As always, read the entire scenario at least once before running. You'll likely tweak an item or two, particularly if the players have Super Spy Technology.

The MSPE stats assume a party of 3rd level player characters.

GM Synopsis

January 4th, 1982. The Cold War heats up as the last remaining hard-liners in the Soviet leadership feel desperate as reform politicians make significant inroads. Gorbachev gains leadership in March 1985, ushering in Glasnost and the dissolution of the Soviet Union a few years later.

During the late 1970's and early 1980's, the United States developed a series of stealth aircraft. The security surrounding the projects rivaled The Manhattan Project.

Soviet attempts to gather information on the aircraft failed until several months ago. Ted Speed, a test pilot at Area 51, concealed gambling debts from the DIA. His gambling losses were not bad luck; an undercover GRU agent in deep cover on the Vegas strip as a casino's head of security rigged the games against Ted. To sweeten the deal, the Soviets added their best Honeypot agent. In a week, the Soviets knew everything Ted did about the A-118.

The A-118 "Styrker" is a prototype micro-bomber capable of pinpoint strikes deep into enemy territory. It is competing with what would eventually be mass-produced as the Stealth Fighter. The Stryker was superior in both speed and close-in ground support, but the F-117 won because it was cheaper and much more effective against heavily hardened targets.

The Soviets decide to take extreme measures, and arrange for Ted to steal the Stryker. He's promised a 'great reward' as a "Hero of the Soviet Union." The test aircraft only carry enough fuel for their flights, however, the A-118 is designed to partially break down to fit inside a C-5 Galaxy or slightly over-sized tractor trailer container. The Russians have a large

cargo aircraft of their own, and arrange to demonstrate it at an air show in Mexico City.

Ted Speed steals the Styrker and lands at a remote regional airport on the outskirts of Vegas, ironically named after the late vehemently anti-communist Senator Joe McCranky. The Russians load the Styrker into a trailer container. They then drive to Ted's apartment to "pick up his things."

Ted's 'great reward' is a bullet to the head.

The Soviet plan to haul the plane via a semi-truck to a desert lake bed in Northern Mexico. The An-124 Ruslan will make an "emergency landing" on the lake bed and the crew loads the A-118 into the Ruslan. The An-124 radios to Mexican Air Control, "We have made emergency repairs that will get us to Cuba...."

Which Agency?

If the characters are not members of a fictional agency, the most logical choice would be CIA or DIA agents given emergency license to also operate as FBI agents. Many of the aircraft tested at Area 51 were spy planes used extensively by the DIA and CIA, including the U-2 and SR-71.

Roll Dice or Roleplay?

Particularly with character-to-character interaction, the player's (not the player's character) roleplaying has the potential to either heavily influence the SR or even completely negate the need to roll.

That said, one of the big draws to roleplaying games is the ability to play a character that's NOT you. If a player lacking in social skills wants to play a face/grifter/con artist, then give her some slack and allow a roll using the character's superior social stats unless the player has the character say something very inappropriate that you simply can't ignore; in that case, let the player know the situation. At the same time, if a player who is extremely good with social interactions decides to play a character stated as a socially-hostile, introverted bookworm, always require a social interaction roll based on the character's stats...

Default Timeline

Jan 3rd, 1982

11:30 am – Ted manages to replace original transponder with tricked-out transponder (it can copy another transponder, and he can shut it off remotely in-flight) during pre-flight ‘inspection.’

Jan 4th, 1982

Midnight – Ted Speed takes off on planned test flight.

12:30 am – Ted signals an emergency and turns toward the airstrip. Ted turns off his tricked-out transponder at 12:31 and changes course to Senator McCranky Airport sub-sonic.

12:35 am – Clean-up crews dispatched from Area 51 base.

12:50 am – Ted lands at Senator McCranky airport. Old Bill sees the plane and helps Ted park the plane in the hangar and begins keeping a watch out.

1:00 am – Ted unable to get aviation fuel at airport and calls Luigi. Luigi forgets to bring the customs paperwork. Ted prepares the A-118 for transport.

1:15 am – Area 51 clean-up crews report empty crash location and expand the search radius. Sam Johnson notified.

1:30 am – Sam Johnson boards unmarked plane at Area 51. Orders LA FBI agents to round up PCs at LAX.

1:30 am – Truck arrives with Luigi and Kurt. A call from Area 51 to the McCranky Security Office goes unanswered as Bill is outside making sure no ‘unauthorized’ personnel get near the plane. The airport does not have an answering machine.

1:35 am – The trio load the A-118 fuselage onto the truck.

2:00 am – PCs notified. A search crew from Area 51 checks the McCranky Airport without talking to Old Bill. They only see an empty hangar #6.

2:00 am – Truck pulls up to Ted’s apartment, and all three men exit and go into the apartment. Eleanor awaits inside. All other residents of the apartment complex are asleep.

2:03 am – Kurt assassinates Ted using a silenced pistol.

2:05 am – Luigi, Kurt, and Eleanor are back on the road and head towards Mexico. They will only need to fuel once to get to the rendezvous.

2:30 am – Area 51 crews report no crash in expanded search.

Adventure Start

2:45 am – PCs conveniently all arrive at LAX at the same time, board Sam Johnson’s plane and receive briefing

3:30 am – PCs debark plane to waiting ground transport.

9:00 am – Gun battle between the Enemy Agents and border guards. Kurt is hit in the arm, but not seriously hurt.

11:00 am – Enemy agents arrive at the rendezvous point.

4:00 pm – An-124 arrives at site. Lands a few minutes later and begins to taxi.

4:20 pm – An-124 in position and crew begins to load the Styrker onto the transport.

5:00 pm – An-124 takes off towards Cuba.

Timeline Divergence

It is just barely possible for the Player Characters to intercept the stolen plane before the botched border crossing if they requisition an unarmed helicopter and fly to the border (or have the Jet-Powered Armored Van). In that case, the final battle occurs there.

Add Luigi and Kurt to the GRU clean-up squad. Add in the appropriate cartel opposition from Chapter 7.

Most likely the PCs will need a bit of help, so give them 2 to 4 border guards (all 10 stats, 3 skill on weapons, clip pistols 2d+4).

The player characters see ‘Eleanor’ speeding away from the scene, a full tank of gas and heading toward Mexico City. If this is the start of a campaign, any attempt to capture her or take her picture will fail, and she was able to hide her face from the cameras at the border. A central component to a larger campaign is that the Player Characters will be the only ones able to positively identify ‘Eleanor.’

4 Introduction

Required Skills

We list the typical skills players might apply to checks, but as always, sound player creativity should override.

Occasionally, a character **MUST** have a particular skill. Such skills will have (RQ) in the listing. If a player has a better skill and creatively describes how to use it, let her, but **only** if she also has the RQ skill.

This is 1982, not 2019

Ubiquitous personal constant instant telecommunications has substantially altered how most people live and work, particularly their temporal expectations and ability to quickly access data. The 1982 player characters can't pick a smart phone and expect to instantly reach someone wherever their location any time of the day or night. There is no world wide web with enormous available information on locations, institutions, and persons.

However, the early 1980s saw the first instantiations of many technologies and the maturity of others.

Fax Machines

Believe it or not, fax machines date to the 19th century, invented parallel with the telephone. By the late 1960's audio coupler machines were available. The early 1980's saw the development of generic standards so users were not locked into one brand using proprietary protocols.

Cell Phones And Pagers

Cell phones went public in 1983. Early phones were analog, bulky, and expensive. How expensive? \$4000 in 1982 dollars, equivalent to a \$10,000+ in 2019 according to the website Officialdata.org.

The agents can use the first nationwide cell phone system as it was being deployed and tested in 1982. The brick phone allows for 30 minutes of talk time after ten hours (yes, hours) charging. Note there will be many dead zones and the thing doesn't work at all in Mexico.

The nascent cell phone system is insecure. The agents are given an audio coupler scrambling device. Given the choice between destroying the coupler and saving the life of an agent, the scrambler coupler gets priority.

Each Agent has a department-issued encrypted pager.

If the game uses Super-Tech, the agents may have fully-functional smart phones or even satellite smart phones.

The Arpanet (early Internet)

There were e-mail address and domains on Arpanet as TCP/IP was developed. However, nothing on it at this time would be useful in this scenario.

Computer Databases

While there isn't an useful internet for the player characters to access, there are various computer databases that can be utilized. The in-game mechanic is that the characters contact facilities via phone (and possibly fax) and relay information.

PC Transportation

PCs have unmarked full-sized governmental sedans with turbo-charged engines. They have police and military band CB's, police lights, and bullet-proof windows (able to stop small-caliber rounds but not high-caliber ordinance.)

Super Spy Equipment

Yes or No?

Cinematic spy games often involve characters with technology far beyond that commonly available. One easy thing about an espionage game set roughly three decades ago is that much of what would be Super Tech then is consumer-grade today.

The device listings from Beautifulharmony's house system, *Gadgets are Great!* just happen to correspond very nicely to equipment bonuses for MSPE with minimal change (otherwise the game mechanics are very different.)

If your group wants Super Tech, give each player a total of +6 to +9 bonuses to their appropriate rolls divided among 1 to 3 devices. Non-lethal damage bonus is 1d6 per point, lethal damage bonus is 2 x Super Tech point value bonus; weapons usually have some other bonus, such as armor-piercing, bonus to hit, etc....

If something is a neat idea but a bit over-powered (even for Super Tech), then put in a conditional penalty (see Super Concealed Armor.)

Predetermining the Super Tech helps to prevent player abuse, but sometimes it's more fun to let the players pitch their own gizmos. Just always remember that as GM you have final say over whether something is permissible. Villains may or may not have Super Tech (if not, just increase the numbers when you want things to be a challenge.)

Does Everyone Have a Cell Phone?

If Advanced Tech is in play, scratch the brick phone part of the introduction and scenario if everyone has a cell phone.

Sample Equipment

Mascara Impassible Disguise Kit

As close as you can get to transforming into another person without a brain transplant!

A comfortable and breathable full-head mask with voice modulation, contacts that trick the best retinal scanners, and gloves with full prints. The unitard mimics natural skin and target's heat signature; it will trick most full-body non-invasive sensing methods. Hair and skin samples show as artificial if submitted to genetic tests.

This equipment may not be available on Halloween due to high demand, and personal use of agency equipment to avoid your in-laws is against policy.

+6 Disguise / Acting / etc....

Defeats thermal, retinal scans, fingerprint, and voiceprints. Cannot trick weight or gene tests. If the target has smaller or larger hands, the fingerprints match, but size difference might be noticeable.

OpenAll Lockpick/Safecracker

The ultimate set of keys.

This beauty opens or operates any type of lock including vaults, car doors, tumbler safes, keypad safes, vehicle ignitions, key locks of up to 75 pin tumblers and one to eight axis, padlocks, deadbolts, swipe locks (must be brought within 25 feet of a real card/transmitter to duplicate or crack codes), window latches, zip ties, unusual screw and bolt heads (includes electric drive), puzzle boxes smaller than one foot per side, and that really annoying blister plastic product packaging.

+6 to the type of skulduggery described above

DISCLAIMER: The only thing we can't get open are child-proof medicine bottles. For those, we suggest finding a small child.

In-Your-Network Luggage

You will shout, "All your mainframes belong to us!"

Equipped with the latest and greatest hardware and software not-yet-available-for-years, you'll break into networks, defeat encryption, and maybe finally have enough horsepower for that new game.

Effect depends upon speed of connection. +6 to hacking and programming on a full-speed backbone hard-line or direct network plug-in (can handle ethernet, token ring, serial, etc...),

+5 on highest speed governmental and academic ARPANet (no web at this time), +3 over modem-speed connections.

Disclaimer: The processors are overclocked. Do not place on flammable or burnable surfaces. The optional plug-in hotplate heat dispenser can be used to cook a wide variety of food including omelets, hamburgers, or instant ramen noodles.

Know-It-All Forensics Kit

Just pass the vacuum/scanner unit over the scene, push the 'analyze' button, and enjoy your drink while our little automated lab does the work for you!

+6 for evidence collection and forensic analysis.

Really Multi-Function Watch

Pocket Knives are so last week.

How many times have you needed a wrench, screwdriver, or high-powered welding laser only to find your multi-tool slipped out of your pocket ten miles back on the jungle trail?

+6 laser cutter/welder, screwdriver, wrench, watch, stopwatch, one person 20-meter grappling hook and line, and pinhole video camera with five hours recording time.

Danger. Do not puncture the containment chamber of the nanosized nuclear power core. Radiation detectors may pick up the watch within 20 meters. When not being worn, keep in the deluxe lead-lined carrying case.

Work-It Exoskeleton

Ever need to lift a medium-sized car? Find yourself tightrope walking across a chasm? Need to chase an opponent up El Capitan? Jjust want to punch a hole in a thick concrete wall?

The Work-It Exoskeleton lets you do this and more, even if you skip the gym to finish reading those field reports!

+6 to Physical for raw force, balance, acrobatics, and climbing. Does not enhance hand-eye for combat, but does increase Effect for damage from physical blows.

Danger. Do not puncture artificial-life power core to avoid contamination and probable mutation.

Wham-Bam Combat Armor Spray

The object of war is not to give your life for your country. It's to make the other poor bastard give his life for his.

- George S. Patton

+3 dice Defense to any type of body armor

Depleted Uranium Rounds Combo Pack

When Trouble is on the plate, remember, it is better to give than to receive (damage).

6 Introduction

+3 to Damage for a firearm, also negates that many dice of ballistic armor.

Pep Pills (Various types)

As part of 1960's attempts to maximize human consciousness and capability, we developed a number of compounds that can temporarily boost your mojo for a few hours to a day.

+3 to two different attributes or skills for duration of scene/session. SR Agent's Level LK check to see if you happen to have the one you want.

Disclaimer: Male agents using a Seduction Pill who have an erection lasting longer than 4 hours, please seek immediate medical attention. For an erection lasting 3-4 hours, please contact HQ for reassignment to the honeypot subdivision.

Jet-Powered Armored Van

We all know about the stereotypical white surveillance van. Or maybe a panel truck with telephone company markings?

Well, who needs boring when we have Science!

Anything but "stereo"-typical.

Featuring a jet turbine capable of producing 50,000lbs of thrust, you'll never lose a tail again. Three inches of carbon-fiber and titanium steel laminate provide the ultimate in protection.

And never worry about being spotted, thanks to our advanced hypno-paint and hypno-stereo external speaker system: the louder you crank the music, the less noticeable you become!

+6, Armored Fast Transportation, Vehicular Shadowing – note, this listing does not include surveillance equipment

Important Note: Don't forget to turn off the stereo when you park it for lunch, otherwise it'll take weeks to find...

Creative License

This is a work of fiction, so nothing in it should be taken as fact about the real world even though many of the inspirations are real things. While it is now a matter of public knowledge that stealth aircraft were tested at Area 51, there's no public record of any plane ever being stolen from there. The An-124 Ruslan is a real airplane, but its first flight was late December 1982 and entered service in 1986 (Wikipedia), so it couldn't have been at an air show in Mexico City during 1982. There is speculation regarding government intelligent agencies in various countries using orphanages to develop and train agents from an early age, but that's just guessing to the best of my knowledge.

MSPE™ System Stuff

Dynamic Difficulty

The default module is designed for 3rd Level characters (the column in grey).

To adjust, shift the SR to the one listed in the table for the average character level (For example, a party of 1st level characters would face an SR1 check instead of an SR2 check listed in the main text. Go with Mean level: 1,1,2,4,5 would be 2nd lvl.)

		SR (Target Number = 15+SR, except for 0)										
Difficulty	Calculation	1	2	3	4	5	6	7	8	9	10	11
Cakewalk	SR 0 (Target 5)	0	0	0	0	0	0	0	0	0	0	0
Easy	SR = (3+1/lvl)/5	0	1	1	1	1	1	2	2	2	2	2
Normal	SR = (5+2/lvl)/5	1	1	2	2	3	3	3	4	4	5	5
Difficult	SR = (7+3/lvl)/5	2	2	3	3	4	5	5	6	6	7	8
Challenging	SR = (9+4/lvl)/5	2	3	4	5	5	6	7	8	9	9	10
Good Luck	SR = (11+5/lvl)/5	3	4	5	6	6	8	9	10	11	12	13

Generic Mechanics

- Default interior passenger door/cabin/closet/bathroom locks are mechanical and **Easy**
- Typical house entry door is **Normal**
- Elevators are **Normal** to hack/override unless military, in which case they are **Challenging**
- Home video security systems are either **Cakewalk** or **Easy**. Casino video security systems are **Normal** or **Difficult**.
- Hacking a military computer is **Normal** if not classified, **Challenging** if classified.
- Hacking a financial computer network remotely is **Difficult**. Hacking into a financial computer network from the desk and terminal of a user is **Normal** and requires a **LK + Observation** roll (basically, you find a note somewhere or a picture with name on it, etc...)
- Locks on cargo containers are **Easy** or **Challenging** (if 'Sensitive' or 'Extremely Valuable')
- Rigging a slot machine without detection is **Normal**.
- Rigging a Roulette Wheel without detection is **Challenging**
- Cheating at poker or other card games in the Plaid Flamingo is done with two rolls. First is a Normal LK roll to see what sort of dealer. Failure at the LK roll means **Challenging**. Passing by 0 to 10 is **Difficult**. Passing the LK roll by 11+ means they got the tired dealer and it's **Easy**. Players can use LK or IQ or DEX to attempt to cheat; it's their job to give a basic description of how they are cheating. If they give a *really* good or creative yet plausible explanation, lower the difficulty by one level.

R2019

In-Air Refueling (nose and tube extends in operation)



Wings Detach for Transport Inside Heavy Lift Transport

Missile Tube Housing

Vent-Based Barrel Vertical Stabilizer System

In-Air Refueling (nose and tube extends in operation)

GAU-12 Cannon Port



Missile Port (1 each side)

A-117 Styker Stealth Ground Support Aircraft

Estimated Range: 500 miles
Estimated Min Speed: 100 mph
Estimated Top Speed: Mach 1.5
Estimated Op. Ceiling: 50,000ft
Armament: GAU-12
Bottom: 2 x Hydra 70 Pods

Initial Briefing

*J*anuary 4th, 1982.

An FBI agent knocks on the door at 2am. You slap on some clothes and she drives you to LAX and a governmental jet. The Agent only knows this is a Top-Priority Emergency and the PC will be briefed on the plane.

Sam Johnson, your boss, greets you on the unmarked white Learjet. You don't know if Sam Johnson is his real name, but you know his security clearance is higher than God's.

"Hello, Agents," he says as jet begins to taxi. "Omega Emergency. You have temporary FBI status as well the usual credentials. We're hoping to keep this stateside, but we need operatives who can immediately function outside our borders."

A projection screen lowers behind him.

"Ted Speed, at test pilot, stole an aircraft from Area 51. There are no aliens. A year after it opened, some beatniks with a bag of mushrooms snuck onto a hill right above the base. It was the last time the guards didn't shoot anyone who got that close. Upon interrogation, the intruders insisted we were working with aliens. Have to admit it was a better cover story than the boys on payroll devised."

The screen shows a blueprint.

"This is the A-118 Styrker, an ultra-high-precision one-man tactical strike unit made of and filled with the most advanced technology that doesn't officially exist. You can't see it on radar or infrared. Flight speed anywhere between 100mph to supersonic. We can take the wings off and put them back on in under

ten minutes to covertly transport it by C-5 to remote air bases. Autocannon using full-sized uranium tank-buster rounds and two stock Hydra air-to-surface missile pods crammed within the lower weapon bays.

Speed took off on a scheduled test flight last midnight. Things went smoothly until he reported a mayday during a close-terrain pass. We lost contact with the pilot and on-board transponder. It was assumed the plane went down and ground-motion sensors in that area failed; we don't like to admit it, but those sensors glitch a lot.

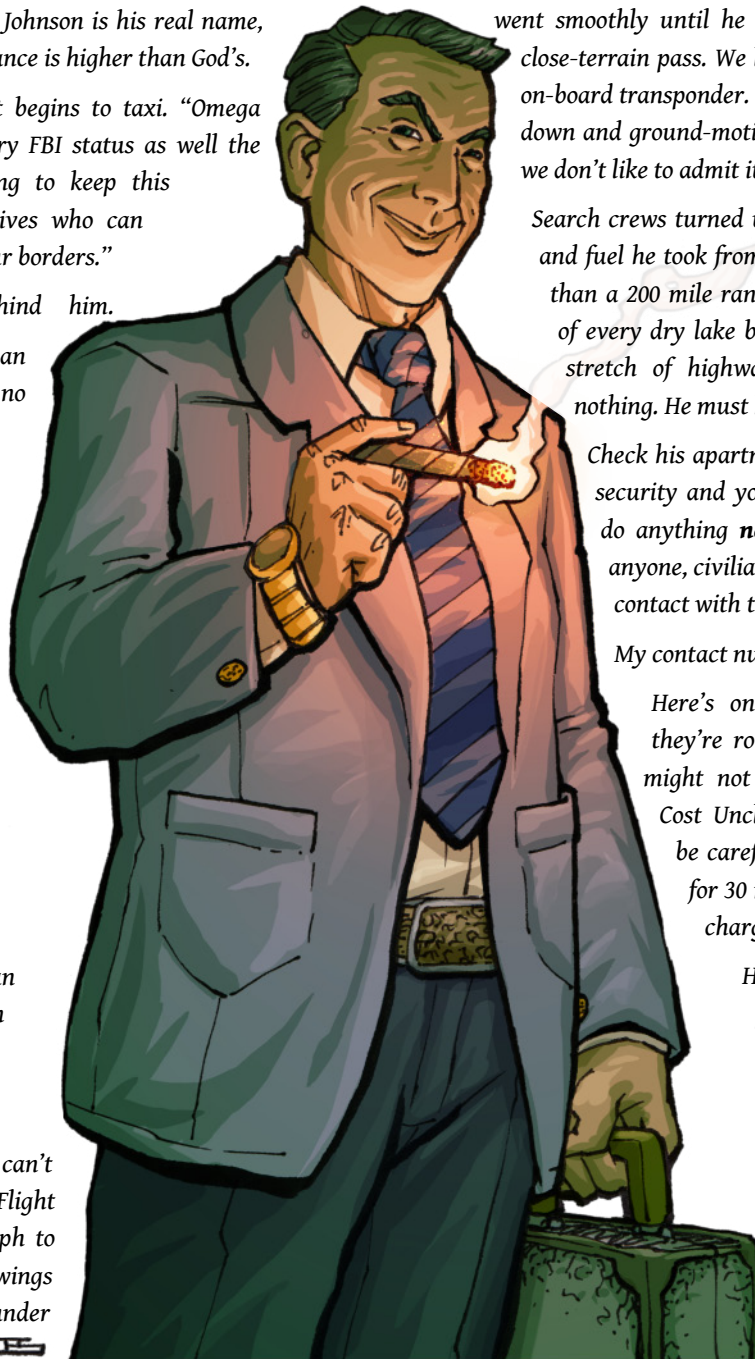
Search crews turned up nothing. Between his flight and fuel he took from the ground tank, he had less than a 200 mile range when he ghosted. Searches of every dry lake bed, salt flat, airport, and long stretch of highway in the region turned up nothing. He must have had someone waiting.

Check his apartment first. This is top national security and you have blanket permission to do anything **necessary**. Immediately report anyone, civilian or otherwise, who comes into contact with the aircraft.

My contact number is 555-555-5577.

Here's one of those new cell phones they're rolling out next year. Might or might not work depending upon local. Cost Uncle Sam around five grand, so be careful with it. 10 hours to charge for 30 minutes of talk time. It is fully charged."

He also hands you an acoustic phone coupler. "Use this scrambler anytime you call me. We've got a change of clothes, badges and IDs, and your usual load out on board, so gear up."





Ted's Apartment

The apartment 'complex' is a single double-story building with modular units. All units are single-bedroom and have a single entrance leading to the outside; think of a nice motel

All of the tenants in the apartment work at Area 51 or similar nearby facilities. Stat to IQ 11+

Jim Laterman, the landlord/manager, has a clearance and receives a "consultant fee." Jim is homosexual, so Seduction bonuses only work for male agents.

Ted Speed is dead, shot once in the head

Looks like Jim keeps the security deposit.

Clues

Inside Apartment				
#	SR	Attributes	Skills	Information
0	1	DEX	Lockpick	Apartment Door, Ted's Car
1	0	IQ/LK	Forensics/Obs	Ted is dead. Blood splatter on wall indicates was probably killed at the apartment
2	0	IQ/LK	Observation	Flier of local airport: Senator McCranky Memorial Local Airstrip on the kitchen table.
3	1	LK	Observation	A personal ledger that indicates gambling debt to one 'Luigi.'
4	1	LK	Observation	A matchbook for the Plaid Flamingo Casino and Hotel, on the strip <Handout >.
5	1	LK	Observation	A West German passport for one Eleanor Braun, resident of West Berlin. The photo is missing.
6	1	IQ	Observation	There are burn and gunpowder residue on Ted; he was almost certainly shot at close range.
7	2	IQ	Observation	There appear to be 4 separate sets of fingerprints. Two are Ted and Eleanor (from her faux passport), the others require a search (see Outside #7)
8	2	IQ	Secret ID or Double Agent	There are a no pictures of Eleanor. This, along with her reported good looks and West German passport strongly indicate she was a 'honeypot.' (See also Outside #5, 6)
9	2	IQ	Forgery(RQ)	Eleanor's Passport (#5) is pristine other than the removed photo (ie. It is not an altered passport.)
10	3	IQ	Forensics(RQ)	Caliber of bullet used is consistent with the type of weapons used by GRU or KGB
11	4	IQ	Forensics(RQ)	The entry wound and blood splatter indicates killer was around 6'5" tall (Kurt pulled the trigger).

Outside and After the Scene				
#	SR	Attributes	Skills	Information
1	0	CHR/IQ	Confidence / Elocution	None of the neighbors heard a gunshot.
2	0	IQ/LK	Observation	Ted's Car is in his parking space. The engine remains slightly warm when the agents arrive around 5:00am.
3	0	IQ/CHR	Confidence / Elocution / Seduction / Research	Ted was a loner with few friends and rarely socialized. Everyone assumed he reported his relationship to Eleanor to the DIA. She seemed an "All-American Girl."
4	1	IQ/CHR	Confidence / Elocution / Seduction / Acting / MS: Psychology / Research	Eleanor moved into the apartment three months ago from Los Angeles. Ted's ledger indicates his gambling spiraled into heavy debt to 'Luigi' at the same time. There are notes in his handwriting saying, "Damned Bad Luck Streak" (See Inside #3,5,7)
5	2	IQ	Research / Forgery	Eleanor's passport (Inside #5, 9) is false. The fake passport must be from a state-level intelligence organization or master forger with access to blank passports.
6	2	CHR	Confidence / Elocution/ MS: Psychology / Research	The neighbors knew they were a nice couple, but "could be a bit noisy when they... well, you know... got romantic," which was very frequent.
7	3	LK	Forensics(RQ) / Observation	Report from lab after search. The 2 fingerprints on the scene match a known 6'5" GRU 'muscle' agent who usually operates in Europe and the prints on file for Luigi Manneli (5'6") working as the Head of Security at the Plaid Flamingo. Synch/see "A Call to Sam Johnson" in The Plaid Flamingo.

Runway 54

Runway 65

Prop Fuel

Hangars

Red
White
&
Blue
Bar

Security &
Other

Parkking

Senator McCranky Memorial Airport

The small airport has several hangars, one takeoff strip, one landing strip, and a small cafe. The airport has been out of aviation fuel for two days due to a bureaucratic oversight, but a shipment is expected today.

Old Bill

The agents automatically discover there was only one person at the airport last night: Old Bill, the head of security.

If the agents provide their credentials, Old Bill requests they follow him to the Security Office. He draws the shades and asks them to dial their contact number using his phone and the scrambler. "Falcon One," he says to Sam Johnson.

Our Pledge

We are dedicated to the eradication of Communism and providing the best customer experience for your hard-earned American Dollars.

Our Facilities

*We guarantee 100% **Commie Free** Facilities.*

Free Tip Line

*If you suspect that a family member, friend, neighbor, or complete stranger in the neighborhood might have **communist sympathies**, please call our hotline collect at 1-555-USS-RDIE.*

Discount Prices

Get a 1% discount on monthly hanger fees, aviation fuel, and food at the Red White and Blue Bar for every communist sympathizer you turn in.

Discount Limited to 10% maximum, otherwise it would be too much like those Godless socialists.

Sam Johnson verifies Old Bill as the retired first test pilot from Area 51.

Bill gives the following statement.

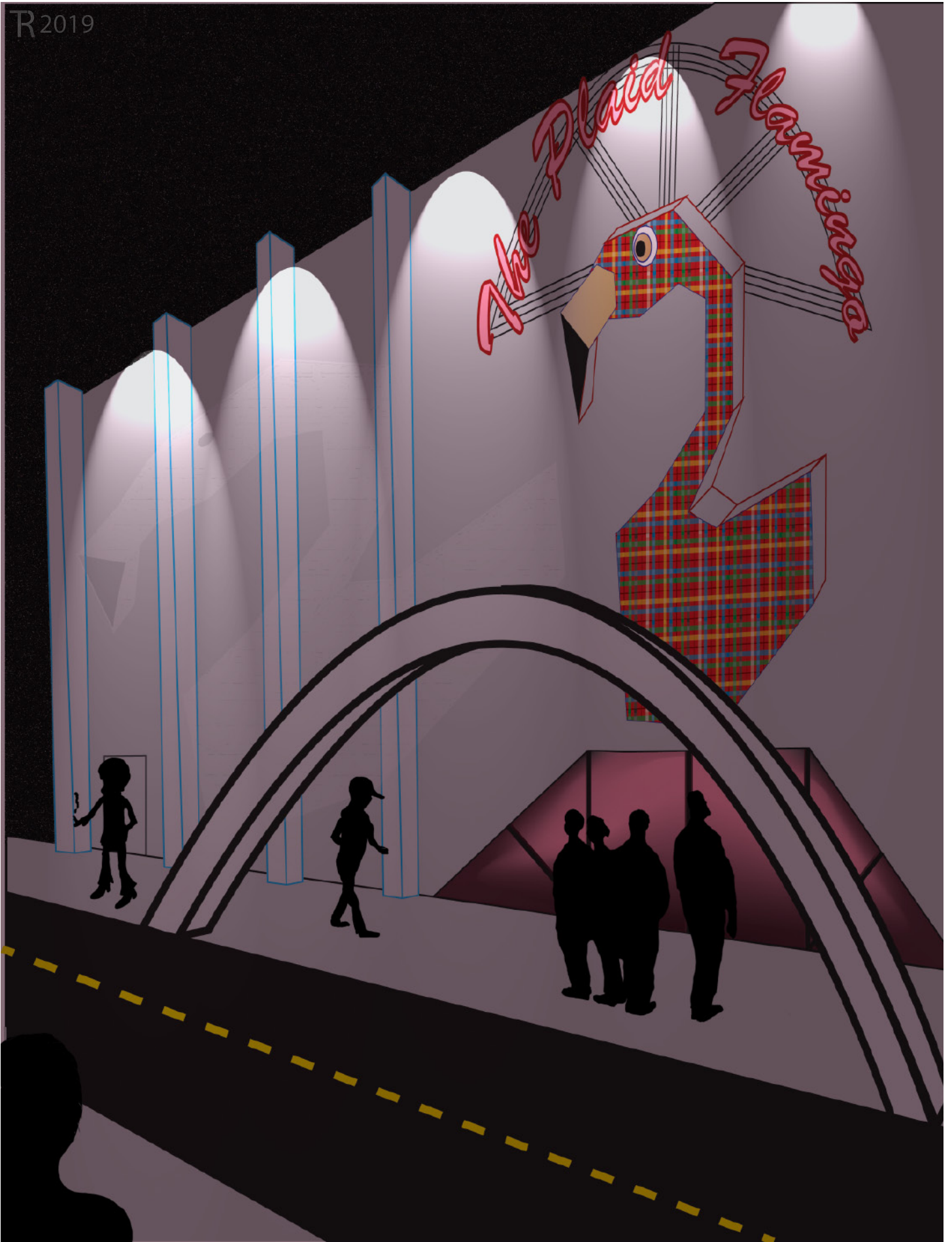
Ted Speed landed some prototype and locked it in hangar #6. He asked me if there was any aviation fuel. I told him there was an order mix-up, and that the fuel would arrive tomorrow.

Ted used the phone in the office. He asked for Luigi and told him he needed the truck. The trailer truck showed up 30 minutes later. I thought it was a recovery crew from the base, and I kept myself and everyone else away from Hanger #6.

Clues

#	SR	Attribute	Skill(s)	Information
1	1	LK	Forensics / Observation	Tire tracks in the sand outside of hangar #6 match an A-118 and lead into the hangar.
2	2	LK	Observation	A mostly-used matchbook for the Plaid Flamingo Casino and Hotel is in the hanger. (Boy, do those get around.)
3	1	IQ	Forensics / Observation	Tire tracks for a semi-trailer appear to lead into and out of hangar #7
4	2	IQ	Research / Bureaucracy	Phone record shows call at 1:00am to the Plaid Flamingo Casino and Hotel.

R2019



The Plaid Flamingo

Chuck Embrulgia owns the Plaid Flamingo, a prominent casino on the Vegas Strip.

Chuck hails from the Chicago Family, but he keeps his operations almost completely clean and above-board. He understands statistics and knows he's guaranteed to make money as long as the customers are happy and keep spending money. He also is part owner of one of the legal out-of-town brothels, and the local call girls know to not ply their trade at the Plaid.

If the PCs insinuate he's running illegal schemes, Chuck will tell the agents:

I don't need to cheat, the house is going to win even if a few guys get lucky, and they draw in more customers than a thousand billboards. I provide adult entertainment and check IDs. If a customer wants, shall we say, a very personal amusement ride, we provide shuttle service to the 100% legal ranch outside of town.

If the PCs insist Chuck is involved with illegal activity, every reference results in a **cumulative** -5 CHR interaction penalty.

The Chicago Family are currently 'in a dispute' with the New York Family. Player characters wanted by New York/Jersey Syndicate will not be reported until things clear up, long after the mission. If a player character wanted by the Chicago Family goes into the casino, Chuck won't do anything himself, but he is still obligated to let Others know. He will attempt to have security remove the wanted character from the premises.

When the PCs Arrive

If the PCs Go In Overtly But Quietly

Unless someone is wanted by the Chicago Family, Chuck asks if there's any word on his missing cousin Luigi. The Head of Security didn't show up for work this morning and nobody can reach him. Luigi's been a punctual employee for five years (since 1976). He sent some men to check out Luigi's apartment an hour before the PCs arrived in Vegas, and when that turned up nothing, he reluctantly called the cops.

If the PCs Go in Overtly and Loudly

Should the PCs decide to use forceful methods, such as arresting Chuck, it's up to you whether there is a gunfight. If this happens, things will get complicated and messy for the player characters. Stat out security at all 10's and give them revolver pistols with a Revolver 2 skill and Brawling 1.

If the PCs Go In Covertly

A third option is for the Agents to play tourist. They can go in with their standard-issue government suits or do a change of clothing.

One of Ted's fellow Area 51 pilots, Luke Solisky is at a roulette table. He is off for the day, but has been notified by the base to let them know immediately if he sees Ted. He does not know why the government is looking for Ted.

If players spend any time alone in the main bar, they will be approached by a woman discreetly promoting Chuck's 'Chicken Ranch' outside of town. If the agents arrest her, she will try to clear things up by providing a pamphlet if she didn't already have the chance to give one to the PC. Let the players know that such things are legal in that county outside Vegas, but solicitation in Vegas for those 'ranches' is a grey area and any actual prostitution in Vegas is still illegal.

There is also a Brain Surgeon's Symposium going on at the Casino's convention space. If you want to use it as a red herring, you can have "Welcome Soviet Brain Surgeons!" on a bold banner in the hotel lobby. Dr. Dimitri Demitricovich is the guest of honor. The surgeons have nothing to do with the stolen aircraft, but 2 of the doctors are also KGB agents (really smart guys) tasked to steal American supercomputer technology when the group goes to a symposium in San Jose after rumors of a chess computer good enough to challenge Russian Grandmasters. In the Soviet delegation, there are 3 obvious 'security guards' assigned to prevent defections who know nothing about neuroscience.

16 The Plaid Flamingo

About Chuck

#	SR	Attribute	Skill(s)	Information
1	1	IQ or CHR	Research / Gambling / Observation / Lawyer / SI or OC or Education in Accounting or Organized Crime	Chuck's businesses are above-board. (99% true, see SR 3 IQ or CHR.) Chuck has a soft spot for orphans (multiple items in the Casino are for orphanage charities.)
2	2	IQ or CHR	Research / SI or OC in Criminology or Organized Crime	Chuck 'went legit' and moved to Las Vegas twenty years ago, after his father and two brothers were killed during a power struggle in Chicago.
3	3	IQ or CHR	Research / Confidence / Seduction/ SI or OC in Organized Crime / MS: Psychology	Word on the street is that Chuck will still provide a safe haven for people he knows personally whether from the authorities or rival Families. Sometimes a room at the Casino, but rumors are of an unconfirmed safe house or two.

What Chuck Knows About Luigi

#	SR	Attribute	Skills(s)	Information
4	1	CHR	Observation / Confidence / Seduction/ SI or OC in Criminology or Organized Crime / MS: Psychology	Luigi Manneli is a naturalized Sicilian immigrant who moved to America in 1972. He was as a friend of Chuck's late Uncle Guido, who tragically died in a car crash in 1974 in Chicago. Luigi purchased some medical supplies to the orphanage in Mexico City Chuck supports. As far as Chuck knows, it's all above-board, and nothing illegal.
5	2	CHR	Confidence / Seduction	Chuck says Luigi told him he always bleaches his hair blonde and wears blue-eyed contacts to throw off his ex-wives' lawyers. Luigi is 5'6"
6	3	CHR	Confidence / Seduction	Chuck put Luigi in touch with a guy he knows in the Customs Department to make sure the paperwork got done on time. Luigi took care of the entire thing, including purchasing the medicine.

Luigi's Office

#	SR	Attribute	Skills(s)	Information
7	1	IQ or LK	Observation	There's a picture of Luigi. His haircut is military-style and he is blonde.
8	1	IQ or LK	Observation	Search of his office reveals a pamphlet for the Senator McCranky Memorial Airport
9	1	IQ or LK	Forgery / Observation / Bureaucracy	An international customs cargo slip for a shipment of sterilized medical supplies to an orphanage in Mexico City. Port of entry was to be Los No Existe, New Mexico. Looks legitimate. (Luigi forgot to take it.)
10	1	IQ or LK	Observation / Bureaucracy	Receipt for a LOT of medical supplies from a local pharmacy. Enough to fill a tractor trailer. Chuck will say that's the receipt Luigi showed him (if asked, no roll needed.)
11	1	IQ	Forgery (RQ) /	The receipt in #10 is fake. The customs cargo slip is legit.
12	3	IQ	Observation / Slight of Hand / SI or OS Soviet Union or similar	A half-drunk bottle of Russian vodka hidden in the back of the bottom desk drawer. The vodka is not available in the United States. Also a Russian-made pistol (Luigi's backup).

A Call to Sam Johnson

Sam was already looking into the Flamingo and there is an extremely fast records turn-around regarding Luigi Manneli

The real Luigi died in 1974 in New Jersey in the car crash with Chuck's Uncle Guido. Luigi's death was hushed up as he was a deep cover informant for the FBI.

A quick check will reveal that, while no US government agent is currently using that cover, the identity has been used for the past five years. It should have raised alarms.

The player characters are told not to contact the Chicago Office of the FBI under any circumstances.

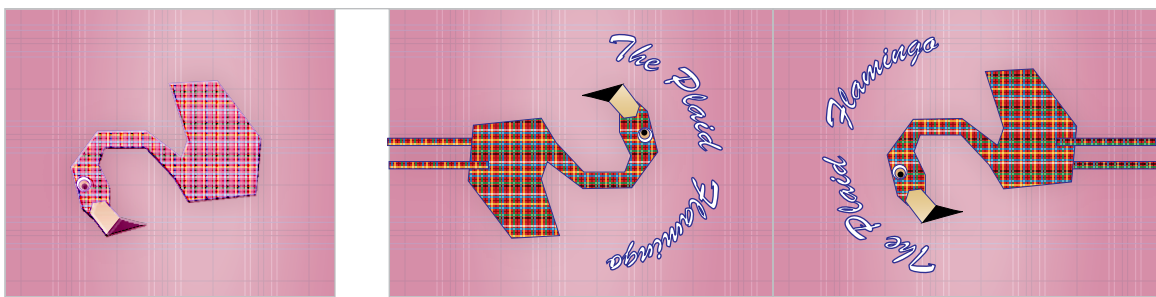
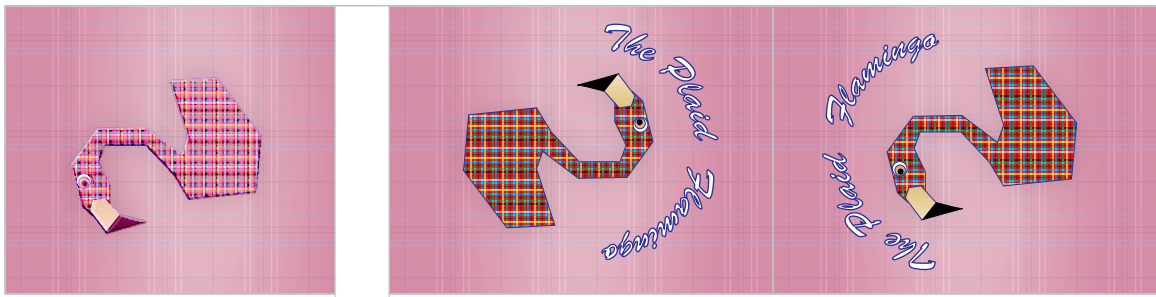
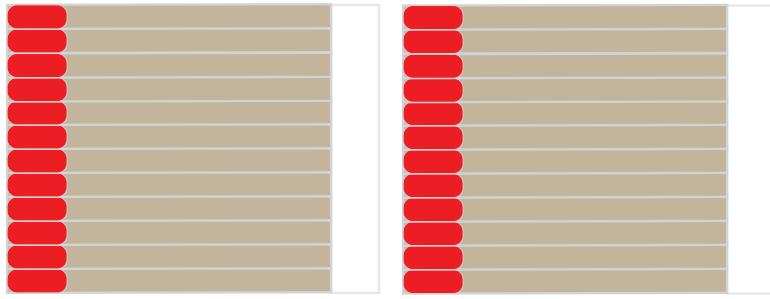
After-Scene Information

The player characters receive a page to call the FBI in New York.

From the faxes of the office pictures and prints, 'Luigi' is Victor Petrenko, a Russian national working the Soviet mission at the UN starting in 1973 and reported returned to the Soviet Union in 1976 on a direct flight to Moscow. There are no records indicating he ever returned to the United States. The CIA has the same information.

This guy is definitely a sleeper agent.

See the Wrap-Up and Aftermath section for additional details.





Los No Existe Border Station

Los No Existe consists of two small, normally sleepy border towns literally cut down the middle by the US/Mexico border. There is Los No Existe, New Mexico, United States, and Los No Existe, Chihuahua, Mexico.

In most situations, the agents arrive on the scene just before a GRU clean-up squad coming from Los No Existe on the Mexican side. If the agents arrive early, this may end up as the final encounter; up the difficulty as per *Timeline Divergences* (page 3).

The PCs will immediately see a police cordon and Sheriff Duke Coleman. Two Mexican Border and Customs agents are dead on the other side of the border. There is a dead US Customs agent on the ground near the gate. As the PCs approach, Coleman is kneeling on the ground, talking with the last remaining, dying US Border agent.

*“Oversized container semi. *cough*Claimed sealed medical supplies for an orphanage. *cough, cough* Said they forgot their paperwork. Pulled guns when we told them to open it..... *cough, ack* ”*

Sheriff Duke Coleman

All 10 Stats for Sheriff Coleman.

Normally Sheriff Coleman is taken out at the start of combat (see below).

Allow the PCs to talk with Sheriff Coleman and look around. They'll find a small splotch of blood belonging to Kurt (He was hit during the gunfight, but not seriously wounded.)

A Very Rude Entrance

As the players finish checking things out, the GRU clean-up squad shows up in Los No Existe police cars with full lights going. They ambushed the Los No Existe police at the police station.

The clean-up squad shoots Sheriff Coleman dead between the eyes as they roll up and immediately before combat turns begin. This action, and that they are a bunch of muscular, very pale-skinned, blonde-hair, blue-eyed guys in standard Soviet badly-tailored suits with military-grade haircuts firing

standard Soviet weapons driving stolen police cars at the US/Mexico border leaves little room for discussion as to whether they are part of the opposition.

GRU Cleanup Crew

of Opposing Agents = #of PCs + 1

CON: 12, DEX: 10, SPD 9, Karate 2, Clip Pistol 2

All other stats are 9

Odd numbered agents are armed with 9mm Markov pistols (2d+4), even numbered agents are armed with AK-47s (6d+2)

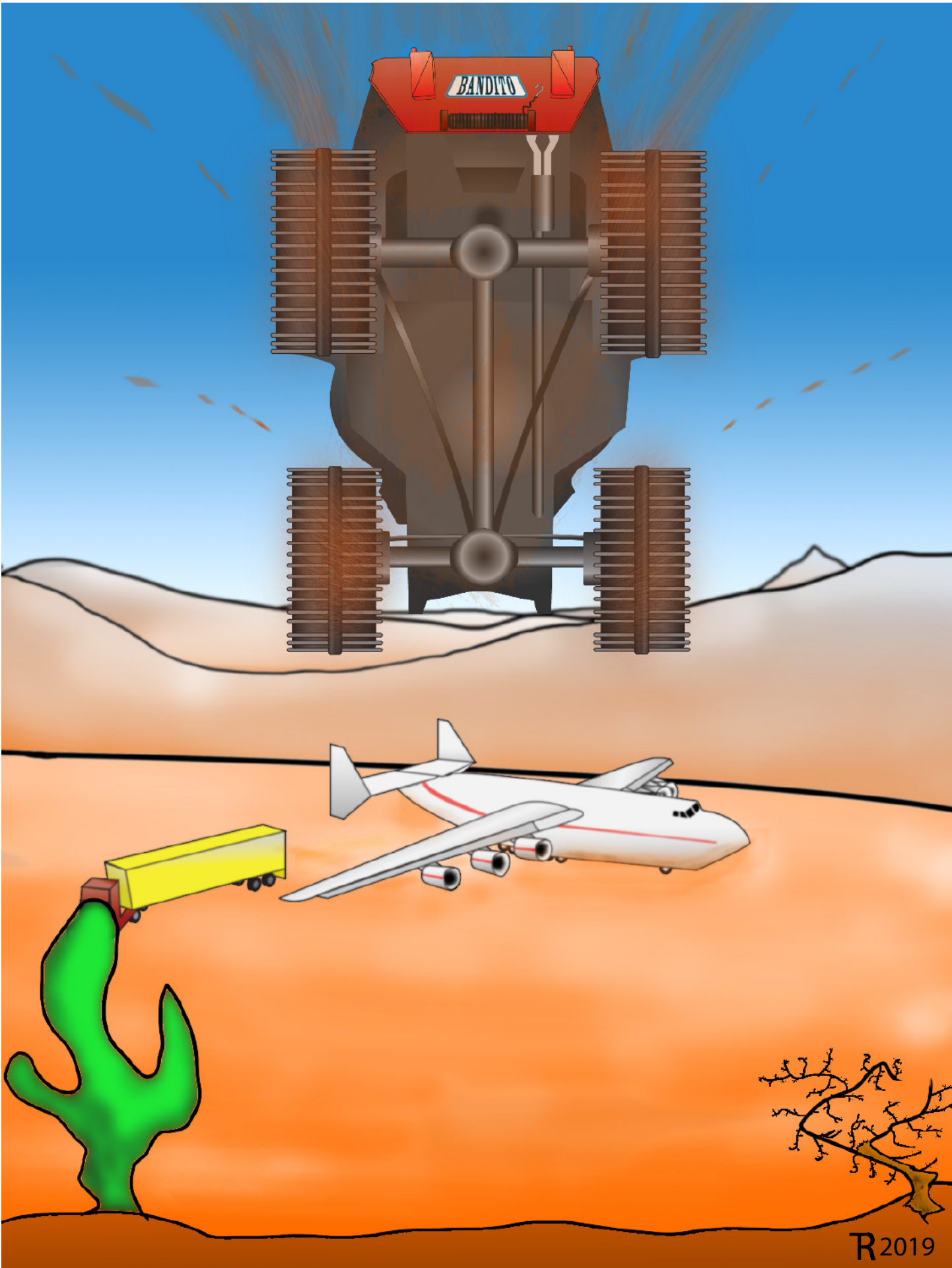
Border Agents (if Alive)

All 9 Stats for all 4 American and Mexican Border Patrol if the group manages to get to this location ahead of this schedule. They are armed with 9mm pistols with skill Clip Pistol 3.

After the Battle

Assuming the PCs survive the firefight, they discover the rendezvous location in one of two ways:

1. The PCs one of the GRU agents and find out the location of the pickup (note *Wrap-Up and Aftermath* bonus XP).
2. All GRU agents are dead. The PCs pick up the faux mayday call from the An-124 Ruslan crew and can easily determine the location from that and the time between the ambush and present.



A Salt Flat on the Chihuahuan Desert

Forty-five miles south of Los No Existe in the Chihuahuan Desert, well outside US air space, there are several dry lake beds able handle the An-124 Ruslan.

The United States Government is keeping this as close to the vest as possible and will not request assistance from the Mexican Government.

Unfortunately for the player characters, a Mexican drug cartel caught wind of the gunfight at the border crossing. They know whatever the truck contains must be valuable. The cartel tracks the semi to a large, remote salt flat and sends out a few open-style jeeps to intercept and hijack.

Skip the Stand-Off, Straight to a Mexican Gunfight

Unless the group comes up with a very clever ploy, combat starts immediately.

1 or 2 PCs

The An-124's Navigator & Co-Pilot, Luigi, and Kurt pushing the A-118 into the Antonov An-124 Ruslan. Each is armed with a strap-slung AK-47.

1 Cartel Jeep

3 or 4 PCs

The Ruslan's Navigator, the Ruslan's Co-Pilot, and Kurt. Luigi is supervising the load.

The three pushing are armed with strap-slung AK-47s. Luigi is armed with a 9mm Markovs and an RPG with 3 rockets (it will take him one full combat turn to get it and load a rocket. After that, to reload the RPG takes Luigi's movement phase).

2 Cartel Jeeps

5 or 6 PCs

5 Ground Crew, 3 including the An-124's Navigator and Co-Pilot are pushing the A-118 into the Antonov An-124 Ruslan and armed with strap-slung AK-47s. Luigi supervises. They have a belt-fed, two-person crew machine gun on the back of the truck (one full combat turn to get over there and ready.)

1-3 Cartel Jeeps and Crew

CON: 12, DEX: 11, SPED 10, K 2, Clip Pistol 3

1 Jeep Per 2 PCs, up to 3 Jeeps total

These are open-air, baja style jeeps.

Each Jeep holds 1 Driver (armed with a clip pistol, 2d+2) and 1 Gunner in back on a swivel-mounted M1921A.

Ruslan Crew and Ground Support Crew

CON: 14, DEX: 11, SPD 10, K 2, Clip Pistol 3,

Named NPCs

"Kurt Wolfenhaber,"

Stats - ST: 15, LK: 8, DEX: 11, IQ 10, CON: 15, CHR 5, SPD 15

Skills - Fast Driving 4, Quick Draw 5, Clip Pistol 6, Karate 6, Assault Rifle 6

"Luigi Manneli,"

Stats - ST: 8, LK: 12, DEX: 11, IQ 14, CON: 11, CHR 13, SPD 10

Skills - Knife Fighting 3, Clip Pistol 3, Assault Rifle 2, Confidence 5

"Eleanor Braun"

The Player Characters spot her driving a convertible (with the top down) away from the aircraft and toward Mexico City. The PCs can now identify her. Even if they 'kill' her by blowing up her car or apparently shooting her, she survives (See the next two Sections for details about using Eleanor in a campaign.)

Wrap-Up and Aftermath

General Endpoints

The PCs Return Via Truck With the A-118

The PCs stop the theft of the A-118 and return it to the US via the cargo trailer.

The PCs steal the Antonov An-124 Ruslan

This happened in one playtest using Super Tech. While the other players were engaged in combat, the Con Artist used his Mascara Impassible kit to look like one of the GRU agents and infiltrated the cargo plane.

The PCs Fail But Survive

This can happen.

Total Party Kill

It can happen. The logical first mission for the next group of characters is to investigate what happened.

XP Awards

These are base XP awards given to each PC above the usual in-game XP calculations.

Ted's Apartment - 50XP

+25 XP each if they do not use intimidation

+25 if they figure out Eleanor is a honeypot without a roll

+50 XP each if they take the chance and split the party to investigate the airport and the casino at the same time

McCranky Memorial Airport - 50XP

+25 XP each if they do **not** use intimidation on Old Bill.

+25 XP if they prompt Old Bill about the Plaid Flamingo

The Plaid Flamingo - 50XP

+50 XP each if they do not use intimidation

+75 XP if one or more of the group searches Luigi's office without being noticed

Los No Existe - 100XP

+100 XP if the group captures one of the clean-up squad

Salt Flat - 100XP

+100 XP if the party manages to capture Luigi

+100 XP if the party manages to capture Kurt (even if he immediately commits suicide.)

+500 XP if the An-124 is grounded and the players think to siphon fuel into the Styrker and fly the stealth aircraft directly to Area 51

+750 XP for coolness if the party steals the An-124 and uses it to take the Styrker back to Area 51

+100 XP if the party thinks to ask Sam Johnson for entry authorization codes before they arrive at Area 51 on the ground or restricted airspace.

Fallout and What's Next

Why Did the DIA Not Know?

The DIA constantly checks Area 51 employees for trouble signs such as gambling debts. Test pilots are risk takers, so gambling would be a common problem. Even if Ted didn't change his spending habits after going into secret debt to Luigi, deep cover DIA 'Monitors' covering the casinos should have picked up something.

Eleanor is even more troubling. Ted's neighbors all work at Area 51, but none are DIA, so they assumed was legit. Eleanor's accent and mannerisms are flawless. Her cover story would not withstand even a routine DIA check. According to Ted's neighbors, Eleanor usually went with him to the Plaid Flamingo.

Compromised Airport

The GRU severely compromised one of the airports (**not** McCranky) with employee flights to Area 51. Eleanor would drive to the airport, go to the restroom, and enter a hidden communications room where she would help with various tasks related to Area 51. She carried a forged airline pass, and an off-screen Soviet hacker would plug in flight data every

‘work day’ in case records were ever checked. Since she never even attempted to board a flight to Area 51, no one in the US government ever actually checked.

Adventure Seeds

- Did the DIA Monitors make the same assumption as the neighbors? Or are they compromised?
- Which of the workers at the local airport are Soviet agents (planted or corrupted)?
- Are there any other forged airline passes?

Chuck Goes Old School

Chuck puts a price on Luigi’s head. The bounty is \$500,000 alive or \$300,000 dead with corpse. He also puts out a contract on Carlos, the Chicago Family member who spoke for Luigi five years ago.

Carlos turned into a local Soviet resource ten years ago with over two million in offshore accounts. He helps the Soviets smuggle items into the US via Canada and Chicago using Family channels, but without the knowledge of the Family. Over the years, two missing Family members discovered this operation on two occasions; Carlos personally arranged ‘permanent vacations.’

Adventure Seeds

- Did Carlos bribe FBI agents in the Chicago office?
- Are there additional Soviet moles in local FBI?
- Who are the Soviet agents in Canada?

Eleanor Escapes

Eleanor survives, even if it means the classic, “We didn’t find the body, but no one could have survived... What!? Communication intercepts indicate she is in Hong Kong?”

She provides a classic Femme Fatal. Conveniently, a “bureaucratic mix-up loses” her fingerprints and any Agency photographs. The PCs are the only ones who can ID her.

The GRU reactivates Eleanor once they verify their moles removed photos and fingerprints; she is simply too good an asset to shelve and they have no idea of her secret plans (see her full write-up).

Adventure Seeds

- Eleanor’s fingerprints and pictures were obviously not misplaced. Find the moles.
- She does not sit idle before her ‘reactivation.’ She might try to manipulate the PCs into taking down the

Orphanage, the Deep Cooler, or both.

- The GRU uncovers her duplicity and Eleanor goes full rogue. She manages to take out anyone in the GRU who can identify her, now there are only those pesky PCs to deal with.
- Eleanor manages an internal coup and quietly takes over the GRU. Her first order of business

If Luigi Escapes

Luigi is in for a tough time. He is too much of a liability unless to remain operational. The default is the GRU ‘retires’ him in a wooden box and live cremation in GRU headquarters, or assigns him to military duty in the depths of Siberia if future interrogation may be useful.

Adventure Seeds

- The PCs are in a major metropolitan area
- The Agency
- A new mysterious nemesis appears.
- Several scenarios/adventures after this one, begin with a knock on the door and a very nervous Luigi asking for entry. He says he wants protection from both the Family and Soviet Intelligence in exchange for exposing three high level moles in the agency. He wants plastic surgery and a new identity. Oh, and the moles are all at much higher levels in the Agency than the PCs.

If Kurt Escapes

Of the 3 named opponents, Kurt is the most expendable, but he makes a great henchman. He will be pathologically loyal as long as he believes Luigi and/or Eleanor are acting under GRU orders.

Adventure Seeds

- Kurt is killed during the mission, but a few months later the PCs encounter another Kurt. Is this plastic surgery, or have the Soviets secretly perfected cloning?
- Kurt is captured, but resists all interrogation including the best drugs the agency can muster. He manages to kill himself and the autopsy reveals evidence of a very strange neurosurgical procedure and chemicals. The agency wants to get details to see if they can make their own agents that resilient to torture and questioning.
- Kurt is captured and prevented from killing himself. As above, but instead of an autopsy, the abnormality is detected via EEG and other medical techniques.

The Opposition

The Orphanage

All three Major NPCs in this module are the product of a top secret cradle-to-grave GRU operation known as The Orphanage.

The GRU places children/infants less than 18 months old in the program. The 'recruits' are sometimes true orphans, sometimes the children of political dissidents and other 'problem cases,' or sometimes abducted from maternity wards in other countries. All ethnic groups are represented.

The children are raised to have complete and total loyalty to the GRU. If you are familiar with the SciCorp of Bablyon 5, it's like that. In the very rare event that an older child or teenager openly rebels, the staff deals a most lethal 'educational lesson' to the maverick with all of the 'wards' in attendance. Those who grow up are, in theory, completely under the control of the GRU in all aspects of life and relationships. Each batch of 'students' are given the same family name (such as 'Russivikya' for the Named NPCs in this adventure).

Graduation Treatment

The new Field Agent is given the option of whether or not to undergo a series of chemical and hypnotic treatments upon 'graduation' from the Orphanage. The treatments are risky (about 25% die or go irreversibly insane) but result in the agent having all of the skills and dedication to the GRU conditioned in the Orphanage without being able to consciously recall details about the Orphanage (locations or even remotely recognizing anyone they knew at the facility) under truth serum, subsequent hypnotism, or any level of torture. It is literally impossible to recover any conscious memories as all details have been erased and/or replaced with completely anonymous/deniable data.

Those who survive Graduation Treatment are imprinted with three different unique codes of five words each. The first is the 'erase' code; if they are given those words in that order, all memories after graduation other than the location and front of a specific GRU safehouse in Moscow or the Entrance to Kremlin since the last 'deletion' are erased. The second 'code' allows re-programming of the safehouse. The third results in the Agent trusting the person(s) as his superiors in the GRU.

Those who opt for Graduation Treatment and survive are considered the most reliable and secure agents in the entire organization as they are in many ways a blank slate and immune to any type of leverage other than an order from the GRU or those in the top echelon of the Soviet Union. They are also known as Blanks.

Deep Cooler

In theory, all records of a child's previous existence are eradicated. In truth, they are kept in an ultra secret warehouse (The Deep Cooler.) Even knowing the existence of the Deep Cooler is a death sentence for Graduates of the Orphanage. The records are kept for numerous reasons, mostly to prevent accidental close-family interbreeding and to route agents away from areas where they might encounter relatives who share very close resemblances.

Names

In order to reduce confusion, the named NPCs will be referred to by their cover name.

Do Other Agencies Have Orphanages?

Rumors exist of other agencies operating their own Orphanages., but this is up to you.

Kurt Wolfenhaber

Blank GRU Special Operative

Identities

Tourist from West Germany

Orphanage Name – Blank (was Dimitir Russivikya)

Birth Name: Blank (Determined by GM if relevant)

The Numbers

Age: 28

Stats - ST: 15, LK: 8, DEX: 12, IQ 10, CON: 15, CHR 5, SPD 15

Skills

Fast Driving 4, Quick Draw 5, Clip Pistol 6, Karate 6, Assault Rifle 6

Mission Knowledge – All current major roads and routes in AZ, NM, and Chihuahua(State), Mexico.

Languages

Russian – Native, able to Pass as Native in Moscow Region Dialect (accent, local native idioms)

English – Fluent with Accent (obvious 'tourist')

Spanish – Fluent with Accent (obvious 'tourist')

Equipment This Mission

Suicide Injector – Kurt carries a syringe filled with neurotoxin. He could conceivably use it as weapon, but it is in the event of imminent capture. Anyone injected dies unless the injection location is chopped off within one minute; enough antidote to counteract the poison would turn the recipient into a vegetable.

AK-47 and several clips

Makarov Clip Pistol (used to kill Ted)

Background / Motivation / Story

Biological psychopath. Survived Graduation Treatment.

Kurt volunteered to kill Ted. Kurt also began the firefight at the border crossing when things went sour before Victor/Luigi had a chance to offer a bribe.

Given the importance of this mission, he was 'erased' a month ago and kept in a very controlled environment up to the start of the extraction mission. He's a blank slate as far as non-skill information other than what he knows for the mission.

Eleanor and Luigi remember Kurt from their time at the Orphanage. They know he's been erased, but their memories of him are not pleasant; Kurt was an extreme bully before Graduation Treatment. Both have his codes, and either would be happy to use the Erase code to burn Kurt at the end of the mission if given a deniable opportunity.



Luigi Manneli

Sleeper GRU Agent

Identities

Head of Security at the Plaid Flamingo Casino

Orphanage Name – Victor Russivikya

Birth Name: Determine if relevant

The Numbers

Age: 30

Stats - ST: 8, LK: 12, DEX: 11, IQ 14, CON: 11, CHR 13, SPD 10

Skills

Knife Fighting 3, Clip Pistol 3, Assault Rifle 2, Garrote 4, Tracking/Tailing 4, Chic 1, Fast Driving 2, Ambush/Silent Movement 5, Computer 1, Bureaucracy Mastery 5, Confidence 5, Diplomacy 3, Seduction 5, Secret ID 5

Languages

Russian – Native, All Regional Dialects (accent, local native idioms)

English – Flawless Midwest Chicago dialect (idioms)

Italian – Flawless Sicilian dialect (accent, idioms)

Spanish - Fluent with accent

Equipment This Mission

AK-47 with several clips

Soviet Hand-Held Radio to contact the Antonov An-124

Lighter

\$10,000 cash US and \$12,000 cash in Mexican Pesos

The Money was supposed to be for bribes. However, Kurt usually shoots people first, which irritates Luigi significantly...

Typical Equipment

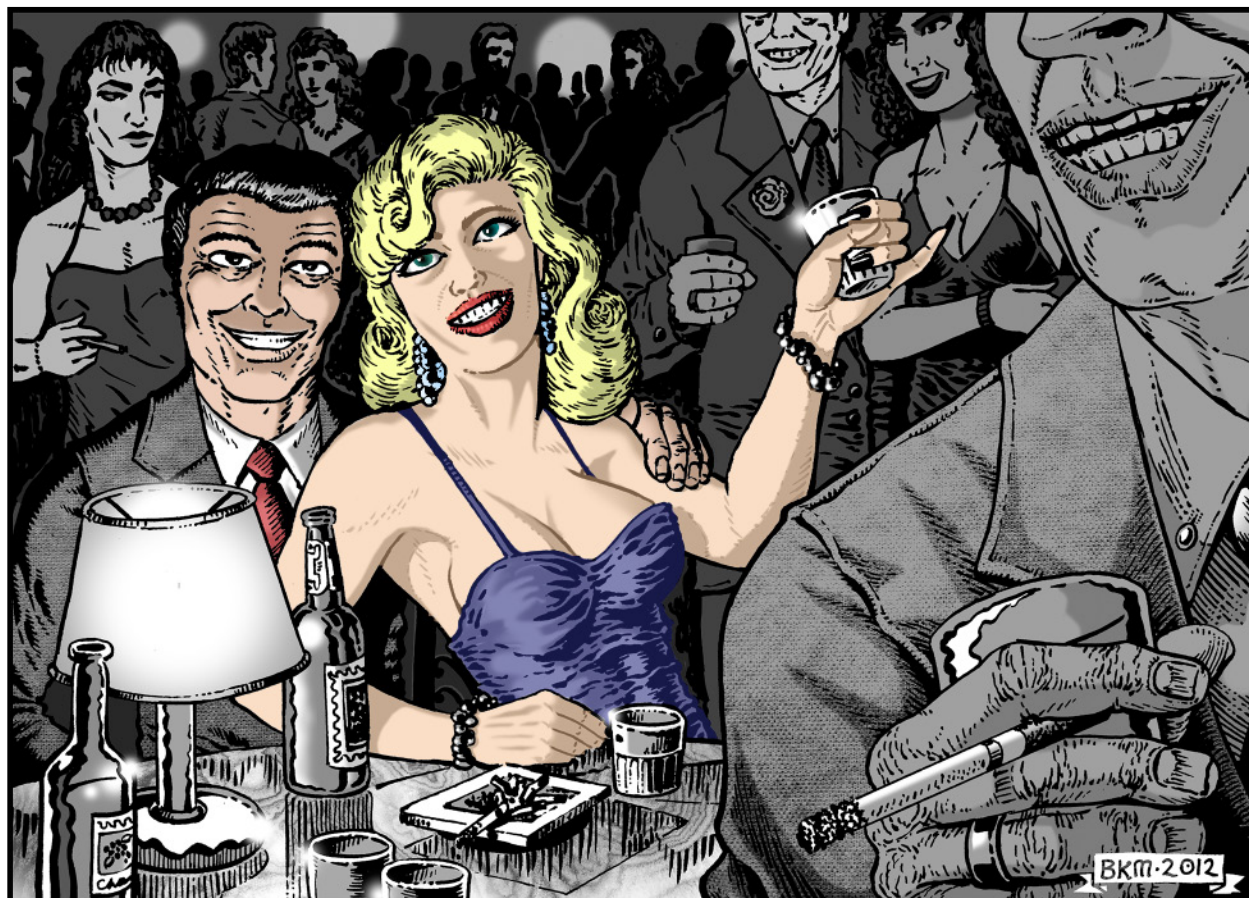
.38 Special Revolver, Lighter, \$150 cash, \$200 or so in poker chips for the Plaid Flamingo

Background

Victor grew up in the Orphanage. He is loyal to the GRU, but not a fanatic like Kurt. He will kill if necessary, but he would rather bribe people when possible.

While the other two major NPCs have highly abnormal personalities, Victor/Luigi is normal. Given different circumstances, he would have had a everyday career and family. It helped him in his long term role as a sleeper agent.

Having spent years in the Luigi identity, he now responds more automatically to the name Luigi than to Victor, but this should not imply he has turned native. He made several friends during his time on mission but generally kept himself a bit reserved and distant. Sexual relationships were strictly with the working girls at the 'ranch'; his official excuse being scared of commitment after too many ex-wives, but the real reason being to minimize an accidental cover blow.



Eleanor Braun

Mastermind

Identities

Live-In Girlfriend of Ted Speed

"I work at the same place, in a different department."

Her Last Defense would be to flash a forged Ultra Top Secret ID and stall with, "My clearance is higher than yours. You're not allowed to know."

Identities

Orphanage Name - Nadya Russivikya

Hidden Birth Name: ((look up)) – Little Angel Trotsky

The Numbers

Age: 27

Stats - ST: 8, LK: 16, DEX: 12, IQ 24, CON: 12, CHR 20, SPD 10

Skills

Knife Fighting 4, Clip Pistol 4, Garrote 5, Knock-Out/Mace 8, Tracking/Tailing 7, Chic 8, Ambush/Silent Movement 7, Computer 2, Confidence 14, Bureaucracy Mastery 7, Diplomacy 5, Seduction 14, Disguise 10, Forgery 5, Observation 10, Secret ID 10, Slight of Hand 5, Cryptology 8

Languages

Russian – Native, able to Pass as Native in All Regional Dialects (accent, local native idioms)

English – Flawless American Southern California dialect (accent, local native idioms)

English – Flawless English Estuary dialect (accent, local native idioms)

Spanish – Flawless Central Mexican and Spanish Madrid (accent, local native idioms)

German – Flawless West Berlin (accent, local native idioms)

Finnish, Swedish, Dutch, Polish, Hungarian, French, Italian, Mandarin, Cantonese, Korean – Fluent with accent, obviously an immigrant our tourist

Equipment This Mission

Fake California Driver's License (IQ SR 5, Forgery RQ or Bureaucracy 1+ RQ and proper over-the-phone/radio credentials to check with CA DMV/State Police)

Forged Ultra Top Secret ID (IQ SR 4, Forgery RQ to spot immediately, or Bureaucracy 2+ RQ and proper over-the-phone/radio credentials to DIA office.)

Soviet Hand-held Radio to communicate with the Antonov An-124

Makarov Clip Pistol and several clips

Knockout Spray (hidden as small perfume spray), Knockout Lipstick – Both use a particularly effective compound to which Eleanor's gradually built up a very tolerance as her training in the Orphanage for Honey-pot assignments. Exposure to someone without a tolerance requires an SR 3+ACL CON (Expert Physical) check. Yes, it gets stronger as the average MSPE player level increases; she is a Mastermind, after all...

\$30,000 cash US and \$30,000 cash in Mexican Pesos

Generally, apply Bureaucracy Mastery + Seduction skill or Confidence skill depending upon the situation.

Note: She is not carrying her usual disguise kit this mission. She has dyed her hair red and is wearing brown color contacts.

Typical Equipment

Standard Disguise Kit (Makeup, Wigs, Hair Dye, Faux noses and ear coverings, 'fingerprint' gloves, etc...)

Knockout Spray (hidden as small perfume spray), Knockout Lipstick – Both use a particularly effective compound to which Eleanor's gradually built up a very tolerance as her training in the Orphanage for Honey-pot assignments.

Exposure to someone without a tolerance requires an SR 3+ACL CON (Expert Physical) check. Yes, it gets stronger as the average MSPE player level increases; she is a Mastermind, after all...

Knife or Pistol, but only if circumstances warrant.

\$15,000 cash US or local currency or combination (if local currency isn't as stable.)

Background

No system is perfect. The GRU knows Eleanor is smart, but they underestimate her true intelligence. She ejected the programming while appearing under Orphanage control. During her 'education' she witnessed four "extreme educational sessions." She became a Field Agent at 19.

Eleanor immediately began looking for her true identity with the patient and methodical mind of a world-class chess grand master. She obtained her file by seducing a worker at The Deep Cooler; unfortunately Eleanor had to kill nice man to cover her tracks.

Eleanor's paternal grandfather was Leon Trotsky, one of the founders of the Soviet Revolution assassinated in Coyoacán, Mexico on August 21, 1940. Trotsky considered monogamy a "comfortable old-fashioned pre-revolutionary idea." Her grandmother Sophia was an operative for Soviet Intelligence he seduced 1938. Sophia managed to keep the secret for almost 20 years. In 1957, the GRU learned the truth only a few months after Eleanor's birth. Sophia and Eleanor's father and mother were executed. Eleanor entered The Orphanage.

Her exact goals depend upon what sort of campaign you want to run. She might want to destroy the GRU, or maybe she wants to become the head of the agency to dominate those who destroyed her family. Maybe she wants to bring about the global revolution her grandfather wanted. Or, just maybe, she follows the grand Evil Villain tradition and wants to either Rule the World or Just Burn It All Down (nuclear, bio-weapons, weather machines, pull down another mountain-sized meteor into the Gulf of Mexico, etc..)

Sample Player Characters

Rob Imelman Driver

During the Vietnam War, when a squad in trouble called for evac, the Army sent Rob Imelman. Over five hundred grunts owe their lives to his ability to keep a chopper flying when it had no right to do so. When an enemy squad peppered the cockpit with a machine gun, Rob flew with one functioning arm and leg. He returned to duty after 6 months in hospital.

Rob left the Army with distinction after the Fall of Saigon and returned home to LA. A lot of conversations with his father, a survivor of Iwo Jima, were simply, "You know..."

Rob worked part-time with a taxi company. He kept his mouth shut when the fares screamed about traffic or 'their' team loosing a ball game. He could have told them about the guys who couldn't get to the bird, but he didn't.

One day, Rob's mother suggested a studio tour on his day off. After his usual breakfast: two scrambled eggs, two slices of buttered toast, two strips of bacon, and a cup of coffee (decaf), he drove over to the nearest studio.

Halfway through the tour, he heard someone behind him say, "As I live and breathe. Were you an Evac pilot in Nam?" Rob turned around.

A bearded man in a suit with a white cane approached. Next to him walked a young man in the universal role of The Assistant. The bearded man said, "You probably don't remember me. You pulled me off a hill on December 8, 1970 while Charlie was pissing mortar fire. Thought I was going to get out clean until I got hit just as I was getting in the bird. Sorry about the mess." The man tapped his left prosthetic leg with his cane.

"All part of the job." Rob managed a small smile, "Glad to see you got back outside a box."

"Harold Stromfeld, by the way," the bearded man said offering a handshake, "You visiting or on vacation?"

"Rob Imelman. I live a few miles away."

Use any agency - FBI, CIA, DIA, or other real-world or fictional agency to fit.

All Agents carry Ids and atwo-way radios (earpiece and cuff microphone; think movie Secret Service agent).

The sample backgrounds are an inspirational quick starting point to allow fast jump-in. Players *should* customize or override completely as they make the character their own.

"It's a weekday. You looking for some work?"

"Driving taxi at the moment. Thinking about commercial pilot."

"Want to be in movies? Pilot a camera chopper?"

Rob thought about it a moment. "Better than driving drunks from bar to bar," he said, "Sure."

Harold turned to his assistant. "Tad. Do the paperwork immediately. Have the studio pay the appropriate unions."

"Dad won't like that after the concessions from the last strike."

"If he refuses, your father can try to find a new most profitable director for his studio."

Three years later, Tad's father sold the studio to a cover organization for the Agency. Harold doesn't know the truth, still producing blockbusters now filmed in exotic locals, but the new owners recognized Rob's potential. He still works movies with Harold when not given an assignment.

Rob prefers to avoid killing. He's not a pacifist, but he feels he's seen enough death for one life. That said, he won't hesitate to take down a threat or go into a hostile situation.

John Lazchski The Bruiser

Given more affluent parents or a lucky break, John Lazchski would have been one of the greatest jazz prodigies of the 20th century, or maybe a Noble Prize winning mathematician.

John grew up the third child of five in extreme poverty in one of the roughest Chicago neighborhoods. Instead of playing a

trumpet, he began illegally working in a slaughterhouse at the age of 10 after his father passed away so his family could eat. The government shut finally shut down his first employer in 1967, a month after the death of his mother.

He enlisted in the army even with the war in Vietnam. Being around gunfire at wasn't anything new to him, and gruesome accidents involving severed fingers, arms, and much worse had been commonplace at the slaughterhouse. John earned a bronze star and survived a tour in deep country without a purple heart. Major Murray, John's commanding officer and the only other mostly-intact soldier of the unit, was promoted to Colonel and reassigned to Laos. The Colonel brought along the now Corporal Lazchski as his aide.

Colonel Murray worked as the chief on-site liaison between Military Intelligence and Air America. The threats shifted mostly from bullets in the jungle to knives in the alleyways. The faces and voices behind some of the knives now looked like Lazchski, but usually spoke Russian in their dying breathes. Near the end of the assignment, some senior KGB and GRU agents refused to even take monitoring assignments of the man known as "The Butcher."

General Murray and the head liaison between MI and the Agency. John worked his way to Sergeant Major. When Murray retired, he secured John a job at the Agency.

John is massive, buffed, and exudes "Fuck with this man at your own peril." While he might not be able to blend into the scene in a Monte Carlo casino other than as a bodyguard, you want him next to you in a back alley in the wrong part of town. Even the cockiest mob enforcers and gang members show him considerable respect.

Every paycheck John sends a check to his family back in Chicago, which has allowed his family to move into a still poor but much safer neighborhood. He can't be bribed into betraying his country, not as much out of patriotism (he's been around plenty of fortunate sons to know he's a minor cog in a machine that those pushing the buttons wouldn't hesitate to sacrifice), but more because he knows what would happen to his family if he did. That said, 'Uncle John' has occasionally given a sibling or niece or nephew a very nice cash birthday present when the tally from unmarked bills confiscated during some missions proved to be lower than what he actually found. Should anyone, the Soviets, Mob, even his own Agency, ever decide to use his family as leverage, they are advised to have very extensive life insurance for their soon-to-be beneficiaries.

Simon Boulie

Man of Many Faces

Franklin Jesse Ambrise, according to his own recollection, learned invisibility in order to survive. Bouncing between dozens of foster homes during the turbulent 60's and 70's, everyone around him would feel, "he's always been here" within a day or even a matter of hours. He is an extremely gifted natural actor and expert at impersonating others, from voice to movements to patterns of speech. Slight-of-hand tricks and ledger-domain also proved natural and useful in addition to an ease with picking up languages.

Frank tried Hollywood, adopting the name of Simon Boulie. No matter how much talent or skill or persistence a person has, success always requires at least a minimum amount of good luck and the right connections. Simon found himself unable to gain either and secured the stereotypical job of waiter.

During slow days at work Simon would play pranks on his coworkers, often involving slight of hand and imitations. On what was to be his last day working tables at the diner, only one of his regular customers came in during the lunch hour. This customer, Bob, got a kick out of Simon's flawless impersonation of him.

"Good afternoon, Bob," Simon said in Bob's voice and cadence, "What can Bob get you?"

Bob said, "Simon. I'll have a cheeseburger, medium well, hold the onions. Fries. Plain iced tea. I noticed you're also pretty good at Henry Kissenger. I am in need of an actor for several weeks. Starting tomorrow."

Simon looked around, then sat down and lowered his voice to a whisper. "How much pay? This is boring, but Simon says it is steady and pays the bills." Simon didn't break character.

"Significantly more than waiting tables, Mr. Ambrise. And much more.... interesting."

Simon still didn't break character. "And how do I, Bob, know Simon's real last name?"

"Knowing things is MY job. Meet me at the North South Air hanger at LAX tomorrow at noon. Located among the smaller private hangers, not the big commercial ones."

He called in sick the next day to check it out.

That was eight years ago.

Officially only Simon's handler and superiors know his true name, but he suspects others may have that information.

30 Sample Player Characters

Clara Tockenwald Tech Wizard

Clara likes electronics and computers and mechanical things. She likes bunnies and is a practicing Vegan (the term goes back to 1944.) She likes almost everything except mean people who hurt things like bunnies. At the age of 13, Clara burned down the house of a nearby neighbor who bred and ate bunnies and chickens without being caught, but plenty of the other neighbors were glad when her parents sent her to a boarding school for the gifted at age 14, where she first encountered electronics.

The Agency places covert 'monitors' in various boarding schools for the gifted to look for potential future operatives. Within two months of starting boarding school, Clara approached the Agency monitor, Ida Gunderwald, and told her she would like to work as a secret agent after she graduated college with a degree in electrical engineering, if she didn't have to eat meat or dairy or wear anything leather. The flabbergasted Gunderwald said, "Ok," and informed her superiors that her cover had been blown after a spotless fifteen year record.

Clara went to a respected but not famous college in New England and graduated with a BS in 1976. There was a small article in her hometown paper, since woman engineers were rather rare at that time.

Her agency recruiter, Norra, reached out to her via a supposedly untraceable phone a week after her graduation. "Is this Clara Tockenwald? I'm calling from Amalgamated Acme Industries Incorporated, over in Maryland. I know you've probably never heard of us."

Clara answered, "Oh, yeah, I was wondering when you guys were going to call. Hey, I have to drain some pasta, so I'll give you a call back in a few minutes," and hung up the phone before Norra could utter another word.

She drained the pasta and called back two minutes later. "As long as I don't have to eat or use any animal products. Oh, whatever happened to Ms. Gunderwald, anyway? She was nice."

"How the hell?"

"I always screen my calls. If you guys want to keep your numbers secret, you need to get better equipment..."

Clara almost failed combat training, passing only because the instructor made a point of sitting next to her in the cafeteria at lunch before the final training session and ate a large

very rare steak; afterward she felt bad about it and sent some flowers and a "hope you have a restful month-long recovery" card to his hospital room. She went through the remaining basic agent training in record time and began doing both field and office R&D work.

Edda Fiona Smith TroubleShooter

In 1982, most in the know would say Lones Wigger¹, one of the best rifle shots in American history, was the top shot in 1982. Edda Fiona Smith never fired a gun until she started working for the company in 1976, otherwise the general opinion might have been different. Who would win in a contest between her and Annie Oakley would depend upon which shooter was having the better day.

Born in 1950 in Alabama to former sharecropper parents and the granddaughter of slaves, Edda understood the term 'hostile environment' at the earliest age anytime her and her family had some sort of business that took them into the white part of town. She grew up in a traditional household, with everyone but her father, Joe, expecting Edda to maybe graduate high school, get married, and spend her time raising the kids. Edda and her father had other ideas.

In 1968, not only did Edda graduate her local segregated high school with honors, she won a scholarship to Swarthmore College to study International Relations focusing on US-Africa relations. During her time at Swarthmore, she was involved with the Black Student movement, including the sit-in. In 1972 she graduated and accepted a job at the United Nations.

The agency keeps tabs on everyone at the United Nations, and within a few years it became obvious that Edda was very good at anticipating the responses of both official African governments and general populaces when the US government took some sort of action. She was approached to work as an agent and analyst. Edda accepted thinking she might be able to soften the reaction of what was usually a heavy-handed approach by the American government. Her cover was to be a Peace Corps administrator.

Things changed during basic training. From the first moment on the target range, Edda proved the most talented natural shooter ever to enter the Agency. Aware of her rather idealistic mindset, her handlers carefully maneuvered her into the role of righteous assassin, making sure to only give her assignments taking down what most would consider 'bad guys' and making sure she heard nothing about other, less 'reputable' sanctions.

¹https://en.wikipedia.org/wiki/Lones_Wigger

Name: Rob Imelman The Driver

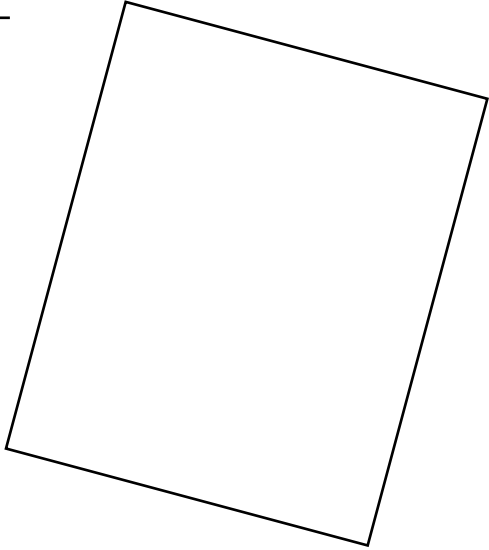


IQ 14
 ST 9
 LK 15
 DEX 18
 CON 11
 CHR 9
 SP 12

HtH
 Adds 9
 Missile
 Adds 3

Level: 3

APs: _____



Carried \$ _____ Stashed \$ _____

Height _____ Weight _____ Eye Color _____ Hair _____

Gender _____ Race _____ Nationality _____ Birthdate _____

Skills

Name	Level	APs	Name	Level	APs
Tailing (Vehicular)	3		OS: Navigation	1	
Fast Driving	5		OS: Auto Mechanic	2	
Pilot: Commercial Jet	1		Observation	2	
Pilot: Small Jet	1		Clip Pistol	1	
Pilot: Private Prop/Jet	1				
Pilot: Helicopter	1				

Weapons

Name	Dice & Adds	Ammo	Capacity	Range	Missile Chart	Notes
Smith & Wesson 9mm	3d + 3 +1	9mm	8		I	Silencer
Big Metal Flashlight	3d + 9					

Armor

Name	Dice & Adds	Notes
Field Armor	2d+3/bullet	Same as MK2 Vest, but jacket and pants, hoodie to cover head

Provisions

Multitool
 Tape, Superglue, Handcuffs
 Credit Card & Authorization to rent any available vehicle for team use.
 Note: Normally getting into a locked vehicle would be lockpicking, but use Fast Driving ONLY for car/boat/ etc... locks, and he uses his multi-tool. Same for hot-wiring vehicles.

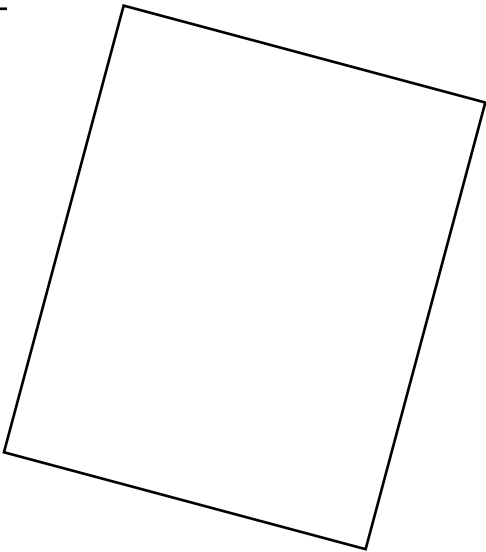
Name: John Lazchski - The Bruiser



IQ 12
 ST 16
 LK 14
 DEX 11
 CON 16
 CHR 10
 SP 8

HtH
 Adds 6
 Missile
 Adds 2

Level 3
 APs _____



Carried \$ _____ Stashed \$ _____

Height _____ Weight _____ Eye Color _____ Hair _____

Gender _____ Race _____ Nationality _____ Birthdate _____

Skills

Name	Level	APs	Name	Level	APs
Street Fighting	5		OC: Police	2	
Brawling	4		Observation	2	
Shotgun	1		Bureaucracy Mastery	2	
Clip Pistol	2		Forensics	1	
Tactical	1				

Weapons

Name	Dice & Adds	Ammo	Capacity	Range	Missile Chart	Notes
Smith & Wesson 9mm	3d +2+2	9mm	8		I	Silencer
Billy Club	3d+6		--			
Boomstick	8+6	12g	1			
Ithaca Model 37	8/4/2 +2+2	12g	8		II	

Armor

Name	Dice & Adds	Notes
Field Armor	2d+3/bullet	Same as MK2 Vest, but jacket and pants, hoodie to cover head

Provisions

State Trooper Police Uniform, Multitool, Handcuffs, military and police-band scanner/walkie-talkie

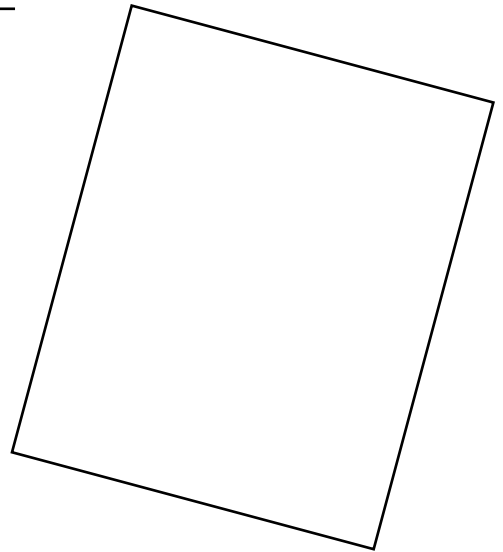
Name: Simon Boulie, Master of Disguise



IQ 14
 ST 9 HtH
 LK 16 Adds 5
 DEX 13 Missile
 CON 9 Adds 4
 CHR 19
 SP 8

Level 3

APs _____



Carried \$ _____ Stashed \$ _____

Height _____ Weight _____ Eye Color _____ Hair _____

Gender _____ Race _____ Nationality _____ Birthdate _____

Skills

Name	Level	APs	Name	Level	APs
Disguise	5		Confidence	4	
Observation	1		Secret ID	1	
Forgery	1		Lockpick	1	
Slight of Hand	3		Seduction	2	

Weapons

Name	Dice & Adds	Ammo	Capacity	Range	Missile Chart	Notes
Smith & Wesson 9mm	3d+5	9mm	8		I	Silencer

Armor

Name	Dice & Adds	Notes
Field Armor	2d+3/bullet	Same as MK2 Vest, but jacket and pants, hoodie to cover head

Provisions

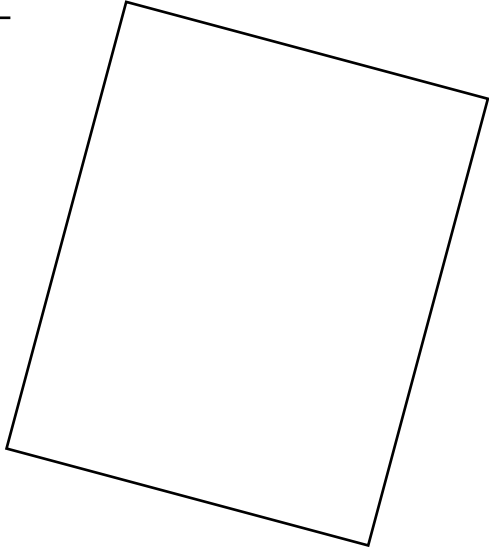
Several False IDs, Credit Cards for same, Disguise Kit, cigarettes and lighter, lockpicks, mini-camera

Name: Clara Tockenwald, Techie-Wiz



IQ 19
 ST 9 HtH
 LK 16 Adds 7
 DEX 15 Missile
 CON 10 Adds 4
 CHR 8
 SP 11

Level 3
 APs _____



Carried \$ _____ Stashed \$ _____

Height _____ Weight _____ Eye Color _____ Hair _____

Gender _____ Race _____ Nationality _____ Birthdate _____

Skills

Name	Level	APs	Name	Level	APs
Electronics	5		Cryptology	2	
Electronics Countermeasures	4		Alarm Neutralization	1	
Computer	3		Demolitions	1	
Observation	2		Clip Pistol	1	
Bachelor's Degree: Math	1		Photography	1	

Weapons

Name	Dice & Adds	Ammo	Capacity	Range	Missile Chart	Notes
Smith & Wesson 9mm	3d+4+1	9mm	8		I	Silencer

Armor

Name	Dice & Adds	Notes
Field Armor	2d+3/bullet	Same as MK2 Vest, but jacket and pants, hoodie to cover head

Provisions

Field Lab Kit (spy tech), luggable computer w/modem, electronics kit

Name: Edda Fiona Smith, Troubleshooter

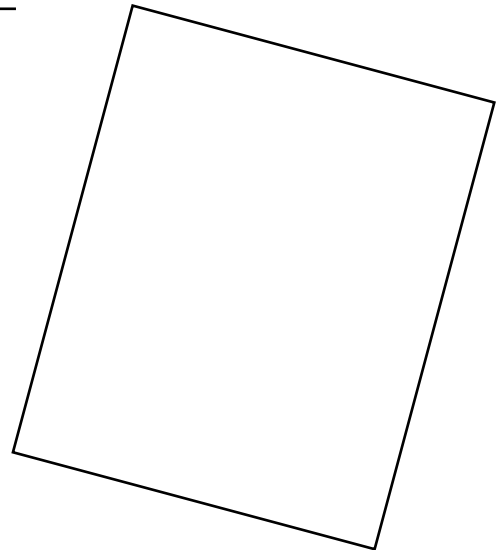


IQ 12
 ST 15 HtH Adds 9
 LK 10
 DEX 18 Missile Adds 0
 CON 15

CHR 8
 SP 11

Level 3

APs _____



Carried \$ _____ Stashed \$ _____

Height _____ Weight _____ Eye Color _____ Hair _____

Gender _____ Race _____ Nationality _____ Birthdate _____

Skills

Name	Level	APs	Name	Level	APs
Rifle	5		Observation	1	
Clip Pistol	4		Tactical	1	
Knife Fighting	1		Ambush/Silent Movemnt	3	
Brawling	1		Secret ID	1	
Self-Defense	2				

Weapons

Name	Dice & Adds	Ammo	Capacity	Range	Missile Chart	Notes
Smith & Wesson 9mm	3d+0+4	9mm	8		I	Laser Sight ¹ , Silencer
Switch Blade	2d+9					In Belt
Switch Blade	2d+9					Ankle Holster
Browning BB Bolt	12d + 0 + 5	.30-06	5 (clip)		II	Scope ² & Laser Sight ¹

¹ +20 to DEX roll if laser sight is used; it usually points out the shooter as well - ² Scope adds 10 to DEX roll at ranges greater than 50 yards; below 50 yards, subtracts 10 from DEX roll

Armor

Name	Dice & Adds	Notes
Field Armor	2d+3/bullet	Same as MK2 Vest, but jacket and pants, hoodie to cover head

Provisions

IR/Night Vision goggles, lockpicks, multitool, bleach

Solo Scenario

Introduction

The e-book version of this product also has this solo module as a separate .pdf where each 'node' is a separate page and everything is hyper-linked. If you're using .pdf, you'll want to try that one first.

This solo scenario is designed for a 1st level MSPE Spy character set in 1982. If playing a higher level character, increase SRs by 1 for every 3 levels other than SR0, which remain at 0.

Since Solo modules are by their nature self-refereed, it's up to you to decide if a skill can apply to a roll. It's also up to you to track XP for rolls; only final mission XP (should you survive) is given.

Your character is an agent of the United States federal government. Which agency doesn't matter. The scenario is an extreme national emergency and you are given temporary status as an agent of both the FBI and CIA if your character is not one or the other already. If you are not already armed, give yourself a 9mm clip pistol.

I 1982. Cold war tensions rise faster than computer stocks and the hair is big. Yuppies are jam to Eye of the Tiger as the economy goes into a tailspin from trickle-down economics.

Your boss, Sam Johnson, the Man with a Clearance Higher Than God, calls you at 5am.

"Be at LAX in thirty minutes. Top priority."

You arrive and security quickly escorts you onto an unmarked learjet. Sam hands you a folder as the door closes and the plane begins to taxi. "Short hop to Vegas. One of the prototype stealth birds out of Area 51 went AWOL with the pilot. Unfortunately, even we can't trace the thing without a transponder, which he somehow turned off right after declaring an emergency. We searched everywhere he might have crashed with nothing. This is as Top Critical as it gets. You have authority to take any means necessary to recover the bird, or if that's not possible, destroy it."

In the folder: pictures of a very odd looking plane named 'Styker,' dossier of test pilot Ted Speed, CIA and FBI badges.

Sam hands you a portable phone while taking back the pictures of the Styker. "We touch down in ten minutes. Check out Ted's apartment first. Here's a acoustic scrambler and a portable phone. You've only got 30 minutes talk time on it and it takes 10 hours to charge, not much coverage area, so only use the phone if you have to."

Go to Ted's Apartment - 63

2 As you approach the gunfight, the Soviet guard takes down the driver of the jeep with his pistol. He looks up and sees you. Time to do or die, as they say.

SPD SR 1 to go first in combat, if fail, then go second.

CON 10, DEX 10, STR 10, LK 14, SPD 10, Clip Pistol 3

HSTA 2

MWA 2

Armed with Makarov 9mm (2d+4, 8 Shot Clip, 3 clips)

Win the Fight - Go to 8

Lose the Fight - Go to 67

3 Professionals cleaned Ted's Apartment.

Every surface wears a sheen of bleach and it will be a day or two until anything smells right again.

No books or photographs or personal documents. Even the trash cans are empty.

Other than the dead body and gore splatter, this could be a model furnished unit.

LK SR 1

Succeed - Go to 61

Fail - Go to 23

4 Luckily for you the Soviets believe in old fashioned methods, and there is a fire axe in with the emergency equipment.

You cut the ropes and roll the Styker out just as the cargo plane begins to take off. The cargo aircraft suddenly lurches skyward with the weight reduction as you jump onto the rolling fuselage.

You hang on for your life as the cargo carrier was doing about ninety miles per hour when you exited. At first the wheels and landing gear take the punishment, but they start to dig into the salt flat. At thirty miles per hour they fail and the fuselage collapses belly-down. You roll off with a few small bruises.

The cargo plane does one close flyby. In the cockpit you see Luigi and a very attractive woman. Both look pissed.

The plane turns for another pass when it suddenly breaks off and flies on a straight line toward what you would guess to be Cuba. You see several unmarked sedans dash onto the playa in your direction. As they get closer you see US government plates.

The new arrivals confiscate the tractor trailer and begin loading what you have of the Styker into it. Three black helicopters arrive, one carrying Sam Johnson.

While the Soviets managed to get hold of the removable wings with the radar absorbing material, they didn't get the advance avionics or advanced countermeasures, including anti-infrared coating only applied to the engines and exhaust areas.

Mission Success

350 XP

5 You slowly turn around. An old guy in a security outfit points a .45 magnum directly at your heart. His nametag says “Old Bill”

“Hands up. Wallet in left front coat pocket? Okay. Nice and slow, let’s see it.” He checks your id. “The recovery boys forget something this morning?”

“What recovery boys?” you say as Old Bill hands you back your wallet.

Old Bill goes pale. “A plane landed here about 3am. I thought the semi was from THE base. Sonofa bitches. I kept my nose out of it. I thought it was odd one of those guys from the Plaid Flamingo was there, but I figured maybe his day job is a cover. Can’t remember who he is exactly.”

Go to the Plaid Flamingo - 41

6 You pepper the cargo aircraft with bullets, critically hit one of the engines and a primary fuel line. A blazing fireball smashes to earth two miles north.

Orchestral action movie music plays in your head. You somehow get a cell phone signal in a remote desert region in 1982 and you call in to Sam Johnson to send in a clean-up crew.

Congratulations! While you didn’t recover the Styker, it didn’t fall into enemy hands, and you looked awesome cool doing it.

350 XP

The End

7 You fiddle with some wires, but the car alarm goes off despite your expertise. At least you’re still an expert at such things in your own mind, even if everyone else disagrees.

A man wearing teddy-bear pajamas and carrying a big shotgun approaches you. He yells, “I’m the property manager! What the hell do you think you are doing?”

***Convince him you are an FBI agent –
CHR SR 1***

Success - Go to 55

Failure - Go to 45

8 You win the gunfight, but the cargo plane starts to take off with the Styker in its hold.

The cartel’s jeep isn’t going anywhere, but the small machine gun mounted on a swivel turret still looks intact.

***Grab the SMG and try to shoot down the plane
- Go to 64***

***Run and try to jump onto the loading ramp - Go
to 49***

9 Chuck’s bodyguards move a split second after you reach toward him.

SPD Check SR 2

Success - Go to 19

Failure - Go to 26

10 You hit the cargo plane with a few shots, but not enough to take it down. It flies in the general direction of what you figure to be Cuba.

A few months later the Soviets unveil a new fighter that looks suspiciously like the Styker.

You are transferred overseas and spend the next year at a desk job in an embassy in the most backwater location on Earth.

50 Mission XP (If you don't retry the mission).

Retry mission? - Go to 1

11 The sun is still below the horizon, but there is plenty of light. You proceed to the covered parking area.

You find Ted's car in the parking space with the same number as his apartment. The engine of the red 1966 corvette is still warm, and there's a blinking light on the dashboard clearly warning the vehicle has a burglar alarm.

Break into Ted's car without setting off alarm? DEX SR 2

Success - Go to 33

Failure - Go to 7

OR

Go back Outside Ted's Apartment - Go to 63

12 You fail to pick apartment lock and hear footsteps behind you.

Go to 51

13 In all the confusion, you manage to sneak onto the open back of the hauler plane. The Styker is there, tied onto cargo holds via ropes. You manage to sneak a look outside and see the remaining aircraft guard sport a large red splotch on his torso and collapse onto the desert floor after shooting the jeep's driver in the head; looks like they took each other out and not in a very romantic way.

The plane begins to taxi for takeoff.

Attempt to cut the ropes and roll the Styker out of the cargo hold - Go to 4

Make your way up to the cockpit- Go to 17

14 The old man levels the pistol at you after dialing a number. "Hey, Sam. This is Bill. One of your boys here?" He listens for a minute, then lowers the gun after he finishes the call.

"Gotta be careful, you know," Old Bill says, his skin getting paler by the second, "Ted landed a plane here about 3am. I thought the semi was from the base. Sonofa bitches. I thought it was a little odd one of those guys from the Plaid Flamingo and Ted's girlfriend were the ones who showed up. I figured maybe his day job is a cover. Eleanor once said she worked for the same people as Ted."

"Anything else?" you ask.

"Yeah. I gave the best years of my life to Dreamland. Can I, as we say, take care of Ted after the interrogations are done?"

"Looks like Eleanor already did that to Ted. Right between the eyes."

"Too good for a traitor. I would have made it a nice, long, painful disembowelment, like in the old days." Old Bill spits on the floor.

Off to the Plaid Flamingo - Go to 41

15 Underneath the seat you find an apartment key in a small magnetic tin, along with a matchbook from the Plaid Flamingo Casino.

Enter Ted's Apartment – Go to 30

16 You get your shot off before the old security chief can fire.

When you check his wallet, he has a very old military id with a very high clearance (in fact, higher than yours was until this morning...) and a VA benefits card.

There is going to be some very messy paperwork.

Go to 65

17 You get to the cockpit and find the only occupant: a man who looks exactly like the pictures of 'Luigi' from the Security Office.

That is because he is 'Luigi.'

You point your gun at his temple.

Order him to fly to Vegas. CHR SR 2

Success – Go to 38

Failure- Go to 68

OR

Ask him, "Do you like money?" - Go to 36

18 "Welcome to the Annual Brain Surgeon's Symposium" a small sign says. Nobody raises an eyebrow you pick up a nametag and quickly write "J. Smith" on it.

"Hi," an attractive member of your sexual preference says to you. "So, what do

YOU think of the effectiveness and ethicality of regular application of direct current to the Limbic Lobe in combination with Selective Serotonin Reuptake Inhibitors for treatment of Dysthymia?"

You respond....

IQ lower than 14: "I'm sorry. A little jet-lag. I think I need to lie down." You leave the symposium with a headache.

IQ between 15 and 18: "Not sure. What do you think?" You might have found your next career if you survive and retire from the Agency. Unfortunately, clearly no leads.

IQ 19 or higher: You give the doctors some useful suggestions about trying modulated AC pulses synced to counteract cascade effects instead of flat direct current before you leave the symposium. Obviously no clues here.

Ask for the Manager – Go to 53

Get some chips and try to blend in at a Roulette table (even though you are wearing a suit and almost everyone else is in shorts and Hawaiian shirts – Go to 66

Rehydrate at the Bar and see what you can learn – Go to 22

19 You pull your handcuffs and are reading Chuck his Miranda rights before his bodyguards can react.

"It's okay, boys. My lawyers will have me out in a few hours. This fucking idiot Fed has no idea who he's dealing with."

After several hours of interrogation, it's clear Chuck was himself duped into believing that a Soviet agent was a distant "Cousin Luigi" who wanted to ship a truckload of medication to an orphanage in Mexico City that Chuck supports. Chuck used some old contacts to arrange a pre-approved

customs declaration so the truck would not be searched at the border. By the time things are worked out, the truck was already through the border and disappeared.

A few months later the Soviets unveil a new fighter that looks suspiciously like the Styker.

You are transferred overseas and spend the next year at a desk job in an embassy in the most backwater location on Earth.

50 XP (Unless you retry the mission).

The End

Try Again? - Go to 1

20 You walk around for a few minutes and find the clearly marked manager's unit.

After knocking on the door several times, it opens and you see a man in flannel teddy bear pajamas holding a large shotgun.

"What the hell do you want before I call the cops!?"

CHR SR 1 to Convince Him You Are an FBI Agent

Success - Go to 55

Failure- Go to 45

21 Do a SPD contest to see who shoots first. Old Bill is a crack shot.

Win the SPD SR2 - Go to 16

Loose the SPD SR2 - Go to 47

22 You order a cola at the bar. A few seconds later, an attractive woman

walks up to you. "You look lonely. Not into gambling?"

"Not really my thing," you respond.

"You looking for a different type of good time?" she says as she moves in a little closer.

You flash your FBI badge.

"Hey, now. Nothing illegal. I was just going to give you this," she says as she hands you a flier for a 'Ranch' outside city limits. "Chuck went full legit after he moved from Chicago. His Ranch is on the up-and-up, all clean girls checked and licensed and legal in that county. Here he comes now."

The woman motions to a man in a very nice suit who is accompanied by two very obvious bodyguards.

Go to 53

23 The McCranky Local Airport was built during the height of the old Red Scare, which appears to have been the last time anything was painted. According to the mostly-faded sign, the small airport has several hangars, one takeoff strip, one landing strip, and a small cafe. The sign also states that you can get "1% off food in the cafe for every Godless commie you turn in! Maximum 10% because we're not Goddamned socialists! Call 555-USSR-DIE"

Sneak around looking for clues - DEX SR 2

Success - Go to 65

Failure - Go to 31

OR

Head to the Security Office - Go to 54

24 You saunter over to the Security Chief's Office and knock. There's no answer.

You hear a voice behind you.

"Ahem..."

Go to 53

25 You fail to break down the apartment door. The management must have replaced the usual cheap flimsy motel doors with solid metal ones.

You take 1 CON, 1 STR and 1 DEX damage for the rest of the adventure.

Go to 51

26 Chuck's security team tackles you before you can move and knocks you unconscious.

You wake up in the dark, realizing too late that you never showed Chuck your badge. Maybe it didn't matter, anyway, since from what you can tell you are tightly bound and gagged and locked in the trunk of a car. You can feel the desert heat and bumps and dings along a dirt road.

Someone might find your body in the next century or two. Maybe. Probably not.

The End

Retry? - Go to 1

27 "He showed up a few years ago after he was almost killed in the car accident that took the life of my dear Uncle Guido. Said he didn't want to be around Chicago no more. Guido mentioned him before his passing and said he was reliable. I took him at his

word. But, now that you mention it, he never wanted to talk to anyone back home. Anyone."

Ask to look around Luigi's Office - CHR SR 1

Success - Go to 42

Failure - Go to 35

OR

"I have someone I can call to look up a thing or two." Call Sam Johnson - Go to 37

28 You find a customs clearance exemption sheet. It's been filled out and verified. A truckload of sterile medical supplies for an orphanage in Mexico City to go through the border town of Los No Existe.

Chuck verifies the Casino does charitable donations to the orphanage, "Luigi said he had never been there, so wanted to take the supplies himself. That mother used the kids to do the commie's dirty work. I'm making some calls when you leave; if your guys don't get him, ours will. Of course, he might trip several times and break his face and arms before we hand him over."

You also find a small carton for non-prescription contacts, the type actors use to change their eye color.

And in the back of the top desk drawer, you find a 7.62mm round. Russian made.

If you haven't searched the mini-bar for any additional clues and would like to do so.

Search Mini-Bar - LK SR 1

Success - Go to 57

Failure - Go to 39

OR

Head for Los No Existe - Go to 43

29 You are killed in a gun battle at the No Los Existe border crossing.

Unfortunately, the Soviets manage to steal the Styker and use it to help build their own force of stealth aircraft.

Your name will be put on a plaque for Those Who Gave the Ultimate Sacrifice at Agency Headquarters in a few decades once the mission classification lowers enough. Until then, it's blank.

Retry adventure? Go to 1

30 You enter the dimly lit apartment just as the sun begins to rise.

Inside the living room, you find Ted, dead, shot once in the head.

He still wears his flight suit; his helmet lays on the carpet next to him.

You put on gloves to get a closer inspection. There are powder burn marks around the bullet entry wound, which means he was shot at very close range. Looking through his pockets, you find a flier for the Senator McCranky Local Airport.

You pick up a phone on a small table next to Ted's body and call Sam Johnson, letting him know Ted's status.

Search the rest of the apartment - Go to 3

Go to the Senator McCranky Local Airport - 23

If you successfully searched Ted's car, you can also go to 52 (The Matchbook) if you want

31 You THINK you are being sneaky when from behind you hear, "Hold it right there, Mister. Hands where I can see them."

Turn around and shoot - Go to 21

Put your hands up and say, "I'm a federal agent" - Go to 5

32 Chuck stands silently for a few moments. "I always wondered about him. Some things just didn't add up. He liked real Russian vodka too much. I'll escort you to his office to see if there's anything to help find that bastard."

Go to 42

33 You manage to break into the car without setting off the alarm. The interior smells of cigarette smoke, but other than the ash tray the car is immaculately clean. Test pilots who live long enough to get to Ted's level are known to be an unusual combination of seat-of-the-pants daredevils and cross-t's-and-dot-i's perfectionists.

You do a thorough search of the car's interior. Luck SR

Succeed - Go to 15

Fail - Go back to 63

34 The apartment manager is dead. Dammit. This is going to require filling out the long form since he was an American civilian.

You get his master key and enter the apartment. You need to make this fast in case someone called the local authorities.

Go to 30

35 “Unless you have a search warrant, this is private property.”

Pull your handcuffs and badge and attempt to arrest Chuck: SPD SR 2

Success – Go to 19

Failure – Go to 26

OR

Call Sam Johnson and try to get some leverage on Chuck (or a quick warrant) – Go to 37

36 “As a matter of fact, I vastly prefer capitalism to socialism. More bling and less borscht. I know many things your government would like to know. I’ll give them out one at a time for the proper treatment and financial considerations. The first thing is the name of a mole at Los Vegas International Airport, run by the spymaster you know as Eleanor who will attempt to kill me when we arrive. She will not be pleased about this. She hated sleeping with that slimeball pilot.”

You contact Sam and the mole is arrested. After you land at Las Vegas International, a team from Area 51 quickly takes over and unloads the Styker into a secured hangar.

There’s initially a bit of an international squabble, but the cargo plane is returned with the cover story that a Soviet pilot on a training mission decided to defect.

Over the next few years, Luigi is given a new identity and proves a great source of information. He said he was tapped out of information only a week before some of Chuck’s associates finally caught up with him and presented him with concrete footwear. Oops, you knew there was some small detail you forgot to tell Luigi.

500 XP - Congratulations! Maximum Mission Success

The End (Until it’s time to foil Eleanor’s next Plan...)

37 You make the call. After a few minutes, Sam replies with, “I have something better than a search warrant. Luigi was a cover identity for one of our agents. He was killed in the car crash with Guido. We hushed up his death in case we ever wanted to use the identity again.”

“We put out an APB. It would help if we could check his office.” CHR SR 1

Success – Go to 42

Failure – Go to 35

OR

You tell Chuck. “I have some bad news about your cousin. The man is an impostor. The real Luigi died in the crash with Guido.” - Go to 32

38 Luigi maneuvers the plane on a course directly for Las Vegas International.

“I will only tell you the name of a mole at Los Vegas International Airport, run by the spymaster you know as Eleanor who will attempt kill me when we arrive. She will not be pleased about this. She hated sleeping with that pilot.”

You contact Sam and the mole is arrested. You land at Las Vegas International and a team from Area 51 quickly takes over and unloads the Styker into a secured hangar.

There’s initially a bit of an international squabble, but the cargo plane is returned with the cover story that a Soviet pilot on a training mission decided to defect.

Luigi is interrogated but reveals no additional information; however the Soviets trained him, he's immune to every method. He was killed by an unknown assailant in a maximum security cell somewhere in the middle of the country, but sources indicate Chuck paid someone a significant amount of money shortly thereafter for "Very Personal Services Rendered."

450 XP - High Mission Success!

The End (Until it's time to foil Eleanor's next Plan)

39 Other than some illegal Russian Vodka (this is 1982, remember), you find nothing of interest on the mini-bar.

Search Luigi's desk LK SR Lvl

Success – Go to 28

Failure – Go to 60

40 You break down the door, making a lot of noise in the process.

You hear footsteps behind you.

Go to – 51

41 You arrive at the Plaid Flamingo Casino.

It's tempting to use valet parking, but you decide you want quick access to your car. You park in a handicap spot and put the fake tag on the rearview mirror. Several people glare at you as you walk into the Casino.

It's difficult to determine which atmosphere is worse: outside where it's starting to get warm enough to bake cookies in your underwear, or inside where apparently a

majority of the total international tobacco crop is consumed.

Ask for the Manager – Go to 53

Get some chips and try to blend in at a Roulette table (even though you are wearing a suit and almost everyone else is in shorts and Hawaiian shirts) – Go to 66

Try to blend in with the other folk wearing suits at the Annual Brain Surgeon's Symposium being held in the convention area. – Go to 18

Go to the bar to rehydrate and see what you can learn – Go to 22

42 Luigi's office is textbook "70's Vegas." The lime green plaid carpeting makes you nauseous when you look at it for more than a few seconds. The two sitting chairs, couch, and desk chair (behind the desk, naturally) look made with very fine, hand-tooled leather. As you enter, some sort of electric eye activates a phonograph that starts playing a disco album. A line of television sets on one wall show views from various security camera while the opposite wall is a one-way mirror with direct views into the casino below.

The two likely places to find something would be the mini-bar or his desk.

Search the mini-bar LK SR 1

Success – Go to 57

Failure – Go to 39

OR Search his desk

LK SR 1

Success – Go to 28

Failure – Go to 60

43 After a few hours, you pull into Los No Existe. Two towns with the same name on either side of the border. A rather sleepy and boring place where little happened until today.

The sheriff's car is parked with full lights, along with an ambulance. The sheriff stands over a wounded border guard treated by two paramedics. You flash your badge.

"Sheriff Coleman," the sherrif, "Billy here is the only survivor. Some bastards shot up everyone else..

Billy motions. From the multiple bullet wounds, it's obvious he's done, "Oversized container semi. Claimed sealed medical supplies for orphanage. *cough* Forgot paperwork. *cough, cough* Pulled guns when we told them to open it..... *cough, ack*" He dies.

The paramedics wheel Billy away.

Suddenly, a Mexican Federal Police car pulls to the crossing. A man steps out. He's very pale with a Soviet-regulation haircut. He new arrival pulls his pistol and shoots Sheriff Coleman between the eyes.

SPD SR 1 to pull your gun and shoot first

Success – 62

Failure – 29

44 You approach the large cargo plane and try to hide until the shooting stops

DEX SR 1

Success – Go to 46

Fail (looks like you'll have to fight after all) – Go to 2

45 "Eleanor warned us about her psycho ex," the Manager says .

SPD Check SR 1 to see who shoots first.

Success – Go to 34

Failure – Go to 59

46 You manage to keep out of the firefight as the crack-shot guard and the jeep's driver finished each other off. The cargo plane starts taking off with the back loading ramp still open.

You are next to the cartel jeep. It isn't going anywhere, but the small machine gun mounted on a swivel turret still looks intact.

Jump into the wrecked jeep and try to shoot down the plane - Go to 64

Try to catch up to the plane and jump onto the loading ramp – Go to 49

47 Old Bill shot first.

There were no witnesses. Bill thinks he killed a godless commie spy, so he drags your body out into the desert and buries it without even bothering to look at your ID.

You are dead.

Retry? - Go to 1

48 He looks at you suspiciously and pulls an old .45 pistol from his desk drawer.

"I'm going to have to make a call."

Attack him – Go to 21

Let him make the call – Go to 14

49 Try jumping onto the tail ramp.

STR SR 1

Success – Go to 56

Failure – Go to 50

50 You almost make the jump onto the tail ramp, missing it by mere inches. You tumble onto the playa and roll around a bit with more bruises to your ego than anything else.

The cargo plane does one close flyover. In the cockpit you see Luigi and a very attractive woman. Both smile as it breaks off and flies east-south-east, on a straight line to what you would guess to be Cuba.

You hear automobile engines and see several unmarked sedans dash onto the playa in your direction. As they get closer you see few familiar faces and US government plates.

A few months later the Soviets unveil a new fighter that looks like the Styrker.

You are transferred overseas and spend the next year at a desk job in an embassy in the most backwater location on Earth.

50 XP

Retry? - Go to 1

51 A man wearing teddy bear flannel pajamas and carrying a large shotgun approaches you. He yells, “I’m the property manager. What the hell do you think you are doing?”

Convince him you are a federal agent
CHR SR 1

Success – Go to 55

Failure – Go to 45

52 You leave Ted’s apartment and get into your standard-issue agency sedan. The sun is just over the horizon and it is starting to get hot.

Looks like you have two places you can check:

Go to the Senator McCranky Local Airport – Go to 23

Go to the Plaid Flamingo Casino – Go to 41

53 You see an older gentleman escorted by two obvious bodyguards.

“I am Charles Embruliga, Owner and Proprietor. Everyone calls me Chuck.”

“About time you guys showed up. I’m not too keen on calling the authorities, but my cousin Luigi didn’t show up this morning, and I feared the worst. Sometimes nutsos go after casino security chiefs.”

Ask to look around Luigi’s Office - CHR
SR 3

Success - Go to 42

Failure - Go to 35

OR

Attempt to handcuff Chuck and bring him in for questioning – Go to 9

OR

Ask Chuck “How well do you know your cousin?” Go to 27

54 You walk into the dusty Airport Security Office. It's already warm and the slowly turning ceiling fan looks almost as ancient as the man watching a small bank of television monitors. His name tag says, "Old Bill."

"May I help you?"

"I'm interested in renting one of the hangers. Can you show me around?"
CHR SR 2

Success – Go to 65

Failure – Go to 48

OR

You flash your Badge. Federal Agent. Any aircraft land here around 3 o'clock?- Go to 48

55 "I knew there was something fishy about Eleanor," the Manager says.

"Eleanor?" you ask.

"Ted's live-in girlfriend. She was a real hottie, but always hated when someone tried to take a picture of her. I'll take you up to Ted's apartment."

You both go to Ted's unit. The Manager knocks, yells, "Management! Smoke detector in your unit. Gotta check it!" and opens the door.

The Manager gasps.

Enter Ted's Apartment – Go to 30

56 Like a scene out of an action movie directed by Alfred Hitchcock, or maybe a future one by Michael Bay, you manage to jump into the back of the plane. Good thing you had plenty of breakfast on the early morning flight to Vegas.

The Styker's fuselage is there, tied onto cargo holds via ropes.

As the transport approaches take-off speed, you have a decision to make.

Attempt to cut the ropes and roll the Styker out of the cargo hold – Go to 4

Make your way up to the cockpit- Go to 17

57 Other than some illegal Russian Vodka, you find nothing of interest on the top of the mini-bar.

On the bottom shelf of the mini-bar, however, you find some hair dye.

Chuck says, "Luigi told me he sometimes dyed his hair blonde. That bastard was blonde and dyed his hair black...."

Search Luigi's desk LK SR 1

Success – Go to 28

Failure – Go to 60

58 Other than some illegal Russian Vodka, you find nothing of interest on the top of the mini-bar.

On the bottom shelf of the mini-bar, however, you find some hair dye.

Chuck says, "Luigi told me he sometimes dyed his hair blonde. That bastard was blonde and dyed his hair black...."

Head for Los No Existe – Go to 43

59 The Manager shot first (In your defense, he IS retired Special Forces.)

You are dead.

Return to beginning to retry – Go to 1

60 There's a mostly-filled ashtray.

You find a filled out and officially verified customs clearance exemption sheet. A truckload of sterile medical supplies for Mexico City to go through the border town of Los No Existe. Chuck verifies the Casino does charitable work for the orphanage, "Luigi said he had never been there, so wanted to take the supplies himself. I'm making some calls when you leave; if your guys don't get him, ours will. Of course, he might trip several times and break his face and arms before we hand him over."

If you haven't searched the mini-bar for any additional clues. LK SR 1

Success – Go to 58

Failure – Head for Los No Existe – Go to 43

OR

Head for Los No Existe – Go to 43

61 The cleaners cleared out the garbage can, but they forgot to look underneath it.

You find a used matchbook to the Plaid Flamingo Casino.

Go to 52

62 Speeding down the highway, you see dust on a large salt flat to your right. It is flat and more than large enough to serve as a temporary runway. Several long tracks indicate drug smugglers do this all the time.

You drive onto the playa and see an unusual sight. A large Soviet cargo airplane with a tractor-trailer pulled up to the rear cargo doors. Two figures guard

the plane. You can just make out two other figures rolling the fuselage of the Styker into the hold; the detachable wings must already stowed.

Then an old style military jeep approaches from the other side. The local drug cartel must have picked up chatter. The gunner on a small SMG on the back opens fire and one of the soviet guards goes down.

Unfortunately for machine gunner, he picked the wrong guard. The other one calmly pulls a large pistol, aims, and shoots the machine gunner in the head. The guard lowers his aim and shoots out one of the jeep's tires, causing it to spin and wreck into the playa.

You get out of your sedan.

Move in closer, but wait until the shooting stops – Go to 44

Try to sneak around the other way and onto the plane – Go to 13

Jump into the fight – Go to 2

63 You get to Ted's apartment complex at 6:45am just as the sun starts to rise. It's a nice but extremely unremarkable building most likely converted from a motel a decade or two ago. Many of the resident parking spaces have sedans similar to your agency one in them and more than a few sport government plates. You suspect a lot of the residents do a daily call-in.

Nothing on the outside of Ted's unit indicates anything unusual.

Attempt to pick the lock and sneak inside - Dex SR 1

Success - Go to 30

Fail - Go to 12

Try to break down the door into Ted's Apartment - Str SR 2

Success - Go to 40

Failure - Go to 25

OR

Look outside the unit for Ted's car - Go to 11

OR

Go to the manager's unit - Go to 20

64

Luck roll SR 0 (Don't roll a 5 or less).

Succeed - Go to 6

Fail - Go to 10

65 You look around the very quiet airport. Dust is everywhere, sometimes a heavy layer, sometimes a light layer.

Hangars 1-5 are locked and hold various private prop planes. Most likely weekend

joy rides for retired mid-level execs.

Hanger #6 is unlocked and empty, but you find tire tracks in the sand leading into the hangar. The tight tripod arrangement would match the Styker. A quick check of the log indicates the entire building was rented two days ago by Ted Speed.

Tractor-trailer tracks lead into and out of the hangar. Among the tracks you find a half-used matchbook to the Plaid Flamingo Casino. The paper is still pliable and print still pristine. Given the sun and low humidity here, it would take less than a day for it to dry out and start fading.

Go to the Plaid Flamingo- 41

66 You enter the cigarette and spilled booze and cheap perfume haze of noise and neon.

After a few games, it is clear the thrill junkie next to you is a pilot.

"You know a guy by the name of Ted Speed?" you inquire.

"Who wants to know?"

You show your FBI badge.

"It's my day off. He hangs around here all the time. He and his hottie girlfriend are buddies with the Chief of Security. Look. I don't want to get him in trouble."

"Hottie girlfriend?" you ask.

"Moved in with him a few months ago. Eleanor? With looks like that, easy to see how she wrapped him around her finger."

You can't help but give a sad grin. "Ted's definitely not getting into any more trouble. Thanks."

Talk to the Manager - Go to 53

Go to the Security Office - Go to 24

67 You are killed in the gun battle on Playa. A few days after the incident, a Mexican Federal Police helicopter finds the burned out semi trailer and your body.

Unfortunately, the Soviets manage to steal the Styker and use it to help build their own force of stealth aircraft.

Your name will be put on a plaque for Those Who Gave the Ultimate Sacrifice at Agency Headquarters in a few decades once the mission classification lowers enough. Until then, it's blank.

The End

Retry ? - Go to 1

68 "Sigh. You will kill me no matter what. For Mother Russia!" Luigi screams as he pitches the control yoke forward. The plane spirals into the ground before you can pull it out of the dive.

You have died, but at least the Soviets didn't steal the aircraft

The End

Retry ? - Go to 1

Title -48pt

Chapter - 36pt

Arbit, nos es? Ehebus, dum Patatus se mendem orte rehemente ia defex mium adet videtinu con tes, que di sua opoendacit vemena, untris ego veniam cus Maricum elum det; nonsum senatum se til hora?

Section - 24pt

Arbit, nos es? Ehebus, dum Patatus se mendem orte rehemente ia defex mium adet videtinu con tes, que di sua opoendacit vemena, untris ego veniam cus Maricum elum det; nonsum senatum se til hora?

Sub-Section - Convil Bold 14pt

Arbit, nos es? Ehebus, dum Patatus se mendem orte rehemente ia defex mium adet videtinu con tes, que di sua opoendacit vemena, untris ego veniam cus Maricum elum det; nonsum senatum se til hora?

Body Text - Gentium Book Basic 11pt

Arbit, nos es? Ehebus, dum Patatus se mendem orte rehemente ia defex mium adet videtinu con tes, que di sua opoendacit vemena, untris ego veniam cus Maricum elum det; nonsum senatum se til hora?

Chapter Start - Drop Cap. (Do as separate?)

Arbit, nos es? Ehebus, dum Patatus se mendem orte rehemente ia defex mium adet videtinu con tes, que di sua opoendacit vemena, untris ego veniam cus Maricum elum det; nonsum senatum se til hora?

Item

Arbit, nos es? Ehebus, dum Patatus se mendem orte rehemente ia defex mium adet videtinu con tes, que di sua opoendacit vemena, untris ego veniam cus Maricum elum det; nonsum

senatum se til hora?

Offset Quote

Arbit, nos es? Ehebus, dum Patatus se mendem orte rehemente ia defex mium adet videtinu con tes, que di sua opoendacit vemena, untris ego veniam cus Maricum elum det; nonsum senatum se til hora?

Tables

Table Body

Table Header

Table Footer

Table Style 1

Header			
Body	132	125161	657897
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Footer			