

Raid on Rajallapor



Approved for use with **Mercenaries, Spies & Private Eyes™**

Raid on Rajallapor

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Raid On Rajallapor

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Any resemblance of the names of persons within this adventure Module to persons either living or dead is purely coincidental.

"Raid on Rajallapor" is a mercenary scenario for use with **Mercenaries, Spies and Private Eyes**. It is designed to be played by from six to eight players using mercenary characters. All that is required to play is the **MS & PE™** rules, and several six sided dice.

The G.M. should read through the adventure one time to understand the basic plot. He or she should then read through the adventure again. This time, the G.M. should be looking for detail and making sure he or she understands which maps go with certain sections of the scenario, which N.P.C.s will be encountered in different areas, etc. At that point, the G.M. will be able to run a good adventure without having to take the time to re-read a section, or shuffle through several maps.

There is a time line of events included which will help the G.M. keep track of things that do not immediately affect the players. In the center section of the adventure is a set of pull-out maps and tables which will also aid the G.M. As an added time saver, there are six ready to play mercenary characters in the back of this book.

And just to prove that the players shouldn't have all the fun, there is a solo scenario included at the end of the adventure. This is a bonus included for the G.M. who never gets to play the game he runs. A player can play it too, if he wishes. Don't cheat and look at the refereed adventure though!

PLOT OUTLINE

The players are contacted in Ahmedabad, India by Indira Kalhish to deliver a Picasso painting to a "buyer" in New Delhi. The painting was stolen from a museum and now, two other gangs of thieves are vying for it. After a near fatal ambush, the players will be captured by police in New Delhi when they attempt to deliver it to its buyer.

The police inspector who arrests them, Jhana Kataniskhdi, is working with one of the rival thieves who was interested in the painting. His name is Sindla Basha, and he will offer the players a way out of jail if they will perform a mission for him. He wants them to steal a golden statue of Shiva (a major god in the Hindu religion) from its shrine in northern India. The shrine is currently within the estate of Roger Dalton, a British businessman now living in India.

Stealing the statue will not be the only problem faced by the players. While Sindla Basha is interested in getting the golden statue, he is also interested in getting rid of some of his competition. Dalton runs one of those rival gangs of thieves (it was his men who ambushed the players when they were delivering the painting). Basha is certain his rival will end up dead when the players raid Dalton's estate in Rajallapor.

Basha has also set up a timetable which will put the players at the estate in time to get two of the major partners in Dalton's stolen goods ring. Paja Jalna, an Indian army general, will be there in a few days. Alexi Dmtryshin, a Soviet diplomat, is staying there now. Both of these men have been using their respective positions of power to shuttle stolen goods around the world. Sindala Basha will be quite pleased if the players also rid him of these two competitors.

The players are given adequate arms to deal with the human "guardians" of the statue, but they won't be the only obstacles. The villagers who live near the shrine in Rajallapor have always believed a legend which states that anyone who removes the statue, will not only suffer horrendous luck from that moment on, but will be pursued by two minor gods in the Hindu pantheon. One of the pursuers is Ganesha. He is an elephant-headed god and offspring of Shiva, who will follow and attack the players if they steal the statue. They will also be pursued by Nandi, the bull who acts as Shiva's steed. They are supernatural "apparitions", but are also quite real and capable of inflicting physical damage to the players' characters.



Time Line for the Adventure

- 1083** - The shrine at Rajallapor is finished and the golden statue of Shiva is placed inside. Less than one month later, a statue of Nandi, the bull, is placed outside and a statue of Ganesha is moved inside.
- 1822** - On July 10th, British archeologist, Sir Edmund Layton, "removes" the golden statue of Shiva from the shrine. He dies three days later in a carriage accident. The local people of Rajallapor return the statue to its rightful place in the shrine. The British government apologizes for the incident.
- 1933** - On October 23rd, the military governor of northwestern India builds his headquarters and home next to the shrine to Shiva in Rajallapor. Three weeks after placing the golden statue in his bedroom, he dies in a fall down a flight of steps in his new home. His replacement, after hearing of the legend associated with the statue, returns it to its shrine.
- 1971** - An Indian businessman buys the former British military headquarters in Rajallapor. After renovating the main house, he moves in on January 25th.
- 1983** - Roger Dalton, a wealthy businessman, buys the Rajallapor estate from the Indian businessman who purchased it in 1971. Dalton's business is the buying and selling of stolen art work, jewelry, archeological treasures, etc. He has been operating this business with the help of Alexi Dmtryshin and Paja Jalna, a Soviet diplomat and Indian army general respectively. They have been using their influence and positions of

power to distribute and sell stolen goods throughout the world. Dalton, fearful of his lack of security, hires a force of 15 men to patrol his grounds.

- 1983** - On July 29th, the players are approached in Ahmedabad by Indira Kalhish to deliver a painting to a Mr. John Jacobson at the Royal Court Hotel in New Delhi.

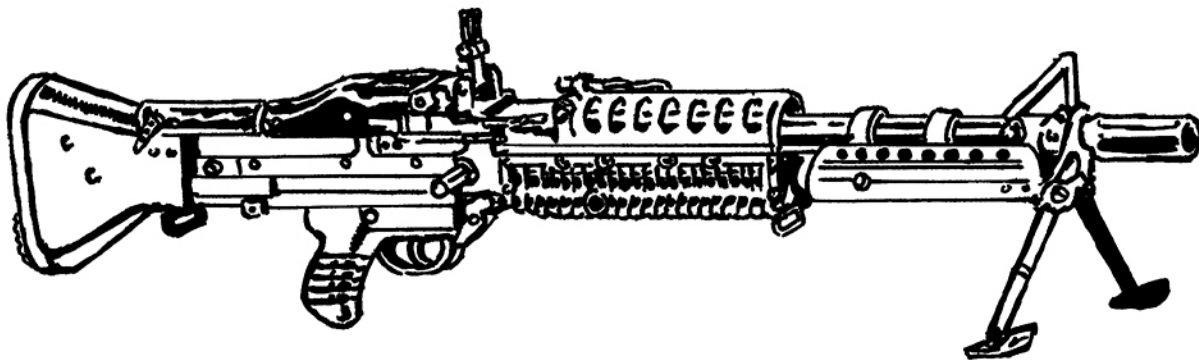
On August 1st (give or take a day), the players are arrested in New Delhi by Inspector Jhana Katanishdi. They are thrown in jail, only to be dragged out by the same inspector several hours later. They are taken to see Sindla Bashda, a dealer in stolen goods and competitor of Roger Dalton. He offers them the chance to steal the statue in a mercenary raid on Dalton's estate.

On August 2nd, Alexi Dmtryshin arrives at Roger Dalton's estate for a strategy meeting. General Paja Jalna is also scheduled to arrive, but is delayed.

On August 4th, the players are airlifted in a cargo plane to Rajallapor. At 1 a.m. on August 5th, they make a parachute drop five miles away from Rajallapor.

On August 5th, General Paja Jalna arrives at 8 a.m. at Roger Dalton's estate to find . . . ?

The G.M. should realize that the time the players take to go from Ahmedabad to New Delhi may vary by a few days. The players will **definitely** leave from New Delhi for Rajallapor by late night airlift on August 4th. If the G.M. feels he or she must compress or expand "game time" to meet this requirement, he should feel free to do so.





A MEETING IN AHMEDABAD

The adventure will start in Ahmedabad, India, where the players will be looking for work. None of them have valid working visas, and they are all ready to do just about anything which will buy them a plane ticket out. They will be approached by Indira Kalhish, an Indian woman and dealer in art work. Unfortunately for the players, the art work she sells is usually stolen.

She has a painting and a buyer but, because she is afraid the authorities are watching her, she can't chance carrying the painting herself. She wants the players to take it to John Jacobson, who is staying at the Royal Court Hotel, in New Delhi. They will be paid \$1,500 each; \$300 now and \$1,200 on delivery. The painting is rolled up inside a small mailing tube, and will be given to the players in a manner designed not to alert the authorities.

Note to the G.M.: Indira Kalhish will meet with the players late at night in a "flea bag" hotel. She will use a "double blind" to get the painting to the players. She will have it in a concealed mailing tube along with one she carries out in the open. When she walks outside with the "same" tube, she figures that if any police are watching her, they won't realize she left the tube containing the painting with the players.

She will instruct the players to meet with one of her people to make arrangements for transportation, weapons, etc. His name is Bruce MacArthur, and he is an Australian dealer in illegal weapons and stolen goods currently working for Kalhish. He will give the players the use of two landrover, four wheel drive vehicles, four M-16's with six, 20 round clips of ammo each, and four .45 auto pistols with two clips each. The players will be given enough fuel and provisions to get them to New Delhi. MacArthur will also give them instructions on how best to get to New Delhi. Before they depart, he will instruct them to make sure they don't flash automatic weapons or pistols in populated areas. He will inform them that there is the possibility of police stopping them to search the two landrovers. MacArthur will explain that it is routine, and the police will probably not tear the vehicles apart. If they keep the painting and weapons hidden, there should be no problem.

Should the players ask why they need the M-16's, MacArthur will explain that there are other "dealers" who would love to get their hands on this painting. It is a Picasso, and it is priceless. The players should be aware that an ambush is a distinct possibility. What they won't know (or be able to find out) is when it might happen and who might be involved.

The players may wonder why they shouldn't steal the painting from Kalhish. They may think that it would be quite easy to "skip" with the painting, fence it, and keep the money for themselves. The major problem they would face would be trying to find someone to buy it. They won't know anyone who would trust them, and even if they could find a fence who would buy it, they would get nothing for it. The notoriety of a stolen Picasso, plus the pressure from the authorities to get it back would make fencing the painting a risky proposition.

If the players still wish to steal and sell the painting on their own, the G.M. will have to improvise. The best strategy would be to direct the players toward Sindla Bashda in New Delhi. This will put them back into the adventure without too much aggravation. The random encounter chart and ambush will still be in effect though.

The journey to New Delhi should take approximately 17 hours (500 miles at an average speed of 30 M.P.H.). Even though the players have landrovers equipped with sealed beam headlights, they may not drive over some of the rougher terrain at night. If they do, a good way to handle the problem which might come up is to have a player, who is driving at night, make a first level Driving roll (or, if the player has no Driving skill, a second level DEX roll), every hour. If the player misses the roll, the vehicle he or she is driving is forced off the road, hits a rock, blows a tire, etc. It will be up to the G.M. to determine what was damaged and how long it will take to repair. The Driving rolls should also apply if the players try to exceed 40 M.P.H. An exact description of the roads the players are driving on is not necessary as long as the players realize that they are mostly mud and gravel.

During the trip from Ahmedabad to New Delhi, the G.M. should check the encounter chart every six hours for a random encounter. Roll 8 or less on 3 dice, then consult the random encounter chart. The players should have a minimum of one random encounter, possibly two or more. The G.M. should also decide exactly where in the journey to place the ambush mentioned above.

Encounter Chart

Die Roll	Result
1-2	Driving rainstorm - speed reduced to 10 M.P.H.
3-4	A small village of farmers. If the players stop, they will be surrounded by little children begging for money or candy.
5-6	Small town with a police check point. The players will be stopped and their vehicles will be searched. It won't be a thorough search, so if the painting is well hidden, the police won't find it. If the players are careless and the police do find the painting, the police will attempt to arrest them. (G.M.'s discretion as to how well the painting is hidden to avoid police detection). There are four policemen, all are CON 10, DEX 12, SPD 9. They each have one level in Revolver. They are armed with .38 pistols.



The ambush (mentioned previously) will consist of a Bell Jet Ranger helicopter with three men and a pilot who will attempt to stop the players. They obviously don't want to destroy the vehicles since that would also destroy the painting. Two of the men in the helicopter are armed with M-14's. They each have a DEX of 11 and a CON of 10, and they will be firing at a range of from 20-50 yards. If the players wish to shoot back, they can specify that they are trying to hit the pilot, one of the men shooting at them, or the helicopter itself (treat the helicopter as a compact car). The players can also drive the landrovers "off road" in order to try and find cover from the helicopter. The driver of each landrover vehicle must make a second level Luck roll in order to find suitable cover for the vehicle (a clump of trees, a tunnel, etc.).

If the helicopter takes 50 points in small arms fire, it will crash (it is easier to knock a helicopter out of the air with minimal damage from bullets, than it is to stop or demolish a landrover. The X10 multiplier in the rules is unnecessary). If the pilot is killed, the helicopter will crash in 1D6 combat rounds. If either of the gunmen are killed, that is just one less person at which the players can shoot. Use all appropriate range and size charts in the Combat section of the **M.S.&P.E.**™ rules to resolve this encounter.

When the players finally arrive in New Delhi, they will be able to find the Royal Court Hotel after first asking directions from someone. If they don't bother to ask directions, you can always have one of the drivers roll a third level Luck roll every five minutes they drive around looking for the place (MacArthur gave them directions to New Delhi, but no specific ones to get to the hotel). After they park the landrovers and go to the hotel, they will have to ask for Jacobson's room number. It is on the fifth floor, Room 507.

After they get off of the elevator and walk down the hallway to Room 507, they will knock at the door and be told to come in. When the door is opened, they will be confronted with three policemen, each one armed with a submachine gun. One second after the door to Room 507 opens, two other doors in the hallway open. There are two policemen in each of these doorways, each one is armed with a submachine gun. If the players are crazy enough to try and shoot it out with the police, try and talk them out of it. They cannot shoot their way out and live. For that matter, they shouldn't be carrying anything more than a pistol in a hotel. Pistols aren't much of a match against submachine guns.

G.M.'s NOTE: The important thing is that the players are captured and not shot to pieces (please do try not to gloat when you confront them with this predicament).

If the players suspect some type of ambush, and the G.M. expects a shootout, the police officers have the following stats:

	CON	DEX	SPD	SKILLS	HTHA/MWA
1)	10	8	10	Firearms: SMG	+0/+1
2)	9	12	10	Firearms: SMG	+0/+0
3)	11	8	11	Firearms: SMG	-0/+0
4)	12	9	9	Firearms: SMG	+0/-0
5)	13	10	11	Firearms: SMG	+0/+0
6)	8	10	12	Firearms: SMG	+1/+0

Weapons	Ammo	Dice and Adds
SMG: L2A3	3, 34 round clips	3 + 2

Depending on what happens after the shootout, the G.M. will be forced to get the players back on the "right track", as far as the scenario goes. If the police are shot to pieces by the players, they will become fugitives. This will work to the advantage of the G.M., since Sindla Bashda will be able to offer them a way to get out of the country. Of course, the players will have to do a favor for him . . .

If the players surrender (or, are captured) they will still be in the same situation as before. If they are killed, you might suggest they "roll up" some new characters and start from the point at which Sindla Bashda offers them a deal (if they are still speaking to you!)

An overweight police inspector will take the painting from the mailing tube, look it over, and then wag a pudgy finger at the players in a gesture of disapproval. The players will then be handcuffed and taken to jail. They will be in there for three or four hours, until the same overweight police inspector comes to see them.

He will introduce himself as Inspector Jhana Katanishdi, and will offer the players a deal. They can either do something for him, or they can sit in his jail until he gets around to notifying their respective consulates (probably within the next year or so). The players won't really have much of a choice. After they agree, he will have them released and brought up to his office.

When they walk into the Inspector's office, they will see another man, dressed in a business suit, sitting in an easy chair. After all the players are in the room, he will rise and introduce himself as Sindla Bashda. He

will tell the players he is sorry for any inconvenience, but his business is a very competitive one (He will also emphatically tell them that he was **not** responsible for the helicopter ambush). He had to find some way to get the painting and the Inspector was kind enough to help him. He is sorry the players were used as pawns and later arrested.

He has checked on the players and found that their "talents" could be very useful to him. The deal he will offer them is far more substantial than any that could be offered by his competitor. He will not only pay the amount of money she had promised them, but will pay them \$10,000 each (\$2,000 now, \$8,000 upon completion) if they undertake a mission for him. Actually, the Inspector will also get a cut of the total money earned for this mission, so he sincerely hopes they will not disappoint the Inspector. The jails in New Delhi get very cold in the winter.

After the players agree (again, they won't have much choice), Bashda will outline the mission for them. The players are to steal a priceless golden statue of Shiva from an estate outside the village of Rajallapor. The estate is owned by a British businessman named Roger Dalton. He lives in a large house which was built next to a temple on the estate. The statue is inside that temple. Dalton has left the temple alone mainly due to pressure from the Indian government and General Paja Jalna. Dalton is also rather paranoid about security on his estate since he does have quite a few art treasures and valuable pieces of jewelry of his own. He has fifteen men living on the estate who act as guards. At any given time, there are five of them patrolling the grounds, while the others are off duty.

The players will be told what the various buildings on the map are, and what is apparently in them. The G.M. should not give a detailed breakdown of each room in the house or barracks, but should instead indicate what is generally found in each building. This will simulate the limited intelligence that Sindla Bashda has of the estate. He knows that the guards have some automatic weapons, but he will arrange, through the Inspector, equivalent weaponry for the players.

He will also tell the players that he is only interested in the golden statue. Any other items in the house should be avoided by the players. Bashda is paying them to steal a statue, not to loot an entire estate. (The players may have other ideas. Let them take what they want if they can figure a way to carry it out). The players will then have to flee for the Pakistani border. They will be given appropriate

passport stamps by Bashda so they won't have to "check in" with Pakistani officials.

The statue is to be turned over to Pumra Hashidi in the town of Gurjanwala in Pakistan. He will pay the characters their additional \$8,000 and give them each a plane ticket out of the country (there are connecting flights from the Lahore airport). Bashda will also caution the players not to deal with the people in the village near the estate. If they find out or see that the players are removing the golden statue of Shiva from its shrine, they may contact the government authorities.

The players will be given the following weapons and supplies:

Four M-16's - 40 clips of 30 rounds each.

Two Ingram Mac 10's - 20 clips of 36 rounds each.

Two FAL AR's - 28 clips of 20 rounds each.

Two LAW rockets.

Ten Fragmentation grenades.

Eight MK2 Flak vests.

One Crossbow - 3 hypo tipped bolts.

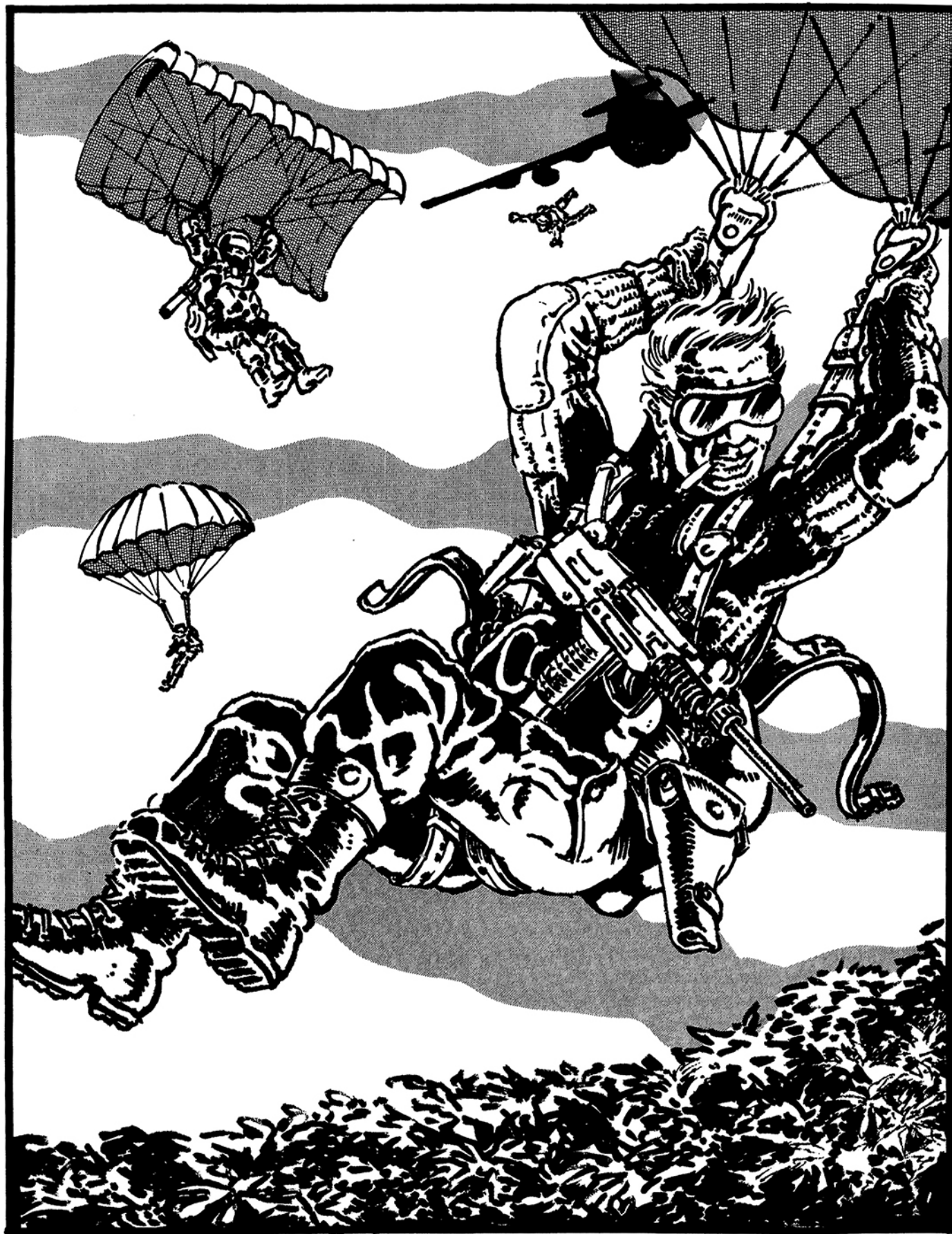
Eight Tiger stripe camouflage suits.

Pre-stamped passports for entry into Pakistan.

The players will be parachuted in from a cargo plane with their equipment. It will be a "shock-cord" rather than a free fall drop, approximately five miles from the estate. It will be at night, but over open ground so there will be little chance of unusual danger.

They will have to run/walk to get to the estate. It will be approximately five miles over ground littered with scrub, tall grass, and clumps of trees. The players will be coming to the estate from the east edge of the map(s). It will take them one hour and fifteen minutes at a walk, about forty-five minutes at a run/walk pace.

G.M.'s Note: There is nothing on the exterior maps that the players won't already know about. If you wish, you can make copies of the maps (except for those with interior details) to give to the players.



THE ESTATE

The estate owned by Dalton is approximately 100 yards square, and is bordered on all sides by a four foot high stone wall. There are two gates which open into the compound. One of these gates is twelve feet wide. It is next to a guard tower which looks out on a gravel road which runs past the estate. This smaller shrine is much less ornate and is often frequented by the villagers.

There are four buildings on the estate: a main house, a shrine to Shiva, a barracks building, and a maintenance building with a generator inside. The maintenance building is also acting as an armory. There are three landrovers and a G.M. pickup truck parked along the east wall. When the players arrive, there will be two luxury cars parked in front of the main house. One of them has a Soviet flag on the front fender, and diplomatic license plates. There is also a Bell Jet Ranger helicopter sitting on the lawn in front of the main house. Behind the house, and surrounded by trees and ornamental shrubbery, is a pool and a tennis court.

There are a total of twenty-five people living in the estate: fifteen of them are guards, one is a helicopter pilot, three are servants in the main house, three are mechanics and the last three are Roger Dalton and his two girlfriends. The guards work in eight hour shifts. There are three eight hour shifts in a day, with five of the guards working each shift. During each of the eight hour shifts, one of the guards will be in the 15 meter high guard tower at the main gate, one will be outside the small shrine on the top of the hill which is northeast of the estate, and the other three will be patrolling the inner perimeter of the estate.

The other people in the house have a less rigid daily routine. The servants could be in any of the rooms of the main house at any given time of the day. At night (after 10 p.m.) they will be in their respective quarters. The helicopter pilot, assuming he doesn't have to fly Dalton anywhere, will usually be found doing routine maintenance on his helicopter. At night he will be found in the main house playing pool, sometimes until 3 a.m. (roll 11 or less on 3 die to see if he is). The three mechanics will be doing minor repairs and maintenance on the landrovers during the day. At night, the mechanics will usually be found outside the small shrine on the hill getting drunk (roll 11 or less on 3 die to see if they are there). If they aren't there drinking, they will be in the barracks playing cards.

Roger Dalton's schedule is a little more varied. He is a late riser and is usually at the pool in the afternoon (roll 12 or less on 3 die). If he is not at the pool, he is playing tennis. After dinner, he is in the Smoking Room (usually with the helicopter pilot). He goes to bed at 1 a.m. every night and leaves standing orders not to be disturbed by anyone for any reason, short of the world ending. He gets out of bed between 11 and 12 in the morning. The two girlfriends will always be with him at any given time of the day or night.



Depending on when the players decide to attack the estate, the G.M. should know where the major non-player characters are. Any guards not on duty will be found in and around the barracks. As for their patrols, the G.M. can decide on his own where the guards are walking at any given point in the adventure. Just be sure to keep their patrols consistently covering the same area of the estate. The players should be able to see some sort of a pattern. The guard at the small shrine has an infrared scope (useful only at night). If the players move out of the woods, the G.M. should make a roll of 8 or less on 3 die to see if the guard is spotted. The guards all have "walkie-talkies", and it will take them several seconds to take the "walkie-talkies" off of their hip and alert the other guards to any trouble. The only one who will shoot first, and then use a "walkie-talkie" to alert the others is the guard at the small shrine. His gun is silenced.

It will take the guards who are not on duty two minutes to grab their gear and get out of the barracks. The only weapons they have in the barracks are the rifles, S.M.G.'s, and pistols with 1 die of clips for each. Any other ammo will have to be drawn from the armory. Their hand grenades are also kept in the armory. They will have **no** grenades in the barracks.

ROOM AND BUILDING DESCRIPTIONS (see map page c6).

Main House, First Floor

Entrance Hall/Living Room: A 24 by 18 foot room which can be entered from the front of the house. There is a three cushion sofa on the north wall. There are two tables and lamps on either side of the sofa and a gun rack with black powder pistols on it on the right side of the sofa. There is a smaller, two cushion sofa on the east wall with a table on its left side. A chair sits to the right of this smaller sofa. There is wall to wall carpeting on the floor of the Living room (and every other room in the house with the exception of the Kitchen), and a large cut glass and brass chandelier hangs overhead from the second story ceiling. **(G.M. NOTE:** There is also a skylight directly above this room).

There are two paintings on the west wall of this room. Both of them are by Gauguin, both are stolen and both are priceless. They are bolted to the wall and (short of cutting the paintings away from their frame) will require 5 minutes to remove.

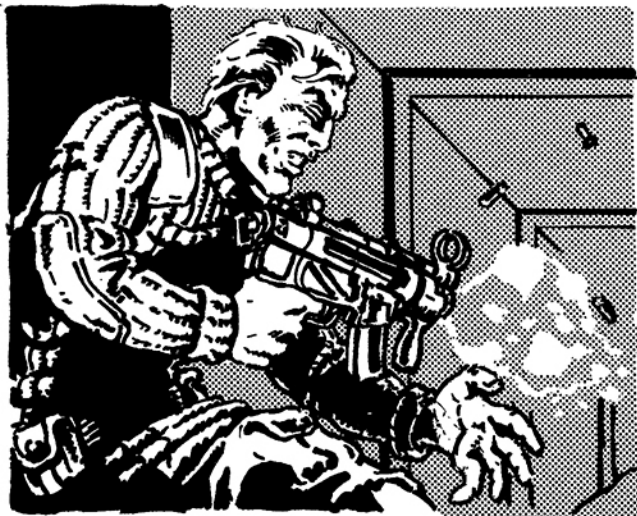
Billiard and Games Room: There is a door on the east side of the Entrance Hall/Living room that opens into the Billiard and Game room. This is a 14 by 18 foot room with a very ornate pool table in the middle of the room. There is a chair in each corner of the east wall, a cue rack on the wall and a stuffed animal trophy head on either side of the rack. On the north wall, there is a dart board. Next to it, in the northwest corner of the room, there is a suit of Maximillian armour. On the west wall, there is a painting by Gainesborough (worth approximately \$100,000) and a liquor cabinet with glasses and ice coolers on it.

Kitchen: At the east end of the hallway which runs through the center of the main house, there is a door on the left hand side which leads into the Kitchen. The Kitchen is a 16 by 16 foot room with a hardwood floor. There is a table and chairs in the center of the room and a pair of "swinging" doors on the west wall which leads into the Dining room. There are cabinets on the north wall, and a stove, counter top, dishwasher and refrigerator on the east wall. There are several more cabinets on the south wall and a cutlery/chopping table is on the west wall to the right of the swinging doors.

Dining Room: The swinging doors from the Kitchen lead into the Dining room. The Dining room is an 18 by 14 foot room. There is a large table and chairs in the center of the room with a cut glass and brass chandelier hanging directly above them. On the west wall is a huge china cabinet which contains ornate plates and crystalware. On the south wall is a tapestry which nearly covers the entire wall. It was made in the 15th century in Germany and is worth over \$10,000. On the north wall, there is a serving table and liquor cabinet. Hanging on the wall between them is a painting. It is by a minor, still living artist and not valuable at all (Dalton likes it; which explains why it is there).

Servants' Quarters: On the west side of the house, across from the Kitchen are the Servants' Quarters. Both rooms are 12 by 8 feet and identically furnished. They each contain a single bed, a dresser, wardrobe and a lamp and a table next to the bed. The only thing on the walls of each room is a cheap landscape painting. These paintings have no value. The third servant, a butler, resides upstairs.

Smoking Room and Den: Across the hallway from the Servant's Quarters, in the southwest corner of the house is the Smoking room and Den. This is a 12 by 18 foot room. There is a bookcase running almost the full length of the east wall. There is a chair in the southeast corner of the room. On the west wall is a three cushion sofa with a lamp and table on either side of it. In front of the sofa sits a coffee table. There is another chair in the northwest corner of the room. On the north wall of the Smoking room and Den is a painting by Matisse. It is worth over \$100,000. Its frame is bolted to the wall in the same manner as the paintings in the Entrance Hall/Living room.



Main House; Second Floor

Butler's Room: This room is in the northwest corner of the second floor. It is an 18 by 10 foot room and is furnished in a manner similar to the Servants' Quarters on the first floor. There is a single bed on the east wall with a night stand sitting next to it. There is a chair in the center of the room, a wardrobe on the west wall and a dresser on the south wall.

Bedroom Number One: This bedroom is in the southwest corner of the house. It is an 18 by 10 foot, sparsely furnished. This room is currently unoccupied and, therefore, its wardrobe and dresser will be empty. There is a single bed and night stand on the east wall, with a night stand next to the bed. There is a reading lamp on top of the night stand. There is a wardrobe on the north wall and a dresser on the east wall. A chair sits in the center of the room.

Bedroom Number Two: This bedroom is in the north central section of the second floor, directly over the Dining room. It is an 18 by 14 foot room with rather sumptuous furnishings. There is a double bed with a canopy on the west wall with a night stand on either side. A cut crystal lamp sits on each night stand. There is a large wardrobe on the north wall with a reclining chair sitting next to it. On the south wall is a dresser and a bookcase. This room is also currently unoccupied and, therefore, the dresser and wardrobe are empty. There are books in the bookcase, but none of them are of any value or particular interest. There is also a painting on the east wall. It is by a contemporary artist and of little value. (The frame could be worth \$200 though, if the players decide to walk out with it).

Master Bedroom: This room is in the northeast corner of the house. It is a 24 by 14 foot room with very lavish furnishings. There are two double beds on the east wall of the room with a night stand between them. There is a cut crystal lamp on the night stand. There is a dresser and wardrobe on the north wall. A stuffed chair sits in front of the dresser. There is a reclining chair in the southwest corner of the room. On the south wall is a bookcase.

Behind the books on the first shelf of the bookcase is a hidden safe. If none of the players have Safecracking as a skill, the safe cannot be opened by normal means. If the players wish to use

explosives; that is a different matter! The safe can be "blown" and inside is \$50,000 worth of uncut diamonds. There are also two paintings by Goya, on the west wall of the room. They are each worth an estimated \$100,000.

Bedroom Number Three: This is a 14 by 14 foot room. It has moderately nice furnishings. There is a single bed and night stand on the north wall of the room. A dresser sits against the west wall, and stuffed chair sits in the southeast corner of the room. There is also a wardrobe on the south wall to the right of the chair. This room is unoccupied and, consequently, the wardrobe and dresser are empty.

The Second Floor Hallway: There are a total of seven paintings hanging in the upstairs hallway. Six of these paintings are of little value. The seventh (over the balcony) is by Picasso and it is stolen. It is worth millions of dollars. It is in a frame that is bolted to the wall. It will take 15 minutes to remove the frame from the wall.

The G.M. may think that he is turning the players loose in a treasure trove. There are some very good reasons why that is simply not so. Unless the players have a college education, (unlikely with mercenary characters) they won't know a thing about any of the paintings they are looking at. Even if they grab a few of them at random, it is going to be extremely difficult to realize any money from their sale. The valuable paintings in the house are all stolen and are all still very "hot". A "fence" will pay the characters only a small fraction of the paintings' actual worth (if they can find a fence who will handle them at all!). The same goes for the diamonds in the safe. Add to this the time wasted taking the paintings down from the wall and carrying them out, and it isn't such a great deal anymore. If they do decide to loot the main house, don't tell them who did the paintings. Make sure, however, to keep track of the ones they do decide to take.

If the players decide to take the paintings back to Europe (any major city will do), they might be able to "arrange" for them to be returned to the companies that insured them against theft, damage, etc. Insurance companies will pay a 10% reward (10% of the estimated value) to anyone returning a stolen item. This is a good alternative to the problems involved with getting the paintings and any other loot to a "Fence".

THE SHRINE

The shrine to Shiva, which is within the compound, is a stone building over 15 feet square, with an interior measuring 12 square feet. The golden statue of Shiva sits atop a marble pedestal, four feet off the floor. The pedestal is surrounded by four marble pillars. There is an additional marble pillar in each corner of the room. Against the north wall, in the center, is a bronze statue of Parvati, a paramour of Shiva. It stands over six feet tall, and it stands on a two foot high marble block. Against the west wall, in the center, is a bronze statue of Ganesha, the

elephant-headed son of Shiva. It too stands over six feet tall, and also rests on a two foot high marble block. Against the east wall, in the center, is another statue of Shiva in bronze. It is over six foot tall, and stands on a two foot high block of marble. The windows in this room are of an amber glass which, even under very sunny conditions, allow only a very diffused light into the room.

If the players have any ideas about stealing any of the bronze statues, they can forget it. Each one weighs over a ton. The golden statue weighs approximately fifty pounds.



THE BARRACKS

The barracks were built by the British in late 1933 when the estate was the residence of the local military governor. They are 30 by 18 feet, and two stories tall.

The First Floor: The first floor can be entered by a door on the south wall. It contains ten beds, foot lockers and standup lockers. The guards have their

rifles and S.M.G.'s with them in the barracks (see also page C7). The barracks are sparsely furnished and have decrepit wooden floors. There is nothing of any real value in the barracks.

Second Floor: The second floor is basically the same as the first floor. The only difference is that the entrance to the second floor is by a fire escape at the north end of the building. Otherwise, the second floor layout and contents are essentially the same.



MAINTENANCE BUILDING/ARMORY

Maintenance Area: There is a corrugated metal, overhead door on the west wall of the building. Inside, along the north wall, are three hydraulic lifts for servicing the estate's vehicles. There are several roll-about tool chests on the floor in the service area. There are also some hand jacks and loose tools lying on the floor. Several air wrenches and hoses are suspended from the ceiling. (They are linked by pipes to a compressor in the southeast corner of the building). There is a parts rack on the south wall and work benches on the east wall.

THE ARMORY

In the northeast corner of the building is a heavy chain fence which encloses the Armory. The fence runs from floor to ceiling, and is attached with heavy bolts. There is a door on the enclosure which has a dead bolt lock on it. The lock can be cut with a torch **only**. Bolt cutters won't work. The lock can be picked if a player has the appropriate skill. It will require a first level roll for Success. Players attempting to shoot the lock off will have to do a minimum of 60 points of damage before the door can be opened.

The armory itself contains one empty gun rack (remember that the guards have rifles with them in the barracks), and one rack with five M-16's in it. There are two sealed cases on the floor. One contains fifty clips of 5.56 ammo for the M-16's, and the other contains fifty clips of ammo for the M-14's. There is also a half empty case on the floor which contains twenty clips of 9 mm ammo for the two

guards who have Mac 10's. In the northeast corner of the room is a sealed case of fifty, fragmentation grenades. The two windows on the north and east side of the building that look into the armory are barred and secured.

Dalton's Guards

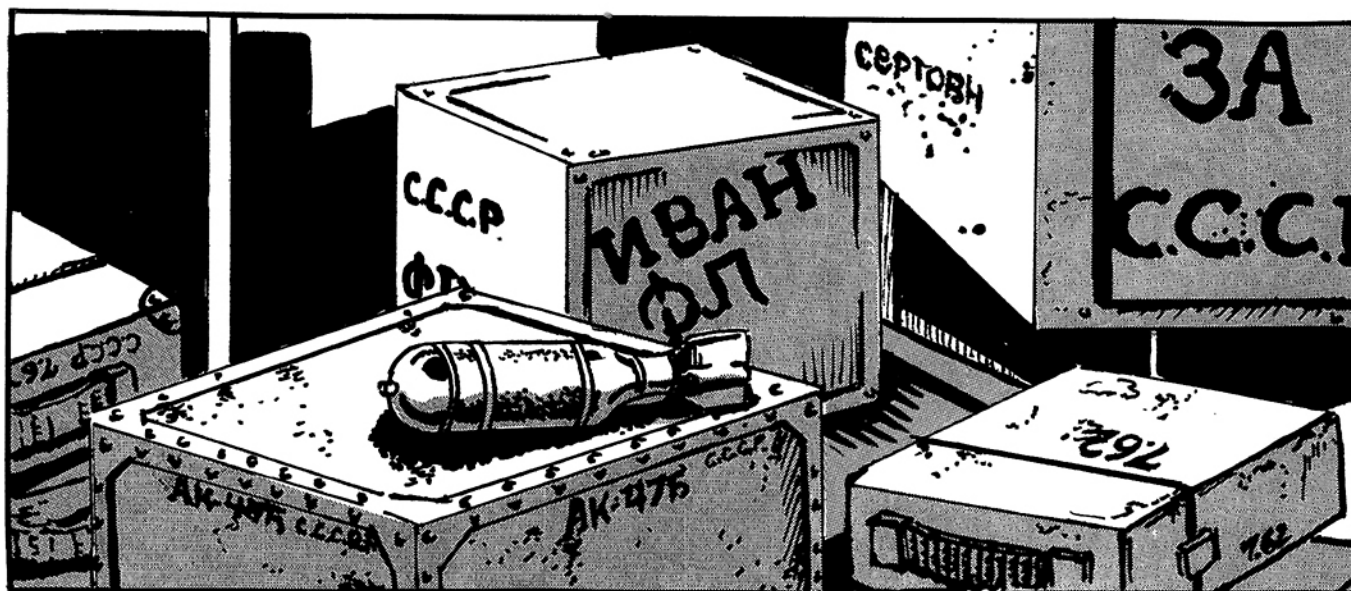
	CON	DEX	SPD	Skills	HTHA/MWA
1)	10	8	9	Firearms: AR,	+0/+0
2)	9	11	11	Firearms: RF	+0/+1
3)	11	7	12	Firearms: RF	+0/+0
4)	6	12	16	Firearms: SMG	+0/+0
5)	12	9	7	Firearms: RF	-1/+2
6)	9	8	7	Firearms: RF	-1/+2
7)	13	12	10	Firearms: RF	+0/+0
8)	12	14	11	Firearms: AR	+0/+0
9)	10	9	8	Firearms: AR	+0/+0
10)	9	11	9	Firearms: RF	+1/-1
11)	7	13	10	Firearms: RF	+0/+0
12)	7	12	12	Firearms: SMG	+0/+1
13)	6	14	9	Firearms: RF	+0/+0
14)	9	11	8	Firearms: RF	+0/+2
15)	11	8	11	Firearms: RF	+1/+0

(one level)

Helicopter Pilot

12	15	10	Helicopter-2, Pistol-1	+3/+1
----	----	----	---------------------------	-------

Weapons	Ammo	Dice and Adds
RF: M-14	20 clip	9 + 2
AR: M-16	20 clip	4
SMG: Mac-10	36 clip	3 + 2
Pistol: Colt 1911A	8	4 + 2



The estate can be taken by six to eight men if they use their equipment and skills properly. The G.M. must be certain where the guards are during the day and during the night so the players can be told what they see. The guards will fight, but they are not suicidal. Of course, if the players begin viciously "executing" guards who surrender or run away, they may start fighting with a bit more ferocity.

Dalton and the two girls will not fight, but will instead cower in the master bedroom of the main house. The servants are also non-combatants and will stay hidden in the Kitchen (or their rooms if it is night). The only other N.P.C.'s who may fight (other than the guards), are the helicopter pilot and the mechanics. The pilot will run for his helicopter, assuming it is still undamaged. He won't be carrying a rifle, but he does have a pistol and will use it on the players if they get in his way (see page 16). If his helicopter was destroyed by the players before he could get to it, he will fight his way to the nearest car and attempt to leave the estate.

The mechanics will fight only if they are forced to. Their initial reaction will be to flee. They will try to get to one of the landrovers, or the pickup truck, and attempt to leave the estate. If the mechanics are cornered, they will fight only if they don't feel they can surrender (i.e., the players don't ask for their surrender).

The best way for the G.M. to handle an assault on the compound is either with miniatures, or by letting the players indicate their movements on a separate map. If the latter option is taken, be sure to keep track of the guards' locations and movements on a map separate from that of the players. If the raid occurs at night, modify what the players see accordingly. Night scopes will work only at night and will only increase the chance to hit by the amount listed in the rules.

Remember, the players have parachuted into the area not knowing that the Soviet diplomat would be present. If they wait too long to attempt their raid, the Indian army general may be present as well. They will react accordingly to the following chart:



Alexi Dmtryshin

Die Roll

Reaction

- | | |
|-------------------------------------|--|
| <p>1-4</p> <p>5-6</p> | <p>Cower in the house with his driver/bodyguard.</p> <p>Attempt to flee the estate. The driver is armed (see page C1).</p> |
|-------------------------------------|--|

(G.M.'s NOTE: Dmtryshin's bodyguard will attack the players only if they begin shooting at Alexi Dmtryshin. His primary job is to safeguard his boss's life. He will, therefore, be more concerned with getting Alexi Dmtryshin out of the house and away from the estate alive).

PAJA JALNA

General Paja Jalna

Die Roll

Reaction

- 1-4 Will fight his way to his car and flee the estate.
- 5-6 Will shoot both Dmtryshin and Dalton for "setting him up", and he will then flee the estate as above.

The players were forced to parachute in with no transport and will either have to walk to the Pakistani border, or "borrow" one of Dalton's landrovers. In the latter case, be especially careful to keep track of the vehicles and any damage they may take from small arms fire, etc. (refer to the **MS & PE™** rules on page 83). The players should be made aware of the distance to the Pakistani border. Knowing this, it is unlikely that the players will destroy all their possible modes of transportation from the estate. If one of the players has Helicopter Pilot as a skill, it will become a race to see who gets there first. If Dalton's pilot makes it to the helicopter first, he will attempt to take off. From a cold start, it will take four gun combat rounds to get the helicopter airborne.

If the battle turns against the guards and they take more than 50% casualties, those guards remaining alive will flee into the surrounding countryside. They will not return. Don't forget to keep track of the guards' ammunition. If they run out and can't easily get to the armory (or, if the players have destroyed the armory), they will drop their guns and flee the estate. This reaction will also occur if they have been wounded and can still run or walk.



The Race for the Pakistani Border

Once the players have dealt with the estate and have stolen the golden statue, they will still have several problems to contend with. Once they leave the estate, the vehicle they are driving (or the one which has the statue in it) will break down in 2D6 minutes. It will be a simple mechanical problem which can be fixed by a first level IQ roll (roll once every ten minutes until successful). The vehicle will break down once again 4D6 minutes after they solve the first problem. This will continue at 4D6 intervals until the players abandon the statue (or, return it to its shrine). The average speed at which they can drive from the estate to their destination in Gurjanwala, Pakistan is 30 M.P.H. It is a distance of approximately sixty-five road miles.

The players will also have two other problems to deal with. The two "supernatural" manifestations of Ganesha, the elephant-headed son of Shiva and Nandi, the bull steed of Shiva, will both be pursuing them. Their appearance will be determined by the players' Luck. If one player has been specifically appointed to be the guard of the golden statue (or, has chosen that duty himself), make a second level Saving roll against that player's Luck every thirty minutes of game time. If the roll is unsuccessful, on a 1, 2, or 3 (1D6), Ganesha appears. On a roll of 4, 5, or 6 (1D6), Nandi appears. Both of these beings will attack until their respective hit points are reduced to zero. At that point, they will disappear. They can still return in as little as thirty minutes though. Reducing their hit points to zero doesn't "kill" them (in the strict sense of the word).

G.M.'s NOTE: If no single player is "guarding" the statue, the Luck scores of all the players should be added together and averaged. The Luck rolls should also be made in secret by the G.M., so the players won't know when an appearance by one of the apparitions is imminent.

Ganesha

Dice and Adds	CON	Speed
7 + 4	120	14

Ganesha will attack a vehicle by ramming it as if he were another vehicle. Treat his damage returned to the players' vehicle as if he were a sedan or family car (see page 85, **MS & PE™** rules). Firearms will do

normal damage to him. If the players are on foot (or, are forced to abandon their vehicle), he will attempt to kill one of the players by running over and trampling him. Compare Ganesha's speed to that of the player's he tries to trample. The difference will act as a positive or negative modifier to a first level Speed roll. The player in question must make that roll to see if he gets out of the way of the attack. If the roll succeeds, the player dodges the attack. If the roll fails, Ganesha attacks the player as though it were a normal HTH attack. Ganesha will attack one player at a time in this manner until either the player is dead, or Ganesha's hit points are reduced to zero.

Nandi

Dice and Adds	CON	Speed
9 + 5	150	16

Nandi will attack the players in the same manner as Ganesha. If he rams a vehicle, the G.M. should treat his returned damage as if he were a van/pickup truck. he will also attack players on foot in the same manner as Ganesha. The players will get the same chance to dodge the attack.

G.M.'s NOTE: If a player is dodging attacks by Ganesha or Nandi and another player is attempting to shoot the "apparition", make sure that the players realize there is a possibility of a character being shot accidentally (depending on where the characters are standing). Both Ganesha and Nandi will attack at full strength until their hit points reach zero. The players should get the impression that their guns don't seem to be hurting either one of them. Of course, when their hit points reach zero, they will vanish into thin air.

If the players survive to get to the Pakistani border, they will have the possibility of one more obstacle to overcome. There will be an Indian army patrol in the area on a roll of 5, or 6 (1D6). If the players attacked the estate **before** General Paja Jalna arrived, the army patrol will be encountered on a roll of 3, 4, 5, or 6 (1D6). The latter case will also be true if General Jalna escapes after the players attack.

Indian Army Patrol

Weapons	Ammo	Dice and Adds
RF: M-14	6, 20 round clips	9 + 2
SMG: L2A3	6, 34 round clips	3 + 2
AR: FAL AR	6, 20 round clips	9 + 1
Pistol: Makarov	8 rounds	

	CON	DEX	SPD	Skills	HTHA/MWA
1)	11	7	12	Firearms: AR, Pistol	+0/+1
2)	14	9	10	Firearms: RF	+0/+0
3)	10	12	9	Firearms: RF	+0/+2
4)	9	11	13	Firearms: SMG	+0/+0
5)	7	16	11	Firearms: RF	+4/+1
6)	16	8	6	Firearms: RF	+1/+0
7)	8	10	11	Firearms: RF	+0/+1
8)	12	13	10	Firearms: RF	+1/+0
(All one level)					

They are riding in two jeeps (four men to a jeep; treat as a compact car).

The distance at which the players encounter the patrol should be determined by the G.M. The patrol isn't suicidal and will break and run should they take more than three casualties. They should be used by the G.M. as another obstacle to the players. The players should encounter them less than a mile from the Pakistani border.



MASTER LIST OF N.P.C.'S

Indira Kalhish Age 36 Indian Female

ST: 10 IQ: 14 LK: 15 CON: 11
DEX: 11 CHR: 16 SPD: 10

HTH Adds: +1 Missile Weapon Adds: +3

Level: 3

Physical Description: 5'4" tall with long dark hair and large brown eyes.

Distinguishing marks - small scar on back of her left hand. Heart shaped mole on the inside of her left calf.

Languages: *Hindi, Bengali, English.

Skills: Martial Arts-2, Clip Pistol-1, Fast Driving-1, Seduction-2.

Owens a Walther P38K and a Triumph TR4.

(*) indicates native language.

Sindla Bashda Age 49 Indian Male

ST: 12 IQ: 15 LK: 12 CON: 12
DEX: 10 CHR: 9 SPD: 8

HTH Adds: +0 Missile Weapon Adds: +0

Level: 3

Physical Description: 5'10" tall with thinning black hair and a prominent nose.

Distinguishing marks - badly broken nose; missing third finger on his left hand.

Languages: *Hindustani, Bengali, English, French.

Skills: Bachelor's Degree (B.A. History - Calcutta University), Revolver-2, Pilot Private Prop-1, Elocution-2, Gambling-2.

Owens a S&W .44 Magnum, Cessna Cardinal and a 1982 Cadillac Seville.

(*) indicates native language.

Roger Dalton Age 43 English Male

CON: 12 DEX: 9 SPD: 9
HTHA: +0 MWA: +0

Skills: Masters Degree (M.S. Business Law - Manchester University), Confidence-2, Chic-1.

Inspector Jhana Katanishdi Age 50 Indian Male

CON: 10 DEX: 8 SPD: 7
HTHA: -1 MWA: -1
Skills: Bureaucracy Mastery-1, Revolver-2.

Owens a Colt Python .357 Magnum.

General Paja Jalna Age 58 Indian Male

CON: 12 DEX: 11 SPD: 10
HTHA: +0 MWA: +1

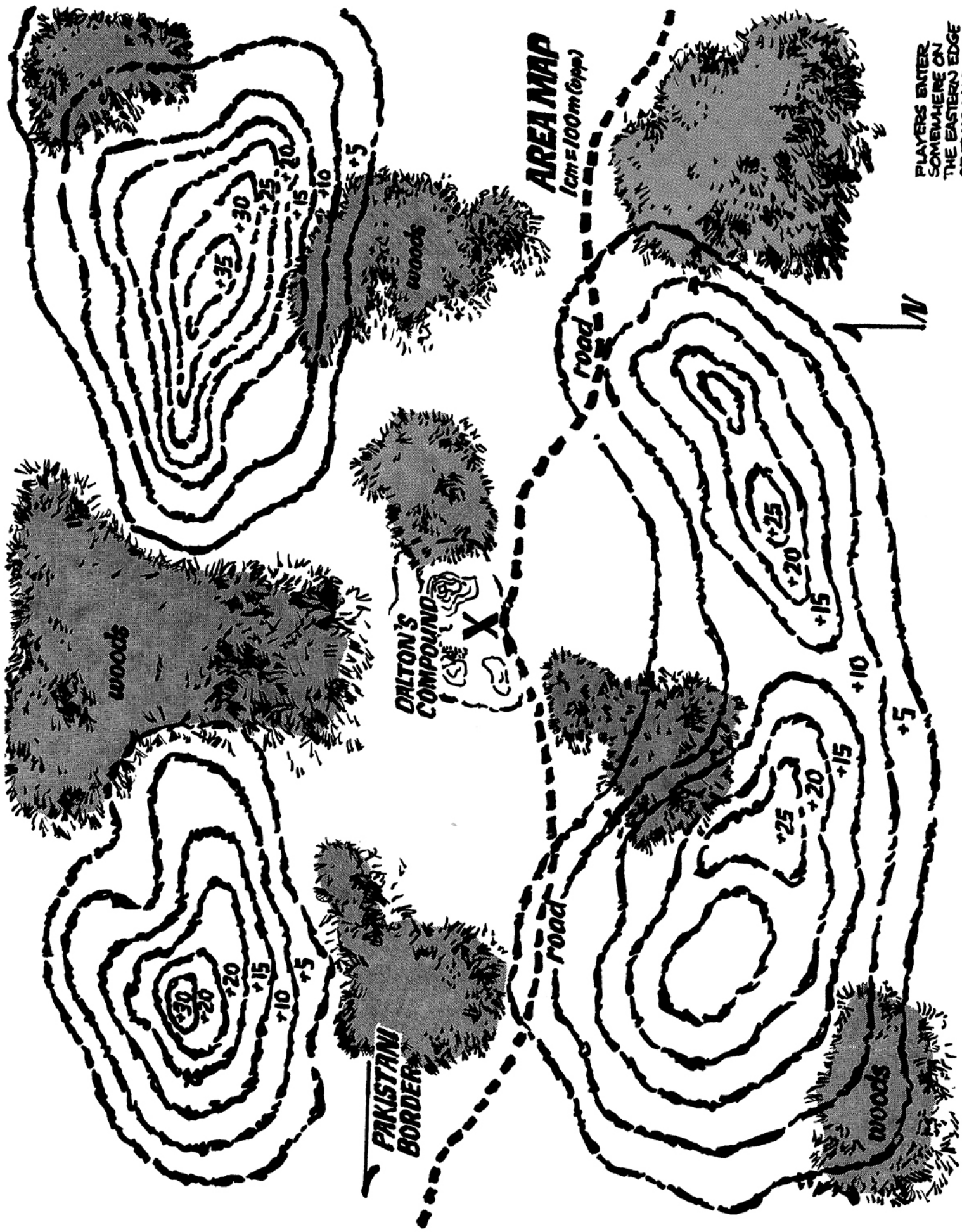
Alexi Dmtryshin Age 49 Russian Male

CON: 10 DEX: 8 SPD: 9
HTHA: -1 MWA: +0
Skills: Diplomacy-4, Bachelor Degree (B.S. Political Science - Moscow), Elocution-1.

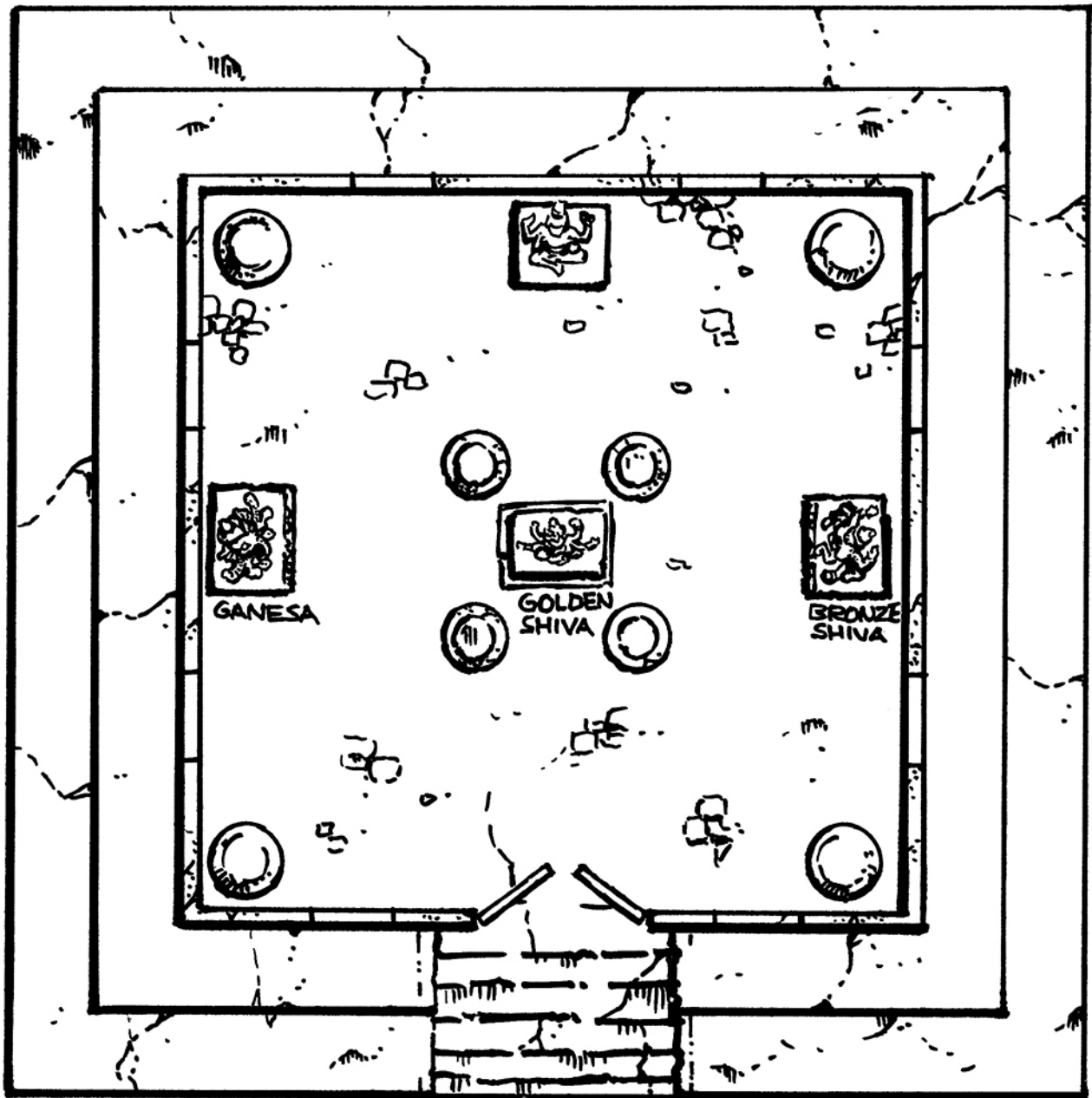
Pumra Hashidi Age 36 Pakistani Male

CON: 11 DEX: 13 SPD: 14
HTHA: +1 MWA: +0

Skills: Martial Arts-2, Confidence-2, Shuriken-1.



PLAYERS ENTER
SOMEWHERE ON
THE EASTERN EDGE
OF THIS MAP



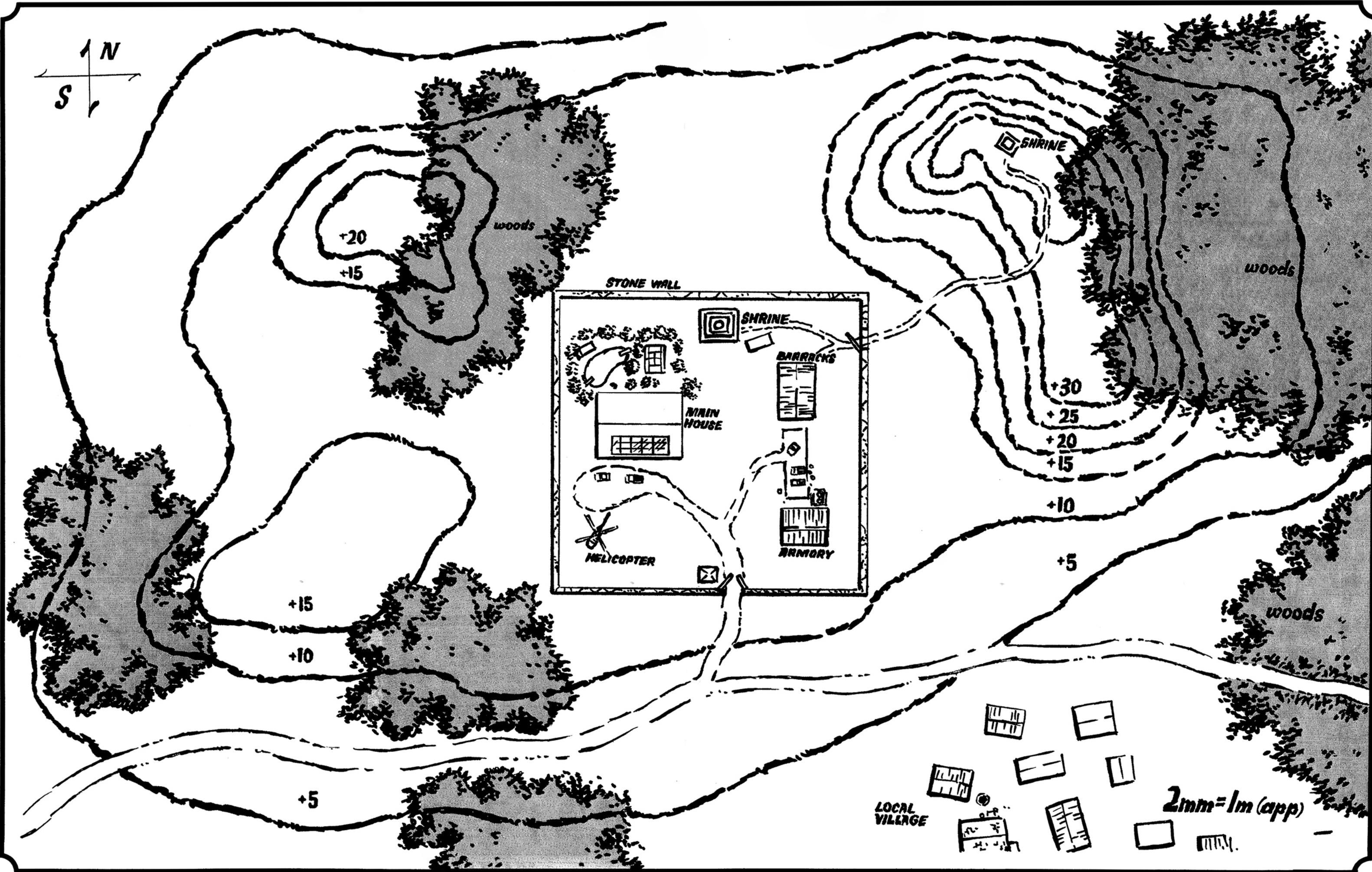
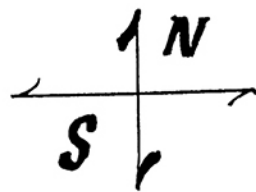
SHRINE IN THE
DALTON ESTATE



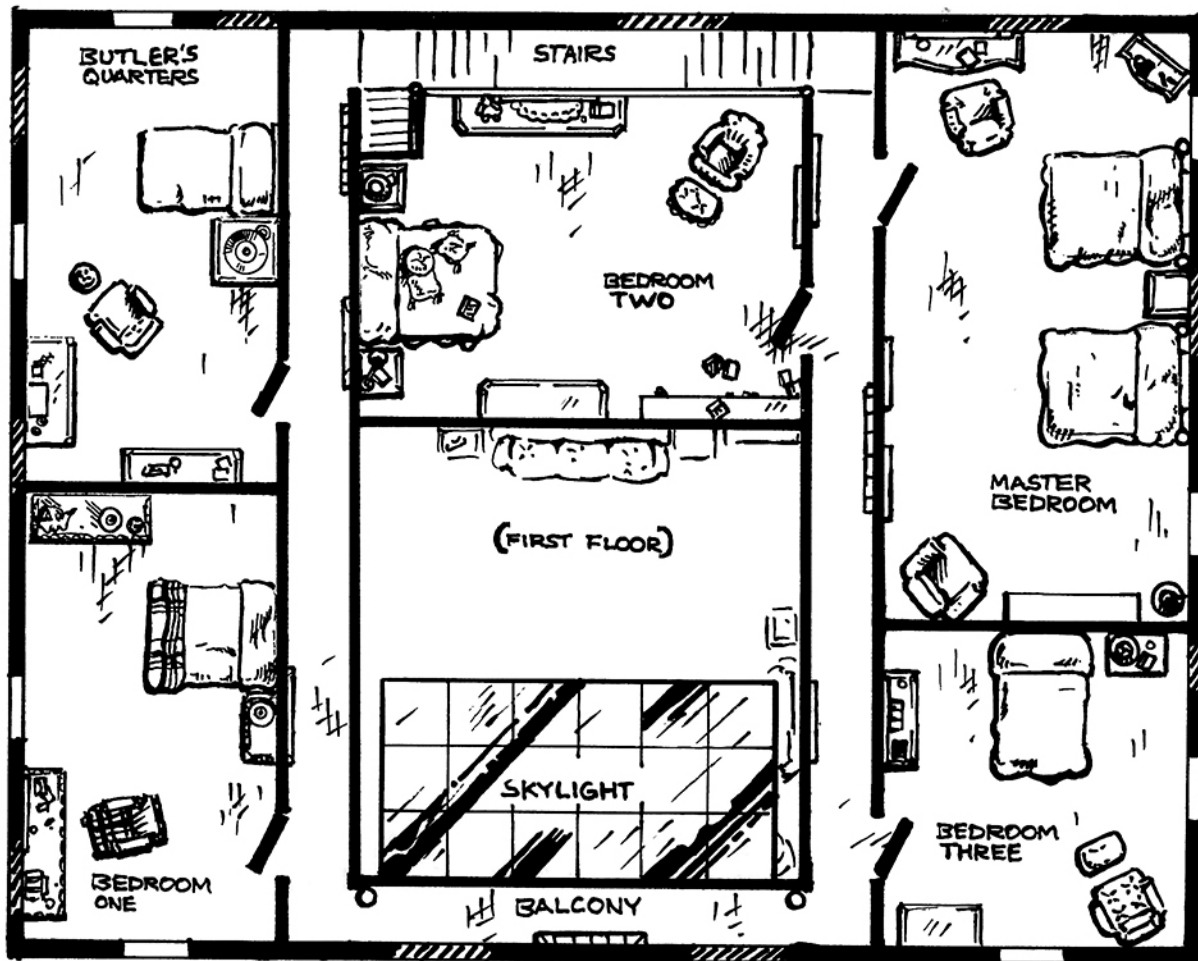
"GANESHA"



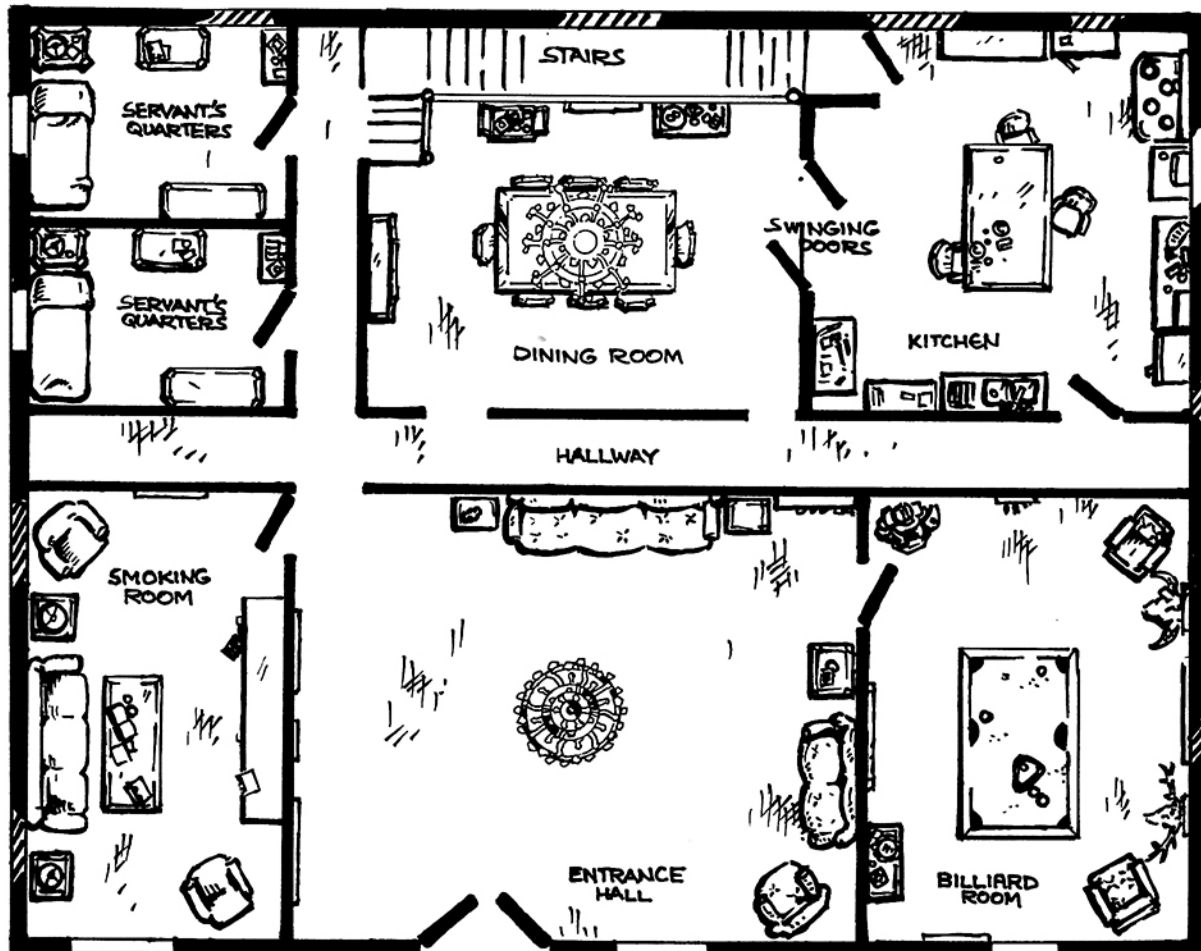
"SHIVA"



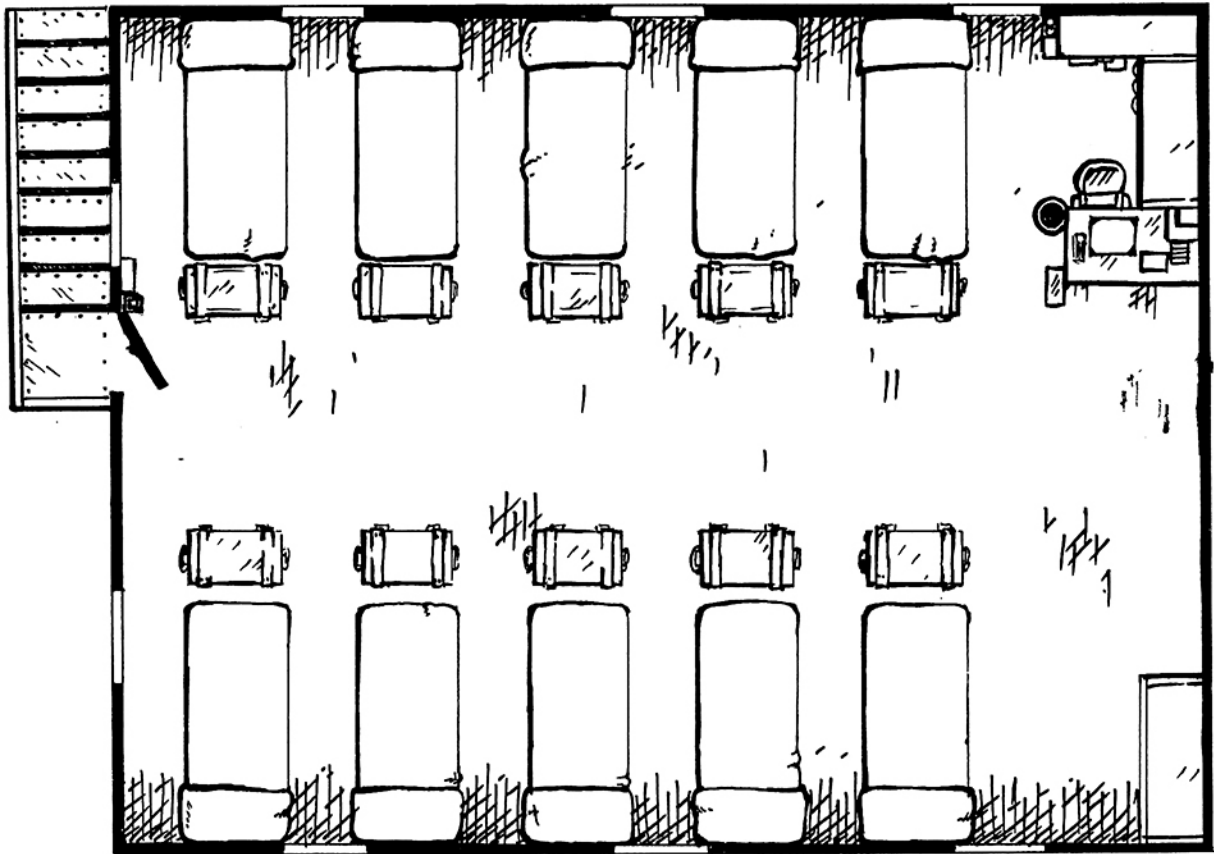
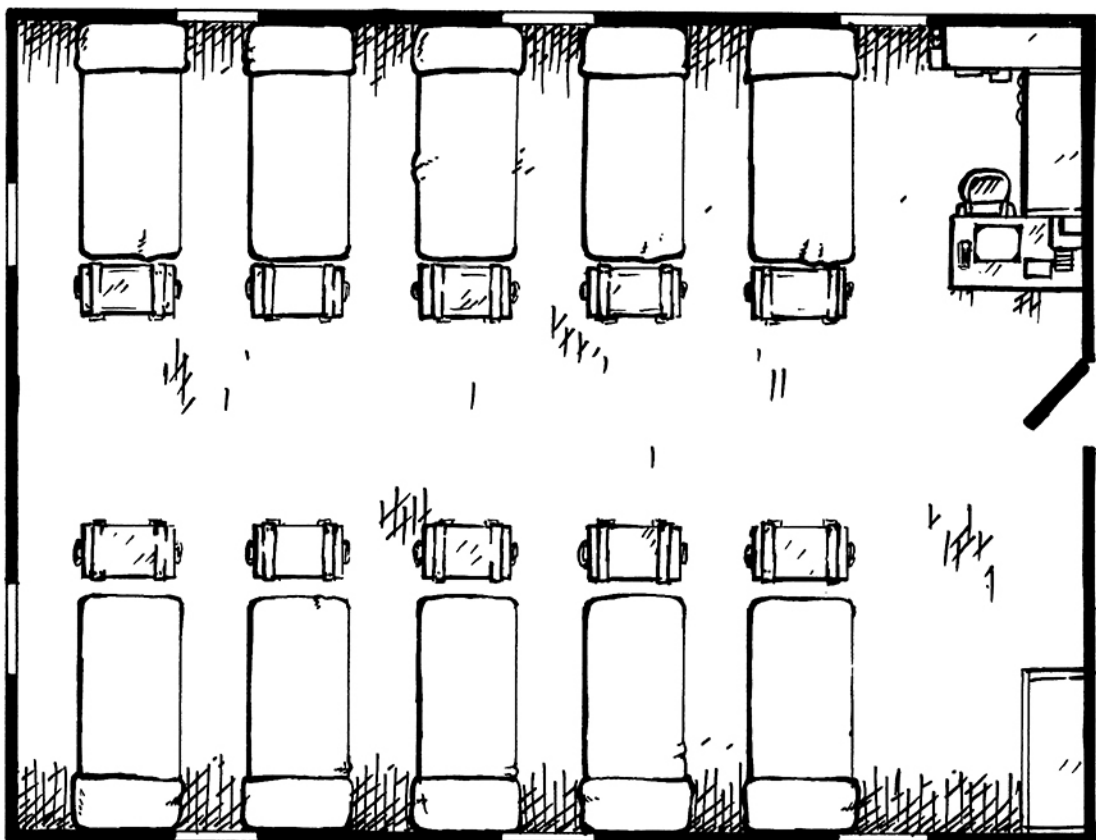
Main House



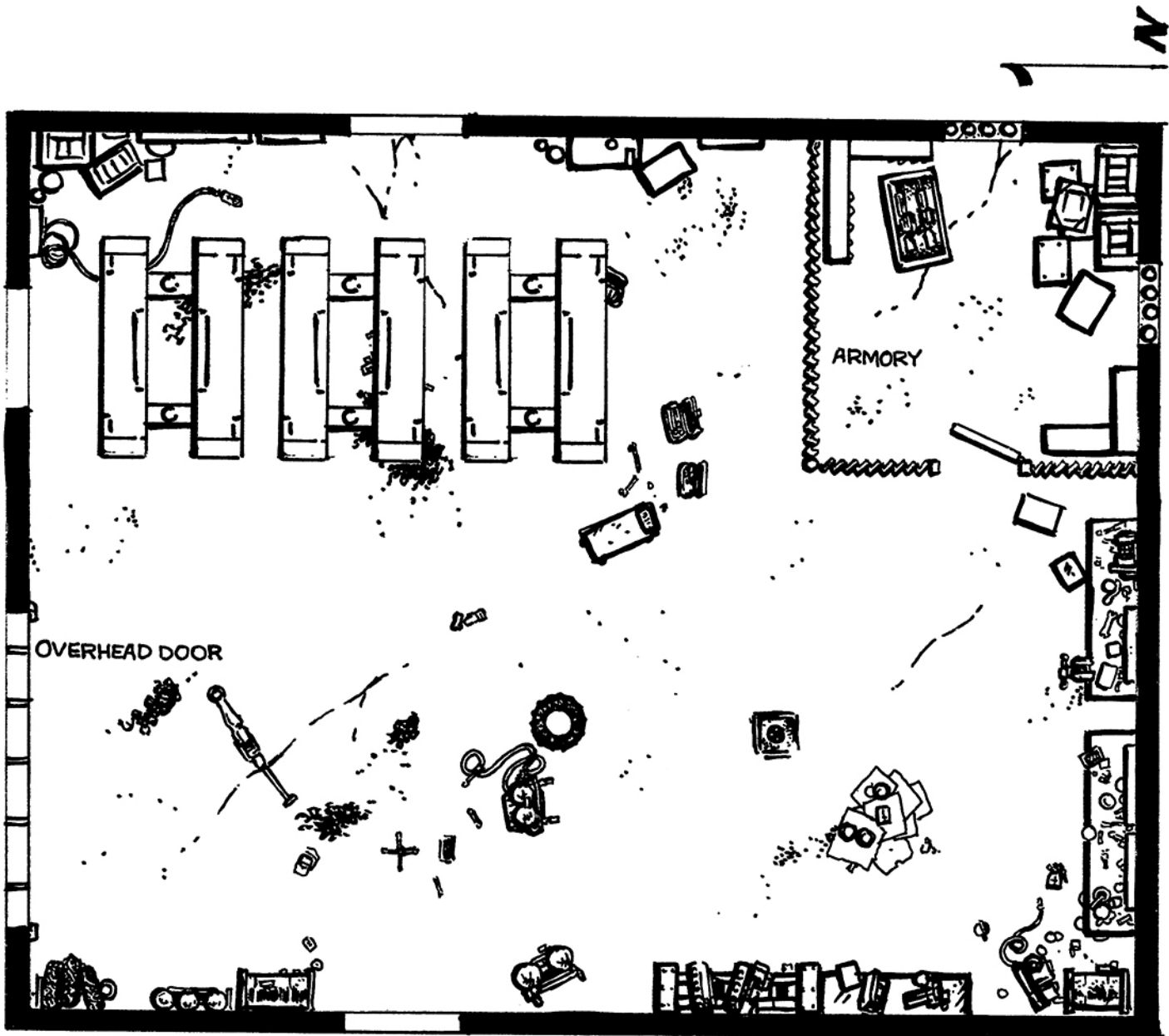
2nd Floor



1st Floor

BARRACKS
2nd FLOORBARRACKS
1st FLOOR

Maintenance/Armory



INTO PAKISTAN

Once the players cross the border into Pakistan, they will have to get to Gurjanwala. Aside from the continuing attacks by Ganesha and Nandi (they don't respect international borders), the trip will be uneventful. The players should have little trouble finding the "buyer", Pumra Hashidi.

Hashidi will take the statue and pay off the players for their trouble. The players will probably be glad to get rid of the golden statue (assuming they haven't already). If the players are crazy enough to try and get more than the agreed to amount, from Hashidi, they will find he has no money on him or in his apartment. The players should already realize that the statue is not only a liability, but it is also impossible to sell. The Pakistan government doesn't care about the theft, but no fence in Pakistan will want it for fear of retaliation from Indian government undercover agents and operatives who worked for General Jalna. For the players to realize any more money than what was agreed to, they will have to get the statue to Europe or the U.S. The problems inherent with that should be obvious to the G.M.

The best thing the players can do is give the statue to Hashidi, take the money and plane tickets and get away. Once the statue is turned over to Pumra Hashidi, he will be the one who has to contend with the attacks by Ganesha and Nandi.

If the players did decide to get rid of the statue (due to the vehicle breakdowns and encounters with Ganesha and Nandi), they will not get their money or plane tickets out of Pakistan. In fact, they could be pursued by operatives of Sindla Bashda if they hang around too long in Pakistan (the G.M. can decide if he or she wants to add that threat to this scenario). With the \$2,000 they got up front, the players should have enough money to get out of the country if they wish (they can charter a flight to Lahore, where they can then get a jet out of the country).

FINAL NOTES

The biggest problem the G.M. will encounter in this scenario is when the players attack Dalton's estate. There are too many possibilities to go into detail on them here. Suffice it to say that if you know where the estate grounds and major N.P.C.'s are at any given point in the adventure, you can easily

adjudicate any situation which may occur. Remember, the players do have access to two LAW rockets and they will do a **great** deal of damage to almost anything they hit. Handle that possibility accordingly.

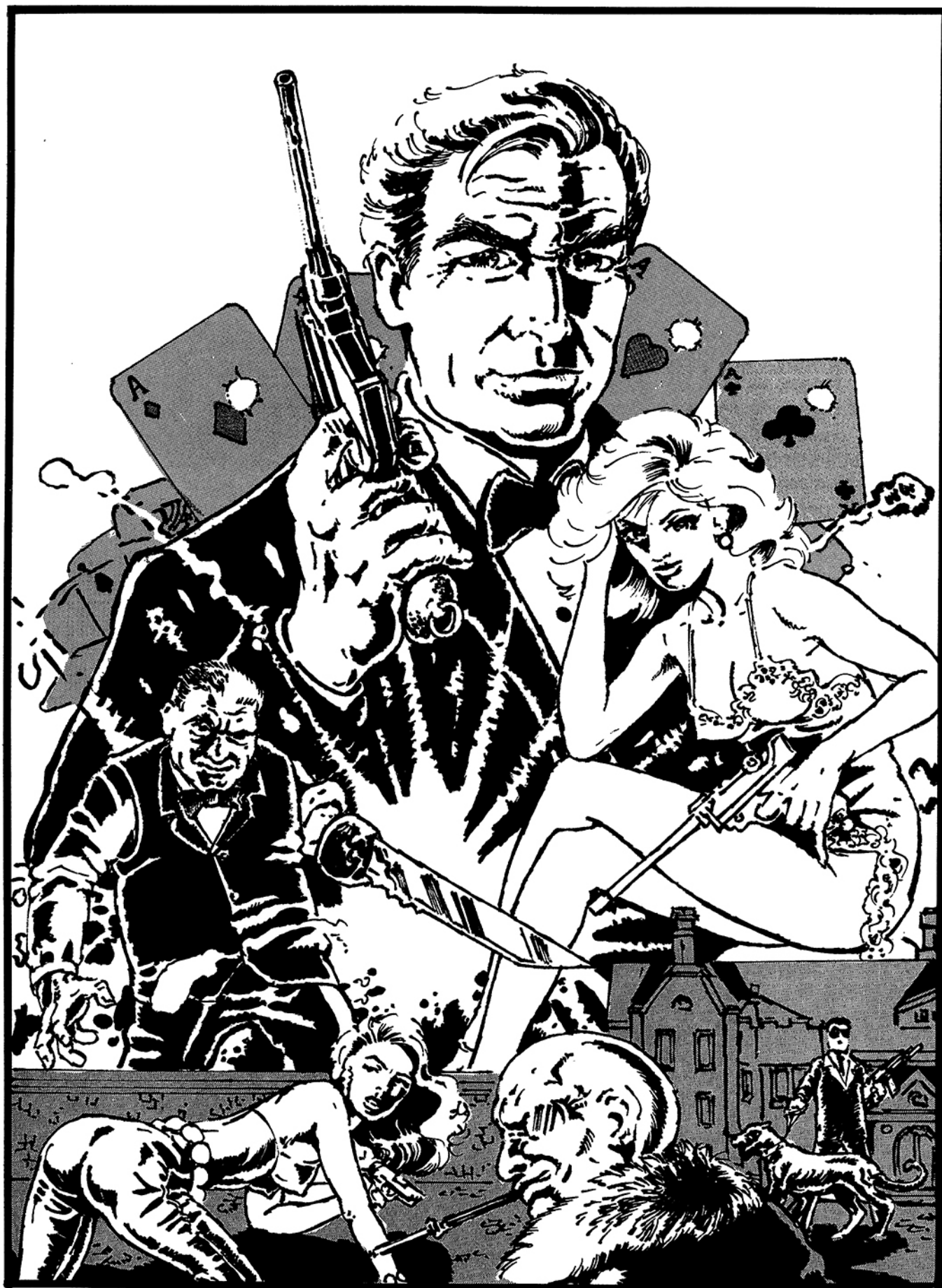


The trip to the Pakistan border should be handled in thirty minute increments. The vehicle breakdowns and "apparitions" will occur within those increments. Remember, if the players rid themselves of the statue, the mechanical breakdowns and apparitions will cease (of course, so will their chance of getting paid).

The G.M. may also wish to insert an attack on the players in Pakistan by Indira Kalhish. She might institute such an attack on the basis of a perceived or real double-cross on the part of the players. She won't know how or why, but she will know that her buyer didn't get the painting. She will assume that she was, indeed, double-crossed by the players. A subsequent attack on the players could, therefore, take place anywhere inside the Pakistani border. It is up to the G.M. to decide where it should happen (if at all), and how many people are involved.

With all the revenge and counter-revenge going on in this scenario, there are ample opportunities to continue this as a campaign. Just be careful not to fall into the trap of pushing the characters into "instant death" at the hands of an N.P.C. Player-characters should die because of their mistakes, not because of a sudden whim by the G.M. for an N.P.C.'s revenge. The revenge (if it occurs at all) should be subtly planned and executed and the players should always have a chance to avoid it.

**Have Fun!
Happy Gaming!**



SOLO SCENARIO FOR M.S. & P.E.™

Introduction: This scenario is designed for a "secret agent" type of character. He should have skills such as Brawling, Martial Arts, Seduction, Lockpicking, Safe Cracking, Observation, etc. No firearms are required. The nature of the mission is so sensitive that to use firearms of any kind will result in you blowing your cover and/or getting arrested. James Bond may have a license to kill, but you don't (not in this adventure anyway). Try and use your wits as much as possible, and your fists only when necessary. Good Luck!

THE SITUATION

Two days ago, one of your fellow agents was killed before he could pass on a micro-dot to you. It contained some very sensitive information that must be retrieved. His dying words to the people who found him were "The necklace . . . jade and ivory . . .

her necklace". He was at a party with three women the night he was killed. Your agency thinks he may have stuck the micro-dot onto the necklace of one of these women without their knowing it. Your job is to get back that micro-dot from the necklace as quickly as possible.

You know that tonight the women are somewhere in the Royal Arms Casino. You also know that their rooms are all on the fourth floor of the Crescent Harbor Hotel which is directly across the street from the casino. Perhaps one of the women is wearing the necklace with the micro-dot stuck to it. Perhaps they left it inside one of their hotel rooms. You have to find it before an enemy agent does.

If you would like to try and find the women in the casino, go to **46**

If you would like to search their hotel rooms, go to **35**



1 You decide you'd better get out of there in a hurry. You race out the door and spot two people getting into a cab. You push them out of the way and jump into the back seat. Throwing a twenty dollar bill onto the front seat, you tell the driver to take off. He complies with your request, and in a few minutes, you are satisfied no one is tailing you.

This is going to limit your choice of action. You will now have to go and search through the hotel rooms. Go to **35**

2 You open the door to Room 407. Clicking on your flashlight, you begin a search of the room. Suddenly, in the bedroom you hear a growling noise. You shine your light into the room and you see a very large German Shepherd baring its teeth at you.

If you wish to flee, make a first level Saving roll against SPD. If you pass, go to **35** and try another room.

If you fail, go to **45**

If you wish to fight the "doggy", go to **7**

3 Bruno has just punched your face in and broken both your legs. The last thing you remember is his fist heading for your nose. You wake up in the hospital in traction. The adventure is over. You receive no A.P.'s

4 You have defeated the guard, but out of the corner of your eye you see three more of them coming toward you. You can flee or fight.

If you flee, go to **1**

If you fight, the three guards are all CON 16, SPD 12, 2 combat adds and each has one level of Martial Arts.

If you manage to defeat them, go to **50**

5 You race outside the casino with the security guard hot on your heels. You slip past a large crowd of people near the front door. The security guard doesn't get past them as easily. He trips over one of them and crashes to the pavement. You see a crowd gather around his fallen form as you turn the corner at the end of the block.

This is going to limit your choice of action. You will now have to go and search through the hotel rooms. Go to **35**

6 You defeated the three security guards, but as you turn to leave, there are three armed policemen pointing their guns at you from the doorway. You realize that it's all over, and you are soon going to be visiting the local jail. The adventure is over.

Since you managed to defeat three security guards in hand to hand combat, you will get 100 A.P.'s. Still, you didn't fulfill your mission and you let the free world down. Shame on you!

7 The German Shepherd has two dice plus four adds. His CON is 12; his SPD is 12.

If you win, go to **38**

If you lose, go to **31**

8 You get to the fourth floor in time to see her walk down the hallway to Room 412.

Do you try to get into Room 412? Go to **29**

Do you wish to search other rooms on this floor? Go to **9** for Room 401; go to **2** for Room 407; go to **42** for Room 410.

9 You enter Room 401. After a careful twenty minute search of the room, you don't find the necklace or micro-dot. Return to **35** to pick another room, or **27** to return to the casino (if you still can).

10 As you walk up behind her, she is struggling to wrap her stole around her shoulders while continuing to clutch her winnings. In an innocent gesture of friendliness, you help her put the ermine stole around her shoulders. She turns around, with a look of shock and surprise on her face.

"Stay away from me", she screams as she tightens her grip on the money she has just won.

Before you can protest, a security guard comes charging across the room toward you.

If you wish to flee before the security guard gets to you, go to **5**

If you wish to fight with the security guard, go to **12**

If you wish to stand your ground and protest your innocence, go to **25**

11 In the wee hours of the morning, you decide to check her safe to see if the real necklace inside has the micro-dot on it. You will need a successful first level Safecracking roll to open the safe. If you don't have Safecracking, make a third level Luck roll to see if you "luck out" and open it.

If you make the Safecracking or Luck roll, go to **33**

If you miss, go to **34**



12 The security guard is unarmed, but he has a CON 16, a SPD 10 and one level of Martial Arts.

If you succeed in defeating him, go to **4**

If he defeats you, go to **50**



13 She says "hello"! and as she turns to face you, you can see that the necklace she is wearing is not the type described by your agency. It would be almost impossible to fit a micro-dot on a gold chain. She continues to smile at you and asks, "Are you going to the party?"

If you decide to go with her to the party, go to **15**

If you have given up on the casino and wish to search some rooms in the hotel, go to **35**

14 You continue to walk through the casino when you see another of the women suspects playing the slot machines. She is alone and seems to be very intent on pumping a lot of quarters into this machine.

Do you watch her for awhile? Go to **16**

Do you walk up and introduce yourself? Go to **13**

15 She takes you across the street to the hotel. You both ride the elevator to the fourth floor, and walk down the hallway to Room 412.

Go to **29**

16 You watch her for a few minutes playing this machine when she suddenly wins a rather large "pot". She excitedly drops to her knees trying to gather up her winnings.

Do you walk over to help her? Go to **13**

Do you stand back and watch her? Go to **36**

17 You casually lift the micro-dot from the necklace while she stares, totally entranced, into your eyes. She is so impressed with your style that she asks if you would like to stick around after the other guests have left.

Congratulations! You receive 500 A.P.'s and a \$5,000 cash bonus from your agency.



18 Having dispatched the youths, you turn to face a very grateful woman. You suddenly notice that her necklace is missing. Looking around on the pavement, you see it lying near the gutter. You quickly stoop to pick it up, and carefully examine it to see if it is holding the micro-dot. Unfortunately, it isn't on the necklace.

You hand the necklace back to the puzzled woman, assuring her that it doesn't appear to be damaged.

She is so grateful to you, that she asks you if you wouldn't mind seeing her back to her hotel room? Perhaps you'd like a drink or two?

Do you take her up on her offer. Go to **28**

Do you decline and return to the casino to look for the other women? Go to **27**

Do you decline to help her back to her room and then search some of the other hotel rooms? Go to **35** and ignore Room 401.

19 You walk into the party in Room 412 and look around the room. There are twenty to thirty people; all in various stages of inebriation, wandering about the room and clustered in small groups. Standing alone near a window is one of your prime suspects. She is holding an empty glass of champagne and she stares forlornly out the window at the harbor lights.

You casually walk up to her and say "hello". As she turns toward you, you see that she is wearing the necklace. You now have a decision to make. You can either try to make a Seduction roll which, if successful, will allow you to casually touch her necklace and remove the micro-dot (if it is there) or, you can also attempt to make a second level DEX roll which will allow you to feign drunkenness, and accidentally fall on her (thereby grabbing at her and the necklace to break your fall).

If you miss the DEX or Seduction roll, go to **43**

If you make the DEX roll, go to **47**

If you make the Seduction roll, go to **17**

20 You watch them play for a few minutes, when they suddenly get up to leave. Following them at a discreet distance, they walk across the street to the hotel. You watch as they get on an elevator and press the "up" button. Racing up the stairs, you catch them as they come off at the fourth floor. They walk down the hallway and enter Room 412. You can hear the sounds of a party emanating from inside.

If you wish to knock on the door, go to **29**

If you wish to search other Room in the hotel, go to **35**

21 You watch the lights on the elevator as it goes up. It stops at the fourth floor. You punch the down button and wait for it to descend. Once inside, you hit the button for the fourth floor.

Go to **35**

22 You have just knocked the enemy agent unconscious. You realize that he has been searching the room for something too (the necklace, no doubt!). You begin a quick search of the agent and the room, but you turn up nothing. The only significant thing you notice is an awful lot of noise coming from the room next door (Room 412).

You can either go back to **35** and pick another room, or

You can go to Room 412, go to **29**

23 You realize too late that there was someone hiding in the room. He is an enemy agent with one level of Martial Arts; CON 11, SPD 12. He gets one "free" attack on you.

If you defeat him, go to **22**

If you are defeated, go to **24**

24 He has kicked in your teeth and knocked you unconscious. You awaken in the room to find yourself surrounded by police. You have been arrested for breaking and entering. The adventure is over. You receive no A.P.'s.



25 The security guard listens to your plea of innocence with no sympathy. He gives you a choice: get out of the casino and stay out, or spend the night in jail.

If you wish to test his authority and ability to put you in jail, go to **12**

If you wish to leave quietly, you will only be left with the option of searching hotel rooms. Go to **35**

26 Just as you manage to walk over and introduce yourself, they begin to get up and leave. One of the men asks if you would care to go to a party in the hotel. "It doesn't matter if you don't know anyone," he explains. "It's one of those parties that anyone can get into."

Do you accept his offer? If so, go to **19**

If you decline and decide to look around the casino some more, go to **14**

27 As you wander back into the casino, you see a group of people laughing and drinking at the roulette table. Sitting with them is a woman who is one of your prime suspects. Do you walk over and introduce yourself as you sit down at the table? If so, go to **26**

If you wish to watch them discreetly, go to **20**

28 You help her back to her room in the hotel. After changing into "something more comfortable", she asks you what you would care to drink? She also casually mentions that she hopes you weren't hurt too badly. The jewelry you "saved" was actually a paste reproduction. The real set she keeps in a safe in her room. Perhaps, the micro-dot is on the real necklace. Perhaps, not.

If you want to ask her to see the real necklace, go to **53**

If you want to let the evening "develop", and perhaps open the safe later, go to **11**

29 The sounds of a rather wild party in Room 412 can be heard out in the hallway. This is the room of one of your prime suspects. You tentatively knock on the door. It is opened by a man dressed in a tuxedo who also has a lampshade on his head. Before you can say anything, he grabs you by the arm and drags you into the room.

"Great party, great party," he exclaims as he walks off in the direction of a waiter serving glasses of champagne. After getting over your initial astonishment, you look around the room. There are twenty to thirty people, all in various stages of inebriation, wandering about the room and clustered in small groups. Standing alone near the window is one of your prime suspects. She is holding an empty glass of champagne, and she stares forlornly out the window at the harbor lights.

You casually walk up to her and say "hello". As she turns toward you, you see that she is wearing the necklace. You now have a decision to make. You can either try to make a Seduction roll which, if successful, will allow you to casually touch her necklace and remove the micro-dot (if it is there) or, you can also attempt to make a second level DEX roll which will allow you to feign drunkenness and accidentally fall on her (thereby grabbing at her and the necklace to break the fall).

If you miss the DEX or Seduction roll, go to **43**

If you make the DEX roll, go to **47**

If you make the Seduction roll, go to **17**

30 You sense that there is another person hiding in the room. You casually walk past where he (or she) is hiding, and then attack him without warning. You get one "free" attack on him. He is an enemy agent with one level in Martial Arts; CON 11, SPD 12.

If you defeat him, go to **22**

If you are defeated, go to **24**

31 The dog has just torn you to pieces. The adventure is over and you receive no A.P.'s.

32 You walk up to her and introduce yourself. She smiles at you and says hello.

"I wondered how long it would take you to introduce yourself to me," she says in a silky voice. "I was getting bored sitting there winning all of this money. Now I have someone to take me to a party."

This woman doesn't waste anytime. Then again, maybe she knows who you are and what you want (no, not that, the micro-dot remember?). Then again, maybe she's an enemy agent.

Do you take her to the party? Go to **15**

Do you decline her generous (ahem) offer and continue to look for the other women? Go to **27**

Do you decline her offer in order to search some of the rooms in the hotel? Go to **35**

33 You open the safe, but the necklace inside has no micro-dot on it. You have wasted so much time with this woman that the micro-dot was recovered by an enemy agent. The adventure is over. You receive no A.P.'s.

34 You weren't able to open the safe. You find out after you leave her room that the micro-dot was recovered by an enemy agent. The adventure is over. You receive no A.P.'s.

35 You look down the hallway of the fourth floor of the Crescent Harbor Hotel and see several doorways on either side. You know that the four rooms the women are staying in are 401, 407, 410 and 412.

If you wish to check out Room 401, go to **9**

If you wish to check out Room 407, go to **2**

If you wish to check out Room 410, go to **42**

If you wish to check out Room 412, go to **29**

36 She gathers up her winnings and quickly walks to the cashier's window. After changing the coin into bills, she collects her coat and leaves the casino. You follow her across the street and into the hotel. She gets into the elevator, and the elevator doors close behind her.

Do you wait to see which floor she gets off on? Go to **21**

Do you race up the stairs and try to catch her getting off of the elevator? Go to **8**

37 You race for the door with Bruno hot on your heels. You get into the hallway just as you hear a loud crashing and thumping noise behind you. Looking over your shoulder, as you race for the elevator, you see a man in a tuxedo sprawled out on the floor and Bruno leaning against the wall. He seems unconcerned with you since he is now too busy trying to take a lampshade off of his head.

Unfortunately for you, the adventure is over since you can never get near that lady again. You receive no A.P.'s.

38 You have just knocked the dog unconscious (don't kill him or you will be on the hit list of the S.P.C.A., as well as the K.G.B.). You begin a methodical search of the room, but turn up nothing of interest. This suspect has excellent taste in jewelry, but no micro-dots.

Go to **35** to search another room.

39 Well, well! Bruno wasn't as tough as you thought he would be. You also notice a lot of the guests ran out of the room during your flight. The lady who was your prime suspect is also gone. Despite a frantic search through the hotel, you can't find her.

The adventure is over. You won't be able to recover the micro-dot. You will, however, get 50 A.P.'s for every combat that you survived.



40 After ten more minutes of playing Baccarat, she collects her winnings and leaves the table. By the looks of the markers she has collected, she must have won over 5,000 U.S. dollars. She walks slowly across the room toward the cashier's window and you now get a good look at her figure. She is even more beautiful than you first thought. It is soon apparent that almost every pair of male eyes in the room are following her.

Do you continue to follow her discreetly? Go to **44**

Do you walk up to her and introduce yourself? Go to **10**



41 You follow her out the door of the casino and across the street to the hotel. For some unknown reason, she turns and heads down the street away from the hotel. Perhaps she has spotted you and is trying to run away.

Before you have a chance to figure out if you've been spotted or not, two shadowy figures leap out of an alley way, and block her path. In the light from a nearby street lamp, you can see that one of them has a knife and is waving it at the woman's neck.

You race down the street towards them, the sound of your heels echoing off of the sidewalk. As you run up behind her, the two punks turn to face you.

"Well, well, here comes a knight in shining armour," says one of the skin headed youths.

"Too bad he's not wearing any armour," says the other. "I think this knife may hurt him a bit."

The youth with the knife is CON 8, 1 Level: Knife Fighting.

The other youth is unarmed, has a CON of 10, one combat add and no skills.

If you succeed in defeating the youths, go to **18**

If you are defeated by them, go to **52**

42 As you enter Room 410, you instinctively feel that something is wrong. Make a first level Observation roll (if you don't have Observation as a skill, make a second level Luck roll). If you make the roll, go to **30**

If you don't make the roll, go to **23**

43 Boy, did you blow it. She turns bright crimson and slaps your face. Before you can explain, apologize, or plead for forgiveness, she turns away from you and yells "Bruno"! From across the room, a guy who is big enough to block out the sun strides toward you. He says to you in a deep, gravelly voice, "I'm gonna break your legs."

You can either fight Bruno or run from him.

If you wish to run, make a first level SPD Saving roll. If you make it, go to **37**

If you miss it, go to **49**

If you wish to fight him, go to **48**

44 She takes her betting markers to the cashier's window in order to cash them in. You continue to walk behind her at a discreet distance. She takes her money, walks a short distance to the coat check room and picks up the ermine stole she had left there.

Do you wish to walk up to her and introduce yourself to her? Go to **32**

Do you wish to continue to follow her at a discreet distance? Go to **41**

45 You race to get out of the room before the dog can bite at you. He reacts quicker than you, and gets one "free" bite in damage. If you survive it, you get out into the hallway without further damage.

Go to **35** and pick another room to search.

46 You casually walk into the Royal Arms Casino and look around the main room. You soon notice one of the women your agency suspects of having the micro-dot, sitting at a Baccarat table. She is gorgeous, and is playing the game with great intensity. From the looks of things, she is winning a considerable sum of money. You walk through the crowd of people and over towards the Baccarat table.

Do you continue to watch her play? Go to **40**

Do you wait for an opportune moment and offer to buy her a drink? Go to **51**

47 Your drunken, stumbling act has gotten the micro-dot off of her necklace. However, she hates a man who can't hold his liquor and asks you to leave the party right now.

Congratulations! You recovered the micro-dot even though you didn't impress this lady very much. You receive 450 A.P.'s and a \$5,000 cash bonus from your agency.

48 Bruno has a CON 17, SPD 8, two levels in Brawling, and two HTH combat adds. If you win, go to **39**

If you lose, go to **3**

49 You race for the door, but Bruno cuts you off. He now stands between you and the door. It looks as though you are going to have to fight this guy.

Go to **48**

50 The security guard has defeated you. The last thing you remembered seeing was his fist about two inches from your nose. You wake up in a hospital bed, handcuffed to your bed. A policeman is sitting in a chair across the room from you, reading a newspaper. The adventure is over. You get no A.P.'s. Sorry! Try again with another character.





51 She gives you a smile that would melt a steel girder. She graciously accepts your offer to buy her a drink. As you sit down at the Baccarat table next to her, you take notice of the necklace she is wearing. It is so intricate that if it contains the micro-dot, it will be difficult to find it.

She soon orders another drink, and another, and another. In short order, she begins to lose most of the money she has won. When her winnings are all gone, it becomes apparent she is having a great deal of trouble standing up to leave the table (an obvious result of the liquor she has consumed). You quickly help her to her feet, and she sweetly smiles at you and asks if you will escort her home?

Being the gentleman that you are, you escort the young woman back to her hotel room. If you thought something interesting might happen, forget it! After you help her into her room, she passes out on the sofa. A thorough examination of her necklace fails to reveal a micro-dot.

You can either go back to the casino and look for the other women. Go to **27**

Or, you can begin a search of the hotel which you are now in. If so, ignore room 401 which you are currently in. Go to **35**

52 The two punks pummel and cut you to within an inch of your life. You awaken three days later in a hospital room. The adventure is over for you. Unfortunately, you get no A.P.'s. Create another character and try again.

53 She smiles at you and asks if that is all that you came up here to see? The only thing you can say is that you thought it might be interesting to compare the real one to the fake one. She assures you that everything about her is real. If you don't want to stay the night; you can make some sort of excuse and leave. To search the other rooms, go to **35**

Or, you can spend the night and try to break into her safe while she is asleep. Go to **11**

Mercenaries, Spies, and Private Eyes™

Character Record Sheet

Name: _____

Title:_____ Age:_____ Sex:_____ Race:_____ Nationality:_____

Employment: _____ Psychic Skill: _____ Skill Points Unused: _____

ST: 10 IQ: 13 LK: 14 CON: 9 DEX: 9 CHR: 7 SP: 11HtoH Adds: +2 Missile Weapon Adds: +2 Level: 1

\$ on Person: _____ \$ Saved: _____ Wages or Dividends: _____

Physical Description and Background:_____

Languages (* native tongue): _____

Skills (Skill name/Level/Adventure Points):

Assault Rifle	3		
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[illegible]

Sky Diving 1

Combat Shooting	1
------------------------	----------

[illegible][illegible]

SWIMMING	1
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	DRIVING	1
--	---------	---

			COOKING	1	
--	--	--	---------	---	--

Education: _____

Weapons: _____

Armor: _____

Provisions (continue on back): _____

Mercenaries, Spies, and Private Eyes™

Character Record Sheet

Name: _____

Title: _____ Age: _____ Sex: _____ Race: _____ Nationality: _____

Employment: _____ Psychic Skill: _____ Skill Points Unused: _____

ST: 9 IQ: 9 LK: 11 CON: 12 DEX: 10 CHR: 17 SP: 9

HtoH Adds: -- Missile Weapon Adds: -- Level: 1

\$ on Person: _____ \$ Saved: _____ Wages or Dividends: _____

Physical Description and Background:_____

Languages (* native tongue): _____

Skills (Skill name/Level/Adventure Points):

[illegible]

Education: _____

Weapons: _____

Armor: _____

Provisions (continue on back):_____

Mercenaries, Spies, and Private Eyes™

Character Record Sheet

Name: _____

Title:_____ Age:_____ Sex:_____ Race:_____ Nationality:_____

Employment: _____ Psychic Skill: _____ Skill Points Unused: **11**

ST: 12 IQ: 11 LK: 13 CON: 9 DEX: 15 CHR: 10 SP: 12HtoH Adds: +4 Missile Weapon Adds: +1 Level: 1

\$ on Person: _____ \$ Saved: _____ Wages or Dividends: _____

Physical Description and Background:_____

Languages (* native tongue): _____

Skills (Skill name/Level/Adventure Points):

Assault Rifle	3
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[illegible][illegible]

Ambush	1					
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[illegible]

CLINTING
2

DRIVING	1
---------	---

COOKING	1
---------	---

SWIMMING	1	
----------	---	--

DRIVING	1	
---------	---	--

COOKING	1	
---------	---	--

Education: _____

Weapons: _____

Armor: _____

Provisions (continue on back):_____

Mercenaries, Spies, and Private Eyes™

Character Record Sheet

Name: _____

Title:_____ Age:_____ Sex:_____ Race:_____ Nationality:_____

Employment: _____ Psychic Skill: _____ Skill Points Unused: _____

ST: 9 IQ: 11 LK: 8 CON: 10 DEX: 13 CHR: 14 SP: 8

HtoH Adds: -- Missile Weapon Adds: -- Level: 1

\$ on Person: _____ \$ Saved: _____ Wages or Dividends: _____

Physical Description and Background:_____

Languages (* native tongue): _____

Skills (Skill name/Level/Adventure Points):

Assault Rifle	3
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Sky Diving	1
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[illegible][illegible]

[illegible]

SWIMMING	1
----------	---

				DRIVING	1	
--	--	--	--	---------	---	--

			COOKING	1
--	--	--	---------	---

Education: _____

Weapons: _____

Armor: _____

Provisions (continue on back):_____

Mercenaries, Spies, and Private Eyes™

Character Record Sheet

Name: _____

Title:_____ Age:_____ Sex:_____ Race:_____ Nationality:_____

Employment: _____ Psychic Skill: _____ Skill Points Unused: _____

ST: 14 IQ: 9 LK: 14 CON: 10 DEX: 9 CHR: 7 SP: 6HtoH Adds: +2 Missile Weapon Adds: +2 Level: 1

\$ on Person: _____ \$ Saved: _____ Wages or Dividends: _____

Physical Description and Background:_____

Languages (* native tongue): _____

Skills (Skill name/Level/Adventure Points):

Assault Rifle	2
---------------	---

[illegible]

	1					
Anti-Tank Weap.	1					

[illegible][illegible]

[illegible]

[illegible]

	SWIMMING	1
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	DRIVING	1
--	---------	---

			COOKING	1	
--	--	--	---------	---	--

Education: _____

Weapons: _____

Armor: _____

Provisions (continue on back):_____

Mercenaries, Spies, and Private Eyes™

Character Record Sheet

Name: _____

Title: _____ Age: _____ Sex: _____ Race: _____ Nationality: _____

Employment: _____ Psychic Skill: _____ Skill Points Unused: _____

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

HtoH Adds: +4 Missile Weapon Adds: -- Level: 1

\$ on Person: _____ \$ Saved: _____ Wages or Dividends: _____

Physical Description and Background:_____

Languages (* native tongue): _____

Skills (Skill name/Level/Adventure Points):

Sub-Machine Gun	3	
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Helicopter	2
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Martial Arts	2			
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[illegible]

	SWIMMING	1
--	----------	---

	DRIVING	1
--	---------	---

	COOKING	1
--	---------	---

Education: _____

Weapons: _____

Armor: _____

Provisions (continue on back): _____

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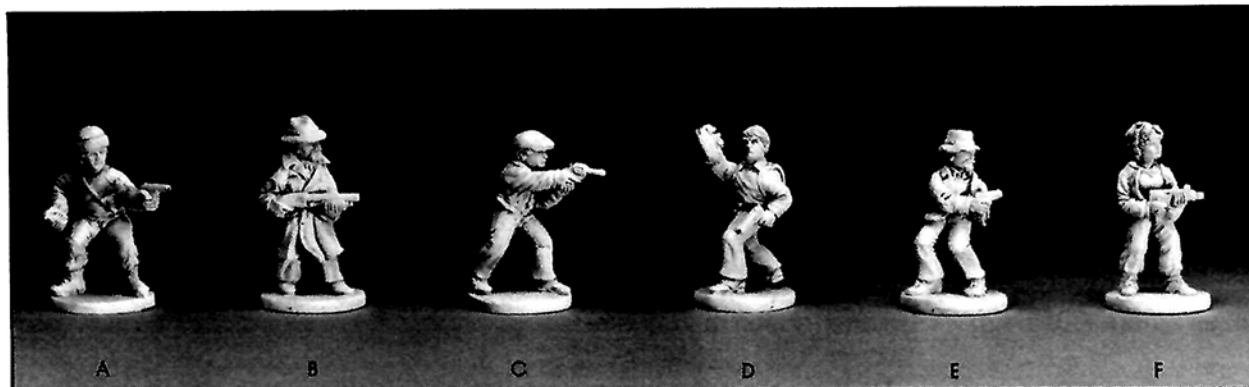
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