

TS 007

7071

TOP SECRET ESPIONAGE GAME COMPANION



by Merle M. Rasmussen



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SECURITY CLEARANCE LEVEL:

One in all bureaus

BEGIN MESSAGE

TO: TOP SECRET® Espionage Game Administrators and Agents

BY AUTHORITY OF: Merle M. Rasmussen, Director of Administrations

PURPOSE: To expand the current TOP SECRET game system by presenting new information and by clarifying the original rules through explanation and example.

MESSAGE: This text is supplementary and is not complete by itself. It must be used in conjunction with the TOP SECRET Espionage Role-Playing Game to be of value. The designation TOP SECRET Companion Set refers to this rules expansion booklet.

All material included in this rules expansion is optional. This material is intended to supplement the existing rules, not to replace them. Each administrator must decide which particular rulings to include in his or her game.

This expansion includes additional espionage-related material that has been collected since the original rules were published, and material that was edited from the original game. Some of this edited material has appeared in DRAGON® Magazine, but the bulk of it appears here for the first time.

Comments and suggestions from TOP SECRET players were considered when this book was written, and the most popular subjects were given the most detailed coverage.

A few surprises await the users of this text. New equipment, weapons, procedures, and methods may be encountered during future missions and both administrators and agents should be informed about them in advance. The *Vital Statistics*, *Areas of Knowledge*, *Special Equipment*, *Weaponry*, and *Espionage College Course Handbook* sections should be of special interest to agents. The sections *Organizations*, *Missions*, *Traveling*, *Hostilities*, *Administering Style*, and *Espionage Campaigns* will interest administrators.

I wish to thank those tens of thousands of Agents and Administrators who have helped make the TOP SECRET Game so popular. I hope this rules expansion exceeds your expectations and aids you in developing a more complete rules system to enhance your play of the game. Your continued support made this product possible; it is presented with hopes of bigger and better projects in the future. Keep in touch and don't hesitate to send in your honest opinions and suggestions. Thank you! That is all.

Director of Administrations,
Merle M. Rasmussen

Credits

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VITAL STATISTICS

New Personal Traits

Observation:

Secondary Personal Trait

Willpower + Knowledge
Observation = 2

Observation reflects the agent's ability to notice and remember events and details. An agent with a high Observation value has sharp senses and an acute memory, pays close attention to the details of his or her surroundings, and has an "internal clock" that enables the agent to keep track of time. Agents with

Observation values above 100 have photographic memories and a sense of direction that functions even indoors or at night. They seldom get lost and can easily retrace their paths through mazes. All the senses are used in Observation, and hampering those senses may lower the Observation value. An agent's Observation value cannot be increased by use of magnifiers or amplifiers.

A player must inform the Admin each time the agent uses his Observation value to search for clues or specific details.

Shock Resistance:

Secondary Personal Trait

Courage + Willpower
Shock Resistance = 2

An agent's Shock Resistance (SR) value is used to determine whether a character goes into shock when subjected to sudden physical injury or prolonged psychological damage. An agent's Shock Resistance value is equal to the total of Courage and Willpower, divided by two.

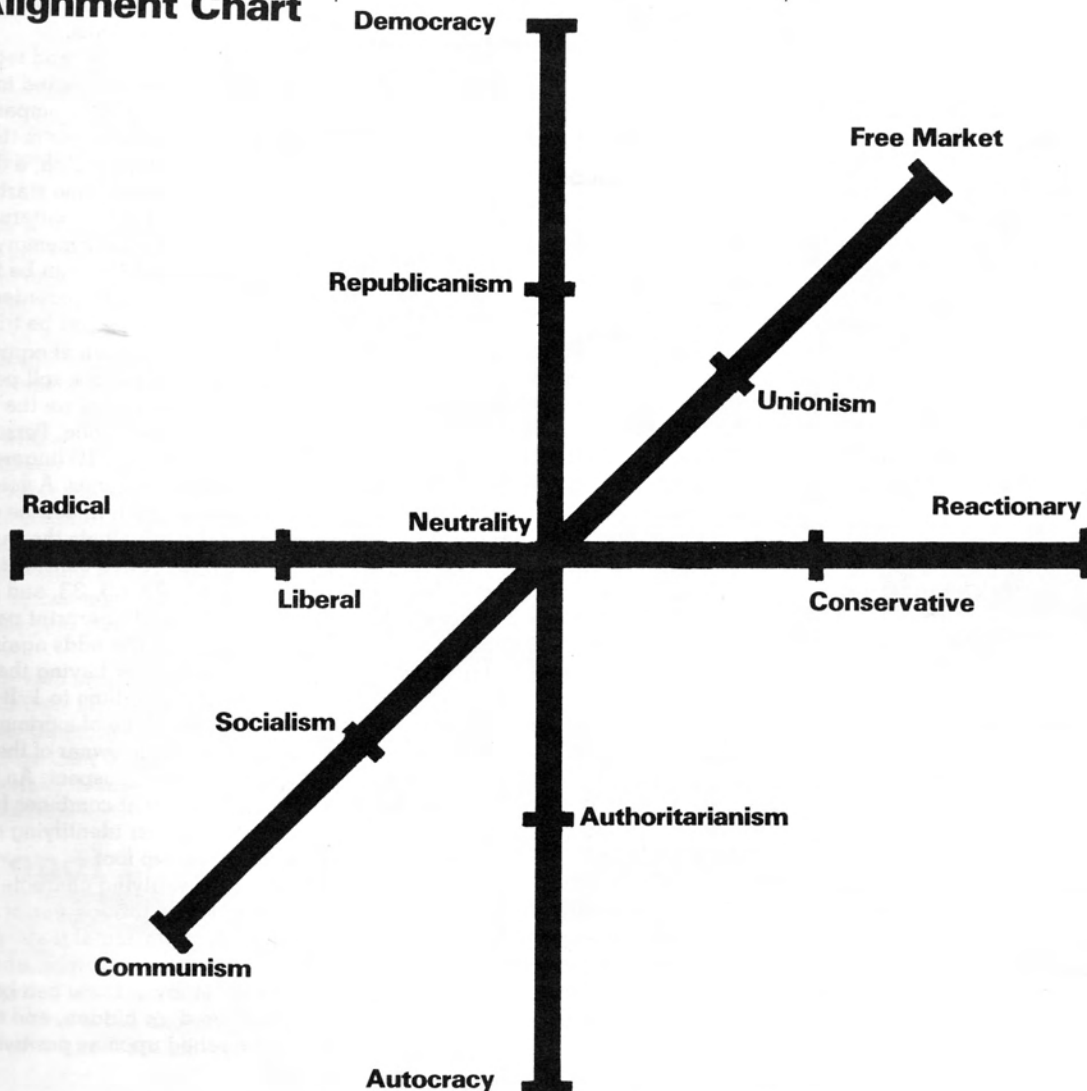
Perception:

Tertiary Personal Trait

Courage + Observation
Perception = 2

Perception is used to detect booby-

Alignment Chart



traps, hazards, camouflaged or concealed items, forgeries, counterfeits, and coded messages. It can be used to spot pursuing agents, disguised persons, concealed weapons, lies, and cheating at games of chance. Agents with high Perception values have a special sense for danger or situations that are 'not right.'

A player must inform the Admin each time an agent tries to use his Perception value.

Other Traits

Sex

After determining all the agent's primary personal traits, the player rolls percentile dice to determine the agent's sex:

Table 1: Sex

Dice Roll	Sex
01-49	Female
50-98	Male
99-00	Player's choice

The personal traits of male and female agents are modified as follows:

Female

Male

Willpower + 1d10 Physical + 2d10 Coordination + 1d10 Strength

Secondary and tertiary personal traits involving Willpower, Coordination, and Physical Strength will be affected by the modified scores.

Players rolling 99 or 00 can choose their agents' sex. These agents have the additional advantage of being male/female impersonators, with a 75% to 95% chance to fool anyone, even at very close distances, with proper costuming and makeup. (The Chevalier d'Eon, a male, served as Maid of Honour to Tsarina Elizabeth of Russia quite successfully while on an espionage mission.)

Race, Hair, Eyes, and Complexion

These vital statistics are the decision of the player. Eye color can be altered by using contact lenses. Hair can be colored, straightened, curled, thinned, or even lengthened with a hairpiece. A character's complexion can be smooth, rough, light, dark, wrinkled, pocked, or scarred. Complexion has no effect on Charm.

Handedness

To determine the handedness of a player character or an NPC, roll percentile dice:

Table 2: Handedness

Dice Roll	Strong Hand
01-89	Right-handed
90-99	Left-handed
00	Ambidextrous

Weight

The base weight for females is 135 pounds; for males, 160 pounds. For variations in weight, use Table 3:

Table 3: Weight

Percentile dice roll	Base weight change
01-03	Subtract 35
04-09	Subtract 28
10-17	Subtract 21
18-28	Subtract 14
29-42	Subtract 7
43-58	No change
59-72	Add 10
73-83	Add 20
84-91	Add 30
92-97	Add 40
98-00	Add 50

Blood Type

Two major factors must be considered when determining blood type: blood group and Rh factor. To determine blood type, roll percentile dice once for blood group and again for Rh factor.

Table 4: Blood Type

Dice Roll	Blood Group	Rh Factor
01-42	O	Positive
43-85	A	Positive
86-95	B	Negative
96-00	AB	Negative

A character with a hemorrhaging wound loses one pint of blood per minute. If rescue facilities are available, roll percentile dice to determine a blood type. If that blood type is compatible with the injured character, then that blood type is available and the character can receive a transfusion. If the character needs more than one pint of blood, roll for each pint separately. If not enough whole blood (or packed cells) is available, the victim will go into shock, even if blood plasma is used. Medical attention will stop hemorrhaging. An average person has about 6 pints of blood.

Blood types that are compatible for transfusions are shown on Table 5: Blood Transfusions. In all transfusions, Rh factors must match; for example, A positive recipients can receive transfusions only from O positive and A positive donors.

Table 5: Blood Transfusions

Recipient	Donors
O	O
A	O, A
B	O, A, B
AB	O, A, B, AB

Every Red Cross center has frozen AB negative blood, plus a file listing donors of rare blood types. Frozen blood takes 45 minutes to thaw. Whole blood can be saved for only 30 days, so a personal stockpile of a rare blood type is limited.

Distinguishing Characteristics

Fingerprints, voice prints, and retinal patterns are the most common forms of identification. No two persons have identical characteristics. Identical twins and vocal impersonators cannot fool a trained specialist who has the proper equipment. High-quality recordings may fool a voice print identifier. Fingerprints can be temporarily altered by adhesive covers or singed beyond recognition. Retinal patterns are the most difficult to fake because of their inaccessibility. Contact lenses may be designed to thwart retinal scans.

Fingerprints, voice, and retinal scanners can be connected to a computer system that compares the input data against those in its memory. If the patterns match, a door can be unlocked, a machine started, or guards alerted. If the patterns are not in the computer's memory other programmed actions can be taken; the pattern could be recorded, or a weapon or alarm could be triggered.

To obtain a numerical equivalent of a set of fingerprints, roll percentile dice five times and write the numbers down in sequence. Persons with more or fewer than 10 fingers still roll the dice five times. A voice print and a retinal pattern can be given numerical equivalents the same way. For example, if five consecutive dice rolls are 01, 93, 85, 33, and 17, then the character's fingerprint pattern is 0193853317. The odds against another character having the same pattern are 10 billion to 1. If partial prints at the scene of a crime were 0193853—, the owner of the prints would be highly suspect. An identification check that combines fingerprints with other identifying codes is very difficult to fool.

Other identifying characteristics include scars, tattoos, ear prints, foot prints, accents, facial features, eye color, mannerisms, limps, and speech. Many of these can be copied, altered, or hidden, and should not be relied upon as positive identifiers.

Physique

People can be classified in general terms by their physique or body shape. There are three extreme somatotypes: ectomorphs, endomorphs, and mesomorphs. Ectomorphs are very lean and slightly muscular. Endomorphs have prominent abdomens and soft, plump body parts. Mesomorphs have powerful, well-muscled builds and a predomi-

nantly bony framework. The average person is a combination of these extremes.

In game terms, characters are classified according to their height, weight, and Physical Strength. Use the character's original Physical Strength value, without any changes caused by injuries or experience bonuses.

Table 6: Somatotypes Key

		Males		Females	
Height	Tall:	over 6'0"		over 5'8"	
	Average:	5'8" - 6'0"		5'3" - 5'7"	
	Short:	under 5'8"		under 5'3"	
Weight	Heavy:	over 180 lbs		over 155 lbs	
	Average:	140-180 lbs		120-155 lbs	
	Light:	under 140 lbs		under 120 lbs	
Physical Strength	Super:	over 100		over 100	
	Strong:	76-100		76-100	
	Average:	41-75		41-75	
	Weak:	under 40		under 40	
Height and Weight					
Physical Strength	Tall				Short
	Hvy.	Avg.	Lgt.		
Super	M	M	M	M	M
Strong	A	M	A	A	A
Average	F	A	E	A	E
Weak	F	E	E	F	F

A = Average Build, E = Ectomorphic Build,
F = Endomorphic Build, M = Mesomorphic Build

Persons with an endomorphic build gain the advantage of one additional Life Level plus a stopping power modifier of -20%, because of their covering of fat. Unfortunately, persons with endomorphic builds have their Movement Value reduced by 60.

Persons with ectomorphic builds gain a 60-point increase to their Evasion Value because of their leanness. Unfortunately, they often appear sickly and have little body protection. Their Life Level is reduced by one and they have an innate stopping power modifier of +20%.

Persons with mesomorphic builds add 60 to their Hand-to-hand Combat Value. Unfortunately, they often don't realize their own strength or are regrettably musclebound. Reduce their Deception value by 60.

Personal Life

Birthplace and Residence

The location where a character grew up or lives is the choice of the player. No modifiers are allowed for

differences in upbringing. A player character from an urban slum has no advantages or disadvantages when compared to a player character from a farm community or wilderness.

Education

After a player has determined the rating for each of the agent's Superior Areas of Knowledge, the agent may choose one of them to study. Roll percentile dice:

01-71—The agent has a Bachelor's degree or equivalent training. Increase the agent's superior Area of Knowledge value by 10. Most Bachelor's degrees are either B.A. (Bachelor of Arts) or B.S. (Bachelor of Science). Certain fields have specialized degrees, such as B.B.A. (Bachelor of Business Administration) or B.F.A. (Bachelor of Fine Arts). To earn a Bachelor's degree at a postsecondary school, the agent must be 19 years of age or older.

72-96—The agent has a Master's Degree, or equivalent training. Increase the agent's superior Area of Knowledge value by 15. Agents that

studied medicine have an M.D. (Doctor of Medicine) or D.D.S. (Doctor of Dental Surgery) degree. Agents that studied law earn a J.D. (Doctor of Laws) degree. Agents that study religion earn an M.Div. (Master of Divinity) degree. To earn a Master's Degree in a post-secondary school the agent must be 21 years old or older.

97-99—The agent has a Doctorate (Ph.D) degree, or the equivalent training. Add 20 to the agent's superior Area of Knowledge value. Agents that studied law earn an LL.M. (Master of Laws) degree. Agents who studied religion get a D.D. (Doctor of Divinity) degree. To earn a Doctorate, the agent must be 23 years old or older.

00—The agent can choose an additional superior Area of Knowledge in which to earn a degree. Roll percentile dice again to determine the degree earned in the first Area of Knowledge, and then choose another superior AOK and roll percentile dice to determine the degree earned in that area. For each additional degree beyond or in addition to Bachelor's, add two years to the character's age.

Military Record

The percentage chance that an agent has served in the military equals the agent's age minus 5. For example, a 27-year-old character has a 22% chance of having served. The branch of the military served under is the player's choice.

Roll percentile dice and check Table 7: Military Record to determine the highest rank earned by the character. The table is based on U.S. armed forces; agents from other countries held equivalent ranks. A roll of 00 indicates that an agent held a rank above Colonel (Army) or Captain (Navy). The player can choose which of these ranks was held.

The number of years spent in the service also is up to the player, within certain restrictions. The maximum equals the character's age minus 15 years. In many countries, service (mandatory or voluntary) begins at age 17 or 18. Assume that characters that enlisted younger than 17 somehow falsified their age records.

The average rate of promotion is one rank per two years of service. Any character exceeding this average will have reached the highest rank attainable with average promotions. The character also receives one military honor or decoration for every two ranks between the rank

rolled and the rank attained. For example, a player with a 27-year-old agent that was in the army for 9 years rolls a 97. The character earned the equivalent of the rank of Major, but in nine years the character could be promoted only four times, to sergeant. Major is eight ranks above sergeant, so the character receives four decorations, and leaves the army with the rank of sergeant.

Characters with a Bachelor's degree can enter the military as second lieutenants (or ensigns). Characters with an M.S. or M.D. can enter the military as captains (Army), or lieutenants (Navy). Such characters do not roll on the rank table. Instead, they receive promotions strictly based on length of service: one year from 2nd Lieutenant to

1st Lieutenant, two years from 1st Lieutenant to Captain, four years from Captain to Major, five years from Major to Lt. Colonel, and five years from Lt. Colonel to Colonel. Notwithstanding this rule, a character must roll 99 or 00 on percentile dice to become a Colonel or higher-rank officer. (Naval officers receive Navy equivalent ranks.)

Area of Knowledge values are modified by military service. If the character served in the Army, Air Force, or Marines, add the number of years spent in the military directly to the character's Military Science value, and add four more per decoration. If the character served in the Navy, modify Naval Science instead of Military Science.

Table 7: Military Record

Army	Air Force	Marine Corps	Navy	Dice Roll
Commissioned Officers				
General	General	General	Admiral	00
Lt. Gen.	Lt. Gen.	Lt. Gen.	Vice Admiral	00
Maj. Gen.	Maj. Gen.	Maj. Gen.	Rear Admiral	00
Brig. Gen.	Brig. Gen.	Brig. Gen.	Commodore	
			Admiral	00
Colonel	Colonel	Colonel	Captain	99
Lt. Col.	Lt. Col.	Lt. Col.	Commander	98
Major	Major	Major	Lt. Commander	97
Captain	Captain	Captain	Lieutenant	96
First Lt.	First Lt.	First Lt.	Lt. j.g.	93-95
Second Lt.	Second Lt.	Second Lt.	Ensign	91-92
Enlisted Personnel				
C.S.M. or S.S.M.	C.M.S.	S.M. or M.G.S.	M.C.P.O.	89-90
F.S. or M.S.	S.M.S.	F.S. or M.S.	S.C.P.O.	86-88
Sgt. 1st Cl.	Mas. Sgt.	Gunnery Sgt.	C.P.O.	82-85
Staff Sgt.	Tech. Sgt.	Staff Sgt.	P.O.1	76-81
Sergeant	Staff Sgt.	Sergeant	P.O.2	70-75
Corporal	Sergeant	Corporal	P.O.3	61-69
Priv. 1st Cl.	Airman 1st Cl.	Lance Cpl.	Seaman	31-60
Private	Airman	Priv. 1st Cl.	Sea. Appr.	11-30
Private	Airman/Basic	Private	Sea. Recruit	01-10

Abbreviations:

C.M.S. = Chief Master Sergeant
 C.P.O. = Chief Petty Officer
 C.S.M. = Command Sergeant Major
 F.S. = First Sergeant
 M.C.P.O. = Master Chief Petty Officer
 M.G.S. = Master Gunnery Sergeant
 M.S. = Master Sergeant
 P.O.1,2,3 = Petty Officer 1st, 2nd, or 3rd Class
 S.C.P.O. = Senior Chief Petty Officer
 S.M. = Sergeant Major
 S.M.S. = Senior Master Sergeant
 S.S.M. = Staff Sergeant Major

Political and Economic Alignment

TOP SECRET® agents have three dimensions of character alignment: toward political systems, economic systems, and political change. These dimensions are represented on the Alignment Diagram.

The favored government or political system is represented on the vertical axis, ranging from democracy (cooperative rule by all citizens) at the top to autocracy (absolute rule by a single person) at the bottom. In between are republicanism, neutrality, and authoritarianism.

Viewpoints on political change are represented on the horizontal, ranging from radical to reactionary. Extreme liberals are radicals favoring extreme and rapid changes such as those experienced by the Soviet Union or China during their revolutions. Liberals favor reform, while conservatives prefer to maintain adequate systems intact. Reactionaries are extreme conservatives who favor a return to a previous form of government.

The third axis, perpendicular to the other two axes, represents economic alignment. At one end is the free market, with no government controls and private ownership of all capital. At the other end of the axis is communism (common ownership of the means of production). Between these extremes are unionism and socialism (state ownership of the means of production).

Character alignment can be determined several ways. For simplicity, players should choose only extreme or neutral positions, such as Democratic-Radical-Neutral. For more detail, players can choose moderate positions between the extremes, such as Authoritarian-Liberal-Socialism. If players want to choose their alignments randomly, roll percentile dice three times and refer to Table 8: Alignments for each dimension; political systems, change, and economic systems.

Alignment Chart

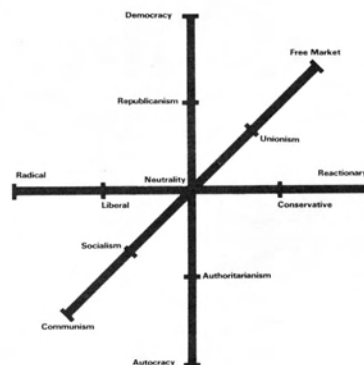


Table 8: Alignments

Percentile Dice Roll	Alignments Political	Change	Economic
01-06	Democratic	Radical	Capitalist
07-19	Republic	Liberal	Unionist
20-81	Neutral	Neutral	Neutral
82-94	Authoritarian	Conservative	Socialist
95-00	Autocratic	Reactionary	Communist

Characters with similar alignments will get along well together, because they understand each other's political and economic views. Characters with opposite alignments on any axis will not get along well. If their alignments are opposite on more than one axis, the characters may be hostile to one another. When characters with opposite alignments must work together for an extended time, find the numerical difference between their alignments on each axis. The average of these three differences is the percentage chance there will be trouble. For example, Bobby's alignment is 10/33/55, and Karl's alignment is 10/44/95. The differences are 0/11/40. The average of these differences is $(51 / 3 =)$ 17. If the Admin rolls 17 or less on percentile dice, these two agents will clash at some point during the mission. The Admin should never force characters to fight each other, but should use coincidences and accidents to create a mood of tension and suspicion between the agents, allowing the players to resolve their differences themselves.

Cover Occupation

A spy's effectiveness is likely to be reduced if his passport lists his profession as "saboteur" or "assassin." Most agents prefer to hold (reasonably) mundane jobs in order to avoid attention. Cover jobs should pay fairly well, so the agent can support herself despite extended vacations and periods of 'sick leave'; it should be reasonably unstructured or flexible so that such absences are possible; and it should allow at least some job-related travel. The job should make ample use of the agent's training and abilities, so the agent cannot be caught "out of character" during casual questioning or conversation.

Deep penetration agents or sleeper agents should look for jobs in vital industry or powerful agencies where they can spend years working up into positions of power. When they are finally activated, someone in a position of authority in the firm or community is less likely to be suspected of wrongdoing. Opportunities for advancement are often slim, however, and many years may pass

before sensitive material is entrusted to even a veteran employee.

The choice of an undercover profession should be based on the agent's superior areas of knowledge, and the usefulness to the agency of those skills as they could be applied through a specific job. The cover job's travel potential, for example, has a great bearing on the agent's usefulness to the agency. An agent does not have to choose a profession directly related to a listed area of knowledge. Creativity is encouraged. If an agent chooses a profession that is specifically tied to one area of knowledge, increase that Area of Knowledge value by 1-10 points. If an agent chooses a profession under a superior Area of Knowledge, increase that AOK value by 2-20 points (roll one 10-sided die and multiply by 2).

Every Area of Knowledge is listed in this section, along with the following information—percentage chance the agent can leave for extended travel on a moment's notice; a base salary modifier; a percentage increase to be added to the person's salary each year; and a few examples of jobs that are associated with that Area of Knowledge.

When an agent needs to leave on a mission, roll percentile dice and compare the result to the job's travel potential. If the number rolled is less than or equal to the travel potential, the agent can get a leave of absence or a vacation, and leave his job. If the number rolled is greater than the travel potential, the agent cannot get permission to leave the job.

If the agent cannot get permission to leave, but leaves anyway, there is a chance the agent will lose her job. This chance equals 100% minus the agent's Charm value. Roll percentile dice; if the result is greater than $(100\% - \text{Charm})$ then the agent has been fired for not attending to business, and probably must look for another cover job. If the agent's Charm value is 100 or more, she will lose the job on a roll of 00.

Agriculture. 5%; + \$4,000; + 5% annually; agriculturist, agronomist, extension consultant, farmer, fisher, rancher, viticulturist.

Animal Science. 5%; + \$4,000; + 5% annually; beekeeper, exterminator, fishing guide, game warden, herpetologist, hunting guide, ichthyologist, mammalian physiologist, marine biologist, ornithologist, parasitologist, rancher, sports fisher, veterinarian, zoologist.

Anthropology. 70%; + \$4,000; + 2%; anthropologist, archeologist, ethnologist.

Architecture. 30%; + \$9,000; + 2%; architect, bricklayer, building contractor or inspector, carpenter, cement mason, electrician, lather, plumber, roofer, stonemason.

Arts and Crafts. 5%; + \$1,000; + 2%; bookbinder, ceramic artist, leatherworker, metalworker, weaver, woodworker, tailor.

Astronomy/Space Science. 70%; + \$7,000; + 5%; astronaut, astronomer, planetologist, research scientist, university professor.

Biology/Biochemistry. 50%; + \$7,000; + 5%; biochemist, biologist, cyberneticist, entomologist, forensic pathologist, geneticist, marine biologist, oceanographer, pathologist, research scientist, research veterinarian, space microbiologist, toxicologist, university professor.

Botany. 30%; + \$7,000; + 5%; botanist, florist, herbalist, horticulturist, plant pathologist, wood scientist.

Business/Industry. 70%; + \$9,000; + 7%; advertising salesperson, bank service representative, buyer, corporate administrator, efficiency expert, executive, fashion sales representative, film producer, insurance agent, manager, seller, superintendent, supervisor, travel agent.

Chemistry. 70%; + \$7,000; + 5%; analytical chemist, chemical oceanographer, chemotaxonomist, enzyme biochemist, fermentation biochemist, forensic chemist, gemnologist, immunochemist, nuclear chemist, organic chemist, petroleum researcher, pharmacist, physical chemist, university professor.

Computer Science. 30%; + \$14,000; + 7%; computer operator, programmer, troubleshooter, instructor, technician.

Ecology/Earth Science. 50%;

+ \$7,000; + 5%; climatologist, ecologist, exploration geophysicist, forester, geobiologist, hydrologist, meteorologist, soil conservationist, university professor.

Economics/Finance. 50%; + \$14,000; + 5%; commercial broker, economist, export purchasing agent, financial advisor, financier, industrial broker, insurance broker, land broker, stock exchange broker.

Education/Indoctrination. 30%; + \$7,000; + 5%; child development associate, community/public health educator, consumer economist and educator, curator, lecturer or public relations representative, school principal, teacher.

Engineering, Aeronautical. 70%; + \$14,000; + 5%; aerospace engineer, aircraft designer, engineer, flight engineer, pilot, propulsion systems engineer, spacecraft designer, troubleshooter.

Engineering, Construction/Civil. 30%; + \$11,000; + 5%; architectural engineer, demolitions expert, drilling engineer, fire protection engineer, geological engineer, highway engineer, military construction engineer, structural engineer.

Engineering, Electrical. 30%; + \$11,000; + 5%; computer engineer, electronics engineer, energy systems engineer, lighting engineer, microwave engineer.

Engineering, Hydraulic. 30%; + \$11,000; + 5%; marine engineer, petroleum engineer, reservoir engineer.

Engineering, Industrial. 70%; + \$13,000; + 5%; armaments engineer, manufacturing engineer, mineral engineer, mining engineer, plant designer or troubleshooter, plant foreman, plastics engineer, project manager, safety engineer.

Engineering, Mechanical. 30%; + \$11,000; + 5%; biomedical engineer, design engineer, metal processing engineer, project engineer, service engineer, systems engineer.

Engineering, Transportation. 70%; + \$11,000; + 5%; automotive engineer, government advisor, project overseer or troubleshooter, railroad engineer, transportation engineer.

Fine Arts. 95%; + \$0; + 0%; actor, art conservator, comedian, conductor, dancer, musician, sculptor, singer, painter.

Geography. 95%; + \$5,000; + 5%; cartographer, geographical analyst, geophysicist, private or government surveyor, seismologist.

Geology. 95%; + \$7,000; + 5%; geologist, mineralogist, mining geologist, oil geologist, soil scientist.

Home Economics. 70%; + \$9,000; + 2%; barber, butler, chef, clothes designer, hair stylist, interior decorator, model.

Law. 50%; + \$14,000; + 5%; criminologist, detective, health regulatory inspector, immigration lawyer, internal revenue agent, lawyer, legal secretary, narcotics agent.

Linguistics. 50%; + \$1,000; + 5%; linguist, translator.

Literature. 95%; + \$0; + 0%; author, critic, editor, poet, publisher, writer.

Mathematics/Accounting. 30%; + \$14,000; + 5%; accountant, assessor, auditor, bank comptroller, financial analyst, mathematician, statistician, teacher.

Medicine/Physiology. 50%; + \$14,000; + 5%; allergist, anesthesiologist, cardiologist, chiropractor, dentist, dermatologist, doctor, internist, neurologist, nurse, optometrist, pediatrician, pharmacist, plastic surgeon, surgeon, veterinarian.

Metallurgy. 30%; + \$11,000; + 5%; crane operator, machine tool operator, machinist, metallurgist.

Military Science/Weaponry. 95%; + \$5,000; + 5%; bomb disposal expert, demolitions expert, firearms identification specialist, mercenary, military contractor, soldier, weapons manufacturer.

Naval Science. 50%; + \$14,000; + 5%; merchant marine, navigator, pilot, sailor.

Philosophy. 30%; + \$14,000; + 5%; philosopher, researcher, teacher.

Photography. 95%; + \$0; + 0%; aerial photo interpreter, fashion photographer, free-lance photographer, medical photographer, news cameraperson, photojournalist, police photographer.

Physical Education. 95%; + \$0; + 0%; athlete, coach, circus performer, manager, physical therapist, referee, stuntperson, teacher.

Physics. 70%; + \$7,000; + 5%; molecular spectroscopist, nuclear physicist, radiological physicist, research physicist, university professor.

Political Science/Ideology. 95%; + \$0; + 0%; aide, ambassador, government advisor, lecturer, politician, teacher.

Psychology. 30%; + \$14,000; + 5%; parapsychologist, psychoanalyst, psychiatrist, psychologist, researcher, teacher.

Religion. 30%; + \$4,000; + 7%; minister, religious aide, religious education director, religious official, teacher of theology.

Social Sciences/Sociology. 5%; + \$7,000; + 5%; behavioralist, demographer, government advisor, sociologist, teacher.

World History/Current Affairs. 70%; + \$7,000; + 2%; archivist, columnist, foreign operations secretary, government advisor, historian, intelligence analyst, lecturer, news correspondent, research analyst, teacher.

Finances

At the start of the game, each player determines his character's social level by rolling percentile dice and referring to Table 9: Social Levels.

Starting funds can be used only to purchase additional normal clothing or a standard vehicle at the start of the game. Starting funds are in addition to the customary \$400 from the agency.

The entire year's income is received on January 1 each game year. Modify the amount received as follows:

- + \$2,000 if the agent's cover occupation is related to the agent's superior area of knowledge.
- + \$4,000 if the agent's cover occupation is related to the agent's Bachelor's degree.
- + \$6,000 if the job relates to the agent's Master's degree.
- + \$8,000 if the job relates to the agent's Doctorate degree.

Annual Income is the money earned in a cover occupation, adjusted for interruptions by unemployment, long vacations, and frequent sick leaves. A character can switch jobs on January 1 of each game year. The player simply rolls percentile dice and refers to the chart; whatever social level and income is rolled must be accepted.

A character's starting social level indicates the character's family background. It can affect the character's behavior in various situations. While a character from an upper class family has more money to start with, he may also be very uncomfortable around lower class informants and contacts. Differing social backgrounds also can lead to interesting discussions between characters about etiquette and personal taste.

Table 9: Social Levels**Dice Roll Social Level**

01-04	lower lower class
05-12	middle lower class
13-24	upper lower class
25-40	lower middle class
41-60	middle middle class
61-76	upper middle class
77-88	lower upper class
89-96	middle upper class
97-00	upper upper class

Taxes and Evasion

A character in a democratic or socialist nation is expected to pay taxes annually. Taxes amount to 26% to 35% ($25 + 1d10$) of the character's gross annual income, minus 1% per dependent. Gross annual income is the total of all wages, interest, and investments. Payment for espionage work is exempt unless it was the only income the character had during the year. Characters living in a communist country pay no tax.

A character who does not pay his taxes, or pays only part of what is owed, will be detected on a percentile dice roll of 01. Detected tax evaders are pursued and arrested by police.

Living Expenses

After taxes, annual living expenses account for 76% to 85% ($75 + 1d10$) of a character's net annual income, plus 1% per dependent. All earnings left after taxes and living expenses can be saved, invested, or spent as the player chooses.

Investing

Agents can invest in oil, gold, coins, stamps, antiques, silver, rare books, art, gemstones, real estate, stocks, currency exchange, bonds, or unique objects. Unique objects include precious metals other than gold and silver, sports memorabilia, comic books, toys, games, war souvenirs, and other esoteric items.

Roll percentile dice and add the two numbers together, treating 0s as 10s. Subtract 9. The result is the percentage gain or loss on the investment in one game year.

For example, a character invests \$1,000 in diamonds on January 1. Diamonds are considered gemstones. A year later on January 1 percentile dice are rolled and the numbers are 5 and 1, for a total of 6. Subtracting 9 leaves negative 3. This means the value of the diamonds declined 3%. The character invested \$1,000 and is paid back \$970. The best possible investment would have produced 11% or \$1,110. Over a period of 10 years an average investment will produce a 10% profit.

Starting Funds	Annual Income
\$ 3	\$1,000
\$ 9	\$3,000
\$27	\$5,000
\$ 81	\$ 7,000
\$243	\$10,000
\$729	\$19,000
\$ 2,187	\$37,000
\$ 6,561	\$64,000
\$19,683	\$100,000

Interest

Assume that annual interest from all bank savings accounts is 1 to 10 percent, determined randomly. To earn interest, money must remain unused in the bank for one game year.

Swiss Bank Accounts

Characters may want to open Swiss bank accounts, because no income tax is charged on bank deposits in Switzerland. The character is assigned an account by number instead of by name, to assure privacy. Individuals or agencies may open Swiss accounts so agents can get transfer cash easily, or in return for specific goods or services.

Relatives and Dependents

Players can decide whether their agents are single, married, separated, or divorced, and how many relatives and dependents each has. While relatives and dependents are not likely to know that the character is an active espionage agent, they can unknowingly provide useful information, contacts, or shelter. They also can be threatened, kidnapped, or used to extort goods or services from an agent. An agent's dependents also affect tax deductions and living expenses. The number of an agent's relatives or dependents can be increased or decreased by one per game year.

Life Insurance

A Player character can buy life insurance for 10% of the policy's total payoff. For example, a \$10,000 policy costs \$1,000. The named beneficiary may not be or become a player character. The beneficiary loses the benefit if he is even indirectly the cause of the character's death. A positively identified body is required for the benefit to be paid. If the body is missing, the benefit will be paid if the body is not found for 7 years.

Wills

A player character can prepare a will leaving up to 75% of his or her possessions (excluding special devices) and money to one or more individuals, agencies, or charities. An inheritance should never be given to another player character or to a descendant that later will become a player character. Agencies generally put any inheritances in an education or development fund for use by their employees; agencies will not turn an entire inheritance over to a particular individual. If a player character dies without a will, all possessions go to the state. Agency equipment that is identified usually is returned to the agency, if the agency is recognized by the state.

AREAS OF KNOWLEDGE

New Additions

This section introduces five new Areas of Knowledge (AOK), changes one of the originals, and defines all AOKs.

The new Areas of Knowledge are: Anthropology, Business/Industry, Linguistics, Naval Science, and Philosophy.

The correct name for Social Sciences should be Social Sciences/Sociology.

To include the five new AOKs, use the following Superior Area of Knowledge list instead of the list in the TOP SECRET® rule book (p. 7):

A character's AOK value indicates the character's ability to apply the knowledge in a game situation. If the AOK value is 01 to 33, the character has heard of subjects related to the AOK. If the value is 34 to 50, the character knows related subjects well enough to discuss them briefly. If the value is 51 to 70, the character knows about related subject areas and can converse about the subject as well as someone with a related hobby. If the value is 71 to 130, the character knows the subject well enough to get a job in a related field and operate most job related equipment and processes. If the value is 131 or higher, the character is an expert in the subject. He or she can operate successfully all related processes and equipment 99% of the time and can teach others about the subject or related processes and equipment.

When a character tries to apply knowledge, his or her chance of success is equal to the character's AOK value (to a maximum of 94%).

For example, a character with an Anthropology value of 51 wants to figure out where a small bronze statue was made. The character has a 51% chance to recognize the culture that made the statue. The player rolls percentile dice and gets 36, so the referee tells him the statue is a Hindu fetish, probably cast in the Kashmir district in the late 1800s.

If the character's AOK value is 95 to 130, he has a 95% chance to operate a process or piece of equipment successfully. If the character's AOK value is greater than 130, the chance is 99% (there is no sure thing!).

An agent's chance to identify, duplicate, or invent a unique process or piece of equipment is equal to the appropriate AOK value minus 100. For example, a technician is asked to identify and duplicate a strange behavior-modifying drug. The technician has a Chemistry value of 124. Given the proper equipment and time, the chance that the drug can be identified is $(124 - 100 =)$ 24%. The chance to duplicate it also is 24%.

Table 10: Superior AOKs

Dice Roll	AOK		
01-02	Agriculture	43-44	Fine Arts
03-04	Animal Science	45-46	Geography
05-06	Anthropology	47-48	Geology
07-08	Architecture	49-50	Home Economics
09-10	Arts and Crafts	51-52	Law
11-12	Astronomy/Space Science	53-54	Linguistics
13-14	Biology/Biochemistry	55-56	Literature
15-16	Botany	57-58	Mathematics/Accounting
17-18	Business/Industry	59-60	Medicine/Physiology
19-20	Chemistry	61-62	Metallurgy
21-22	Computer Science	63-64	Military Science/Weaponry
23-24	Ecology/Earth Sciences	65-66	Naval Science
25-26	Economics/Finance	67-68	Philosophy
27-28	Education/Indoctrination	69-70	Photography
29-30	Engineering, Aeronautical	71-72	Physical Education
31-32	Engineering, Construction/ Civil	73-74	Physics
		75-76	Political Science/Ideology
33-34	Engineering, Electrical	77-78	Psychology
35-36	Engineering, Hydraulic	79-80	Religion
37-38	Engineering, Industrial	81-82	Social Sciences/Sociology
39-40	Engineering, Mechanical	83-84	World History/Current Affairs
41-42	Engineering, Transportation	85-00	Player's Choice of Above

Explanations

The following AOK definitions outline what a character with an AOK value of 100 knows and is able to do. Admins can use these guidelines to decide what a character with an AOK value above or below 100 knows. (Passages in quotation marks are from *The American Heritage Dictionary of the English Language*, copyright 1976, Houghton Mifflin Company, Boston.)

Agriculture. Character knows "the science, art, and business" of farming. The character knows how to cultivate the soil, produce crops, and raise animals useful to humanity. Aquaculture, hydroponics, and cosmoculture (farming in space) are included.

Animal Science. Character knows how to care for, train, and breed domestic animals. The character also understands the behavior of wild animals. Zoology ("the biological science of animals") and paleontology ("the study of fossils and ancient life forms") are included in Animal Science. The character can identify a particular part of the world by the animal life living there.

Anthropology. Character has studied the "origin, physical, social, and cultural development and behavior of humanity." This knowledge overlaps into archeology ("the systematic recovery and detailed study by scientific methods of material evidence remaining from humanity's life and culture in past ages"). Given an artifact, the character can recognize the approximate date of manufacture and the culture that produced the artifact. The character

can identify a particular part of the world by the culture of the people and the artifacts of the people living there.

Architecture. Character knows "the art and science of designing and erecting buildings." The character can see what a building was designed for and how it is being used.

Arts and Crafts. Character knows the arts of decorative design and handicraft concerning useful objects. These arts include bookbinding, weaving, needlework, beadwork, leathercraft, woodworking, metalworking, pottery making, and general ornamentation. The character can work in each of the previously listed areas.

Astronomy/Space Science. Character knows "the scientific study of the universe beyond the earth." The character has studied "the observation, calculation, and theoretical interpretation of the positions, dimensions, distribution, motion, composition, and evolution of celestial bodies and phenomena." With the proper equipment and conditions, the character can tell time by the sun and stars and figure out his position on the earth. The character has a good knowledge of the details of astronaut and cosmonaut training, including exobiology, space medicine, weightlessness, and spacecraft. The character can operate most space vehicles and telescopes.

Biology/Biochemistry. Character knows "the science of life and life processes." This includes "the study of structure, functioning, growth, origin, evolution, and distribution of living organisms." The character also knows "the chemistry of biological substances and processes." The character can tell what types of creatures frequent the immediate

environment by physical evidence such as seeds, tracks, and waste products.

Botany. Character knows "the biological science of plants." The character can tell whether a plant is harmful or helpful, edible or inedible. The character also can identify a particular part of the world by the characteristic plant life found there.

Business/Industry. Character knows how to manage personnel, materials, equipment, and procedures intended for the commercial production of products or services. The character knows how to buy raw materials needed for business use. The character can manage a business; the exact type of business is determined by the character's other AOKs.

Chemistry. Character knows "the composition, structure, properties, and reactions of matter, especially of atomic and molecular systems." The character can tell what a chemical laboratory is set up for.

Computer Science. Character knows "the construction, operation, and programming of computers." Given access, the character can operate most computers.

Ecology/Earth Science. Character knows "the science of the relationship between organisms and their environment." Character knows "any of several essentially geologic sciences concerned with the origin, structure, and physical phenomena of the earth." This includes seismology and meteorology. The character can recognize both useful and dangerous plants and animals. Also, given the proper equipment, the character can predict weather and seismic activity.

Economics/Finance. Character knows "the science that deals with the production, distribution, and consumption of commodities" in a country, household, or business enterprise. Character also knows "the science of the management of money or other assets" of an individual, corporate body, or government. After a discussion about economics, the character can tell what another character's Economic Alignment is. The character can disguise his own Economic Alignment value by adding to it or subtracting from it an amount equal to or less than his Economics/Finance value.

Education/Indoctrination. Character knows "the act or process of imparting knowledge or skill" — teaching. The character also knows how "to instruct in a body of doctrine" or "to teach to accept a system of thought uncritically." The character can determine what another

character's Knowledge value is. The character can disguise her own Knowledge value by adding to it or subtracting from it an amount equal to or less than her Education/Indoctrination value.

Engineering, Aeronautical. Character knows how to apply "scientific principles to practical ends" in "the design, construction, and operation of efficient and economical" aircraft "structures, equipment, and systems." The character can fly most air vehicles.

Engineering, Construction/Civil. Character knows how to apply "scientific principles to practical ends" in "the design, construction, and operation of efficient and economical" buildings, "structures," public works, "equipment, and systems." This includes bridges, dams, tunnels, arches, towers, aerials, roads, and rail embankments. The character can operate most heavy construction equipment, forklifts, and elevators.

Engineering, Electrical. Character knows "the scientific technology of electricity." This includes "the design and application of circuitry and equipment for power generation and distribution, machine control, and communications." The character can operate most electrical equipment and devices.

Engineering, Hydraulic. Character knows how to apply scientific principles toward "the design, construction, and operation of efficient and economical structures, equipment, and systems" involving fluids under pressure, especially water. The character can operate most hydraulic devices.

Engineering, Industrial. Character knows how to apply scientific principles toward "the design, construction, and operation of efficient and economical structures, equipment, and systems (involving) the commercial production and sale of goods and services." If the character knows what is being shipped into an industrial area, he can predict what is being built or set up in that area, and vice versa.

Engineering, Mechanical. Character knows how to apply scientific principles toward "the generation and application of...mechanical

power (and) the design, production, and use of machines and tools." The character knows how to use most machines and tools.

Engineering, Transportation. Character knows how to apply scientific principles toward "the design, construction, and operation of efficient and economical structures, equipment, and systems (involving) the business of transporting passengers, goods, or materials." The character can drive most land and sea vehicles.

Fine Arts. Character is familiar with "art produced or intended primarily for beauty alone rather than utility." This includes "sculpture, painting, drawing, drama, music, and the dance." A character may have a separate score for each of these art forms. Roll percentile dice to find an initial value for each. The value of any one area can be increased by 5 for each point the character's Fine Arts value is increased. The character can sculpt, paint, draw, act, dance, sing, and play an instrument.

Geography. Character knows "the study of the earth and its features (and) the distribution on the earth of life, including human life and the effects of human activity." The character can identify a particular part of the world by the geographical features of the area.

Geology. Character knows "the scientific study of the origin, history, and structure of the earth." The character can identify a particular part of the world by the geological evidence in the area.

Home Economics. Character knows "the science and art of home management, including household budgets, purchase of food and clothing, child care, cooking, and nutrition." The character knows how to cook nutritious meals, manage a home, and care for children.

Law. Character knows "the body of rules governing the affairs of humanity within a community or among states." The character knows the laws of the land and the general laws of a region of the earth.

Linguistics. Character knows "the science of language." This includes "the study of the nature and struc-

ture of human speech." A linguist overhearing a conversation can identify the family of the language being spoken. He may be able to identify the precise language or dialect, even if he cannot speak or interpret that language himself. Roll percentile dice and compare the roll to the character's Linguistics value. If the number rolled is less than or equal to the value, the name of the language is known. If the number rolled is greater, the specific language remains a mystery, but the language family is known.

Literature. Character is familiar with "the body of written work produced by writers, scholars, or researchers." The character is familiar with the activity or art of imaginative or creative writing. The character can read, write creatively, and report factually. The character also can identify quotes from great authors.

Mathematics/Accounting. Character knows "the study of number, form, arrangement, and associated relationships, using rigorously defined literal, numerical, and operational symbols." The character also knows "the bookkeeping methods involved in making a financial record of business transactions and in the preparation of statements concerning the assets, liabilities, and operating results of a business." A character with sufficient time can look at ledgers or other financial records and determine how funds have been used and if funds have been misappropriated.

Medicine/Physiology. Character knows "the science of diagnosing, treating or preventing disease and other damage to body or mind (through) treatment by drugs, diet, exercise, and other nonsurgical means." The character also knows "the biological science of essential and characteristic life processes, activities, and functions." The character can apply first aid for minor injuries and illnesses. Given the proper equipment and time, most characters could successfully perform surgery.

Metallurgy. Character knows "the science or procedures of extracting metals from their ores, of purifying

metals, and of creating useful objects from metals." The character can identify the metals in an object, and ore being brought from a mine.

Military Science/Weaponry.

Character knows the "methodological activity, discipline, or study" of soldiers. The character is familiar with most types of combat equipment, and knows how to act like a soldier.

Naval Science. Character knows the "methodological activity, discipline, or study (of) the equipment, installations, personnel, or customs of a navy." The character knows how to act like a sailor.

Philosophy. Character knows the "science comprising logic, ethics, aesthetics, metaphysics, and epistemology." The character can speak or write abstractly and philosophically. After an interview, the character can tell what another character's Political Change Alignment value is. The character can disguise his own Political Change Alignment value by adding to it or subtracting from it an amount equal to or less than his Philosophy value.

Photography. Character knows "the process of rendering optical images on photosensitive surfaces." The character can use most types of cameras and develop film, given the proper equipment and location.

Physical Education. Character knows "education in the care and development of the human body, stressing athletics and including hygiene." After an examination or workout, the character can tell what another character's Physical Strength and Coordination values are. Also, the character can disguise his or her Physical Strength or Coordination values by adding or subtracting an amount equal to or less than her Physical Education value.

Physics. Character knows "the science of matter and energy and of interactions between the two, grouped in traditional fields such as acoustics, optics, mechanics, thermodynamics, and electromagnetism, as well as modern fields of atomic and nuclear physics, cryogenics, solid state physics, particle physics, and plasma physics." The character can recognize what a physics laboratory is set up for.

Political Science/Ideology. Character knows "the study of the processes, principles, and structure of government and of political institutions," and of political campaigns and interactions. The character understands "the body of ideas reflecting the social needs and aspirations of an individual, group, class, or culture." After a political conver-

sation, the character can tell what another character's Political Alignment is. The character can disguise his own Political Alignment by adding to it or subtracting from it an amount less than or equal to his Political Science/Ideology value.

Psychology. Character knows "the science of mental processes and behavior." After an interview, the character can tell what another character's Willpower value is. The character can disguise her Willpower value by adding or subtracting an amount less than or equal to her Psychology value.

Religion. Character knows the expressions of humanity's "belief in and reverence for a superhuman power recognized as the creator and governor of the universe." After an interview, the character can tell what another character's Courage value is. The character can disguise his Courage value by adding to it or subtracting from it an amount less than or equal to his Religion value.

Social Sciences/Sociology. Character knows "the study of social behavior; especially the study of the origins, organizations, institutions, and development of human society." After a conversation, the character can tell what another character's Charm value is. The character can disguise his Charm value by adding to it or subtracting from it an amount equal to or less than his Social Sciences/Sociology value.

World History/Current Affairs. Character knows "the branch of knowledge that records and analyzes past events" of the earth. The character also knows of any noteworthy event that is now in progress. The character is in touch with the public news of the world.

Sign Language and Lip Reading

Sign language may not be a native language, but may be an additional language. It is usable only when contacts are within short range. The speaker must have at least one arm free to send messages with. Sign should be listed directly after the spoken language on the character record. For example:

1. (Native) English
2. English sign
3. French
4. French sign

Lip reading (or speech reading) is possible only after learning to speak or sign that language, even a native language. Language usually is acquired by hearing and when this

sense is impaired, language must be learned by observing, by reading speech on the speaker's lips, by reading, and through intensive study. A character must know a language before learning to read speech in that language. Although speech reading is a skill, it can be listed as a separate language on the character record. Speech reading is universal, so a character with this skill can lip-read any language he knows. Anyone can learn sign language or speech reading.

To read speech, the speaker's face must be visible (at least in profile, if not full view) and the speaker must be at short range. Binoculars and scopes can bring the image of a speaker into short range. Divide the actual distance to the speaker by the power of the scope.

Only 26 percent of speech is visible on the lips, so even the best lip readers cannot read everything that is said. Being able to read lips does not allow an agent to speak silently to someone who is not trained to read speech. Anyone can communicate generally by using universal body language, gestures, and facial expressions. Such communication should be role-played with a high chance of NPCs misunderstanding PCs.

It is assumed that if a character can speak, sign, or speech-read a language, that character can write and read it too. To be literate in Braille, a character must designate it as an additional language after mastering the parent language. For example:

1. (Native) English
2. English (Braille)

A character who can read Braille with her fingertips can read it by sight also. Such skills may prove invaluable if, for example, characters are trapped in a dark elevator, blindfolded, or temporarily blinded. Some languages, such as Chinese, Hebrew, and ancient Egyptian, do not have raised dot alphabets. In these cases, even raised or inscribed hieroglyphics may be impossible to read by touch. Agents probably should concentrate on Indo-European languages that are used by a great many people.

ORGANIZATION

New Bureaus and Divisions

Two new bureaus (or sections) and six new divisions, or subclasses of bureaus, have been added to the game. The two new bureaus are Technical and Operations. The six new divisions are Special Agents, Infiltration, Logistics, Specialty, Analysis, and Protection. The agency is organized as follows:

Section 1—ADMINISTRATION BUREAU

Special Agents Division

Section 2—INVESTIGATION BUREAU

Infiltration Division

Section 3—CONFISCATION BUREAU

Logistics Division

Section 4—TECHNICAL BUREAU

Specialty Division

Section 5—OPERATIONS BUREAU

Analysis Division

Section 00—ASSASSINATION BUREAU

Protection Division

Section 1 --

Administration Bureau

Level Designation	Experience Points*
1 Junior Case Officer	0
2 Case Officer	2,979
3 Senior Case Officer	6,857
4 Substation Chief	11,713
5 Station Chief	17,625
6 Office Director	24,750
7 Division Director	32,500
8 Bureau Director	43,000
9 Assistant Administrator	58,000
10 Administrator	80,000

* The agent must have at least this many total points, and the agent must have points in at least four of the other bureaus.

40,000 experience points must be earned for every level above 10th.

Section 1 --

Administration Bureau, Special Agents Division

Level Designation	Experience Points*
1 Meddler	0
2 Tamperer	745
3 Interloper	1,714
4 Intruder	2,928
5 Adjuster	4,406
6 Problem Solver	6,188
7 Avenger	8,125
8 Pragmatist	10,750
9 Expediter	14,500
10 Special Agent	20,000

* Total experience points, in any bureaus.

10,000 experience points must be earned for every level above 10th.

Section 2 --

Investigation Bureau, Infiltration Division

Level Designation	Experience Points
1 Snitch	0
2 Foist	1,000
3 Inside man	2,500
4 Plant	4,000
5 Ringer	6,000
6 Contact	8,000
7 Insinuator	11,000
8 Penetrator	14,000
9 Subversive	17,000
10 Infiltrator	20,000

10,000 experience points must be earned for every level above 10th.

Section 3 --

Confiscation Bureau, Logistics Division

Level Designation	Experience Points
1 Bearer	0
2 Carrier	444
3 Messenger	1,333
4 Courier	2,666
5 Cut-out	4,444
6 Runner	6,666
7 Bootlegger	9,333
8 Smuggler	12,444
9 Contrabandist	16,000
10 Logistician	20,000

10,000 experience points must be earned for every level above 10th.

Section 4 --

Technical Bureau and Technical Bureau, Specialty Division

Level Designation	Experience Points
1 Trainee	0
2 Clerk	79
3 Tinker	157
4 Hobbyist	313
5 Apprentice	625
6 Journeyman	1,250
7 Master	2,500
8 Academician	5,000
9 Consultant	10,000
10 Technician	20,000

10,000 experience points must be earned for every level above 10th.

Section 5 --

Operations Bureau and Operations Bureau, Analysis Division

Level Designation	Experience Points*
1 Guide	0 total
2 Leader	979 total
3 Boss	2,857 total
4 Supervisor	5,713 total
5 Chief	9,625 total
6 Principal	14,750 total
7 Superior	20,500 total
8 Commander	29,000 total
9 Director	41,000 total
10 Operator	60,000 total

* Total experience points, including points from at least three other bureaus.

30,000 experience points must be earned for every level above 10th.

Section 00 --

Assassination Bureau, Protection Division

Level Description	Experience Points
1 Lookout	0
2 Watchperson	2,222
3 Picket	4,444
4 Sentry	6,667
5 Ward	8,889
6 Human Shield	11,111
7 Bodyguard	13,333
8 Guardian	15,556
9 Defender	17,778
10 Protector	20,000

10,000 experience points must be earned for every level above 10th.

Bureau and Division Duties

No specific role is all-encompassing, nor should it be. Each agent brings particular talents to a mission that often overlap another agent's talents. In the course of a mission it is best to let the most qualified individual perform any particular task.

Section I: Administration

Administrator: This is not officially an agent's role unless the Admin has a character in the field or positioned where action can take place. Administration is, theoretically, where agents that have worked under at least four other bureaus come to retire. Having survived at least four missions to get into administration, the agent/player should have plenty of ideas on how to design and moderate missions. Administrators often contact an operator to assemble a team of agents for a particular mission. The Admin then uses agency resources to supply and pay the chosen Operator, who in turn supplies and pays the selected (or surviving) agents.

Special Agent: Special agents work directly under an administrator without an official operator. They act as trouble-shooters, blunt instruments, and internal investigators, among other things. They often work solo or in small tightly-knit groups. Special agents may be assigned to groups including confiscators, investigators, assassins, or technicians, but generally do not reveal their unique classification. Special agents are generalists who earn experience as if they worked under all of the bureaus simultaneously, but they do not gain any bonus experience points or payments. Like technicians, they can use special devices before reaching fourth level.

Section II: Investigation

Investigator: This agent is the eyes and ears of an espionage body. Primarily an information gatherer, an investigator observes, inquires, and examines the situation or target systematically, often using surveillance equipment. An investigator needs a good memory, and high Charm, Knowledge, and Observation values. Investigators should be proficient in electronics, languages, photography, and tailing. They generally report to their personal or team operator instead of an Admin.

Infiltrator: Infiltrators are a subclass of investigators. Infiltration goes beyond surveillance; an infiltrator must become part of a group or organization in order to uncover its goals, aims, and secret activities. They usually report their findings to an operator. Infiltrators may eventually be called on to subvert or destroy the group from inside.

Infiltrators need fewer experience points than investigators to gain a level. Experience points earned for infiltration do not apply toward investigation, and vice versa.

Section III: Confiscation

Confiscator: This agent is the hands of an espionage body. A Confiscator's main concern is seizing property. Most Confiscators are well coordinated and familiar with all types of valuable goods and security systems. Security detection and deactivation are a confiscator's strength, with picking pockets and gambling as sidelines. Confiscators generally report to their personal or team operator instead of an Admin.

Logistician: Logisticians are a subclass of confiscator. They are equipment handlers; the logistician's job is to procure, distribute, maintain, and replace agency equipment and personnel. A logistician may need to perform the exact opposite of a confiscator's job; altering and returning stolen items without detection. Travel documents, tickets, ammunition, and the necessities of life are supplied by the logistician. When agents need to flee as quickly as possible in the shortest direction, a logistician is the person who knows where to go and how to get there.

Section IV: Technical

Technician: The technician is a generalist who usually is seen only in support roles, and rarely is placed in the field. Technicians often earn their first experience by attending espionage classes. Those few that are assigned to work with assassins, confiscators, and investigators can expect an equal share of the hazards and difficulties. Many technicians carry no weapons, relying on team members for protection. The technician operates equipment, bandages injuries, analyzes compounds, or studies special devices.

Technicians are allowed the use of special equipment before reaching fourth level. Technicians also get a +100 experience point bonus for courses completed in espionage college.

Specialist: Specialists are a subclass of technician. Specialists are highly trained in one specific field of study. They are limited to this one job, which they perform very well. In other skills, specialists will have average training, at best. A specialist chooses her specialty when the character is created, and is called on to perform only that function. The specialist is extremely dedicated. Specialists will rarely be allowed to leave their low profile desk jobs to accompany a team of agents on a mission. They are, however, experts in their field and hence may be called on to perform a specific function.

Specialists advance on the same experience schedule as technicians.

Section V: Operations

Operator: In the field, an Operator is the boss. The operator leads the team, pays its members, enforces team regulations, and reports directly to the administrator. Most operator duties are mundane and bureaucratic, such as recruiting and training new agents. Many operators, tired of the constant danger of field work, strive to become administrators, whose life is safer. An operator is personally responsible for the actions of agents under her control. An operator also is responsible for the proper use and care of expensive or valuable special equipment borrowed from the agency. An operator may be a resident of the area where the mission is being carried out.

Analyst: Analysts are a subclass of operator. Their job is to examine and interpret bits of information or physical evidence. Analysts rely on their memory and observation to assemble clues into useful knowledge. Analysis is primarily a desk job, so analysts rarely venture into the field to collect their own data. An analyst in the field is a talking encyclopedia, and may have inside information that other agents are not aware of. Analysts should have a high Knowledge value, several Superior Areas of Knowledge, and speak several languages. Experienced analysts may become kidnapping targets for enemy agencies, because they can be pumped for information.

Section 00: Assassination

Assassin: The infamous yet regrettably necessary assassin is primarily a cold-blooded murderer of prominent persons and secret agents. Rating high in Physical Strength and Willpower, these agents perform dangerous, often suicidal, tasks in the line of duty. Assassins are experts in explosives, poisons, firearms, and unarmed combat. Assassins generally report to their personal or team operator instead of an administrator.

Protector: Protectors are a subclass of assassin. Instead of killing and destroying, protectors try to prevent such acts. They are trained in assassination and sabotage in order to better protect against them. Protectors of live targets are called bodyguards, and are trained to use their own bodies as shields to protect other agents or VIPs. Protectors of installations, vehicles, or valuable objects are guards.

Special Classifications

When a character is created, the player decides which bureau the agent will work under first. A character can work under only one bureau at a time. All experience points earned must be applied to that bureau only. At any time between missions, a character may change to another bureau. Experience points apply only to the bureau they were earned under. All beginning characters and characters working under a new bureau for the first time are considered 1st level with zero experience points in that bureau. A character may return to a bureau he left previously; new experience points earned under that bureau are added to the experience points the character earned under that bureau previously.

All rules that apply to bureaus also apply to divisions beneath the bureaus. An agent who is working under a division is considered to be working under a bureau. For example, an agent who works under the Infiltration, Logistics, and Protection Divisions has worked under three bureaus. If the agent works under the Investigation Bureau, the Infiltration Division, and the Logistics Division, she has worked under only two bureaus.

Characters who have earned experience points under more than one bureau are valuable agents. They are given a special classification which defines their combination of talents. The agent's level in the special classification equals the lowest level the character has reached in any of the bureaus where the agent has earned experience. For example, a character who is a 3rd level Investigator and a 2nd level Confiscator qualifies as a 2nd level Magician.

Table 11: Special Classifications

Special Classification	Bureau Experience
Magician	Investigation and Confiscation
Hunter	Investigation and Assassination
Sleuth	Investigation and Technical
Saboteur	Confiscation and Assassination
Wizard	Confiscation and Technical
Mechanic	Technical and Assassination

As an example of how special classifications work, assume that Shadra, a new recruit, has decided to work under the Technical Bureau. She pays the school entrance fee out of her own pocket, and completes the Pyrotechnic Chemistry and Duplication course in nine weeks. She earns 90 experience points credit, plus 100 bonus points for working under the Technical Bureau. She now is classed as a 3rd level technician and is designated a tinker.

On her first field mission, Shadra decides to work under the Confiscation Bureau, and she miraculously gains 455 experience points. She now is a 2nd level confiscator (pilferer) besides being a 3rd level technician. Her special classification is as a 2nd level Wizard.

Magician: Masters at sleight of hand, confidence games and deception, magicians are welcome on any missions that are conducted in public view. Magicians are escape artists, masters of disguise, and alluring entertainers all in one. A magician generally reports to an operator.

Hunter: Not necessarily a killer at all, a hunter traces the movement of prey, learns its habits, its strengths, and its weaknesses. The hunter is often a loner who blends in with the shadows, seeks to find the target, and often fascinates or forces the surprised target out into the open. Once in the open, other agents can investigate, confiscate, or assassinate the target. A hunter generally reports to an operator, but can organize a manhunt independently if necessary.

Sleuth: As information experts, sleuths are valuable assets on highly technical missions where quick, clear thinking is a must. Brilliant, systematic, charming but never assuming, sleuths often solve the problems they pose. Sleuths are cautious yet surprising and often fool those they come in contact with. Wiretapping and codebreaking are two of a sleuth's strong points. Sleuths generally report to a team operator.

Saboteur: Not mad bombers or political terrorists, saboteurs are dazzling, fast-acting experts with a toolbox. Not only must saboteurs know how to stop a machine or process, but they must know how the mechanism should work properly. To sabotage a series of machines, saboteurs must remove or destroy the same part on each so a few cannot be repaired by cannibalizing parts. Saboteurs work well with mechanics. They usually report to a team operator.

Wizard: At one time restricted to being safecrackers, modern technology has expanded the role of wizards. Wizards can deactivate security systems, hot-wire vehicles, find hidden openings, and withdraw information from computer files in seconds. These agents nearly always use tools, and are welcome on delicate missions with time restrictions. Wizards work well with sleuths and generally report to a team operator.

Mechanics: Mechanics are agents whose role is to create "accidents." Like wizards, mechanics rely on tools and are concerned with subtlety and secrecy. Often working alone with explosives, gases, poisons, and special devices, mechanics must rely on technical knowhow. While mechanics occasionally aid assassins, they perform many other jobs as well. Mechanics work well with saboteurs and hunters. They usually report to personal or team operators.

An exception to the special classifications system is the Special Agents Division of the Administration Bureau. Special agents can begin working under the Special Agents Division without having worked under four other bureaus first. They may only work under the Special Agents Division and may not transfer to any other bureau.

The Agent's Role

Contracts and Freelance Work.

Agents may choose to go independent and become private "spooks." Individuals and corporations hire such individuals for security and, occasionally, for espionage. Contracts are often verbal, to reduce the number of (possibly embarrassing or incriminating) connections between the contracting parties. Most contracts specify exactly what the agent is expected to do (who, what, where, how, and when) and how much the agent will be paid. Seldom will the true reason (why) be explained. It also is commonly understood that if the target offers better pay than the contractor, the contract may be broken and any advance payments made to agents will be returned to the contractor.

The Enemy Agent. Normally, an agent is loyal to the agency who employs him. An agent that is loyal to one agency while pretending to be loyal to another is an enemy agent. For example, agent X is employed by the CIA as an analyst. Agent X, however, is loyal to the KGB, and is passing information to it. Agent X is an enemy agent to the CIA. Or consider agent Z, who works for the CIA and is loyal to the CIA. Agent Z has convinced the KGB that he is loyal to the KGB, and is passing on misinformation about the CIA. Agent Z also is an enemy agent, but to the KGB. Enemy agents can work inside or outside the agency they oppose.

The Admin should be aware of the enemy agent's plans, and can use the enemy agent against other player characters. An enemy agent who knows the layout of an enemy headquarters could give false directions to a confiscation team invading those headquarters. An enemy agent could sabotage team equipment or assassinate team members. In general, enemy agents look for actions that will weaken the enemy agency and protect their own agency without jeopardizing their cover. Discovered enemy agents usually are given the option of becoming double agents or being prosecuted. Agent provocateurs are enemy agents.

The Double Agent. An agent whose loyalty shifts covertly from one agency to an opposing agency is a double agent. For example, agent X, the KGB enemy agent working inside the CIA, is caught passing CIA secrets. To avoid prosecution, agent X agrees to become a double agent and pass false information to the KGB contacts. Or, CIA enemy agent Z may grow tired of taking orders from Washington and ignore the false information being issued to him, instead passing on actual CIA secrets.

Double agents caught by their first employers usually are given the option of becoming a triple agent or being prosecuted.

The Triple Agent. An agent whose loyalty has covertly shifted from one agency to an opposing agency, and then back again to the original agency, is a triple agent. For example, agent Z, who gained the confidence of the KGB by becoming a double agent, and has gained access to sensitive information, now secretly shifts loyalty back to the CIA, using the new confidence to pass information out of the KGB.

The triple agent is in a precarious position. If the deceived agency unmask the agent, the agent probably will be prosecuted.

The Deep Penetration Agent. An enemy agent who has worked for a long time developing a near-perfect cover is a deep penetration agent. The agent advances to a position of authority so he will be trusted with confidential information. Deep penetration agents can work into any government agency or private industry. Many such agents become respected members of their community to support their image as anything but a spy.

The Mole. A deep penetration agent inside another intelligence agency is a mole.

The Blunt Instrument. In an age of economic cutbacks and world recessions, certain espionage activities may be curtailed or abolished by bureaucrats and politicians. Disgruntled field operators and administrators often retain certain agents as unrestrained troubleshooters or blunt instruments. For example, agents previously issued a license to kill in the line of duty may have "officially" lost such license. However, in the eyes of their immediate superiors the license has been retained.

The Expendable Agent. This is not the type of agent anyone would choose to become, so it is not a voluntary role. Expendable agents are sacrificed by their agency for various reasons. Perhaps their cover was blown and the agency does not want to be associated with them. They may have become an embarrassment. An agency may discard an agent it believes is working for the opposition. Agents may be framed by the opposition. Rarely, non-essential agents are set up as decoys by their own agency to distract the opposition and divert its attention from the real theater of action. Expendable agents often find themselves running from the enemy, their own agency, or both. Expendable agents who survive usually become independents, and resent the agency that discarded them.

The Independent. A self-employed professional agent who works for the highest bidder is an independent. These extremely mercenary agents usually work for money only, prefer verbal contracts, and do not like being set up or sold out. In the past, an agent that quit an agency was considered a defector. Now, "going private" and becoming a corporate spook is a more respected option for agents who resign or are dismissed by their agency. (Espionage is not as financially secure as it once was.) Private individuals and corporations find increasing need to hire persons with espionage and counter-espionage training and experience.

The Stringer. Part-time independent agents who hire themselves out for set rewards are stringers. Stringers are seldom used as anything more important than decoys or cut-outs to confuse the opposition.

The Sleeper. An agent ready for immediate use but currently inactive is a sleeper. Retired agents and recently recruited agents without a first mission are considered on reserve. Retired agents restored to active duty may resent their new status. Recent recruits are often eager to take on any assignment.

The Security Risk. An agent that knows too much is a security risk. The agent cannot be allowed to resign or retire lest agency secrets are accidentally or intentionally revealed. The agent cannot be eliminated because someday she may decide to reveal all of the information she has gathered about the opposition. The agent has the dubious honor of being too dangerous to let go and too valuable to eliminate. A security risk is followed and watched closely by members of all agencies; the opposition would like to capture someone with so much information, and the friendly agency needs to prevent a kidnapping or a defection. Of course, opposing agencies must realize that their own operations could be jeopardized if such a knowledgeable agent was captured, and then returned to her home agency.

The False Flag Recruit. The false flag recruit is an involuntary enemy agent; someone who believes he is working for one agency or country but actually is working for another. When false flag recruits find out they have been tricked, they usually are resentful and may want revenge.

MISSIONS

Additional Jobs

The terms "mission" and "job" were used interchangeably in the TOP SECRET® rule book, but they have different meanings in this book. A job is an activity performed for a fee, especially if it is performed

regularly as part of an agent's occupation. A mission can be composed of one job, or a series of jobs. A mission usually is assigned by an administrator. The agent carries out the assignment and completes the mission by performing one or more jobs of his choice.

Table 12: Additional Jobs

Job	Base Experience Points	+ 100 Point Bonus	Base Job Payment	+ \$25 Bonus	NPCs Involved	Briefing Information	Withheld Information	Possible Complications
Infiltrating		ZZ			Yes			
Foreign Agency	500	—	\$75	ZZ	—	EE,P,Q	F,G,R,S	L,M,T,U
Political Group	400	—	\$65	—	—	E,E,P,Q	I,R,S	K,L,N,O,U
Criminal Group	300	—	\$60	ZZ	—	A,B,Q	E,I,R	G,O,V
Student Group	200	—	\$55	—	—	A,B,P	I,S	K,O,V
Street Gang	100	—	\$50	—	—	B,EE,Q	E,I,R,S	I,O,V
Passing Secret Information	50	—	\$20	—	Possibly	D,Q	F,S	M,W
Identifying Group Leaders	25 each	ZZ	\$10 each	ZZ	Yes	—	F,S	M,T,U,V,W
Revealing Secret Plans	100	—	\$40	ZZ	Possibly	D	F,G,S	K,M,T,U,W
Disabling Major Group Function	200	ZZ	\$40	—	Possibly	B,D	F,G,I,S	K,L,O,T,U,V
Subverting a Group	400	ZZ	\$60	ZZ	Yes	B,EE	E,G,I,S	L,O,T,U,V
Destroying a Group	300	—	\$50	YY	Yes	B,EE	E,G,I,S	L,O,T,U,V
Locating Stolen Goods	100	YY	\$20	YY	Possibly	B,C,D	E,F,G	N,T,V
Detecting/Tracing								
Counterfeit Currency	125	YY	\$ 5	YY	Possibly	B,D	E,F,G,S	N,T,V
Counterfeiting	10	AA	\$ 1	—	—	D	H,S	K,L,O,U
Forging	5	AA	\$ 1	—	—	D	S	K,L,O,U
Manufacturing	10	AA	\$ 2	—	—	D	S	U
Duplicating	10	AA	\$ 1	—	—	D	S	K,L,O,U
Sabotaging Industry	100	AA	\$50	—	—	D	E,F,G,S	K,L,O,T,U,V
Installing Alarms	150	AA	\$15	—	—	B,F	E,G,S	L,V
Appraising	15	BB	1%	—	—	D	H	L,U
Accounting	10	BB	1%	—	—	D	—	L,U
Collecting Data	10	BB	\$ 1	—	—	D	S	L,U,V
Sentencing	10	BB	\$ 1	—	Yes	A	I	L,O,V
Executing	300	BB	\$100	—	Yes	A,B	E,G,I	K,O,U,V
Assigning	50	BB	\$ 2	BB	Yes	A,B	—	L,O
Selling	10 per \$1,000	BB	1%	—	Possibly	B,D	—	K,T,U,V
Contracting	50	BB	\$ 3	—	Yes	A	—	L,O,U,V
Setting Prices	50	CC	\$ 2	—	—	D	H	L,U
Estimating Costs	75	CC	\$ 3	—	—	D	H	L,U
Estimating Job Times	75	CC	\$ 2	—	—	D	—	L,U
Analyzing	75	CC	\$ 3	CC	—	D	—	U,W
Protecting (Body Guard)	225	XX	\$75	XX	Yes	A,B,F,G	E,I,Q,S	N,T
Protecting (Blackmail)	200	XX	\$35	—	Yes	A,B,G	E,I	N,T
Protecting (Extortion)	150	XX	\$15	—	Yes	A,B,G	E,I	N,T
Guard Duty	175	XX	\$50	—	Possibly	B,D,E,F,G	Q,S	N,T
Prison Escape	400	XX	\$40	—	Yes	A,B,E,F	F,S	K,L,N,T,U
Jail Escape	200	XX	\$30	—	Yes	A,B,E,G	F,S	K,L,N,T,U
Preventing Rescue	300	XX	\$45	—	Yes	A,B,F,G	E,I	L,O,V
Preventing Hijack	75	XX	\$20	—	Possibly	B,D,G	E,F	K,L,U,V
Preventing Skyjack	150	XX	\$30	—	Possibly	B,C,D,G	E,F	K,L,U,V
Preventing Piracy	150	XX	\$25	—	Possibly	B,D,G	E,F	K,L,U,V
Losing Shadow (Tail)	10	XX	\$25	—	Yes	A(?),B	E,F,G,I,S	L,N,T,V
Evading Surveillance	75	XX	\$15	—	Yes	A(?),B	E,F,G,I,S	L,N,T,V
Preventing Communication	200	XX	\$15	—	Possibly	A(?),B	E,F,G,I	L,T,V
Preventing Full Investigation	400	XX	\$30	—	Yes	A(?),B	E,F,G,I	L,T,V

Key:

A	identity of human target
B	latest known location of target
C	destination of target
D	identity of object target
E	number of persons present at target site
F	security system
G	number of guards present at target site
H	amount of ransom to demand
I	target may be armed
J	how long to continue tailing
K	police investigation
L	revenge by injured target(s)
M	possible interception
N	surveillance problems
O	occupational hazard
P	group acceptance requirements
Q	special identification, signs, passwords, or rituals
R	special tests or rites
S	consequences of discovery
T	counter-intelligence activity
U	publicity and/or government investigation
V	vendetta by members of associated group
W	false information planted
AA	specialty
BB	operations
CC	analysis division
EE	nature and size of group
XX	protection division
YY	logistics division
ZZ	infiltration division

between parties, especially for assassination.

Counterfeiting: copying an item, usually money, with the intent to cheat someone out of property or money.

Forging: producing an item, not necessarily a copy, to deceive for unfair or unlawful gain.

Estimating Costs: calculating the approximate amount paid or required in payment for a purchase.

Estimating Job Time: calculating the approximate amount of time a job took or will take to perform.

Manufacturing: inventing and/or producing a finished item, usually by an industrial method. It can also mean to make by hand.

Analyzing: separating, for examination and interpretation, a whole item, compound, or problem into its component parts. To state the results of such a study is also part of the analysis.

Duplicating: making an identical copy of an original item or performing an identical function. Duplication is not intended to defraud as counterfeiting is.

Sabotaging Industry: deliberately damaging property or spoiling a process so that productivity is obstructed or functioning is abnormal.

Infiltrating: entering or joining a group or order to better understand it or discover its true objectives and aims. Foreign agency group infiltration pertains to organizations of a hostile or non-hostile government, whether of police, espionage, governmental, or other function. Political group infiltration pertains to foreign or domestic political organizations, activist groups, terrorist groups, and extremist/elitist groups and includes political-religious and religious cults. Criminal group infiltration applies to organized crime associations, smuggling rings, and criminal "brotherhoods," highly organized gangs, etc. Student group infiltration pertains to organizations of politically active foreign or domestic college or university students (and often faculty) involved in subversive or anti-establishment activity, terrorism, etc. Street gang infiltration applies to the penetration of a large, organized urban gang of young persons (possibly with adult leadership) involved in drug dealing, killing, extortion, and other criminal activities.

Passing Secret Information: discovering and relaying the data obtained from penetration of a group. Information obtained must be heretofore undiscovered. It may be verbal or material. Transmission may be by telephone, radio, written message, etc.

Identifying Group Leaders: discovering and relaying, by message or in person, the principal leaders of a group. These identities must have been previously unknown or suspected, and data must be detailed. It should include photographs or sketches, descriptions, names, background information, and so forth, as appropriate.

Revealing Secret Plans: transmitting, by any means, plans of an important nature which the penetrated group wishes to keep secret, and by so doing either preventing the successful fulfillment of the plans or revealing the true nature of the group, or both.

Disabling Major Group Function: destroying individuals or equipment physically, mentally, or otherwise, or making some important plan, purpose, aim, or goal of the penetrated group known, so as to result in the group being incapable of adequately functioning in the area for a period of time commensurate with the overall nature of the group. Disablement must be for some very important purpose or for a period of time not less than one month.

Subverting a Group: altering the infiltrated group by the agent's presence so as to make it much less dangerous, change its purposes to more acceptable areas, or actually become a tool of the agent's masters.

Destroying a Group: causing the infiltrated group to disband, fall apart due to discord or pressure, be broken up by government, police, or public activity, or to physically disable it by destroying individuals and or material objects. Destruction should be permanent, although a similar group under a different name or identity might thereafter be formed. Revealing information can lead to destruction of a group.

Protecting (Body Guard): preventing or reducing the loss of Life Level points of a human target. The prevention of assassination, mugging, or kidnapping of a human target is a bodyguard's job. The human target is to be kept from harm and injury.

Protecting (Blackmail): guarding a human target from public exposure or criminal prosecution for the purpose of gaining payment.

Job Definitions

Appraising: calculating the value of an object or job.

Setting Prices: calculating the price of an object or job that has been appraised. A usual price is the value of the item or job plus profit.

Accounting: keeping track of all the monetary records of an agent or agency.

Collecting Data: recording the events of a mission and all that the agent finds out.

Sentencing: serving as a judge in the field, outside a court of law.

Executing: enforcing or carrying out a sentence in the field.

Assigning: directing an agent to perform a specific job or task.

Selling: giving a specific good or service in return for monetary payment.

Contracting: making deals

Protecting (Extortion): guarding a human target from giving something up by force or by some means of illegal activity.

Guard Duty: preventing an object target from harm or loss. Arson, bombing, theft, and illegal entry are to be prevented when an agent is on guard duty.

Prison Escape: escaping from inside a prison, alone or with others. A prison breakout can occur simultaneously with a prison breakin.

Jail Escape: escaping from inside a jail, alone or with others. A jail breakout can occur simultaneously with a jail breakin.

Preventing Rescue: guarding a human target from being removed, without assassination, from a place of captivity to somewhere else (excluding jail or prison).

Preventing Hijack: guarding a vehicle and its cargo from being stolen.

Preventing Skyjack: guarding an air vehicle from being forced to land someplace other than its intended destination.

Preventing Piracy: guarding a water vehicle from being stolen or stolen from. Also, guarding against any crime on the high seas can be considered preventing piracy.

Locating Stolen Goods: finding illegally taken object targets by searching for them.

Detecting/Tracing Counterfeit Currency: discovering and following the trail of copied money to its source.

Installing Alarms: setting in place a warning device and adjusting it for use.

Losing Shadow: ridding oneself or another of a human target who has followed and kept watch no matter where oneself or another has gone.

Evading Surveillance: cleverly escaping or avoiding a stakeout at a specific location where human targets have been watching for selected human or object targets.

Preventing Communication: keeping a message from being sent or delivered to a selected human target.

Preventing Full Investigation: keeping one or more human targets from collecting all the possible information about a selected human target by tailing, surveillance, and using contacts.

Random Mission Generation

Two random location tables—one for indoor, one for outdoor locations—were included in the TOP SECRET® rule book. The following tables can be used to cover a wider range of locations.

Land Mass

Generate a random number from 1 to 100 to determine the continent or pole where the mission occurs, and generate a second number to determine a more specific region.

Table 13: Land Masses

	Continent		Region
01-39	Asia	01-16	Northern
40-52	Africa	17-32	Eastern
53-74	North America	33-48	Southern
75-82	South America	49-64	Western
83-92	Europe	65-80	Central
93-97	Arctic Ocean	81-00	Off the coast
98-99	Antarctica		
00	Other (sea bottom, orbit, etc.)		

If the adventure is occurring off the coast, generate a number from 1 to 100 to determine the type of structure or vehicle that will be the setting for the mission.

Table 14: Offshore Vessels

Dice Roll	Vessel
01-10	research vessel
11-20	speedboat
21-30	fishing boat
31-40	hydroplane
41-50	oceanliner
51-60	submarine
61-70	houseboat
71-80	yacht
81-90	small island
91-00	suboceanic structure

If the Admin wants the mission to involve a stopped vehicle or a transport station, generate a number from 1 to 100 to determine the type of vehicle or station.

Table 15: Vehicles and Stations

Dice Roll	Location
01-10	monorail/station
11-20	train/station
21-30	subway/station
31-40	taxi/dispatch
41-50	bus/terminal
51-60	ski lift/line shack
61-70	auto/parking garage
71-80	airplane/airport
81-90	helicopter/heliport
91-00	other/other (horseback, jinrichshaw, swampbuggy, balloon, hovercraft, etc.)

Cold Land Mass Options

If the mission is taking place on or around a vehicle or station on a cold land mass, generate a random number from 1 to 100 to determine the type of special vehicle or station.

Table 16: Arctic Vehicles and Stations

Dice Roll	Location
01-10	dogsled/kennel
11-20	snowmobile/shelter
21-30	rescue vehicle/garage
31-40	snowplow/garage
41-50	skis/ready room
51-60	toboggan/storage hut
61-70	airplane/hangar
71-80	helicopter/hangar
81-90	icebreaker/icebound
91-00	other (igloo, chasm, weather hut, etc.)

For random indoor locations in arctic areas, generate a number from 1 to 100 and refer to the following table:

Table 17: Indoor Arctic Locations

Dice Roll	Locations
01-03	bar
04-06	sleeping quarters
07-09	recreation room
10-12	office
13-15	hallway
16-18	latrine
19-21	experiment collection
22-24	movie theatre
25-27	classroom
28-30	laboratory
31-33	infirmary
34-36	workshop
37-39	private quarters
40-42	living quarters
43-45	fortress
46-48	kitchen
49-51	mess area
52-54	exercise room
55-57	gymnasium
58-60	sauna
61-63	reception room
64-66	chapel
67-69	morgue
70-72	laboratory
73-75	dressing room
76-78	maintenance shop
79-81	snow shelter
82-84	weather hut
85-87	animal laboratory
88-90	plant laboratory
91-93	kennel
94-96	storage room
97-99	library
00	other

For random outdoors locations in arctic areas, generate a random number from 1 to 100 and refer to the table below:

Table 18: Outdoor Arctic Locations

Dice Roll	Location
01-04	ice cave
05-08	on top of shelter
09-12	on a snow bank
13-16	graveyard, mausoleum
17-20	snow field
21-24	trail intersection
25-28	near a chasm
29-32	near a crevasse
33-36	ice rink
37-40	shooting range
41-44	curling rink
45-48	dog race track
49-52	snowmobile track
53-56	toboggan run
57-60	expedition outpost
61-64	weather station
65-68	tundra
69-72	snow tunnel
73-76	snow shelter/igloo
77-80	kennel pen
81-84	iceflow
85-88	mountain top/plateau
89-92	ice pressure ridge
93-96	on a glacier
97-00	other

Mission Execution

Contact Reaction Modifiers

The reaction of a contact may be modified by the importance of the information being sought and the condition of the contact.

All information is considered either classified or unclassified.

Unclassified information is divided into two types: general and personal. General information is conversational; the average person will share such data without much prompting. Personal information is related to the contact. Most persons are not as willing to discuss subjects they consider private.

Classified information is divided into three types: confidential, secret, and top secret. Confidential information is the least sensitive. Confidential information can include passwords, names, times, places, and most non-public data. Leaked confidential information or material may cause damage to an individual, group, or nation. Secret information includes scientific and technological developments, military plans, and intelligence operations. Leaked secret information may cause serious damage to an individual, group, or nation. Top secret information includes defense plans, complex cryptographic systems, complex communications intelligence systems, scientific security developments, and technical security developments. Leaked top secret information could cause exceptionally grave damage to an individual, group, or nation.

After the player character chooses one of the nine methods of contact, the contact's trait value is modified according to Table 19: Contact Trait Modifiers before referring to the Contact Reaction Table. If the modified trait value is less than 1 or more than 150, use the indicated result. All modifiers that apply to the situation are added together. If a contact has more than one type of classified information, the modifier for the least public type should be used.

Table 19: Contact Trait Modifiers

Information requested is:	Trait modifier is:
General	-100 or result C
Personal	-50 or result D
Confidential	0 or result E
Secret	+ 50 or result F
Top Secret	+ 100 or result G

Contact is:	
A family person	-35 or result D
Drunk (3+ drinks in 20 minutes)	-25 or result D
Wounded	-15 or result E
Being protected at a distance	+ 15 or result E
Wearing a disguise	+ 25 or result F
In public view	+ 35 or result F

Coverup

A coverup is an effort to conceal something. This 'something' usually is a crime or a scandal that could be embarrassing or dangerous if linked to the agency. A coverup attempt usually is made immediately after a job or mission is finished, and before the getaway. An effective coverup hinders followup investigations, but a sloppy or incomplete coverup may lead police back to the agents. In game terms, a coverup attempt modifies Complication values.

If the agent does not specify the coverup method used, roll percentile dice and refer to Table 20: Quick Coverup. The indicated modifier is applied to the mission's complication die roll.

Table 20: Quick Coverup

Dice Roll	Complication Effect
01-03	reduce 50
04-09	reduce 40
10-17	reduce 30
18-28	reduce 20
29-42	reduce 10
43-58	no modification
59-72	increase 10
73-83	increase 20
84-91	increase 30
92-97	increase 40
98-00	increase 50

For more detail, use either the General or Specific Coverup rule. These rules should not be used together; a general coverup cannot be combined with specific coverups.

When an agent attempts a general or specific coverup, roll percentile dice. If the result is less than or equal to 10 times the agent's level, the coverup is successful and the coverup modifier is subtracted from the complication die roll. If the die result is greater than the agent's level times 10, the coverup attempt is unsuccessful and the coverup modifier is added to the complication die roll. Level 10 agents have a 95% chance to coverup successfully. Agents above level 10 have a 99% chance for success. Only one general coverup tactic can be used in a situation. Specific coverup tactics can be combined, but a separate success dice roll must be made for each.

Some discretion must be used in coverup attempts. For example, agents cannot plant evidence incriminating someone else unless the evidence was acquired or manufactured earlier.

Table 21: General Coverup Tactics

Modifier	Tactic
50 + (1-10)	Frame up. Shift blame or suspicion to someone or somewhere else by planting misdirecting clues.
45 + (1-10)	"It was an accident." Disguise operation as a natural occurrence or random event.
40 + (1-10)	Clean sweep. Comb jobsite to remove all incriminating materials or clues.
30 + (1-10)	Sanitize. Remove all references that might identify the source or motive of an action, or places and people involved.
25 + (1-10)	Misinformation. Plant false or misleading information to confuse or shift possible motive.
20 + (1-10)	Heist. In the case of an assassination, remove the target from the jobsite.

10 + (1-10) "They went that-a-way." Leave clues that will send pursuers in the wrong direction.

Variable Consider similar tactics when assigning modifiers for new coverup methods invented by an agent.

Table 22: Specific Coverup Tactics

Mod.	Tactic
10	Wipe all surfaces for fingerprints
5	Vacuum, sweep, or mop jobsite for hairs, soil, and trash
5	Leave obvious getaway traces leading wrong direction
3	Leave rope, ladder, or climbing device hanging out a window
2	Tape door latches to prevent locking
4	Loosen man-size gratings or access panels
3	Open (or lock) windows or doors from most unlikely side
35	Fake suicide (leave death weapon within reach)
40	Fake self-defense killing (two or more bodies involved)
10	Remove bullets to prevent ballistics analysis
40	Leave confusing messages from "victim"
45	Plant someone else's possessions as clues
25	Rob victim or commit unrelated crime to conceal motive
20	Destroy target or weapon and disperse over wide area
40	Fake a natural death
35	Fake an accidental death

If agents devise new coverup tactics, assign a modifier based on the modifiers for similar, listed actions.

Getaway

If the getaway from the scene of a mission is not played out, the following abstract rule can be used. Table 23: Getaway shows the traits that are involved in the attempt. Add together the listed traits, and divide the sum by the number of traits involved. The result is the getaway value. Then roll percentile dice. If the dice roll is higher than the getaway value, the getaway attempt fails and the agent is captured. Several getaway methods can be linked in succession, but all must succeed for the agent to escape. The length of time spent on each method is chosen by the agent. Assuming a new I.D. or holing up take more game time than other methods. Remember that police usually capture agents before enemy forces find them.

Table 23: Getaway

Method	Formula
Backtrack	Courage + Evasion, divided by 2
Take Hostage &	Knowledge + Charm + Coordination, divided by 3
Vehicle Confiscate Vehicle	Knowledge + Coordination, divided by 2
Hole Up	Physical Strength + Willpower + Charm + Deception, divided by 4
Assume New I.D.	Knowledge + Willpower + Charm + Courage + Deception, divided by 5
Set Up Decoy	Knowledge + Willpower + Courage + Deception, divided by 4
	Create Diversion
	Physical Strength + Knowledge + Charm + Coordination + Courage + Evasion, divided by 6

To use Decoy or Hostage and Vehicle tactics, a contact or an assistant must be available. When escaping in a vehicle, the agent's own vehicle cannot be used. When holing up or creating a diversion, one to five significant pieces of equipment must be left behind. To assume a new identity, the agent must have and use a costume or forged identification.

A chase may occur when agents backtrack, escape in a vehicle, or set up decoys while attempting to get away. If decoys were set up, only a fraction of the pursuers will follow the agent. For example, if two decoys are used, the pursuers must choose between three possible suspects. In this case, only one out of every three pursuers will follow the Agent.

To determine whether the agents elude their pursuers, randomly generate a number from 1 to 100 and add it to the pursuing vehicle's speed (in miles/hour), if vehicles are being used. Add the agent's vehicle's speed to the agent's Evasion value. If the agent's total is higher than the pursuer's, the agent escapes. Otherwise, the agent is surrounded and captured unless he can use evasive tactics found in the TOP SECRET® rules under Path Obstructions or Explosive Use Against Vehicles.

Diplomatic Immunity

Government-employed intelligence officers or case officers are often placed in embassies throughout the world. They are legal operators overtly collecting information by reading local newspapers and monitoring public broadcasts. The gathered information may be passed on by diplomatic pouch or via radio using a diplomatic code. The diplomatic pouch can be anything from letter size to trunk size, and cannot be legally searched by the host country. Captured agents and informers have been shipped home drugged and tied inside padded containers.

Employees of an embassy cannot be arrested for minor infractions of the law. Individuals can be hidden within embassies since embassies cannot be legally searched by the host country. Hence, embassies are a form of sanctuary for agents and defectors.

Persons, usually local natives, who assist case officers are known as agents. Agents perform covert actions and operate illegally. A case officer rarely is convicted of espionage, but may be asked to leave a diplomatic post or be expelled from the country. An agent can be arrested and tried for espionage. Case officers usually are in charge of more than one operation at a time.

Sometimes a case officer will be in charge of operations in countries bordering the country where she lives. Agents under this case officer must cross a border to meet their operator. The operator stays at a safe distance from the country being spied on. Operators may hire independents or foreigners for one-of-a-kind operations. If caught, such foreign nationals would be tried as spies even more readily than local natives working for a foreign national operator.

Debriefing

Additional Complications

Four new types of complications (T, U, V, W) are offered here, in addition to the five (K, L, M, N, O) described in the TOP SECRET® rule book. These new complications can be added to the missions in the original rules as needed. The chance that complications will develop is determined as usual.

Table 24 T: Counter-Intelligence Activity

Dice Roll	Complication
30 or less	Discovering identities of agents responsible becomes main goal of target group
31-50	Agents' identities discovered and dossiers circulated
51-70	Agents put on extermination list and assassination attempt will be made in 1-10 weeks
71-85	Agents and their operator are put on extermination list and assassination attempt will be made in 1-10 weeks

86-90 Bureau penetrated and double agent insinuated; all Bureau missions will be compromised (targets and objectives known to 10-90 percent accuracy; specific mission not discovered by double agent on roll of 00) until agent is discovered and eliminated. This double agent can be either an NPC or a willing player character.

Table 24 U: Publicity and Government Investigation

Dice Roll	Complication
40 or less	Existence of bureau hinted at, but no real data exposed and little actual harm done
41-70	Coverup successful, but agents concerned must operate in a foreign area for 1-10 months. Agents must work in a different bureau and missions must take place in a region other than where the coverup occurred
71-85	Unfavorable results. No bureau bonuses are awarded in the affected bureaus for the next 1-10 missions
86-89	Agents involved must either retire or transfer to another bureau
90	Agents' identities are so compromised and well known that total retirement is necessary

Table 24 V: Vendetta by Members or Associated Group

Dice Roll	Vendetta
20 or less	No information can be found leading to the agents, so vendetta is dropped
21-50	One agent (admin's choice) is suspected. An assassination attempt will be made in 1-10 weeks

51-70	All agents involved are identified. Assassination attempts will be made on each agent in 1-10 weeks
71-80	Bureau(s) involved are identified. Headquarters will be attacked by bombs or arson in 1-10 weeks
81-87	Assassination attempts will be made against all involved agent(s), headquarters will be bombed or attacked by arson, and opponents cause publicity and government investigation (complication U) to begin or be renewed, all within 1-10 weeks
88-90	Full-scale vendetta begins, lasting indefinitely. All agents involved will be targets for assassination whenever their location is known. Arson and bomb attacks will occur on all known headquarters. Vendetta continues until opposition (agents or bureau) no longer exists.

Table 24 W: False Information Planted

Dice Roll Plant

50 or less

False information is not important compared to balance of data, but no monetary bonus will be paid because of it

51-70 False information delays usefulness of remaining data; no bureau bonuses in cash or experience are awarded

71-80 Information useless. All experience and payment for mission are forfeit

81-87 Agents discovered by tracing false information; assassination will be attempted

88-90 False information used to cast doubt on involved agents' loyalty, agents are accused of being enemy and/or double agents; unless special steps to prove loyalty are successful, agents will be deemed ineffective and forced to retire permanently from their agency

Complications are a good way to control and discipline agents. If agents are continually paying off crooked cops, appearing in court, dodging private investigators, and losing expensive equipment because of their violent tendencies, violence may subside. (Imagine being shadowed by an unknown number of private eyes, who always show up at the least convenient moments during a mission.) The cost of stolen and lost equipment adds up, and may lead an agent to financial ruin.

Consider all losses suffered due to complications to be permanent. Such losses may not be recovered after a mission is completed.

Computer Information

Agents requesting classified information from computers at agency headquarters should not be given answers immediately. An answer (if there is one) takes 1-10 hours to be delivered to the agents. The number of questions answered per day should not exceed the agent's experience level; for example, a 3rd level investigator can ask the agency computer up to three questions a day. The Admin need not give away critical information to an agent just because he makes a request of the agency computer.

Use of Special Agency Forces

Agents should not be allowed to use or control military ordnance, military resource, or military personnel. If the agency or government had wanted military involvement, it would not have sent in a secret agent. Requests for spy plane or satellite photography and analysis of an area while on a mission will usually be denied (Admin's discretion), although such information may be available during a briefing.

When an agent determines that an assault force is needed to complete a mission, he contacts his agency. If

the Admin agrees there is no other way to complete the mission, special agency forces may be sent. Special forces should not be sent more than once per mission. Members of a special agency force are faceless zero-level non-player characters, with all Primary Personal Traits equal to 50.

The maximum number of special agency force members issued to an agent equals the agent's experience level. For example, a 3rd level investigator and a 5th level assassin decide the only way to get inside a mountain citadel is to create a diversion and then assault in mass. They contact their agency and request paratroopers with skis who will land on top of the mountain and attack as they ski down. If the agency approves this plan, $(5 + 3 =)$ eight paratroopers arrive by air 1 to 10 hours later. Each paratrooper is a copy of the others. They have the same clothing, equipment, and weapons. Special agency forces are notorious for serving as cannon fodder and shielding player characters from certain death. Bullets fired by the opposition always hit special agency force members before they hit player characters.

Agents who fail to complete their mission after calling in special agency forces will be given only half as many special force members the next time they make a request. The administrator must keep track of how many special agency force members are available to each agent.

Contacts, Informers, and Safehouses

The chance that an agency has contacts, informers, or a safe house in the capital city of any nation depends on the alignment of the nation and the agency. Roll percentile dice three times (once for contacts, once for informers, and once for a safe house) and compare the results to the values on Table 25: Contacts, Informers, and Safe Houses.

Table 25: Contacts, Informers, and Safe Houses

Agency	Nation		
	Western Bloc	Eastern Bloc	Third World
Western Bloc	90%	70%	50%
Eastern Bloc	70%	90%	50%
Third World	50%	50%	30%

Agents will be told how to contact a safe house, if one exists, by their employer. Contacts are used to deliver agency messages to agents. Informers can be very helpful. They are usually found only after agents visit a safe house in that region.

Prisoner Exchanges

If a character fails to evade police, fails to charm the court and fails to make a surprise jail break, the character is sent to prison for 1 to 100 years. Instead of an attempted prison break-in to free the character, a prisoner exchange may be arranged. There is a 10% chance per agent level that the agent's home government or organization will bargain for his release. There also is a chance that the captors may not want to trade or are too bound in red tape or inefficiency to be able to make a prisoner exchange. A 10th or higher level character has a 95% chance of being traded. Roll percentile dice against this chance once each game year until the character either is freed or dies. For example, a third level agent has a 30% chance of being traded each year. The roll can be made the first day of the prison term and on the anniversary of that day each year. Each character must be traded individually even if released simultaneously with other characters. The value of a character in trade can be established by the following formula:

1 character level = 10 civilians = 100 exit visas = \$10,000

A 3rd level investigator could be traded for 30 civilians, 300 exit visas, or \$30,000. Other combinations are possible including: a 1st and 2nd level agent; 20 civilians and \$10,000; or another third level agent. Physical objects and services can also be traded if a dollar amount can be established for the item. The

term "civilian" can apply to military prisoners-of-war and political prisoners. Defectors cannot be part of a trade (and probably would not be wanted anyway). Both parties must agree to the terms of a trade. Prisoner exchanges involving non-government captors are unlikely to succeed. Governments are not likely to deal with terrorists.

Gambling Devices

Roulette. In the United States the wheel has 38 spaces, including 0 and 00. In Europe the wheel has 37 spaces, including 0. Bets are paid as if there were 36 numbers on the board. The bettor chooses one of the bets on the roulette table (listed below). An amount of money (usually in casino chips) is spent (considered lost) on the bet. Percentile dice are rolled. If the number rolled is less than or equal to the percentage chance to win, the character wins and is paid an amount of money equal to the amount spent times the appropriate multiplier. If the number rolled is greater than the chance to win the money spent is considered lost. If several players are betting at the same roulette table, roll percentile dice for each placing a bet. House limits usually are \$1,000 per bet.

Table 26: Roulette

Bet	Chance of Winning	Payoff
Any single number	3%	\$ × 36
Any two numbers	5%	\$ × 18
Any three numbers	8%	\$ × 12
Any four numbers	11%	\$ × 9
Any five numbers	13%	\$ × 7
Any six numbers	16%	\$ × 6
Any twelve numbers	32%	\$ × 3
Red, Black, Odd, Even, High, or Low	47%	\$ × 2

Slot Machine. Three-reel machines have 8,000 possible combinations. Out of these, 1,169 are winners, paying 3 to 85 times the number of coins or chips put in. For every 8,000 coins or chips bet, 5,957 are paid back (about a 75% payoff). To play the slots, a single coin or chip is spent. Percentile dice are rolled for each reel on the machine to determine what figure appears in the window of that reel. The figures are read in order from reel 1 to reel 3. If the combination appears on the Table 28: Winning Combinations, the amount bet in coins or chips (\$) is multiplied by the payoff and paid out to the player. Only one player can play a slot machine at a time.

Table 27: Slot Machine Symbols

Reel 1	Reel 2	Reel 3	Symbol
01-05	01-15	01-05	Bar
06-10	16-30	06-20	Bell
11-35	31-35	21-45	Plum
36-50	36-65	46-80	Orange
51-85	66-00	-	Cherry
86-00	-	81-00	Lemon

Table 28: Winning Combinations

Reel 1	Reel 2	Reel 3	Payoff
Bar	Bar	Bar	\$ × 85
Bell	Bell	Bell	\$ × 18
Bell	Bell	Bar	\$ × 18
Plum	Plum	Plum	\$ × 14
Plum	Plum	Bar	\$ × 14
Orange	Orange	Orange	\$ × 10
Orange	Orange	Bar	\$ × 10
Cherry	Cherry	Lemon	\$ × 5
Cherry	Cherry	Bell	\$ × 5
Cherry	Cherry	Anything	\$ × 3

Picking Pockets

In a public area with several people milling about, or when the pickpocket can get within reach of a victim, pocket picking can occur. Compare the pickpocket's Surprise value to the victim's Surprise value. If the victim's value is equal to or higher than the pickpocket's value, the victim's pocket cannot be picked without his knowing it. If the pickpocket's value is 1 to 25 points higher than the victim's, he can only pick the victim's pocket by bumping or noticeably touching the victim.

(The victim will know he has been touched but may not know he's been robbed until he checks later.) If the pickpocket's Surprise value is more than 25 points higher than the victim's, there is a 95% chance of the victim will not notice the theft. On a percentile dice roll of 96-00 the victim is aware of the filch but may choose not to respond immediately.

Only one pocket location may be picked per meeting. A pocket may be empty, it may contain only useless items, or there may be no pocket there at all. Necklaces, earrings, bracelets, watches, purses, and other hand-carried bags may have a clasp, lock, or buckle that must be deactivated first. The security ratings on such devices range from 1 to 10. Money belts have a security rating of at least 20. Stealing from a hand-carried purse or bag gains one item per successful attempt. Stealing a purse, a hand bag, something from a person's hand, or an article of clothing is not considered pocket picking.

Counterfeiting

Counterfeit money cannot be used to buy equipment at the start of a mission, nor should it be used to buy more bogus money. People who deal with funny money know it when they see it.

TRAVELLING

The simplest way to schedule travel is by scheduled public transit. For example, a character could schedule travel by bus or train. The character would need to know the schedule and the route. The character would also need to know the fare and the time of travel. The character would also need to know the location of the transit station.

The character could also schedule travel by private vehicle. For example, a character could hire a car or a truck. The character would need to know the location of the vehicle and the time of travel. The character would also need to know the fare and the time of travel.

The character could also schedule travel by air. For example, a character could fly on a commercial airline. The character would need to know the location of the airport and the time of travel. The character would also need to know the fare and the time of travel.

The character could also schedule travel by sea. For example, a character could sail on a ship. The character would need to know the location of the port and the time of travel. The character would also need to know the fare and the time of travel.

The character could also schedule travel by land. For example, a character could walk or drive. The character would need to know the location of the destination and the time of travel. The character would also need to know the fare and the time of travel.

The character could also schedule travel by air. For example, a character could fly on a commercial airline. The character would need to know the location of the airport and the time of travel. The character would also need to know the fare and the time of travel.

The character could also schedule travel by sea. For example, a character could sail on a ship. The character would need to know the location of the port and the time of travel. The character would also need to know the fare and the time of travel.

The character could also schedule travel by land. For example, a character could walk or drive. The character would need to know the location of the destination and the time of travel. The character would also need to know the fare and the time of travel.

3. International Health Certificate Inspection Area Agents are also familiar with appropriate health certificates and the requirements for them. Agents should be familiar with the requirements for health certificates and the requirements for them.

TRAVELING

Scheduled Vehicle Travel

The simplest way for agents to travel is by scheduled public transportation—aircraft, ship, train, or bus. Initial travel arrangements and tickets will normally be provided by their agency, but any other travel must be handled by the agents themselves as the need arises.

The following general information is used throughout this section:

Distance

Distance from place to place can be found many different ways. Rulers used on a flat world map can give only approximations. Using a cloth tape measure on a globe is more accurate than measuring on a flat map. The most accurate way of finding the distance between two points is by using mileage charts from atlases and almanacs. Table 29: Air Distance is a sample of such a chart.

Table 29: Air Distance

(Distances are listed in statute miles.)

	Cairo	New York	Paris	Rio	Rome	Tokyo
Cairo	—	5,602	1,995	6,146	1,320	5,935
New York	5,602	—	3,624	4,817	4,281	6,740
Paris	1,995	3,624	—	5,699	697	6,034
Rio de J.	6,146	4,817	5,699	—	5,684	11,533
Rome	1,320	4,281	697	5,684	—	6,135
Tokyo	5,935	6,740	6,034	11,533	6,135	—

Table 30: City Population Size Codes

City Population

5,000,000 or more
1,000,000 - 4,999,999
500,000 - 999,999
100,000 - 499,999
50,000 - 99,999
10,000 - 49,999
5,000 - 9,999
1,000 - 4,999
500 - 999
1 - 499

City Size Code

A
B
C
D
E
F
G
H
J
K

Examples

New York, Paris, Tokyo, Cairo
Rome, Casablanca, Rio de Jan.
Palermo, Jidda
Daytona Beach, Hiroshima
Curupachi, Akreiji

Scheduled Vehicle Availability

The base percentage chance that direct scheduled transportation is immediately available from one city to another is found on Table 95: Scheduled Vehicle Availability. Trip availability includes such details as bad weather, overbooking, strikes, etc. Modifiers are applied to the base chance. After the availability of a trip is determined, the number of hours until the next trip departs is found on Table 32: Next Departure, immediately following.

To use this table, determine the City Size Code that corresponds to the population of the city from which the agents plan to depart. Find this code in the left hand column. Determine the City Size Code of the city to which the agents plan to travel. Find this code in the top row. Cross-reference the two codes to find the base percentage chance; modify as shown below.

Table 31: Scheduled Vehicle Availability

	A	B	C	D	E	F	G	H	J	K
A	70	60	50	40	30	20	10	0	0	0
B	60	60	50	40	30	20	10	0	0	0
C	50	50	50	40	30	20	10	0	0	0
D	40	40	40	40	30	20	10	0	0	0
E	30	30	30	30	30	20	10	0	0	0
F	20	20	20	20	20	20	10	0	0	0
G	10	10	10	10	10	10	10	0	0	0
H	0	0	0	0	0	0	0	0	0	0
J	0	0	0	0	0	0	0	0	0	0
K	0	0	0	0	0	0	0	0	0	0

Table 32: Next Departure

	A	B	C	D	E	F	G	H	J	K
A	1	2	3	4	5	6	7	8	9	10
B	2	3	4	5	6	7	8	9	10	11
C	3	4	5	6	7	8	9	10	11	12
D	4	5	6	7	8	9	10	11	12	13
E	5	6	7	8	9	10	11	12	13	14
F	6	7	8	9	10	11	12	13	14	15
G	7	8	9	10	11	12	13	14	15	16
H	8	9	10	11	12	13	14	15	16	17
J	9	10	11	12	13	14	15	16	17	18
K	10	11	12	13	14	15	16	17	18	19

Scheduled Modifiers

- + 10 Voyage originates in Western Bloc Nation.
- + 0 Voyage originates in Eastern Bloc Nation.
- 10 Voyage originates in Third World Nation.
- + 10 Voyage terminates in Western Bloc Nation.

- + 0 Voyage terminates in Eastern Bloc Nation.
- 10 Voyage terminates in Third World Nation
- + 0 Ticket is purchased less than 7 days in advance.
- + 5 Ticket is purchased 7 to 29 days in advance.
- + 10 Ticket is purchased 30 or more days in advance.
- + 5 Ticket is for First Class Fare.
- + 0 Ticket is for Coach Class Fare.
- 5 Ticket is for Standby Fare.

Example: New York is City Size A. Akreiji, Mauritania, is City Size E. The base percentage chance of a scheduled trip available between them is 30%. New York is in a Western Bloc nation (+ 10); Akreiji is in the Third World (-10). A First Class Fare (+ 5) was purchased, but not 7 days or more in advance (+ 0). The current percentage chance that a trip is available today is 35% (30 + 10 - 10 + 5 + 0). Roll percentile die. If the value rolled is 35 or less, a direct trip is available. If the value rolled is 36 or higher, no direct trip is available.

Voyage availability can be found independently for each character or calculated once for an entire party as desired by the player characters.

Departure Times

To determine the time between trips in hours, find the City Size Codes for the departure and arrival cities and cross-reference their row and column. To find the time until the next trip departs, roll one 20-sided die. If the result is equal to or greater than the time between trips, the agent has just missed the flight and must wait the full time as shown on the chart, then the roll represents the number of hours until the next trip departs.

The number of trips available in a single day can be calculated by adding the time until departure to the times be there is only one trip available each day. That trip leaves each day at the same time (as indicated by the first check of Table 32: Next Departure).

Indirect Travel

If a direct trip is not immediately available, the players may either try to find an available direct trip to a city near the intended destination, or find an indirect connection. An indirect connection stops at least once at a designation somewhere between the city of origin and the destination. Calculate each leg of the voyage as a separate trip, using the above procedures. Layovers at the various stops are calculated using the *Departure Time* rules. There is no limit to the number of connections an agent may make to reach his goal.

The International Concourse

In a campaign with a broad international scope, agents will frequently find themselves traveling by air. When agents arrive or depart by air from a foreign country at a major airport, they must pass through the International Concourse. This standard International Concourse can be used for any airport in any country. The administrator should feel free to design specific encounters for the Concourse, or develop a different airport for a specific mission.

The International Concourse map in this module is used with the following key for all international airport and customs encounters in this adventure.

In this section, there are three types of characters:

Inspectors/Officials (IC1), Guards (IC2), and Supervisors (IC3), noted on the map by "I," "G," and "S" respectively. Use the statistics from the Personnel Table for encounters with these characters. In addition to the characters noted, there are three plainclothes guards (also IC2) roaming the Concourse. They will arrive 1-100 seconds after the start of any incident. All International Concourse personnel speak their own language at 80 and English (if that is not their native tongue) at 40. There is a 25% chance that any other language is spoken at 40.

Encounter Key

1. **Ramp from arriving international aircraft.**

2. **Customs Declaration Form**

Tables: Tables, chairs, declaration forms, and writing utensils are available. A sign stating the limits of non-duty imports is posted: no more than 2 liters (quarts) of wine, 1 liter (quart) of liquor, 200 cigarettes or 275 grams (8.75 oz.) of tobacco, and 50 grams of perfume.

Each agent must write down or tell the Admin the actual number of suitcases/bags he is carrying, any items to be declared, any items he is attempting to conceal or not declare, and where and how such items are hidden. The Disguise bonus to Deception (if any) of concealed items should be calculated.

Completing the form will take 1-10 minutes.

3. **International Health Certificate Inspection Area:** Agents are normally provided with appropriate documents for this area, and this should be assumed unless the Administrator has specific reasons for doing otherwise.

Standing in line takes 1-10 minutes. If there is a problem, agents will be detained and questioned 1-100 minutes. If an agent cannot or will not produce a certificate, and refuses inoculation, he will be quarantined indefinitely or placed on the next plane back to the country of his origin.

4. **Quarantine Room:** Persons encountering problems in Area 3 are taken here.

5. **Medical Examination Room:** Any necessary inoculations are given here. This will take 1-20 minutes.

6. **Passport Inspection Area:**

Agents will normally be provided passports and visas for the countries to be visited. If this has not been done by the agency, a 48-hour visitor visa can be issued on the spot. Work and tourist visas (good for 2-4 weeks) can be obtained in the airport for a 1-100 minute wait. In some countries, visas can be extended by contacting your home embassy.

Standing in line takes 1-10 minutes. There is a 10% chance (5% in Third World countries) that an agent will be challenged with routine questions by an Immigration Official. If a challenge is indicated, the Admin can ask questions like "What is your occupation?" or "Where will you be staying?" If the agent is attempting to conceal information, he must attempt to Con the official. If he fails his Con attempt, he is Detained. (See Detention.) Roll percentile dice again. There is a 2% chance that the official becomes suspicious and Detains the agent anyway.

Passports and documents should be in order, but there is a 2% chance of some inadvertent passport error that will result in Detention; roll percentile dice. If the agent is traveling under a forged or fake passport from the country he is entering, there is a 5% chance that this will be detected, resulting in Detention followed by Arrest.

An attempt to bribe the immigration official to ignore passport problems is 50% likely to succeed in the West, 60% likely to succeed in the East, and 90% likely to succeed in the Third World. The Bribe Modifier (see below) is X30. Failure of a bribe attempt results in Detention followed by Arrest.

7. **Immigration Detention Area:** Persons encountering problems with passports or visas are taken here.

8. **Diplomatic Offices:** Diplomats and agents posing as diplomats enter here for immigration and customs inspection. They are immune to

inspection and search. Should officials have good and clear reason to believe that persons claiming to be diplomats are acting illegally, they can be refused admission to the country and returned on the next flight.

9. Luggage Claim Area: Passengers must wait 1-20 minutes for their baggage to arrive from the incoming aircraft before proceeding to Customs.

10. Lost Luggage Claim Area: There is a 3% chance for each piece of luggage per flight of being lost on a scheduled commercial airliner. If lost, there is a 97% chance that it will arrive on the following flight from the agent's departure point. (See Departure Times under Scheduled Vehicle Availability) If the luggage does not arrive on the next flight, roll again for each subsequent flight until it does arrive. If the luggage has not arrived by the second subsequent flight, there is a 3% chance it is permanently lost.

11. Customs Inspection Area: Agents traveling by air normally pick up their checked luggage before proceeding to Customs Inspection. The agency will have normally provided the necessary weapons permits. There is a 1-10 minute delay before an agent reaches an inspector.

The chance of each piece of luggage being inspected is:

- 15% Eastern Bloc
- 10% Western Bloc
- 5% Third World

If the agent carries no luggage, there is a 50% chance that the agent himself will be searched. Search of the agent or luggage takes 1-10 minutes.

The chance of finding each hidden item = Modified Deception Value of the Agent - Inspector Knowledge. If a d% roll is less than or equal to this

Reaction Codes

- A—Tax (20% of value) charged on amount over limit; failure to pay results in confiscation.
- B—(See Detention.)
- D—Arrest for formal charges. (See Arrest.)

An agent who is caught with contraband may attempt to either Con or Fascinate the inspector (but not both), and/or attempt to Bribe the official, using the table above. A Bribe Result of A or B indicates success (delay of 1-10 minutes), a Bribe Result of C results in Detention (but see Detention for modifier), and

Table 33: Contraband

Item	Reaction Code	Con/Fascinate Modifier	Bribe Modifier
Food, tobacco, liquor, perfume (over limit)	A	+ 30	X20
Illegal drugs	B,C,D	0	X1
Weapons, espionage equipment, etc. (without permits*)	B,C,D	0	X1
Undesirable literature**	B,C	+ 10	X5
Other Goods**	A,B	+ 20	X10
Currency***	B	+ 20	X10

* Some items may not be allowed even with permits at the Admin's discretion.

** Admin's discretion.

*** Excess foreign currency may be exchanged at the entry points.

Note:

The Con/Fascinate Modifier is added to the agent's trait value for determining the effect of bribing a customs official. See the TOP SECRET® rules, pp. 13/15.

results of D or E lead to Detention followed by Arrest for attempted bribery. The chance that a customs official can be bribed is identical to the chance that an immigration official can be bribed (see Immigration).

13. Contraband and Confiscated Materials Security Area: Persons encountering customs problems are taken here.

14. Contraband and Confiscated Materials Security Area: The door is locked (-/40) and alarmed (-/25).

15. Currency Exchange Kiosk: Currency can be exchanged here at official exchange rates.

16. Car Rental Agencies. (see Automobile Availability.)

17. Telephones.

18. Rented Car Stop.

19. Taxicab Stop. (See Taxicab Availability.)

20. Bus Stop. (See City Travel.)

21. Hotel Limousine Stop. (Fare to any hotel is \$2-10.)

22. Snack Bar.

23. Ticket Counter and Luggage Check. (See Scheduled Voyage Availability.)

24. Departure Customs Inspection Area: Use the same procedures as for incoming customs inspection. (See locations 12,13, and 14 above.)

25. Metal Detectors: Agents must pass through a metal detector when boarding a scheduled commercial airline. Firearms can be boxed and taken aboard as checked baggage (secret agents know this).

Items that cannot be carried or transported without special permission include explosives, compressed gases, flammable liquids and solids, oxidizers, poisons, corrosives, loaded firearms, and radioactive materials.

There are special exceptions for small quantities of medicinal and toilet supplies carried in luggage and smoking materials carried on the person. Airports where crises have occurred, or airports in war zones, are particularly strict. The Admin should beef up security in those airports as necessary, including significantly increasing the chance of customer inspection.

There is a 90% chance that any ferrous metal carried through a metal detector will set off an alarm. Use the Customs Table to determine reaction and response. Carrying a weapon will normally result in Detention and Arrest.

In Third World nations, the metal detector is replaced by a physical search of the agent. Disguise factors should be used to determine the success of such searches.

If weapons or hazardous materials are not confiscated, there is a 50% chance that the authorities 27.

Ramp to Departing International Aircraft.

Detention

If an agent is detained at any step, he is taken to the appropriate detention area for questioning. Questioning will always take 1-100 minutes, regardless of outcome. If the agent has nothing to hide, the delay is all that will occur. If the agent does have something to hide, the agent may first attempt to Fascinate or Con the questioner (but not both), then attempt to Bribe his way out of the situation. The modifiers from the Customs Table are used in resolving

such Bribe attempts. Should these attempts fail, the agent may attempt to escape by getaway. Roll percentile dice and compare the result tent's Evasion value is higher, the escape is successful, and the police will pursue (see Police in the TOP SECRET® rule book) after 1-20 minutes. If the agent is arrested, use the Arrest by Police rules in the TOP SECRET® Rule Book, pg. 41.

Border Crossing, on Roads

At road checkpoints, depending on the volume of traffic, the road will separate into several lanes, each barred by a gate. The agent will have to wait 1 to 10 minutes. (The agent may choose to walk across a border but the wait is still 1 to 10 minutes.) One to three inspectors from both countries will approach the vehicle, ask for necessary health, immigration, and customs forms, and inspect each form as required. They will also ask for the agent's driving license. It is assumed that each agent possesses an international driver's license. If the agent does not, the agent will be fined \$50-\$150 and requested not to drive further. The chance that the vehicle and its contents will be inspected is the same as in Area 12 of The International Concourse. Use the tables and formulas from The International Concourse to determine events and reactions.

If a vehicle attempts to drive through a checkpoint before or during an inspection, one or more officials will fire warning shots. They will automatically assume that such an act is deliberate. If the vehicle fails to stop, armed officials from both countries will open fire on the vehicle's tires. If this fails to stop the vehicle, they will give pursuit. One or two vehicles, with two officials from each country, will chase the offensive vehicle while the remaining officials relay a description of the vehicle to police on the road ahead. Within 1 to 10 minutes, roadblocks will be set up along main roads within 20 miles of the checkpoint. Secondary roads within the same area will be covered within 30 minutes.

If the vehicle is brought to a halt, the occupants will be Arrested. The vehicle, its passengers, and all the contents of the vehicle will be thoroughly searched.

Air Travel

Air travel generally occurs from airport to airport. Some small planes are equipped to land only on water, some on land or water, and most on land. Scheduled commercial aircraft are designed to take off and land on paved runways.

Scheduled Flight Duration

Jet airliners on a long-haul overseas flight have a range of 5,000 miles and an average speed of 500 miles per hour. This means that a jet could stay airborne for a maximum of 10 hours before needing to refuel. Refueling involves unloading the passengers, and lasts 30-130 minutes. *Exception:* Concorde have a range of 4,200 miles at an average speed of 1,200 miles per hour. This means the Concorde can stay airborne for 3 1/2 hours. Concorde serve only a few cities.

Medium- and short-haul non-overseas flights generally use jet airliners with 500 or 1,500 miles. They also fly at 500 miles per hour, but must land for refueling once every 6 and 3 hours, respectively. Light aircraft, turboprops, and helicopters are rarely used for scheduled commercial flights, but may be used on short unscheduled shuttle flights. Third World airlines often use propeller-driven aircraft with ranges of 1,500 miles at speeds of 250 miles per hour.

Scheduled Flight Cost

Tickets for commercial scheduled flights cost \$.40 per air mile on a flight less than 250 miles, \$.20 per air mile on a flight of 251 to 750 miles, \$.15 per air mile on a flight of 751 to 1,500 miles, and \$.10 per air mile for a flight over 1,500 miles. Tickets for a flight on a Concorde cost \$.25 per air mile no matter how long the trip. Tickets purchased as a Standby Fare (on a substitute basis only) or purchased 30 or more days in advance will cost \$.05 per air mile less. \$.05 per air mile if the ticket is purchased as a First Class Fare, or purchased fewer than 7 days in advance. The cost of an indirect flight is the sum of the costs of each leg.

Water Travel

Water travel generally occurs from port city to port city, but may extend to unpopulated areas if the water is deep enough. Water vehicles can be designed for ocean travel, inland waterway travel, or both. Scheduled commercial watercraft are designed to pass through most of the world's canals. If an agent wishes to travel by commercial watercraft, he can buy a ticket on a scheduled voyage.

Voyage Departure Time

Voyage departure times for scheduled water travel are found using the Departure Time rules, but the time is measured in half-days rather than hours.

Scheduled Voyage Duration

Oceanliners have a range of 5,000 miles, and an average speed of 30 miles per hour. Hydrofoils and hovercraft can skim across water at an average speed of 50 miles per hour, and have a maximum range of 250 miles.

Scheduled Voyage Cost

Tickets for commercial scheduled voyages cost \$.20 per water mile on a trip of less than 250 miles, \$.10 per water mile on a trip of 251 to 750 or 1,500 miles, and \$.05 per water mile for a trip of over 1,500 miles. Subtract \$.03 per water mile for Third Class Accommodations or for tickets purchased 30 or more days in advance. Add \$.03 per water mile for First Class accommodations, or if the tickets were purchased fewer than 7 days in advance.

Ferries

Ferries are available at logical locations where land travel would be interrupted; for instance, across the English Channel. Ferry cost is \$5-\$15 per person plus \$10-\$30 per motor vehicle. The average wait for a ferry to arrive is 1-100 minutes. The average ferry crossing time is 10 + 1-100 minutes. Aboard a train, bodies of water must be bypassed or crossed on a ferry connection. No additional charge is made for train passengers crossing on a ferry.

Trains and Buses

Trains are used more in Europe, Japan, and the Soviet Union than in the United States. Europeans are more likely to ride on trains than to drive automobiles or fly. Trains stop only at train stations to take on or let off passengers. Most Western and Eastern Bloc passenger trains travel at an average speed of 50 miles per hour at a rate of \$.10 per rail mile. Trains in Third World nations travel at an average speed of 25 miles per hour at a rate of \$.05 per rail mile. Subtract \$.03 per rail mile if ticket is a Third Class Fare or purchased 30 or more days in advance. Add \$.03 per rail mile if ticket is a First Class Fare or purchased less than 7 days in advance.

The French *train de grande vitesse* (TGV) is a high-speed train with an average speed of 150 miles per hour. In Japan, most major cities are linked by high-speed bullet trains that also travel 150 miles per hour. In France and Japan, fares on these trains are \$.25 per rail mile. The United Kingdom's Advanced Passenger Train (APT) and Canada's Light, Rapid, and Comfortable are trains that travel at an average of 100 miles per hour. The fare on these trains are \$.20 per rail mile.

In the United States, buses are more common than trains for ground passenger transport. Passenger trains connect only major cities; passenger buses go almost everywhere. For the purposes of the TOP SECRET® game, the average speed and fare on buses is the same as for conventional trains (50 mph., \$.10/rail mile.) When calculating scheduled vehicle availability for trains and buses in the United States, modify the percentage chance from Table 31: Scheduled Vehicle Availability by +20 for bus and by -20 for train.

Charter Vehicle Travel

To find the base percentage chance that a specific type of vehicle can be chartered, find the City Size Codes for the departure and arrival cities and cross-reference their row and column on Table 34: Chartered Vehicle Availability.

Table 34: Chartered Vehicle Availability

	A	B	C	D	E	F	G	H	J	K
A	100	90	80	70	60	50	40	30	20	10
B	90	90	80	70	60	50	40	30	20	10
C	80	80	80	70	60	50	40	30	20	10
D	70	70	70	70	60	50	40	30	20	10
E	60	60	60	60	60	50	40	30	20	10
F	50	50	50	50	50	50	40	30	20	10
G	40	40	40	40	40	40	40	30	20	10
H	30	30	30	30	30	30	30	30	20	10
J	20	20	20	20	20	20	20	20	20	10
K	10	10	10	10	10	10	10	10	10	10

(Chartering companies in Eastern Bloc Nations are only 25% likely to charter a vehicle without their own pilot aboard. This is in addition to all other modifiers. In most Western Bloc Nations two pilots are required for helicopter or jet aircraft flights.)

Vehicle is chartered and deposit is paid:

- + 20 Over 30 days in advance.
- + 10 From 7 to 30 days in advance.
- + 0 Less than 7 days in advance.

If an agent offers a bonus or bribe to the chartering company, modify the base percentage chance by +10 for each doubling of the rental cost from Table 35: Vehicle Information.

If the modified percentage equals or exceeds 100, then the desired craft is automatically available. If the percentage is between 01 and 99, roll percentile dice to determine availability. If the modified percentage is 00 or lower, then there is no charter craft available.

The minimum time until a chartered flight departs is 30 minutes. The chartered craft can leave anytime after this whenever the chartering party wishes to leave.

Chartered Vehicle Availability Modifiers

- + 0 Voyage originates legally (with political permission, without disguised craft, etc.) in Western Bloc nation.
 - 5 Voyage originates legally in Eastern Bloc nation.
 - 10 Voyage originates legally in Third World nation.
 - 30 Voyage originates illegally (without permission, with disguised craft, etc.) in Western Bloc nation.
 - 85 Voyage originates illegally in Eastern Bloc nation.
 - 20 Voyage originates illegally in Third World nation.
 - + 0 Voyage terminates legally in Western Bloc nation.
 - 5 Voyage terminates legally in Eastern Bloc nation.
 - 10 Voyage terminates legally in Third World nation.
 - 50 Voyage terminates illegally (without permission, with disguised aircraft, etc.) in Western Bloc nation.
 - 85 Voyage terminates illegally in Eastern Bloc nation.
 - 60 Voyage terminates illegally in Third World nation.
 - 75 Voyage terminates in dangerous area (war zone, military dictatorship, area under martial law, area in political turmoil, etc.)
- Desired craft is:
- 95 A long haul overseas airliner.
 - 90 A medium range non-overseas airliner.
 - 60 A short range non-overseas airliner.
 - 40 A helicopter.
 - 20 A turboprop.
 - + 0 A light aircraft.
 - 95 A long haul overseas oceanliner.
 - 50 A hydrofoil or hovercraft.
 - 20 A yacht.
 - + 0 A speedboat.*
 - + 10 A rowboat or sailboat.*
 - + 20 A rubber raft or canoe.*
 - + 10 Licensed pilot is hired from chartering company to pilot charter vehicle.
 - + 0 Licensed pilot is obtained outside the chartering company.
 - 80 Chartering company has no proof outside pilot is licensed. (* -20 for non-licen craft.)

Table 35: Vehicle Information

Vehicle	Seating	Range	Charter Cost or Rental	Fuel Cost
AUTOMOBILES				
Domestic	4	320 mi.	\$75/day	\$.10/mi.
Sportscar	2	480 mi.	\$85/day	\$.08/mi.
Limousine	6	288 mi.	\$95/day	\$.11/mi.
With Optional Driver			+ \$15/hour	
SPECIALTY VEHICLES				
Jeep (4 wheel drive)	4	288 mi.	\$60/day	\$.10/mi.
Snowmobile	2	144 mi.	\$50/day	\$.07/mi.
Jinricksha	2	—	\$10/day	—
TWO-WHEEL VEHICLES				
Bicycle	1	—	\$15/day	—
Moped	1	320 mi.	\$25/day	\$.04/mi.
Motorcycle	2	320 mi.	\$35/day	\$.05/mi.
with sidecar	3	304 mi.	\$45/day	\$.06/mi.
RECREATIONAL AND CARGO VEHICLES				
Van	8	288 mi.	\$100/day	\$.11/mi.
Motor Home	6	384 mi.	\$150/day	\$.14/mi.
Pickup Truck	4	384 mi.	\$45/day	\$.14/mi.
Panel Truck	4	336 mi.	\$65/day	\$.16/mi.
Semi-trailer Truck	4	420 mi.	\$85/day	\$.18/mi.
WATER VEHICLES				
Canoe	2	—	\$20/day	—
Rubber Raft	4	—	\$15/day	—
Rowboat	4	—	\$20/day	—
Speedboat	6	320 mi.	\$75/day	\$.12/mi.
Yacht	10	640 mi.	\$500/day	\$.12/mi.
With Optional Pilot			+ \$30/hour	
AIR VEHICLES				
Helicopter	7	300 mi.	\$1250/hour	\$.05/mi.
Light Single-Engine	4	500 mi.	\$100/hour	\$.05/mi.
Light Twin-Engine	6	1,300 mi.	\$500/hour	\$.05/mi.
Turboprop	15	1,500 mi.	\$1,200/hour	\$.05/mi.
Small Jet	8	1,500 mi.	\$1,300/hour	\$.05/mi.
Amphibious Airplane	6	1,300 mi.	\$1,400/hour	\$.05/mi.
Cargo Plane	15	1,500 mi.	\$1,500/hour	\$.05/mi.
With Optional Pilot		3,500 mi.	+ \$50/hour	

Chartered Craft Seating, Range, and Cost

If a charter craft is available, refer to Table 35: Vehicle Information to find the seating capacity, range, charter cost, and fuel cost for the type of craft chartered, with and without a licensed pilot.

Payment and Return Policy

Chartering companies usually require a deposit of 25% of the total cost of the charter before they will release the vehicle. The remainder must be paid when the vehicle is returned. The deposit does not include fuel costs. If a chartered vehicle is not returned within 24 hours after it is due, the chartering company will report the vehicle to the police as stolen. Agents are responsible for damage to vehicles in excess of normal wear, and for loss of chartered vehicles. Airplane crashes will probably be reported on local if not on world news.

See Vehicle Movement in the TOP SECRET® Rule Book, pg. 11, for cost and maximum velocity of these vehicles.

Land Travel

Land travel generally occurs from city to city but may extend to unpopulated regions. Land vehicles can be equipped for off-road travel, on-road travel, or both. Passenger automobiles are designed to travel on surfaced roads. If an agent owns an automobile, the agent can drive it, hire a driver, or obtain a driver from the agency at the admin's discretion. The chance an agent can purchase, rent, or hire an automobile is shown on Table 36: Automobile Availability.

Table 36: Automobile Availability
Including Specialty, Two-Wheel, Recreational, and Cargo Vehicles

City Size Code	For Sale	For Rent	For Hire	Hitch- hike
A	100	100	100	3
B	95	85	90	7
C	85	70	80	10
D	70	55	70	18
E	50	40	60	33
F	25	25	50	33
G	5	10	40	18
H	0	0	30	10
J	0	0	20	7
K	0	0	10	3

Passenger automobiles are available in cities sized A to E at 1-10 sources at an airport (24 hours) or within the city (daytime hours). Cities sized F to K have 1-10 rental sources within the city open during daytime hours. Cities sized A to E have 2-20 sources for buying automobiles during daytime hours. Cities sized F to K have 1-10 sources for buying an automobile during daytime hours. Selling an automobile will take 1-10 days in a city sized A/E, and 2-20 days in a city sized F/K.

Automobile Availability, Time, and Duration

The minimum amount of time until a purchased automobile can be driven away is 30 minutes. The minimum amount of time until a rented automobile can be driven away is 15 minutes. Automobiles can be rented by the day or by the week. If they are not returned to the rental agency within 24 hours after they are due they are reported to the police as stolen.

Rented Automobile Seating, Range, and Cost

If an automobile is available for rent, refer to Table 35: Vehicle Information to find the seating capacity, range, rental, and fuel cost, with and without a licensed driver.

Taxicab Availability

Taxicabs can be found waiting outside most airports, hotels, military bases, and resorts worldwide. In cities sized A to E a cab can be hailed in 1-10 minutes during daylight hours on most city streets. During nighttime hours or in cities sized F to K, taxicabs can be telephoned and will arrive in 1-100 minutes.

Hiring a Taxicab

In A-E size cities, the standard taxi fare is \$1 for the first 0.1 mile or less, plus \$.10 for each additional 0.1 mile. In F-K size cities, the standard fare is \$.50 for the first 0.1 mile or less, plus \$.05 for each additional 0.1 mile. It is customary to tell taxicab drivers to "keep the change" and to add a tip. For dangerous, high-speed, or illegal driving, a taxi driver must be paid \$5-\$25 on top of the fare.

In many Third World Nations, especially in Asia, taxicabs are replaced by jinricksha, oxcarts, buggies, camas or small boats. Halve all rates for taxicabs throughout the Third World. In Venice the taxicab price is multiplied by 10 due to the tourist trade.

City Travel Distance

The following is a short-cut method for calculating city travel distance and time when the administrator does not already have these factors established.

Within a city, any given destination is usually within 0.1 to 10.0 miles from where you are. Roll percentile dice. Place a decimal point before the last numeral. This number is then mileage to the destination. For example, an agent wants to take a taxicab from the airport to an embassy. The Admin rolls a 73. This means that it is 7.3 miles from the airport to the embassy. If the City Size Code is B, the taxicab fare is \$8.20. Administrators should keep track of distances commonly traveled by agents in a particular city.

City Travel Speed

The speed at which an agent can move through a city depends on the size of the city and the mode of transportation. Table 37: City Travel Speed accounts for factors such as

Table 37: City Travel Speed

City Size Code	Mode of Transportation in Maximum Miles per Hour (Minutes per 1 Mile at Maximum Miles per Hour)					
	Bus	Auto-mobile	Moped, Bicycle	Taxicab	Subway, Streetcar	Motor-cycle
A	6 (10)	8 (7.5)	10 (6)	10 (6)	12 (5)	15 (4)
B	8 (7.5)	10 (6)	12 (5)	12 (5)	15 (4)	17 (3.5)
C	10 (6)	12 (5)	15 (4)	15 (4)	17 (3.5)	20 (3)
D	12 (5)	15 (4)	17 (3.5)	17 (3.5)	20 (3)	24 (2.5)
E	15 (4)	20 (3)	20 (3)	20 (3)	24 (2.5)	30 (2)
F	20 (3)	30 (2)	24 (2.5)	30 (2)	—	40 (1.5)
G	30 (2)	40 (1.5)	30 (2)	40 (1.5)	—	60 (1)
H	40 (1.5)	60 (1)	35 (1.7)	60 (1)	—	80 (.75)
J	60 (1)	80 (.75)	40 (1.5)	80 (.75)	—	100 (.6)
K	80 (.75)	120 (.5)	45 (1.3)	120 (.5)	—	120 (.5)

traffic jams, rush hours, signals out of order, finding a parking space, and human error. The first number is the maximum miles per hour that can be reached by that mode of transportation. The number in parentheses is the number of minutes it takes to travel 1 mile at that speed. Walking has a maximum speed of 4 miles per hour (1 mile in 15 minutes).

Public Transportation

Cities sized A to E usually have a public transportation system. Systems include city buses, streetcars (especially in Europe), subways, elevated trains, or other people movers. New York, Washington, London, Paris, Moscow, and major European cities have subway trains. New York and Chicago have elevated trains. Nearly every modern city has a public bus service. Once at a bus stop or transit system terminal, the usual wait for a vehicle is 1-10 minutes between 6 a.m. and 10 p.m. Bus or transit system service in city suburbs takes 1-100 minutes from 6 a.m. to 10 p.m. Public transportation fares for any distance traveled are \$.75 in cities sized A to E, and \$.50 in cities sized F to K.

General Travel Matters

Shipping Cargo

Arrangements can be made to transport cargo by ship, train, plane, or truck. The cost of shipping air cargo is \$.50 per ton per air mile. The cost of shipping by truck is \$.30 per ton per mile. Shipping by train costs \$.25 per ton per mile. The cost of shipping by water is \$.15 per ton per mile. Shipping companies have a \$50 minimum charge. Cargo shipped internationally is subject to Customs Inspection.

Lodging, Food, and Miscellaneous Expenses

Table 38: Travel Expenses is a guide to how much lodging, food, and miscellaneous expenses cost for one person at adequate, suitable, and moderately-priced facilities in various locales. Agents can reasonably survive at half these prices; those who want to live as high rollers, diplomats, members of the jet set, or nobility will spend up to 10 times as much.

Table 38: Travel Expenses

Expenses	Western Bloc	Eastern Bloc	Third World
Hotel (1 night, double room)	\$60	\$55	\$50
Dinner (including wine and tip)	\$20	\$15	\$10
Miscellaneous (clothing, tips, gifts)	\$85	\$70	\$55
Daily Total	\$165	\$140	\$115

For multiple agents traveling together, the daily price drops by 10% per person over the first. There is a 10% chance that no rooms are available; the agent or agents will have to look elsewhere. Agents may reserve a room, but there is still a 5% chance of overbooking.

Travel Time, Jet Lag, and Sleep

The passage of time in TOP SECRET® is measured in universal time (Greenwich Mean Time, or GMT) on a twenty-four hour clock. On a 24-hour system, for example, 3:15 a.m. is 0315, "oh, three fifteen hours." 3:15 p.m. is 1515, "fifteen, fifteen hours." Midnight is 2400, "twenty-four hundred hours"; one minute after midnight is 0001, "oh, oh, oh one hours." Seconds follow, separated by a colon: 1350:05 hours is "thirteen fifty oh five," or 50 minutes and 5 seconds after one o'clock in the afternoon.

In ordinary play, time zones need not be considered. However, local time can come into play in such areas as availability of transportation, amount of daylight or darkness remaining, etc. When agents cross time zones, they are susceptible to jet lag (see below).

To convert universal time to local time in OPERATION: MELTDOWN, add or subtract the number of hours for the specific location in Table 39: Time Zones.

Table 39: Time Zones

Amazon, Brazil	-4
Akreiji, Mauritania	0
Brasilia, Brazil	-3
Curupachi, Brazil	-4
Cairo, Egypt	+2
Casablanca, Morocco	0
Daytona Beach, Florida	-5
Hiroshima, Japan	+11
Jidda, Saudi Arabia	+3
Manaus, Brazil	-4
New York, New York	-5
Paris, France	+1
Palermo, Sicily	+1
Rome, Italy	+1
Rio de Janeiro, Brazil	-3
Tokyo, Japan	+11

Agents must sleep if they expect to remain in top effectiveness. A lack of rest, or travel by airplane across time zones, will cause a temporary reduction of the 6 Primary Personal Traits. Agents are considered rested at the beginning of a campaign.

Only inform agents of their Fatigue Status, never the amount of sleep needed to revitalize them and return their Traits to normal. An agent who wishes to sleep tells the Admin how

Travel Problems

Premature Landing

There is a 1% chance per flight that a plane will have to make a premature landing at the nearest available airport due to bad weather, mechanical failure, poor passenger health, or other problems. The flight will continue after a minimum of 30 minutes on the ground.

Flight Cancellation

The chance of flight cancellation is 2% in the Western Bloc, 5% in the Eastern Bloc, and 10% in the Third World. Cancellation usually occurs just before boarding begins.

Layovers and Emergency Landings

Health Certificates and Passports are not needed when an aircraft lands to refuel in a foreign country that is not the destination of the plane. Passengers may leave the plane to make connections with other flights or may be required off the plane during refueling. The passengers will not be allowed to leave the airport but may visit the terminal. Some airports are stricter than others and don't allow passengers to wander lest they fail to reboard a departing aircraft on time (Admin's discretion).

Table 40: Waking Hours

Hours Awake	Fatigue Status
less than 24	Rested
24 to 36	Tired
37 to 48	Fatigued
more than 48	Lethargic

When an agent is involved with the cause of an emergency landing, he or she will be delayed 1-100 minutes for questioning.

long he or she plans to sleep but this does not ensure that the attempt will be successful. Unless some method is used to awaken him, he has a 50% chance of oversleeping 1-20 minutes for every hour he intends to sleep. Sleep aboard moving vehicles, or under hardship conditions, is only half as restful as non-moving indoor sleep in a bed.

The number of hours an agent stays awake should be recorded. For every hour of travel by airplane east or west across time zones, add an additional hour of time awake to reflect the effects of jet lag.

Sleep hours are used to reduce awake hours at a rate of 2 to 1. For example, if an agent has been awake for 16 hours, 8 hours of sleep will restore the agent to fully-rested status. If the 8 hours of sleep were in a parked car, it would reduce the agent to the equivalent of 8 hours awake.

Sleep cannot be saved up. If stimulants are used, the first dose will reduce awake hours by 4; other dosages in a 24-hour period will have no further effect.

Adjustments to Traits

None
-10% of all Primary Traits
-20% of all Primary Traits
-30% of all Primary Traits

HOSTILITIES

The rules for combat have been expanded considerably from the original TOP SECRET® rules. This should not be interpreted by agents as a license to spread mayhem and violence; the following rules are presented to help in handling situations that are very probably out of control, and to discourage agents from getting into such situations from the start.

Ammunition Modifiers

Magnum ammunition of .41 to .44 caliber is not satisfactory for combat use. While it has tremendous stopping power, this same power makes the weapon difficult to control in fast, multi-shot firefights. The muzzle flash is so bright and the blast so loud that one shot will alert everyone in the area to the firer's location. Tracers are easy to see even in daylight. Because magnum ammunition is so hard to control, multiple targets with smaller weapons often have the advantage.

Additional hit determination modifiers apply to magnum and tracer ammunition, including magnum shotgun ammunition.

Table 41: Magnum and Tracer Ammunition Hit Modifiers

Second consecutive shot by one character using magnum ammunition	-5
Each additional consecutive shot by one character using magnum ammunition	-5
(cumulative)	
Second consecutive shot by one character following a tracer round	+ 10
Third consecutive shot by one character following a tracer round	+ 5
Second shot from a side-by-side double-barreled shotgun	-5

Table 42: Special Bullet Use Against Vehicles Modifiers

When using special bullets against vehicles, apply the following modifiers to the dice roll:

Table 42: Special Bullet Use Against Vehicles Modifiers

When using special bullets against vehicles, apply the following modifiers to the dice roll:

Bullet Type	Modifier
Armor-Piercing	(AP) + 10
Armor-Piercing Incendiary	(API) + 20
Blank ¹	(B) -70
Dumdum	(DD) -20
Duplex	(DP) -30
Flechette	(F) -10
Gyrojet	(G) + 10
High Explosive	(HE) + 20
High-Explosive Incendiary	(HEI) + 30
Incendiary	(I) + 10
Microjet	(M) 0
Standard	(S) 0
Super Dumdum	(SD) -5
Superbullet	(SB) + 5
Tracer	(T) (0)
Low Velocity ²	(LV) (-30)

¹ At pointblank range only.

² All of the listed ammo types are available as low velocity loads. Low velocity rounds have an additional -30 modifier.

Table 45: Shotgun Scatter

To determine how many hits a human target receives from a shotgun blast, find the appropriate row for the shotgun choke. Cross-index the shotgun choke with the range and roll percentile dice to determine the number of hits. For example, at point-blank range with a shotgun set

Table 43: Shotgun Use Against Vehicles Modifiers

When using slug, buckshot, or birdshot in various gauge shotguns against vehicles, use the following modifiers on the dice roll.

Type of Shotgun Ammunition			
Gauge	Slug	Buckshot	Birdshot
10	+ 50	+ 30	+ 10
12	+ 40	+ 20	0
16	+ 30	+ 10	-10
20	+ 20	0	-20
28	+ 10	-10	-30
.410	0	-20	-40

at full choke, a roll of 1-40 will cause one hit. Determine an injury location for each hit. It is possible to be hit in the same location more than once. Do not refer to this chart for slug ammunition, only for buck or bird shot.

Shotgun Choke	Hits	Pt. Blnk (0'-3')	Short (4'-50')	Short-Med. (51'-150')	Med.-Med. (151'-300')
Full Choke	1	01-40	01-50	01-75	01-00
	2	41-70	51-85	76-00	—
	3	71-90	86-00	—	—
	4	91-00	—	—	—
Moderate Choke	1	01-30	01-40	01-60	01-00
	2	31-60	41-80	61-00	—
	3	61-80	81-00	—	—
	4	81-00	—	—	—
Improved Cylinder	1	01-25	01-30	01-45	01-90
	2	26-50	31-60	46-90	91-00
	3	51-75	61-90	91-00	—
	4	76-00	91-00	—	—
Sawed Off	1	01-65	01-75	—	—
	2	66-90	76-00	—	—
	3	91-00	—	—	—
	4	—	—	—	—

Table 44: Military Weapon Use Against Vehicles Modifiers

When using 40mm military weapon projectiles against vehicles, use the following modifiers on the dice roll:

Type of Shell	Modifier
Armor Piercing	(AP) + 120
Armor Piercing Incendiary	(API) + 240
Beanbag	-50
Blank *	(B) + 50
Fragmentation	(FR) + 80
Gas	(GAWS) + 30
Grapnel Hook	(GH) -40
High Explosive	(HE) + 240
High Explosive Incendiary	(HEI) + 360
Illumination Flare	(IF) + 60
Incendiary	(I) + 120
Multiple Projectile	(MP) + 90
Signal Flare	(SF) + 50

* At pointblank range only.

Table 46: Bullet Ammunition Injury Modifiers

Magnum ammunition adds + 2 to damage. Tumbling bullets, such as the .223 caliber from the M-16, add + 2 to damage. Low Velocity ammunition adds -2 to damage and -10 to the shooter's chance to hit.

Ammo Type	Caliber					
	.001-.100	.101-.200	.201-.300 ¹	.301-.400 ²	.401-.500	.501-.600
AP	-1	0	+1	+1	+1	+2
API	0	+2	+4	+5	+6	+8
B ³	(-8)	(-5)	(-2)	(+1)	(+4)	(+7)
DD ⁴	0	+1	+2	+3	+4	+5
DP ⁵	(+2)	(+3)	(+4)	(+5)	(+6)	(+7)
F ⁶	(-2)	(-1)	(0)	(+1)	(+2)	(+3)
G ⁶	-1	0	+1	+2	+3	+4
HE	+1	+3	+5	+7	+9	+11
HEI	+2	+5	+8	+11	+14	+17
I	+1	+2	+3	+4	+5	+6
M ⁷	(-4)	(-1)	(+2)	(+5)	(+8)	(+11)
S	-2	-1	0	+1	+2	+3
SB	-1.5	-0.5	+0.5	+1	+1.5	+2.5
SD ⁸	-4	-3	-2	-1	0	+1
T	-3	-2	-1	0	+1	+2

¹ Includes 5.56 mm and 7.62 mm ammunition.

² Includes 9 mm short and 9 mm standard (Parabellum) ammunition.

³ Injury at point-blank range only.

⁴ Dumdum ammunition expands only 50% of the time in live targets. Roll percentile dice; 01-50 use DD modifier, 51-00 use S modifier.

⁵ Duplex ammo that hits adds a + 2 tumbling bullet injury modifier. One projectile is -10 chance to hit and the other is -75.

⁶ Gyrojet and flechette ammunition adds + 10 to shooter's chance to hit.

⁷ Microjet ammunition adds + 20 to the shooter's chance to hit the target.

⁸ Super Dumdum ammunition adds + 5 to the shooter's chance to hit the target.

If the modifier is in parentheses, divide the modified damage by 2, retaining fractions. Modified amounts less than 0 are treated as 0.

Table 47: Slug and Buckshot Ammunition Damage Modifiers

Magnum ammunition adds + 2 to damage.

Full Choke

Gauge	Slug or Buckshot No.			
	Slug-000	00-0	1-2	3-4
10	+ 15	+ 14	+ 13	+ 12
12	+ 14	+ 13	+ 12	+ 11
16	+ 12	+ 11	+ 10	+ 9
20	+ 11	+ 10	+ 9	+ 8
28	+ 9	+ 8	+ 7	+ 6
.410	+ 6	+ 5	+ 4	+ 3

Accelerated Specific Injury Determination

The following table condenses the General Injury Determination tables, the Optional Specific Injury Determination

Half Damage

Air guns (BB guns) and dart guns are intended to be used as non-lethal projectile weapons, but they have been known to kill. All damage should be calculated as if the airgun was a regular weapon, and then halved to reflect the non-lethal nature of the attack. (An attack which normally causes 7 points of damage is halved to only 3.5.) It is possible for a victim to receive a half-point of damage. Persons with 1 life level remaining may be unconscious, persons with .5 life level must be unconscious, and characters with 0 or fewer life levels are mortally wounded, unconscious, and usually die within 5 minutes if unaided.

Modified Choke

Slug or Buckshot No.

Gauge	Slug-000	00-0	1-2	3-4
10	+ 11	+ 10	+ 9	+ 8
12	+ 10	+ 9	+ 8	+ 7
16	+ 8	+ 7	+ 6	+ 5
20	+ 7	+ 6	+ 5	+ 4
28	+ 6	+ 5	+ 4	+ 3
.410	+ 5	+ 4	+ 3	+ 2

Improved Cylinder

Slug or Buckshot No.

Gauge	Slug-000	00-0	1-2	3-4
10	+ 7	+ 6	+ 5	+ 4
12	+ 6	+ 5	+ 4	+ 3
16	+ 6	+ 5	+ 4	+ 3
20	+ 5	+ 4	+ 3	+ 2
28	+ 5	+ 4	+ 3	+ 2
.410	+ 4	+ 3	+ 2	+ 1

Table 48: Sawed Off Shotgun Ammunition Damage

Magnum ammunition adds + 2 to damage.

Slug or Buckshot No.

Birdshot Size

Gauge	Slug-000	00-0	1-2	3-4	1-2	3-4	5-6	7-8
10	+ 6	+ 5	+ 4	+ 3	+ 2	+ 1	0	-1
12	+ 5	+ 4	+ 3	+ 2	+ 1	0	-1	-2
16	+ 5	+ 4	+ 3	+ 2	+ 1	0	-1	-2
20	+ 4	+ 3	+ 2	+ 1	0	-1	-2	-3
28	+ 4	+ 3	+ 2	+ 1	0	-1	-2	-3
.410	+ 3	+ 2	+ 1	0	-1	-2	-3	-4

Table 49: Military Weapon Projectile Damage

All military weapon projectiles are 40mm in caliber and can be fired from either a 40mm grenade launcher or flare gun. Types of shells marked with an I are considered incendiary, as they generate enough heat to ignite paper, leaves, petrochemical fumes, or cloth.

Type of Shell	Modifier
Armor Piercing	(AP) + 5
Armor Piercing Incendiary	(API) + 21
Beanbag	(BB) -9
Blank*	(B) + 3
Fragmentation	(FR) + 10
Gas(I)	(GAS) + 13

Grapnel Hook	(GH)	+ 3
High Explosive	(HE)	+ 31
High Explosive Incendiary	(HEI)	+ 47
Illumination Flare(I)	(IF)	+ 16
Incendiary	(I)	+ 16
Multiple Projectile	(MP)	+ 12
Signal Flare(I)	(SF)	+ 13

nation tables, and the Temporary Losses tables from the TOP SECRET® rule book into one—Table 50: Accelerated Specific Injury Determination.

When a character is injured by methods other than hand-to-hand combat without pointed or edged weapons, roll three 10-sided dice. This will generate a number between 1 (001) and 1000 (000). This is a 'permillage' dice roll. Find the generated number in the left column of Table 50. The seriousness, type, and location of the damage are found in the column to the right. Basic injury points is abbreviated, "b.i.p." After some damage listings, automatic temporary losses are given. For some head and neck damage there is a percentage chance of temporary blindness, deafness, or unconsciousness. If a chance for temporary losses is given, roll percentile dice to determine whether the effect occurs.

For example, agent Renfield has been shot. Renfield's player rolls three 10-sided dice. The numbers rolled, in order, are 0, 6, and 5. This is the number 065. Finding 065 in the left column, the player sees that Renfield has received:

"Serious Puncture to Head/Neck, 11 b.i.p., 5% chance of Blindness, 1% chance of Deafness, 25% chance of Unconsciousness, 5% loss of Knowledge, 10% loss of Coordination."

Additional modifiers for ammunition and protection may be added to the base injury points (b.i.p.). The total number of injury points must be subtracted from Renfield's Life Level. The player must roll percentile dice to see whether Renfield is temporarily blinded, deafened, or knocked unconscious. Automatic temporary losses reduce Knowledge and Coordination.

Most injuries will affect the side of the body facing the attack. An attack from behind which hits the chest or abdomen actually hits the upper back or lower back, respectively. If an attack from the side hits an arm, leg, foot, or hand, it automatically is the arm, leg, foot, or hand closest to the attack. If an attack that came from the front or rear hits an arm, leg, hand, or foot, check the permillage dice roll. If the number rolled is even, the attack hit the right side of the body. If the number rolled is odd, the attack hit the left side of the body. For example, a roll of 997 indicates a hand is hit. Because 997 is an odd number, the left hand is hit.

Table 50: Accelerated Specific Injury Determination

Dice Roll	Wounds and Temporary Losses
001-009	Light Abrasion to Head/Neck, 4 b.i.p.
010-018	Serious Abrasion to Head/Neck, 5 b.i.p.
019-027	Light Incision to Head/Neck, 6 b.i.p., 1% loss of Coordination.
028-036	Serious Incision to Head/Neck, 7 b.i.p., 1% loss of Coordination.
037-045	Light Laceration to Head/Neck, 8 b.i.p., 1% chance of Blindness, 5% loss of Coordination.
046-054	Serious Laceration to Head/Neck, 9 b.i.p., 1% chance of Blindness, 5% loss of Coordination.
055-063	Light Puncture to Head/Neck, 10 b.i.p., 5% chance of Blindness, 1% chance of Deafness, 25% chance of Unconsciousness, 5% loss of Knowledge, 10% loss of Coordination.
064-072	Serious Puncture to Head/Neck, 11 b.i.p., 5% chance of Blindness, 1% chance of Deafness, 25% chance of Unconsciousness, 5% loss of Knowledge, 10% loss of Coordination.
073-076	Light Fracture of Head/Neck, 12 b.i.p., 10% chance of Blindness, 5% chance of Deafness, 50% chance of Unconsciousness, 10% loss of Knowledge, 25% loss of Coordination.
077-081	Serious Fracture of Head/Neck, 13 b.i.p., 10% chance of Blindness, 5% chance of Deafness, 50% chance of Unconsciousness, 10% loss of Knowledge, 25% loss of Coordination.
082-085	Light Internal Damage to Head/Neck, 14 b.i.p., 15% chance of Blindness, 10% chance of Deaf- ness, 75% chance of Unconsciousness, 25% loss of Knowledge, 50% loss of Coordination.
086-090	Serious Internal Damage to Head/Neck, 15 b.i.p., 15% chance of Blindness, 10% chance of Deaf- ness, 75% chance of Unconsciousness, 25% loss of Knowledge, 50% loss of Coordination.
091-109	Light Abrasion to Chest, 3 b.i.p.
110-128	Serious Abrasion to Chest, 4 b.i.p.
129-147	Light Incision to Chest, 5 b.i.p., 1% loss of Physical Strength.
148-166	Serious Incision to Chest, 6 b.i.p., 3% loss of Physical Strength, 1% loss of Coordina- tion.
167-185	Light Laceration to Chest, 7 b.i.p., 3% loss of Physical Strength, 1% loss of Coordina- tion.
186-204	Serious Laceration to Chest, 8 b.i.p., 6% loss of Physical Strength, 3% loss of Coordina- tion.
205-223	Light Puncture to Chest, 9 b.i.p., 6% loss of Physical Strength, 3% loss of Coordina- tion.
224-242	Serious Puncture to Chest, 10 b.i.p., 12% loss of Physical Strength, 5% loss of Coordination.
243-251	Light Fracture of Chest, 11 b.i.p., 9% loss of Physical Strength, 4% loss of Coordina- tion.
252-261	Serious Fracture of Chest, 12 b.i.p., 18% loss of Physical Strength, 7% loss of Coordination.
262-270	Light Internal Damage to Chest, 13 b.i.p., 12% loss of Physical Strength, 5% loss of Coordination.
271-280	Serious Internal Damage to Chest, 14 b.i.p., 24% loss of Physical Strength, 9% loss of Coordination.
281-298	Light Abrasion to Abdomen, 2 b.i.p.
299-316	Serious Abrasion to Abdomen, 3 b.i.p.
317-334	Light Incision to Abdomen, 4 b.i.p., 1% loss of Physical Strength, 1% loss of Coordina- tion.
335-352	Serious Incision to Abdomen, 5 b.i.p., 2% loss of Physical Strength, 2% loss of Coordina- tion.
353-370	Light Laceration to Abdomen, 6 b.i.p., 2% loss of Physical Strength, 2% loss of Coordina- tion.
371-388	Serious Laceration to Abdomen, 7 b.i.p., 4% loss of Physical Strength, 4% loss of Coordina- tion.
389-406	Light Puncture to Abdomen, 8 b.i.p., 4% loss of Physical Strength, 3% loss of Coordina- tion.
407-424	Serious Puncture to Abdomen, 9 b.i.p., 8% loss of Physical Strength, 6% loss of Coordina- tion.
425-433	Light Fracture of Abdomen, 10 b.i.p., 8% loss of Physical Strength, 4% loss of Coordina- tion.
434-442	Serious Fracture of Abdomen, 11 b.i.p., 15% loss of Physical Strength, 8% loss of Coordination.
443-451	Light Internal Damage to Abdomen, 12 b.i.p., 8% loss of Physical Strength, 5% loss of Coordina- tion.
452-460	Serious Internal Damage to Abdomen, 13 b.i.p., 15% loss of Physical Strength, 10% loss of Coordination.
461-490	Light Abrasion to Leg, 1 b.i.p.
491-520	Serious Abrasion to Leg, 2 b.i.p.
521-550	Light Incision to Leg, 3 b.i.p., 1% loss of Physical Strength, 1% loss of Coordina- tion.
551-580	Serious Incision to Leg, 4 b.i.p., 3% loss of Physical Strength, 3% loss of Coordina- tion.
581-610	Light Laceration to Leg, 5 b.i.p., 2% loss of Physical Strength, 2% loss of Coordina- tion.
611-640	Serious Laceration to Leg, 6 b.i.p., 5% loss of Physical Strength, 5% loss of Coordina- tion.
641-670	Light Puncture to Leg, 7 b.i.p., 5% loss of Physical Strength, 5% loss of Coordina- tion.
671-700	Serious Puncture to Leg, 8 b.i.p., 9% loss of Physical Strength, 9% loss of Coordina- tion.

701-715	Light Fracture of Leg, 9 b.i.p., 9% loss of Physical Strength, 9% loss of Coordination.	937-942	Light Puncture to Foot, 5 b.i.p., 5% loss of Physical Strength, 5% loss of Coordination.
716-730	Serious Fracture of Leg, 10 b.i.p., 17% loss of Physical Strength, 18% loss of Coordination.	943-948	Serious Puncture to Foot, 6 b.i.p., 9% loss of Physical Strength, 9% loss of Coordination.
731-745	Light Internal Damage to Leg, 11 b.i.p., 9% loss of Physical Strength, 9% loss of Coordination.	949-951	Light Fracture of Foot, 7 b.i.p., 9% loss of Physical Strength, 9% loss of Coordination.
746-760	Serious Internal Damage to Leg, 12 b.i.p., 17% loss of Physical Strength, 18% loss of Coordination.	952-954	Serious Fracture of Foot, 8 b.i.p., 17% loss of Physical Strength, 18% loss of Coordination.
761-774	Light Abrasion to Arm, 0 b.i.p.	955-957	Light Internal Damage to Foot, 9 b.i.p., 9% loss of Physical Strength, 9% loss of Coordination.
775-788	Serious Abrasion to Arm, 1 b.i.p.	958-960	Serious Internal Damage to Foot, 10 b.i.p., 17% loss of Physical Strength, 18% loss of Coordination.
789-802	Light Incision to Arm, 2 b.i.p., 2% loss of Coordination(3% loss if Main Weapon Arm).	961-964	Light Abrasion to Hand, -2 b.i.p.
803-816	Serious Incision to Arm, 3 b.i.p., 1% loss of Physical Strength, 4% loss of Coordination (5% loss if Main Weapon Arm).	965-968	Serious Abrasion to Hand, -1 b.i.p.
817-830	Light Laceration to Arm, 4 b.i.p., 1% loss of Physical Strength, 4% loss of Coordination (5% loss if Main Weapon Arm).	969-972	Light Incision to Hand, 0 b.i.p., 2% loss of Coordination(3% loss if Main Weapon Hand).
831-844	Serious Laceration to Arm, 5 b.i.p., 3% loss of Physical Strength, 8% loss of Coordination (10% loss if Main Weapon Arm).	973-976	Serious Incision to Hand, 1 b.i.p., 1% loss of Physical Strength, 4% loss of Coordination (5% loss if Main Weapon Hand).
845-858	Light Puncture to Arm, 6 b.i.p., 3% loss of Physical Strength, 6% loss of Coordination (8% loss if Main Weapon Arm).	977-980	Light Laceration to Hand, 2 b.i.p., 1% loss of Physical Strength, 4% loss of Coordination (5% loss if Main Weapon Hand).
859-872	Serious Puncture to Arm, 7 b.i.p., 5% loss of Physical Strength, 12% loss of Coordination (15% loss if Main Weapon Arm).	981-984	Serious Laceration to Hand, 3 b.i.p., 3% loss of Physical Strength, 8% loss of Coordination (10% loss if Main Weapon Hand).
873-879	Light Fracture of Arm, 8 b.i.p., 5% loss of Physical Strength, 8% loss of Coordination (10% loss if Main Weapon Arm).	985-988	Light Puncture to Hand, 4 b.i.p., 3% loss of Physical Strength, 6% loss of Coordination (8% loss if Main Weapon Hand).
880-886	Serious Fracture of Arm, 9 b.i.p., 10% loss of Physical Strength, 16% loss of Coordination(20% loss if Main Weapon Arm).	989-992	Serious Puncture to Hand, 5 b.i.p., 5% loss of Physical Strength, 12% loss of Coordination (15% loss if Main Weapon Hand).
887-893	Light Internal Damage to Arm, 10 b.i.p., 5% loss of Physical Strength, 10% loss of Coordination (13% loss if Main Weapon Arm).	993-994	Light Fracture of Hand, 6 b.i.p., 5% loss of Physical Strength, 8% loss of Coordination (10% loss if Main Weapon Hand).
894-900	Serious Internal Damage to Arm, 11 b.i.p., 10% loss of Physical Strength, 20% loss of Coordination(25% loss if Main Weapon Arm).	995-996	Serious Fracture of Hand, 7 b.i.p., 10% loss of Physical Strength, 16% loss of Coordination(20% loss if Main Weapon Hand).
901-906	Light Abrasion to Foot, -1 b.i.p.	997-998	Light Internal Damage to Hand, 8 b.i.p., 5% loss of Physical Strength, 10% loss of Coordination (13% loss if Main Weapon Hand).
907-912	Serious Abrasion to Foot, 0 b.i.p.	999-000	Serious Internal Damage to Hand, 9 b.i.p., 10% loss of Physical Strength, 20% loss of Coordination(25% loss if Main Weapon Hand).
913-918	Light Incision to Foot, 1 b.i.p., 1% loss of Physical Strength, 1% loss of Coordination.		
919-924	Serious Incision to Foot, 2 b.i.p., 3% loss of Physical Strength, 3% loss of Coordination.		
925-930	Light Laceration to Foot, 3 b.i.p., 2% loss of Physical Strength, 2% loss of Coordination.		
931-936	Serious Laceration to Foot, 4 b.i.p., 5% loss of Physical Strength, 5% loss of Coordination.		

Stopping Power

Stopping power is the ability of certain types of ammunition or weapons to incapacitate an opponent without killing him. Stopping an opponent from fighting back is often more desirable than killing him. These stopping power rules are optional. If the rule is used, each player must determine his character's Shock Resistance value at the beginning of the game. Then, check the following sequence whenever a character is attacked and hit:

First, determine the injury location, type of wound, and body injury points caused by the wound as usual. If the character is not killed outright by the injury, stopping power rules may come into play.

If the character is hit in the arm, hand, leg, or foot do not use the Stopping Power rules. Refer immediately to the Shock and Involuntary Hit Response rules.

If the character is hit in the head, neck, chest, or abdomen but the wound is an abrasion, incision, or laceration, do not use the Stopping Power rules. Refer immediately to the Shock and Involuntary Hit Response rules.

If the character's wound is a puncture, fracture, or internal damage to the head, neck, chest, or abdomen, find the weapon's stopping power on the appropriate stopping power table: Bullet Stopping Power, Shotgun Stopping Power, or Military Weapon Stopping Power. Check Table 54: Stopping Power Modifiers for any modifiers that apply to the situation. Add these modifiers to the projectile's stopping power and roll percentile dice.

If the number rolled is less than or equal to the projectile's modified stopping power, then the character is stopped (incapacitated) and cannot fight back. Refer to the Incapacitation rules to determine how the character is incapacitated.

If the number rolled is higher than the projectile's modified stopping power, then the character is not stopped. Refer immediately to the Shock and Involuntary Hit Response tables. The character can fight back if he does not experience shock.

If a stopped character has checked for incapacitation and does not have internal hemorrhaging, breathing difficulties, or broken ribs, and is not paralyzed, he can fight back after referring to the Shock and Involuntary Hit Response rules.

Table 51: Bullet Stopping Power

Type of Ammo	Caliber					
	.001-.100	.101-.200	.201-.300	.301-.400	.401-.500	.501-.600
S	-70%	-30%	10%	50%	90%	50%
SB	-90%	-50%	-10%	30%	70%	30%
AP	-110%	-70%	-30%	10%	50%	10%
DD	-20%	0%	20%	40%	60%	40%
SD	0%	30%	60%	90%	120%	90%
DP	-35%	-15%	5%	25%	45%	25%
F	-55%	-35%	-15%	5%	25%	5%
G	-60%	-20%	20%	60%	100%	60%
M	-45%	-25%	-5%	15%	35%	15%
I	-10%	10%	30%	50%	70%	50%
API	-120%	-60%	0%	60%	120%	60%
HE	-30%	10%	50%	90%	130%	90%
HEI	-40%	20%	80%	140%	200%	140%
T	-35%	-15%	5%	25%	45%	25%
B*	-190%	-150%	-110%	-70%	-30%	-70%

* = at point-blank range only.

Table 52: Shotgun Ammunition Stopping Power

Slug or Buckshot Number					Birdshot Size			
Slug- Gauge								
000	00-0	1-2	3-4	1-2	3-4	5-6	7-8	
Full Choke								
10	20	110	100	90	50	40	30	20
12	10	100	90	80	40	30	20	10
16	00	90	80	70	30	20	10	0
20	90	80	70	60	20	10	0	-10
28	80	70	60	50	10	0	-10	-20
.410	70	60	50	40	0	-10	-20	-30
Modified Choke								
10	10	100	90	80	40	30	20	10
12	00	90	80	70	30	20	10	0
16	90	80	70	60	20	10	0	-10
20	80	70	60	40	10	0	-10	-20
28	70	60	50	40	0	-10	-20	-30
.410	60	50	40	30	-10	-20	-30	-40
Improved Cylinder								
10	00	90	80	70	30	20	10	0
12	90	80	70	60	20	10	0	-10
16	80	70	60	50	10	0	-10	-20
20	70	60	50	40	0	-10	-20	-30
28	60	50	40	30	-10	-20	-30	-40
.410	50	40	30	20	-20	-30	-40	-50
Sawed Off								
10	90	80	70	60	20	10	0	-10
12	80	70	60	50	10	0	-10	-20
16	70	60	50	40	0	-10	-20	-30
20	60	50	40	30	-10	-20	-30	-40
28	50	40	30	20	-20	-30	-40	-50
.410	40	30	20	10	-30	-40	-50	-60

Table 53: Military Weapon Stopping Power

Type of Shell	Stopping Power
Armor Piercing	600
Incendiary	840
Armor Piercing Incendiary	1,440
High Explosive	1,560
High Explosive Incendiary	2,400
Blank*	90
Gas	480
Multiple Projectiles	120
Illumination Flare	720
Signal Flare	600
Beanbag	360
Grapnel Hook	240
Fragmentation	120

* = Value at pointblank range only.

Table 54: Stopping Power Modifiers

Each point of gun's accuracy*	+ 1
Tumbling bullet	+ 20
Magnum ammunition	+ 20
Low-velocity ammunition	-20
Noise suppressor attached	+ 20
Bullet strikes bulletproof breastplate, vest, or jacket	-100
Bullet strikes bulletproof helmet	-90
Target has Weak Fitness Rating	+ 20
Average Fitness Rating	0
Strong Fitness Rating	-20
Super Fitness Rating	-40
Target has Ectomorphic Somatotype	+ 20
Endomorphic Somatotype	-20

* Modify a weapon's stopping power by adding the weapon's accuracy rating. Sawed-off shotguns have accuracy ratings varying from 4 to 23 (1-20, + 3).

The bulletproof breastplate, vest, and jacket may be worn simultaneously in any combination. Their Stopping Power Modifiers are cumulative, so a hit to the chest when wearing all three items has a modifier of -300.

Incapacitation

These rules apply only when a character has been stopped (incapacitated) by an attack. A character

can be incapacitated by hemorrhaging, difficult breathing, broken ribs, or paralysis. Check once for each incapacity. After checking for incapacitation, proceed to the Shock and Involuntary Hit Response rules.

Table 56: Incapacitation

Type of Wound	B.i.p. per Minute	Unconsciousness	Bleeding Shock	Stops
Puncture	1	2%	2%	30%
Fracture	2	5%	5%	20%
Internal Damage	2	10%	10%	10%
Internal Hemorrhage	+ 2	+ 20%	+ 10%	0%*

* Internal hemorrhaging usually must be stopped surgically.

Internal Hemorrhaging

The chance that a character will bleed internally depends on where the character was wounded:

Table 55: Hemorrhaging

Area Hit	Chance of Hemorrhage
Chest	40%
Abdomen	20%
Head	7%

If the character has internal hemorrhaging, roll percentile dice three times each game minute (12 turns) to determine whether the character becomes unconscious, goes into shock, or stops bleeding.

Difficult Breathing

The chance that a character will have difficulty breathing depends on where the character was shot:

Table 57: Lung Injury

Area Hit	Chance of Lung Injury
Chest	30%
Head	5%

If the character has difficulty breathing, roll percentile dice twice each game minute to determine whether the character becomes unconscious or goes into shock. If the character is moving, there also is a chance he will collapse (fall prone, unable to move).

Table 58: Effects of Difficult Breathing

Type of Wound	B.i.p. per Minute*	Unconsciousness	Shock	Collapse
Puncture	1	2%	1%	5%
Fracture	1	5%	2%	10%
Internal Damage	2	10%	5%	25%

* Applies only if the character is unconscious.

If the character is in shock, reduce b.i.p./minute by 1 and the chance of unconsciousness by 1%.

If the character is being given artificial respiration, reduce b.i.p./minute by 1, the chance of unconsciousness by 1%, and the chance of shock by 5%.

If the character is crawling, increase the chances of unconsciousness, shock, and collapse by 1% each.

If the character is walking or wading, increase the chances of unconsciousness, shock, and collapse by 5% each.

If the character is running or swimming, increase the chances of unconsciousness, shock, and collapse by 10% each.

If the character becomes unconscious or goes into shock, the breathing difficulty continues. Refer to the Unconsciousness Chart in the TOP SECRET® rule book or Table 62: Shock Susceptibility to determine how long the character is unconscious or in shock.

Broken Ribs

The chance that a character's ribs will be broken depends on where the character is shot:

Table 59: Broken Ribs

Area Hit	Chance of Broken Ribs
Chest	70%
Abdomen	15%

If the character does have broken ribs, movement faster than crawling will cause 1 to 4 points of damage (01-25 = 1, 26-50 = 2, 51-75 = 3, 76-00 = 4). Every change in position or movement speed causes another 1 to 4 points of damage. Refer to the Shock and Involuntary Hit Response rules before the character tries to fight back.

Paralysis

The chance a character will be paralysed depends on where the character was shot:

Table 60: Paralysis

Area Hit	Chance of Paralysis
Chest	20%
Abdomen	15%
Head	5%

If the character is paralyzed, he cannot move his body from the point of injury down. Generally, spine injuries near the chest or abdomen cause paralysis of the legs, while those near the head or neck cause paralysis of the arms and legs. Refer to the Shock and Involuntary Hit Response rules before the character tries to fight back. Breathing and speech are sometimes affected, also. Roll percentile dice:

Table 61: Effects of Paralysis

Dice Roll	Side-effect
01-25	Difficulty breathing, see Table 58
26-50	Difficulty speaking, speech is unintelligible
51-75	Both speech and breathing are impaired
76-00	No effect on breathing or speech.

Shock

The percentage chance that a character will go into shock can be found on Table 62: Shock Susceptibility. Cross-index the character's Shock Resistance value with the type of wound suffered. Modify the indicated percentage with any shock modifiers that apply, and then roll percentile dice. If the result is less than or equal to the modified shock percentage, the character goes into shock. The character stays in shock for a number of minutes equal to the modified percentage chance that shock would occur.

Table 62: Shock Susceptibility

Type of Wound	Character's SR value			
	0-25	26-100	101-200	201 +
Abrasion	30%	15%	0%	-15%
Incision	45%	30%	15%	0%
Laceration	60%	45%	30%	15%
Puncture	75%	60%	45%	30%
Fracture	90%	75%	60%	45%
Internal Damage	105%	90%	75%	60%

Modifiers for Previous Wounds (cumulative):

Abrasion	+ 5%
Incision	+ 10%
Laceration	+ 15%
Puncture	+ 20%
Fracture	+ 25%
Internal Damage	+ 30%

Modifiers for Victim Depression (cumulative):

1 dose alcohol, anesthetic, or sleeping gas	+ (1-10)%
1 dose truth serum or depressant poison	+ (1-100)%

Involuntary Hit Response

A character who is shot has certain involuntary reactions to the sudden injury and force of the bullet's impact. These include screaming, clutching at the wound, staggering, and falling to the ground. Whenever a character is shot, several dice rolls may be necessary to determine the character's involuntary reactions.

This section contains three sets of tables. The first set covers staggering, falling, and pivoting caused by the force of a projectile's impact. The second set covers yelling and clutching at the wound. The third table covers dropping or activating held items.

To use these tables, roll percentile dice and check Table 64: Staggering under the appropriate hit location. The result column will refer to one, two, three, or no other subtables, depending on the dice roll. Refer to the indicated subtables, rolling percentile dice once for each and applying the results immediately. Repeat these steps with Table 65: Reaction and Table 63: Grasping.

Dice rolls on Tables 64, 65, and 66 may be modified. The modifiers that apply are coded at the top of each table.

All of these actions are performed automatically and without hesitation, because the response is involuntary; characters have no control over these reactions.

Bleeding always is an Involuntary Hit Response. Refer to Table 55: Hemorrhaging if the wound is a puncture, fracture, or internal damage.

KEY TO MODIFIERS. Treat modified numbers over 100 as equal to 100, and modified numbers less than 01 as equal to 01.

A = Add Bullet Stopping Power or Shotgun Ammunition Stopping Power percentage to die roll.

B = Subtract character's Shock Response (SR) value from die roll.

C = Subtract character's Physical Strength trait value.

D = Subtract character's Coordination trait value.

Table 64: Staggering

Modifiers: A,C.

Hd/Neck	Chest	Abdomen	Arm	Hand	Leg	Foot	Result
01-20	—	—	01-32	01-74	01-02	01-70	none
21-27	—	—	33-41	75-79	03	71-78	E
28-51	01-04	01-04	42-64	80-89	04-18	79-94	F
52-64	—	—	65-78	90-97	19-22	95-96	G
65-73	05-09	05-09	79-84	98	23-34	97	E,F
74-78	10	—	85-88	99	35-37	98	E,G
79-94	11-49	10-50	89-98	00	38-72	99-00	F,G
95-00	50-00	51-00	99-00	—	73-00	—	E,F,G

Subtable E: Distance Moved

Dice Roll	Distance Moved directly away from force of strike
01	100 inches
02	82 inches
03	64 inches
04-05	48 inches
06-07	32 inches
08-11	16 inches
12-15	12 inches
16-23	8 inches
24-31	6 inches
32-47	4 inches
48-63	3 inches
64-81	2 inches
82-00	1 inch

Subtable F: Fallen Position

Dice Roll	Fallen Position
01-33	Character falls to one knee or a crouch
34-66	Character falls to both knees or sitting
67-00	Character falls prone

Subtable G: Degrees Pivoted

Dice Roll	Pivot measured from straight ahead	
01	180 degrees	(1/2 circle)
02-03	147.5 degrees	(7/16 circle)
04-07	135 degrees	(3/8 circle)
08-15	112.5 degrees	(5/16 circle)
16-31	90 degrees	(1/4 circle)
32-63	67.5 degrees	(3/16 circle)
64-81	45 degrees	(1/8 circle)
82-00	22.5 degrees	(1/16 circle)

Table 65: Reaction

Modifier: B

Hd/Neck	Chest	Abdomen	Arm	Hand	Leg	Foot	Result
01-23	—	—	01-27	01-39	01-05	01-53	none
24-49	01-49	01-49	28-40	40-43	06-52	54-60	H
50-72	50	50	41-75	44-94	53-57	61-96	I
73-00	51-00	51-00	76-00	96-00	58-00	97-00	H,I

Subtable H: Sound

Dice Roll	Sound Produced
01-40	Character will gasp audibly
41-70	Character will gasp and moan
71-90	Character will speak
91-95	Character will shout
96-00	Character will scream

Subtable I: Wounded Actions

Dice Roll	Action
01-33	Character tries to look at wound
34-66	Character tries to cover wound
67-00	Character tries to look at and cover wound

Table 66: Grasping

Modifiers: A, B, C, D.

**Head/Neck,
Chest,
Abdomen, Leg,**

Foot	Holding Arm/Hand	Other Arm/Hand	Result
01-25	01-12	01-37	Q
26-50	13-25	38-75	R
51-00	26-00	76-00	S

Q = Character will clutch but will not activate whatever he is holding.
R = Character will clutch what he is holding and will pull the trigger on a weapon or activate a handheld device.
S = Character will drop or let go of what he is holding in either hand.

Accelerated Hand-to-hand Combat

Accelerated Hand-to-hand (AHTH) Combat may occur when two characters are within 10 feet of each other at the start of a combat turn and neither wishes to fight for possession of an item. If either then wishes to engage in AHTH Combat, and this option is being used, AHTH Combat must occur.

Each character must decide whether they wish to fight or retreat. Both should secretly write down their decision whether to "fight" or "retreat". The written decision should be revealed simultaneously. If both choose to retreat they are considered just beyond 10 feet apart, if physically possible. Projectile weapon combat may now occur. If one character chooses to fight and the other chooses to retreat, the retreating character must roll percentile dice. If the number rolled is greater than the retreating character's Evasion value, the character may not retreat. Hand-to-hand Combat proceeds as directed. If the number rolled is less than or equal to the retreating character's Evasion value, the retreat is successful, characters are considered just beyond 10 feet apart (if physically possible), and Projectile Weapon Combat may occur. If Hand-to-hand Combat is to occur, each character consults the Allowable Combat Table in the TOP SECRET® rule book and determines which type(s) of combat he may use.

If either character has any weapons, add each weapon's Hand-to-hand Weapon value (HWV) to the character's Hand-to-hand Combat value to obtain a new Hand-to-hand Combat value. This value is applied when using this weapon. The Hand-to-hand Weapon value can be found on the Weapons Chart or on the Hand-to-hand values for Additional Weapons Table of the TOP SECRET® rule book, 2nd Edition.

Compare the character's Hand-to-hand Combat values. Subtract the lower value from the higher value to find the difference. The difference can be 0. The difference is equal to the higher valued character's base chance to hit an opponent using Hand-to-hand Combat. For example, two character's are within 10 feet of each other. Their Hand-to-hand Combat values are 130 and 137. The character with 130 is holding and intends to use a canoe paddle against the other character. A paddle has a Hand-to-hand Weapon value of 15. The character's new Hand-to-hand Combat value with the paddle is 145 ($130 + 15 = 145$). The difference between values is 8. The character with the paddle has an 8% base chance to hit. The character with the HTH Combat value of 137 has a 0% chance to hit.

The base chances to hit are modified depending upon the character's level of Allowable Combat. The allowable types of combat and their base chance to hit modifiers are shown on Table 67: Accelerated Hit Modifiers.

Table 67: Accelerated Hit Modifiers

Type of Allowable Combat Modifier to Base Chance to Hit	
Untrained	+ 25%
Knife Fighting	+ 30%
Boxing	+ 35%
Swordplay	+ 40%
Judo	+ 45%
Martial Arts	+ 50%

For example, the character with the paddle knows Untrained and Knife Fighting. The modifier to the 8% base chance to hit is + 30%. Hence, the character has a 38% chance per Hand-to-hand Combat Phase to hit the opponent. The character with the 0% base chance to hit is trained in the martial arts and has a 50% chance ($0\% + 50\% = 50\%$) to hit the paddle-wielding opponent.

In Hand-to-hand Combat each character using only Untrained Combat will be allowed two chances to

hit each five seconds of combat. Each character using more than Untrained Combat will be allowed three chances to hit each five seconds of combat.

Percentile dice are rolled for each attack. If the value is greater than the chance to hit, the attack misses. If the value is less than or equal to the chance to hit, the attack is successful. The base amount of damage is found on Table 68: AHTH Combat Base Damage.

Table 68: AHTH Combat Base Damage

Percentile Dice Roll	Base Injury Points
01-20	0
21-40	1
41-60	2
61-80	3
81-90	4
91-00	5

AHTH Combat Base Damage is modified by two factors. The first factor is found under Injury Modifiers in the Hand-to-hand Combat section of the TOP SECRET® rule book. The second injury modifier depends on the attacker's level of Allowable Combat.

Table 69: AHTH Combat Injury Modifiers

Type of Allowable Combat	Injury Point Modifier
Untrained	+ 0
Knife Fighting	+ 1
Boxing	+ 2
Swordplay	+ 3
Judo	+ 4
Martial Arts	+ 5

An average Martial Artist using her strong arm has a combined injury modifier of + 5. An average character who knows Knife Fighting but hits with a canoe paddle has a combined injury modifier of + 2: one modifier for the paddle's HWV of 15 plus 1 for being trained in Knife Fighting.

A maximum of two characters may attack a single character simultaneously. If there are more than two attackers, the two with the highest Surprise values will get to attack.

If a character's Life Level reaches zero from AHTH Combat (excepting damage from edged weapons), that character is unconscious and will awaken in 1-100 minutes generated randomly. Damage from edged weapons is real. If a character's Life Level is reduced to zero from this form of fighting, the character is dead. It is possible for a character to have both unconsciousness damage and real damage at the same time. The two types are not used together to kill a character.

An unconscious character can be killed in five seconds. The attacker simply states to the Administrator that he or she is going to kill the unconscious character. Five seconds later, assuming no interruptions, the character is dead. The killer must be next to the victim for the full five seconds.

If an unconscious character revives, that character will be at an Unconsciousness Life Level of one. He or she will recover one Life Level that was lost through AHTH Combat, other than by edged weapon, every 30 game minutes thereafter.

After the injury (if any) is resolved, that AHTH Combat turn ($1 \frac{2}{3}$ seconds or $2 \frac{1}{2}$ seconds for Untrained) is over. An AHTH Combat turn is $\frac{1}{3}$ (or $\frac{1}{2}$ for Untrained) of a movement and combat turn (five seconds). If, after five seconds of AHTH Combat, either combatant wishes to engage in Possession Combat, that will occur. Then, if either combatant wishes to engage in further AHTH Combat, that will occur. This is a good time for a wounded character to attempt a retreat if he thinks he will suffer more damage in the next five seconds of AHTH Combat or if he wishes to use a projectile weapon. If neither fighter wishes to engage in Possession or AHTH Combat, then both have the option to engage in Projectile Combat within 10 feet of each other, at Short Range.

Example of ANTH Combat

A knife fighter with a canoe paddle has a 38% chance to hit in ANTH Combat. His Life Level is 13. A martial artist has a 50% chance to hit. Her Life Level is 12. Each rolls percentile dice. The knife fighter hits the martial artist with an 11. Percentile dice are rolled to determine Base Injury Points. A 25 means Base Injury Points of 2 are modified by +2. The martial artist takes 4 points of damage. The martial artist misses the knife fighter on a roll of 55. The knife fighter misses on a roll of 76. This time the martial artist hits on a roll of 04. The Base Injury Points generated are 4 from a percentile roll of 87. Injury modifiers of +5 give the knife fighter a total 9 points of damage. On the third chance the knife fighter misses with a percentile roll of 99. The martial artist hits with a 44, rolls a Base Injury Point of 3 and delivers 8 points of damage to the knife fighter. The knife fighter started with a Life Level of 13, lost 9, and now 8 more. The knife fighter lies unconscious with a Life Level of 0. The martial artist is reduced from 12 to 8 Life Levels.

Combining Projectile and Hand-to-Hand Combat

If either of the characters wishes to fight for possession of an item and they start the turn within 5 feet of each other (such as after most Sneak Attack Modes), Possession Combat can occur. If neither wishes Possession Combat, but either wishes to engage in Hand-to-Hand Combat or Projectile Combat, these combined rules may be used.

Characters do not have to start within 10 feet of one another. Remember, movement may occur during Projectile Combat but movement modifies First Shot Determination and Hit Determination. Characters not using a Projectile Weapon, who move within 10 feet of an opponent or are approached by a character within 10 feet, may engage in Hand-to-Hand Combat, during the five-second Combat Turn.

Unless one party in combat is completely surprised, this procedure to determine who gets the first action and the subsequent order of action must be followed. If a character completely surprises an opponent, the surprising character will automatically get the first action. Furthermore, if the victim is at point blank or short range, the attacker may choose to Sneak Attack (if that optional rule is being used). After the

ambusher has taken his or her "free" action by either of these means, the standard first action determination method described below is used to determine order of action.

To determine which character gets the first action and the order of action for the other characters, take the Offense value of each character involved and add or subtract the appropriate modifiers from the First Shot Determination Table in the TOP SECRET® rule book. When all of the modifiers that are applicable are added to or subtracted from the Offense value, the resulting number is Net Speed for that character. Unarmed combatants may have Net Speeds equal to their Offense values. Compare the Net Speeds of all the combatants involved in Projectile Combat. The character with the highest Net Speed fires the first shot, the character with the second highest total shoots second, the character with the next highest total shoots third, and so on until all characters have fired once. This ends the first one-second phase of Projectile Combat.

Compare the Net Speeds of all combatants involved in Hand-to-Hand Combat. The character with the highest Net Speed attacks first, the character with the second highest total attacks second, and so on until all characters have attacked once, unless Untrained Combat was chosen. This ends the first 1.6-second Hand-to-Hand Combat Phase. The first Untrained Combat phase ends after 2.5 seconds.

A complete five-second Combat Turn should proceed as follows:

Action allowed by involved Combatants	Time Occurrence Ends
Any "free" actions are concluded	0.0 seconds
First phase of Projectile Combat	1.0 seconds
First phase of Hand-to-Hand Combat excluding Untrained Combat	1.6 seconds
Second phase of Projectile Combat	2.0 seconds
First phase of Untrained Combat	2.5 seconds
Third phase of Projectile Combat	3.0 seconds
Second phase of Hand-to-Hand Combat excluding Untrained Combat	3.2 seconds
Fourth phase of Projectile Combat	4.0 seconds
Third phase of Hand-to-Hand Combat excluding Untrained Combat	4.8 seconds
Second phase of Untrained Combat	4.9 seconds
Fifth phase of Projectile Combat	5.0 seconds

If any of the modifiers have been changed, then Net Speeds must be recalculated to determine if the order of action has been changed. Most commonly, these modifier changes will involve one or more characters getting wounded. When the new order of action has been determined, action proceeds as before: the character with the highest Net Speed acts first, the next highest acts second, etc.

A character choosing Projectile Combat during a five-second turn may not defend against Hand-to-hand attacks. A combatant choosing Hand-to-Hand Combat during a five-second turn may not use a Projectile Weapon. At the end of the five second combat turn, either character within 5 feet of another may begin Possession Combat. If two characters are within 10 feet of each other, either may choose Hand-to-Hand Combat during which Projectile Combat can occur as explained above. If two characters are beyond 10 feet of each other, this combined method may again be used.

PHYSICAL LIMITS

The following actions are listed with the minimum amount of time needed to perform the action. These completion times should be used as guidelines to keep track of each character's actions during a turn. Keep a piece of paper handy to record passing time so that each character gets an equal chance to perform actions, especially in combat.

Table 70: Action Time

Action	Time in Seconds
One combat or movement turn	5
One combat or movement phase	1
One action in Untrained HTH combat	2.5
One action in Knife Fighting, Boxing, Swordplay, Judo, or Martial Arts in HTH Combat	1.6
One turn of Possession Combat	5
Time lost to surprise	.5
Time lost to complete surprise	1
Make a sneak attack	1
Change facing by 90 degrees (includes rolling from front or back to either side, or vice versa)	1
Drop prone, to knees, or dive	1
Rise from prone, kneeling, or sitting position	1
Attempt to light a fuse, torch, gas jet, etc	1
Move object from one hand to another	1
Remove protective mask, helmet, or goggles	1
Rechamber a new round after automatic or semi-auto weapon misfire	2
Clear weapon jam (minimum time)	2
Reload one round in a magazine or revolver	2
Open or close a window, door, or hatch	2
Replace spare strapped magazine on side-mounted magazine weapon such as Sterling submachine gun	3

Move through an open window, door, or hatch	3
Replace magazine on a self-load, semi-automatic, pump, submachine, or assault weapon	4
Lock or unlock a window, door, or hatch with the proper key or mechanism	4
Attach a silencer, scope, bayonet, sight, or mount	5
Attempt to arm, disarm, or detonate an explosive Kill an unconscious character using hand-to-hand combat	5
Mount or dismount a vehicle or animal	5
Attempt to force open or closed an object, door, or hatch	5
Start a vehicle	5
Pass object from one character's hands to another character's hands	5
Remove shirt, vest, gloves, or pants	5
Remove footgear, skis, or flippers	5
Put on protective mask, helmet, or goggles	5
Reload a speargun or crossbow	10
Perform police-style frisk	10
Remove object from back or backpack	10
Put on shirt, vest, gloves, or pants	10
Put on footgear, skis, or flippers	15
Put on backpack, jetpack, parachute, or flame-thrower, or lift person on back	15
Deactivate a system or open a lock	60
Casually examine a 20' x 20' area or room	60
Thoroughly search a 10' x 10' wall, floor, or ceiling for hidden objects	60
Thoroughly search a 20' x 20' area	60 +

Modified Movement Rates

Many athletic activities can be reduced to basic body movements such as lifting, jumping, running, throwing, and kicking. While proficiency in individual sports is not within the scope of these rules, more common body movements are. Most

body movements are based on a fitness rating which is derived from the character's Movement value.

*When moving uphill, upstream, or over rough terrain, reduce the listed rate of travel by 75%.

When moving or throwing from one level to a higher level, always add the difference in vertical height to the horizontal distance being crossed. For example, a character of average height (70 inches) is standing on a ledge. The character must attempt to make a standing broad jump to a rooftop 5 feet away and 1 foot higher. The total distance to be crossed is 6 feet. An average character will not make it across standing. Consider that a character's reach is one-third his height and his armspan is equal to his height. This average character has a reach of 23 inches. If the character's arms are free the distance can be crossed with an excess of 11 inches (5-foot jump plus 23-inch reach, minus 6-foot distance). Roll percentile dice and compare the result to the character's Coordination value. If the roll is equal to or less than the character's Coordination value, the character catches the rooftop. If the roll is higher, the character misses the rooftop and falls. (To add more excitement, cut the character's Coordination value in half and let the player roll once for each hand.)

To calculate distances or speeds by fitness rating for other types of sports, first find the world's record. Multiply the world's record by the fitness modifier for each fitness rating, and round off the result.

Table 72: Athletic Limit Multipliers

Fitness Rating	Fitness Modifier
Weakling	.15
Average	.425
Strong	.65
Super	.875

For example, the world's record for swimming 50 meters is 22.71 seconds. This equals 4.92 miles per hour. Using the above formula, the maximum speeds for TOP SECRET® characters swimming 50 meters are: weak, .7 mph; average, 2.1 mph; strong, 3.2 mph; and super, 4.3 mph.

To convert movement in miles per hour (mph) to feet per turn (five seconds), or from feet per turn to miles per hour, use the following conversion ratio:

miles per hour × 7.3 = feet per turn
feet per turn × .14 = miles per hour

Table 71: Athletic Feat Limits

Movement Value Range Fitness Rating	0-120 Weak	121-220 Average	221-300 Strong	301 + Super
Type of Movement				
Baseball Throw (5-5.25 oz.)	70'	190'	290'	390'
Body Throw(160 lbs)	2'	7'	11'	15'
Deep Dive with SCUB	65'	185'	285'	380'
Deep Dive without SCUBA	40'	120'	185'	245'
Discus Throw	35'	100'	150'	200'
Driving a Golfball	176'	500'	764'	1,029'
Grenade Toss(1 lb.	20'	58'	88'	119'
Hammer Throw(16 lbs.)	40'	110'	170'	230'
High Dive into Water	25'	70'	105'	140'
Javelin Throw	50'	135'	210'	280'
Long-Range Archery	550'	1,565'	2,400'	3,220'
Motorcycle Jump	32'	90'	138'	186'
Pole Vault	3'	8'	12'	16'
Running High Jump	1.2'	3.3'	5'	6.7'
Running Long Jump	4'	12'	19'	25'
Shot Put	10'	30'	45'	60'
Sky Dive with chute	12,705'	35,998'	55,055'	77,113'
Snow Ski Jump	90'	250'	385'	515'
Standing Broad Jump	3'	5'	7'	9'
Standing High Jump	1'	2.5'	4'	5.5'
Standing Vertical Jump	.5'	1.5'	2.25'	3.1'
Water Ski Jump	29'	83'	127'	171'
Bicycling*	9 mph	25 mph	38 mph	51 mph
Downhill Skiing	19 mph	53 mph	81 mph	109 mph
Ice Skating*	5 mph	13 mph	20 mph	27 mph
Paddling*	2 mph	5 mph	8 mph	11 mph
Roller Skating*	4 mph	11 mph	17 mph	23 mph
Rowing*	2 mph	5 mph	7 mph	10 mph
Skateboarding*	8 mph	23 mph	35 mph	47 mph
Water Ski Speed	19 mph	54 mph	83 mph	112 mph
Treading Water	11 hrs	31 hrs	47 hrs	63 hrs.

Throwing Distance

When throwing a relatively balanced and non-bulky item overhand, it is assumed that the object is thrown from a standing character's favored hand in grenade toss or baseball throw (outfielder's) style. Tossing a javelin assumes a running start. Putting a shot or tossing a hammer assumes a rotating start. A body throw assumes a two-handed toss.

To calculate how far an object can be thrown overhand, the object's approximate weight must be known. Objects weighing less than 1 ounce (28 grams) are difficult to throw; treat such light objects as if they weighed 1 ounce (or 28 grams). Then apply one of the following formulas:

$M.V. \times 5.5 / \text{weight in ounces} = \text{distance in feet}$

$M.V. \times .34 / \text{weight in pounds} = \text{distance in feet}$

$M.V. \times 48 / \text{mass in grams} = \text{distance in meters}$

$M.V. \times .048 / \text{mass in kilograms} = \text{distance in meters}$

For example, a character with a Movement value of 200 can throw a 3-pound rock 22.6 feet ($200 \times .34 / 3 = 22.6$).

The distance an object can be thrown can be modified as follows:

- If the object is thrown against or with the wind the Admin can determine the distance arbitrarily.
- If the object is thrown by the character's off or unfavored hand, reduce the maximum distance by 25%.
- If the object is thrown underhand, reduce the maximum distance by 50%.
- If the object is thrown underhand by the character's off or unfavored hand, reduce the maximum distance by 65%.

Throwing Accuracy

To determine whether a thrown object hits its target, follow these four steps:

1. Divide the distance to the target by the farthest distance the object can be thrown.
2. Subtract the quotient from 1.
3. Multiply the remainder by 100%.
4. Roll percentile dice. If the number rolled is less than or equal to the result from step 3, the thrown object hits its target. If the number rolled is higher than the result from step 3, the thrown object misses its target.

For example, a character with a movement value of 170 can throw a 1-pound grenade 58 feet. The character wants to throw the grenade through a window 35 feet away.

$$35 / 58 = .6$$

$$1 - .6 = .4$$

$$.4 \times 100\% = 40\%$$

The player rolls percentile dice. On a roll of 01-40, the grenade goes through the window. On a roll of 41-100, the grenade misses the window. Use the Grenade Scatter rule from the TOP SECRET® rule book to determine how far off target the grenade lands.

The Admin may alter the calculated chance of hitting the target if there is a crosswind or the character's vision is obscured by smoke or darkness or improved with infrared goggles, or the situation is unusual in any other way. These same throwing accuracy rules apply when driving a golfball, batting, kicking, spitting, or performing any other action that involves human muscle action propelling an object. Shooting an arrow is not included.

Sports Competence

Assume that all agents are competent in all major sports, both in play and in general rules knowledge. Of course, agents will be most familiar with their national games (an American plays baseball, an Englishman plays cricket). Basic sports competency equals the Area of Knowledge Value for Physical Education. When a character tries to use this skill, roll percentile dice and compare the result to the character's Physical Education value. If the dice roll is equal to or lower than the AOK value the attempt succeeds. If higher, the attempt or stunt fails and the character may be injured. On a roll of 01-05, the character performs the action successfully and then may

be injured. Sports competency can be increased through training or practice if the sport is offered in the Espionage College Course Handbook. All agents can swim. One-third of all NPCs cannot swim.

Maximum Lift

Capacity and

Movement Modification

Characters can lift and hold above their heads momentarily (5 seconds) a mass in kilograms (2.2 pounds) equal to their Physical Strength Trait value. Other balanced, non-bulky loads can be carried according to Table 73: Carrying Capacity.

Table 73: Carrying Capacity

Weight	Movement Rate
1/2 maximum to just under maximum	1/2 normal
10 pounds to just under 1/2 maximum	3/4 normal
less than 10 pounds	full normal

Characters can budge, but cannot lift or carry, any object up to 1.5 times their maximum lift capacity. This requires handholds, friction, and administrative discretion.

Environmental

Survival Limits

Survival Limits depend upon a character's Willpower value. If a character exceeds any environmental survival limit he will suffer unconsciousness. If a character exceeds his

survival limit on any entry except motionlessness or standing at attention, he will lose 1 Life Level per minute he remains in that environment. Prolonged exposure to noise will cause immediate, permanent hearing damage at the rate of 5% hearing loss per minute of exposure beyond survival limit. (Reduce Observation by 5% per minute of exposure.) Prolonged exposure to extreme light will cause immediate, permanent eye damage at the rate of 10% loss of Coordination and 10% loss of Observation per minute of exposure beyond the survival limit.

Survival limits can be calculated for many environmental factors. The first Perseverance Rating corresponds to the tolerance level of the factor. The second Perseverance Rating is calculated by multiplying the tolerance level by 1.825. The third highest range equals the tolerance level times 2.5, and the fourth equals the tolerance level times 3.05. For example, an unprotected body can withstand three seconds in a vacuum without suffering damage. The tolerance level for vacuum is 3 seconds. A weak character could withstand 3 seconds, an average character could withstand 5.5 seconds, a strong character could withstand 7.5 seconds, and a super character could withstand 9.2 seconds. Other environmental factors that are not shown but could be considered are atmospheric pressure, wind speed, ultra-violet radiation, infra-red radiation, ultra-sonic vibrations, various gases, dust, pollen, chemicals, and fungi.

Table 74: Environmental Limits

Willpower Value:	0-40	41-73	74-100	100 +
Perseverance Rating:	Weak	Average	Strong	Super
Environment				
Motionlessness	63 min	179 min	247 min	369 min
Attention, Standing	8 hrs	23 hrs	34 hrs	46 hrs
Fasting	65 hrs	184 hrs	281 hrs	378 hrs
Sleeplessness	67 hrs	191 hrs	292 hrs	393 hrs
Sensory Deprivation	14 hrs	39 hrs	60 hrs	81 hrs
Temperature, dry, naked	60 F.	170 F.	260 F.	350 F.
Temperature, dry, clothed	75 F.	213 F.	325 F.	438 F.
Sauna Bath	43 F.	121 F.	185 F.	249 F.
Freezing, unprotected	32 F.	11 F.	7 F.	5 F.
Acceleration	1 g	4 g	7 g	10 g
Atomic Radiation, Annual	15 rem	27 rem	38 rem	46 rem
Light, foot candles	10,000	18,250	25,000	30,500
Noise, decibels	94 db	172 db	235 db	287 db
Mechanical Vibration,				
cycles per second	10 cps	18 cps	25 cps	31 cps
inches amplitude	05 in.	09 in.	13 in.	15 in.
Shock Waves	7 psig	13 psig	18 psig	21 psig
Carbon Monoxide, ppm	3,000	5,475	7,500	9,150
Carbon Dioxide, ppm	4,000	7,300	10,000	12,200

Sound Guidelines

A normal human male voice can be heard and understood in still, outdoor air at 600 feet (183 meters). Indoors the range may increase or decrease depending on acoustical conditions and interference. Modifiers based on wind speed and direction, type of sound, amplitude, and pitch can be applied by the Admin. Generally, a whisper or footfall can be heard at 10 feet (3 meters). Unsilenced gunshots and explosions can be heard far beyond 600 feet. Use this information only as a guide, due to the many variables present in the game environment.

Breathing

Characters can hold their breath voluntarily for a number of seconds equal to their Willpower value, no matter what they are doing. If the character cannot take a full breath after the last breath runs out, the character will become unconscious. One full breath of air will revive the character with no damage within a few minutes. Once the character passes out, no brain damage will occur for $(\text{Willpower} \times 5)$ seconds. After that, the character loses 1 Life Level and 10% Knowledge immediately, and every $(\text{Willpower} \times 1)$ seconds afterward. For example, a character with a Willpower value of 50 can hold her breath for 50 seconds. At 51 seconds she passes out but suffers no damage for the next 250 seconds. At 301 seconds after the character started holding her breath, brain damage begins to occur. The character loses 1 Life Level and 10% of her Knowledge permanently at 301 second, 351 seconds, 401 seconds, etc., until artificial respiration is administered or death occurs.

ADMINISTRATING STYLE

Options in Effect

All persons playing in a TOP SECRET® game should be told exactly which miscellaneous rules, optional rules, campaign rules, and personal rules are in effect before play begins. The Admin decides which rules will be used. Players are generally not allowed to look at the rules during play except when they must use a chart, as in hand-to-hand combat, or choose equipment from a list. Part of the game's intrigue is not knowing the whole truth ("how much plastique should we use on this door?"). For best results the Admin should list separately or mark in the rule book those rules which will not be used.

Style of Play

Underlying an agent's Bureau, Level, Political, and Economic alignment may be the agent's true motivation, the reasons for his or her actions. Not all agents loyally collect and transmit intelligence to their superiors. Role-playing can be much more exciting if agents have personal lives or terrible secrets in their pasts. This loses some of its impact if every character is a double agent or a political exile, but an occasional surprise is good for the campaign.

Codes of Conduct

Some agents may choose to follow personal codes of conduct in addition to agency policies. Simple codes of conduct could include never carrying a gun, never using special devices or resorting to violence, or lying in the line of duty. Others agents never to shoot except in self defense, never to steal from the poor, or never to break their word to anyone.

Such personal codes of conduct may seem limiting, but they create realistic conflicts for the players to deal with. An agent's personal code of conduct should be written down, dated, and given to the Admin. If the Admin believes the personal code of conduct has been broken, he should roll percentile dice. On a roll of 01 to 50 there is no further effect. On a roll of 51 to 00, the agent's conscience is bothered and the player has a choice of punishments; either the agent loses one Fame or Fortune

point, or an unmodified roll is made on the Occupational Hazard (O) Chart under Complications in the TOP SECRET® Rulebook. A roll of 91-00 is an automatic loss of 1 Fame or Fortune point (player's choice). An agent's code of conduct may be repealed in writing at any time between missions.

Logical Use of Fame and Fortune Points

Players using Fame and Fortune points to escape death should give their Admin a logical reason why their agent should survive (dud ammo, ricochet from a belt buckle, grenade fails to fragment, agent bears remarkable resemblance to shooter's brother, or any other reasonable excuse). The same explanation should not be allowed more than once per character. Unconscious characters can use Fame and Fortune points.

SPECIAL EQUIPMENT

It often is difficult to define the difference between surveillance, counter-surveillance, and communication devices. In some cases the same piece of equipment can be used for all three purposes. In general, an item's most common use defines its equipment class. Surveillance equipment is used to observe a person or group closely. Counter-surveillance equipment is used to detect or counteract surveillance. Communication equipment is used to exchange information.

Extremely complex and ingenious means of combining electronics equipment have been developed for espionage and counterespionage. Little attempt will be made in this book to explain all the possible combinations. The components are listed, and agents can try to connect them as needed to complete the job. Three examples will illustrate the diversity of electronic eavesdropping, counter-surveillance, and communication techniques.

An ultrasonic beam is focused on an ordinary window pane. Vibrations in the glass caused by people speaking in the room are transmitted through the beam's reflection to a sonar device which converts the vibrations into intelligible speech. This window vibration-tapping can be countered by playing music against the inside surface of the glass.

A listening device less than 0.25 inches in diameter is placed inside a piece of wooden furniture. The device can transmit up to 440 yards. In a nearby building, a miniature wire recorder is tuned to the frequency of the tiny transmitter. The recording wire spools can be replaced easily at the remote position and the transmitter needs no direct maintenance. The transmitter can broadcast for hundreds of hours on its own battery or indefinitely on a telephone line or automobile battery. The tiny listening device could have been detected if the person who brought it in had been scanned by a highly sensitive radio frequency security system with sensors concealed in the walls and woodwork of the room.

Security cameras are connected to their viewing monitor via microwave instead of hard wire. The monitors can be up to 5 miles from the cameras with no telltale cable to trace. Opaque paint sprayed on the lens will block a camera's view, rendering it useless for surveillance.

A list of surveillance and counter-surveillance equipment follows. Described items are actual devices which have been built. Devices marked with an asterisk (*) are special equipment and should be issued only to Assassins, Confiscators, and Investigators who have reached 4th level or higher.

Keep in mind that transmitting devices send on a particular, set frequency. Unless a scanner is used to locate the proper frequency, the odds of tuning in the correct one by accident is 1 to 10,000 (roll percentile dice twice to get 00 both times).

SURVEILLANCE EQUIPMENT, Sonic Devices

Voice Stress Analyzer* (\$6,500): This briefcase-sized device measures the degree of stress in the human voice. Analyzers measure involuntary, sub-audible changes called micro-tremors. These are tiny frequency modulations that are detected, measured, and interpreted by the analyzer as simple digital values. Values that are sufficiently above the speaker's normal voice range indicate the speaker is lying or concealing information. Results are displayed as lighted, numerical readouts or a computerized digital print-out. The device can be used during a personal interview, over the telephone, or from a recorded conversation. This device will detect a lie on a percentile dice roll of 75 or less. The VSA may also be used as a cassette tape recorder with up to 120 minutes per side of cassette (\$1 each).

Voice-Activated Recording Device* (\$20): In order to save battery life and recording tape, this matchbox-sized device activates a receiver only when it detects sounds in the human voice range. The device shuts itself off after 30 seconds of silence.

Tonal Activity Transmitter* (\$25): This dime-sized device is too small and weak to transmit meaningful voice sounds but will indicate the presence of sound waves or disturbances in a room. It is powered by a 50-minute battery that activates only when there is noise in the room. It has a broadcast range of 440 yards.

Hydrophone* (\$150): A hydrophone is a baseball-sized receiver used for detecting or monitoring sound underwater. It usually is connected by wire to a transmitter, recorder, or amplifier. Hydrophones are 99% waterproof.

Sound Sensitive Detector* (\$200): This attache case-sized device is actually an amplifier that can amplify the sound of ticking 1,000 times. Approximately 90% of all bombs involve ticking mechanisms, so the detector is highly effective in locating ticking bombs. The detector will operate on batteries for up to 8 hours. The system's input transducer is shock resistant and waterproof to a depth of 600 feet. It can be used effectively by divers as an underwater communication system. The transducer and amplifier can be separated by up to 2 miles of cable. The amplifier has both a volume control and a VU-meter. Detected sounds can be monitored with or without headphones. The detector also can be used to detect fire within walls or life behind closed doors. The amplifier can be used as a portable public address system where alternating current is not available. The detector can be used to locate persons trapped in mines or caves. Used as a stethoscope, the detector is sensitive enough to hear a fetal heartbeat.

Seismic Detector (Geophone)* (\$125): A seismic detector is a saucer-shaped and sized receiver used for detecting or monitoring subsonic disturbances in the ground. Human footsteps can be detected at 440 yards and ground vehicles at 1 mile. Background interference makes seismic detectors almost useless in cities.

SURVEILLANCE EQUIPMENT,

Optical Devices

(None of these optical devices can be used as weapon sights without considerable modification, unless specified otherwise.)

Telescope (\$15-\$1,500): A telescope is an arrangement of lenses or mirrors (or both) used to gather visible light from distant objects. It can range from 1 to 100 power (01-00)x at a cost of \$15 per level of magnification. The apparent visual distance can be found by dividing the actual distance to the object by the power of the telescope.

Periscope (\$10-\$1,000): A periscope contains reflecting elements such as mirrors and prisms which permit observation from a position that does not have a direct line of sight to the subject. The displacement can be vertical, horizontal, or in between. A normal periscope does not magnify the image. A handheld periscope can be up to 10 feet long. A periscope mounted in a vehicle or other platform can be up to 100 feet long, and costs \$10 per foot.

Microscope (\$150-\$15,000): A microscope is used to examine tiny objects such as microdots closely. Magnifying powers from 10 to 1,000 times actual size are typical, at \$15 per level of magnification. Microdots require at least a 50 power microscope to be read.

Binoculars (\$50): This device is actually two telescopes mounted side by side. Because both eyes can be used, the image appears to be three-dimensional. Various powers are available from 5x to 30x, but 7x is the most common.

Range finder* (\$750): Range finders are optical, electronic, or acoustical instruments used to determine the distance to an object, usually a target. The optical variety is the same size as 10x binoculars. Range finders are not weapon sights, but they can be used to determine how far away a target is or how far an artillery shell fell from its target. Optical range finders indicate distance on a mechanical scale. Electronic or acoustic range finders give a digital readout in feet or meters.

Telephoto Camera Lens (\$150): This lens is used to produce large images of distant objects. Zoom

telephoto lenses can be changed instantly from 1 to 10 power magnification by the photographer. The lens cannot be used separately as a telescope.

Close-up Camera Lens (\$150): This lens is used to obtain a clear picture of a very close, small object against a blurred background. Close-up lenses can be changed from 1 to 10 power magnification by the photographer. The lens cannot be used separately as a magnifying glass.

Periscopic Camera Lens* (\$200): This lens attachment allows a camera to shoot around corners or over obstructions. It can be combined with a telescopic lens.

Light Intensifying Handheld Scope* (\$100): This device amplifies available light from stars or luminous watches, allowing the viewer to see in near-total darkness. It is useless in absolute darkness. The scope does not magnify the viewed scene. Batteries operate the device up to 50 hours before needing to be replaced or recharged.

Active Infrared Detection Scope* (\$250): This handheld device weighs just less than 5 pounds. An infrared lamp projects a high-power beam of infrared radiation to a distance of 500 feet. The beam is invisible to the human eye because infrared is beyond the visible spectrum. However, infrared radiation reflected from objects is translated by an image converter and displayed as yellow-green tones on an eyepiece viewing screen. Infrared radiation passes through conditions which scatter visible light, allowing the user to see through fog and smoke. The image converter's internal battery source has a life of 1,500 hours. The infrared lamp can be powered by battery or by plugging an adapter into a car cigarette lighter. Active infrared detection scopes can be adapted to fit on rifle-sized weapons, allowing combat in poor lighting conditions.

Passive Infrared Detection Scope* (\$350): This handheld device detects thermal radiation emitted by objects of all kinds as far as the unaided eye can see. The warmer the object is, the brighter it appears as a reddish image in a black background. The device can be used in fog, smoke, and darkness, and can be modified to fit on rifle-sized weapons. A passive scope is very useful for locating a source of infrared radiation, especially radia-

tion from an active infrared detection scope, which appears as a bright red spot. The device weighs less than 2 pounds and has a battery life of 1,500 hours.

Infrared Document Scanner* (\$300): This briefcase portable device is actually a small version of the active infrared detection scope. The briefcase comes apart to serve as a document examination base. The infrared lamp shines down on documents, letters, and artwork. Alterations and slight defects are reflected into the image converter and can be viewed in the eyepiece. The device allows the user to see through envelopes, screen mail for explosives, and see erasures. The device points out flaws in parts of an item but will not reveal whether an entire item is a forgery. The infrared rays can penetrate rust stains, ink blots, burns, and layers of paint or polish. If infrared-sensitive film is used, documents can be photographed under infrared light in an otherwise dark room.

Infrared Goggles* (\$325): These are similar to light-intensifier goggles but are a modification of the passive infrared detection scopes.

Video Monitoring Station (\$500 per camera, \$1,000 per monitor): This is simply a video camera connected by cable to a television-like monitor. It operates on 120 volt alternating current. The system can be wired with one camera per monitor or so that the view from any camera must be dialed on a single monitor.

Video Recorder (\$1,500 per recorder, \$10 per tape): A video recorder can be wired in combination with a video monitoring system. Any view from a video camera can be recorded on reel-to-reel or cassette tape.

Wireless Television Monitoring System* (\$1,000 per video monitor, \$500 per microwave-linked video camera): Remote cameras can be connected to a monitoring station via microwave transmitters instead of cables. Each camera and monitor usually operates from its own AC power source.

SURVEILLANCE EQUIPMENT, Chemical Devices

Factory Fume Collector* (\$65): This device comes in a plastic airtight tube or pocket package. It resembles a white handkerchief. The collector is removed from its package and exposed to the air, indoors or outdoors. After 60 seconds the collector is replaced in its airtight container and returned to a laboratory for analysis. Traces of factory waste fumes collected can be identified and products guessed at. For best effect the collector should be downwind from the factory or placed near a smoke pipe or exhaust port to collect specific factory fumes. Otherwise, the gaseous waste products of several factories may be combined. Radioactives cannot be detected with this device.

Internal Combustion Exhaust Octane Collector* (\$55): This device is similar to the factory fume collector both in appearance and use. The difference is that the octane collector identifies waste hydrocarbons from automobile exhaust, or an entire city's air pollution. Radioactives cannot be detected with this device.

Body Chemistry Collector* (\$45): This device looks like a desk sponge for wetting stamps. To use it, the top is removed and the device is left open to the room air. Up to 24 hours later the sponge can be covered and taken to a laboratory for analysis. Traces of "body chemistry" reveal what persons were in the room during the time the sponge was exposed. Perfumes, colognes, body odor, dead skin cells, and hair particles are absorbed by the special sponge. Stamp mucilage also is detected if the sponge is used normally.

SURVEILLANCE EQUIPMENT, Wire Devices

Telephone Time and Call Recorder (\$250): This device is an automatic, voice-activated system which records the message and time of all incoming and outgoing calls. It can be connected to an answering machine which records incoming

calls when the phone is not answered. The cassette tape has a capacity for 60 one-minute recorded messages.

Telephone Number Decoder/Recorder* (\$300): This typewriter case-sized device gives a hardcopy printout of all outgoing telephone numbers dialed on push button or rotary dial telephones. It also records the date and time of both outgoing and incoming calls, including unanswered ones. The device can be used to record all incoming and outgoing messages on cassette tapes (120 minutes per side).

Automatic Telephone Dialer (\$200): This device automatically dials a preselected series of up to 176 telephone numbers and plays a one-minute recording each time a telephone is answered. The automatic dialer can also be programmed to dial the same number once every 10 minutes until the telephone is answered. When a called phone is answered, the calling phone rings once to notify the caller. The automatic telephone dialer does not interfere with incoming calls.

SURVEILLANCE EQUIPMENT, Miscellaneous

Walk-through Metal Detector (\$750): This device is shaped like the frame of a doorway, but can be modified for any man-sized portal. The detector's sensitivity can be varied. The device can be operated and monitored by remote control. Both ferrous and non-ferrous metals are detected. The presence of metal upsets the detector's magnetic balance, which is indicated audibly or visually. The device's detection field is a 360 degree loop with no security gaps. At high sensitivity settings, canes, artificial limbs, shoe nails, belt buckles, jewelry, cameras, and even dental fillings will be detected.

Hand-Held Metal Detector (\$500): This device works the same as a walk-through metal detector. Measuring 12 inches long and weighing up to 2 pounds, a "magic wand" has a range of 18 inches. These are sometimes used to locate metal on individuals being searched. Since all known letter bombs contain metal in their detonator, battery, or wiring, hand-held detectors often are used to locate them. A hand-held detector can be used to locate an explosive mine if the mine contains metal.

Sonar* (\$1,500): Sonar is the abbreviation for SOUNd NAvigation Ranging. The apparatus uses transmitted and reflected acoustic waves to detect and locate objects. This briefcase-sized device has an effective range of 0.5 miles in air or 2 miles if the transmitter and hydrophone are placed in water.

Radar* (\$2,500): Radar stands for Radio Detection And Ranging. Radar devices usually are mounted on buildings or vehicles. The device projects radio waves across an area. Metallic objects in the radio waves' paths reflect the waves back to the device. The returning waves' direction and delay are analyzed to determine the object's size and its distance from the radar station. The object's location is displayed on a screen as a point of light. This point's relative movement corresponds to the movement of the real object. The object's direction, range, and speed can be determined by viewing the radar screen.

Computer Security Device—Fingerprint Scan* (\$2,000): This type of security device matches fingerprint ridges to fingerprints stored in the computer's memory. The device can be set to memorize a new set of prints, activate alarms, lock or unlock doors, or identify persons passing a security station.

COUNTER- SURVEILLANCE EQUIPMENT, Radio Devices

Transmitter Detector* (\$550): This device is only slightly larger than the 9 volt battery that powers it. The detector will be activated if brought within 20 feet of a transmitting bug. Either a tiny warning light will flash or the detector will vibrate softly until turned off. Such tiny detectors can be concealed in a pack of cigarettes, a wristwatch, a cigarette lighter, or a desktop pen holder.

Transmitter Locator/Verifier* (\$1,900): This cigarette pack-sized device scans an area for hidden, operating transmitters within 50 feet. As the transmitter is approached a series of diodes light up. As the device is brought closer to the transmitter, more diodes light up. The locator fixes the frequency being

used by the transmitter, and verifies its presence by letting the operator listen to the audio signal being broadcast.

Radio Frequency Detection System* (\$18,000): This built-in system of 18 bug detectors is linked to a control panel and monitoring station elsewhere in the building. Concealed, highly sensitive sensors detect transmitted signals, gauges on the control panel indicate the transmitter's location, whether it is stationary or being carried by someone.

Tape Recorder Detector* (\$350): This device measures 3.5 inches × 1.5 inches × 0.5 inches and is connected by a 24 inch wire to a 2.5 inch diameter detection coil. The detection coil will indicate the presence of a working tape recorder within 3 feet by flashing an alarm light, which will remain lit until switched off by the operator of the detector. The device also can be used to locate hidden working tape recorders by lighting a series of lights as the recorder is approached.

Tape Recorder Jammer* (\$175): Any tape recording within 10 feet of this cigar box-sized device will be erased by a strong magnetic field. The device requires an A.C. outlet.

Electronic Counter Measures—Jammers* (\$250): This briefcase-sized device broadcasts an interfering pattern of static over a circular area with a 50-yard radius. Electromagnetically transmitted or received messages within this area will be so badly garbled they cannot be understood. Line or cable-connected devices are not affected.

COUNTER-SURVEILLANCE EQUIPMENT, Wire Devices

Telephone Tap Detector* (\$50): This cigar box-sized device contains a signal light which is activated when an extension phone is lifted. The light also flashes when a transmitter or telephone bug is placed on the telephone line or in the telephone itself. The light stays lit until reset by the user. The telephone tap detector cannot be detected by a wiretapper.

Telephone Tap Analyzer* (\$25,000 maximum or \$100 per line checked in one minute): Tap analyzers range from the size of cigar boxes to suitcases. Within minutes after being connected to a telephone, a tap analyzer can locate and verify the presence of all telephone tap devices on any connected line out to 50,000 feet. The larger the device, the more tests it can perform and hence, the more the device will cost. When a tap is detected, a signal light comes on and a digital or printed readout indicates the location of the tap. A recorder can be activated to record the possibly tapped conversation. Most tap analyzers cannot be detected by a wiretapper.

COUNTER-SURVEILLANCE EQUIPMENT, Document Security Devices

Flash Paper (\$5): This chemically-treated, fast-burning, 8 1/2 inch × 11 inch white paper comes in pads of 50 sheets. An open flame or any temperature above 250 degrees Fahrenheit will destroy the paper instantly.

Edible Paper (\$4): This highly soluble, non-toxic paper comes in 3.25 inch × 5 inch sheets, 100 sheets per pad.

Water-Soluble Paper (\$3): This highly soluble 8.5 inch × 11 inch white paper comes in 100-sheet pads. Water of any sort (rain, saliva) dissolves the paper immediately wherever it touches. This paper is not recommended for internal consumption.

Incendiary Document Destroyer (\$150): This device can be the size of a 30 gallon barrel, a 50 gallon barrel, or a 3.3 cubic foot locker. Each device can destroy 50, 120, and 20 pounds of paper, respectively. Each is lined with sodium nitrate and an incendiary starter mix which, when ignited, will destroy any paper inside the container in no more than 100 seconds. The device will destroy its contents even if it is sealed shut after ignition.

Paper Shredder (\$100): This table mounted, A.C. powered shredder can process a single sheet of 8.5 inch × 11 inch paper in one second.

COUNTER-SURVEILLANCE EQUIPMENT, Miscellaneous

Electronic Voice Mask* (\$300): This device electronically transforms a person's normal telephone voice into something unrecognizable, while speech remains clear and undistorted. Closing a single switch makes the speaker's voice anonymous and defeats voice stress analyzers. A woman's voice becomes a man's, and a man's voice becomes something else. A single knob controls depth of voice. The knob is marked in five places so a modified voice used before can be recreated.

Radar Absorbing Paint* (\$75 per gallon): This paint is applied to military aircraft to reduce their chance of being detected by radar devices. It could be applied to ground or water vehicles for the same reason. Two gallons will cover an average automobile. All colors are available. Neutral grey and dark colors are recommended.

COMMUNICATION EQUIPMENT

Electronic Keyboard Telephone* (\$350): This device allows the user to send a silent printed message over ordinary telephone lines using a miniature keyboard terminal. The user dials the selected number on a normal telephone and then places the handset in a special coupler. The message is then spelled out in words on the keyboard and is instantly printed out on a matching unit's screen. The typed message also appears on the sending unit for visual verification. At any time the handset can be picked up for verbal communication and returned to the coupler for computer conversation with no special transfers or hookups. The keyboard and coupler are stored in a briefcase. The system can be used on any telephone, including pay phones. A built-in, programmable scrambler is available for further security against electronic eavesdropping.

Written Message Transmitter* (\$450): This device is similar to the electronic keyboard telephone, except it transmits hand-written messages and drawings over ordinary telephone lines. After dialing a selected number and placing the handset in a special coupler, the user writes or draws a picture on the working surface of the device. When the transmit button is pressed, the written message appears on a matching device at the receiving end of the telephone line. Audio eavesdropping is not possible, as no words are spoken. The handset can be lifted at any time for verbal communication. The system is virtually tap-proof unless the eavesdropper has a matching unit. Even this possibility can be countered by linking the transmitter to a scrambler.

Panic Button/Hotline (\$100): This intercom-style device instantly connects the caller with a predetermined location without dialing or operator assistance. It operates as an internal intercom system, but can be connected to the regular external telephone line and activated with a one symbol code. The hotline can also be connected to security or public address systems which are immediately activated when called.

PHYSICAL PROTECTION EQUIPMENT

Explosive Vapor Detector* (\$115): This hand-held, gunlike device flashes a light when suspicious gases are detected. An audible alarm will sound if the vapor is explosive. Since explosives constantly emit traces of vapors, the device will detect bombs at a maximum range of 1 meter in still air. The device is battery operated, with a life of up to 8 hours.

Radio-controlled Bomb Sweep Detonator* (\$8,500): This 2-cubic-foot device broadcasts on every radio frequency, detonating any radio-controlled bomb up to 1 kilometer away.

Bomb Suppression Wrap (\$175): This device is 18 inches wide with a diameter up to 24 inches. It can be wrapped like a blanket around a briefcase-sized object. If a bomb explodes inside the wrap, its force will be directed primarily into the surrounding wrap and upward.

Bomb Cover (\$350): This thick, heavy, 6 foot x 6 foot blanket can be used to contain an explosive force equivalent to 32 ounces of plastique.

Bulletproof Glass (\$10 per square foot): This acrylic material is 0.25 inches thick and will stop a 9 mm full metal jacket bullet at a distance of 5 feet.

Fire Bomb Detector and Suppressor* (\$150 per unit): This device can be installed inside a building, like a sprinkler system. Sensors are activated by the shock and heat of a pyrotechnic device exploding within 25 feet. Within 0.1 seconds of a fire bomb blast the activated sensors release copious amounts of CO₂ foam in order to smother any resulting flame within 25 feet of the sensor.

VEHICULAR PROTECTION EQUIPMENT

Remote Auto Start* (\$125): This battery-powered device turns on a vehicle's ignition at a range of up to 0.5 miles. A vehicle can be wired so that it will start only by remote control. Using this device will detonate any ignition-triggered devices from a safe distance.

Bulletproof Fabric* (\$8 per square foot): This material surrounds the interior of the vehicle, the battery, and the gas tank. The opaque fabric is 0.125 inches thick, but stops bullets the same as bulletproof glass.

Gun Portholes* (\$35): These are fold-down openings in a car's door armor. The user shoots through the thin exterior door metal once the porthole is opened from the inside.

Steel Reinforced Tire* (\$200): A steel reinforced tire will not deflate if it is punctured.

Solid Rubber Tire* (\$150): A solid rubber tire will never deflate, but gives a very rough ride over anything less than smooth terrain.

Explosive Repellent Undercoating* (\$375): This undercoating can absorb the blast of a fragmentation grenade or up to 2 ounces of plastique.

Onboard Tear Gas System* (\$10): This system surrounds an automobile with a cloud of tear gas equivalent to one canister. The system is activated by a switch on the driver's armrest.

Oil Slick Emission System* (\$50): Once activated by a switch on the driver's armrest, this system immediately sprays 5 gallons of oil from the rear of the vehicle onto the driving surface.

Emergency Atmosphere Unit* (\$75): This system consists of one portable tank of compressed air and a gas mask. The air tank contains enough air for one person for one hour of activity.

Reinforced Ram Bumpers* (\$150): Both front and rear bumpers are reinforced for defensive driving.

Onboard Fire Extinguisher* (\$50): This one shot system is controlled from the driver's armrest. If activated it will flood the engine compartment with CO₂ extinguishing any engine fire.

Abrasive Oil Contaminants (\$15): This abrasive powder comes in a one ounce squeeze bottle.

Unusual Equipment

Thousands of other devices are possible, and many have been built, but most are too esoteric for espionage work or have very limited usefulness. For players with an interest in this area, however, a partial list of possibilities is included.

Microwave detectors or projectors
Alpha, beta, and gamma ray detectors or projectors

X-ray detectors or projectors
Ultrasonic and infrasonic detectors or projectors

Ultraviolet and infrared detectors or projectors

Table 76: Availability Exceptions

Investigation Bureau Availability Exceptions

Type of Equipment	Agent Experience Level					
	1-2	3-4	5-6	7-8	9-10	11 +
General Outfitting/ Standard Dress	100: always available					
Tools of the Trade	60	70	80	90	100	100
Hand-to-hand/Non-lethal						
Projectile Weapons	40	50	60	70	80	90
Pistols	10	20	40	60	80	100
Carbines, rifles, shotguns	0	0	10	20	30	40
Automatic weapons	0: never available					
Spearguns, bows, crossbows	0	0	10	20	30	40
Ammunition: S, SB, AP, DD, G, DP, F, M, T, B	100: always available					
Ammunition: SD, I, API, HE, HEI, LV	0: never available					
Weapon Accessories	20	30	50	70	90	100
Poisons	0: never available					
Antidotes	0	10	20	30	40	50
Explosives	0: never available					
Special Weapons	50	60	70	80	90	100
Automobiles	0	10	20	30	40	50
Specialty Vehicles	0	0	10	20	30	40
Two-wheeled Vehicles	10	20	30	40	50	60
Larger Vehicles	0	0	10	20	30	40
Waterborne Vehicles	0	10	20	30	40	50
Airborne Vehicles	0	0	10	20	30	40
Surveillance Equipment	0	0	60	70	80	90
Counter-surveillance Equipment	0	0	70	80	90	100
Communication Equipment	0	0	60	70	80	90
Assassination Equipment	0	0	40	50	60	70
Physical Protection Equipment	0	0	50	60	70	80
Vehicular Protection Equipment	0	0	20	30	40	50
Motorcycle Accessories	0	0	10	20	30	40
Automobile Accessories	0	0	0	10	20	30
Water Vehicle Accessories	0	0	0	10	20	30
Helicopter/Gyrocopter Access.	0	0	0	0	10	20
Miscellaneous Equipment	0	0	20	30	40	50

Confiscation Bureau Availability Exceptions

Type of Equipment	Agent Experience Level					
	1-2	3-4	5-6	7-8	9-10	11 +
General Outfitting/ Standard Dress	100: always available					
Tools of the Trade	20	40	60	80	100	100
Hand-to-hand/Non-lethal						
Projectile Weapons	20	30	40	50	60	70
Pistols	10	20	30	40	50	60
Carbines, rifles, shotguns	0	0	0	10	20	30
Automatic Weapons	0: never available					
Spearguns, bows, crossbows	0: never available					
Ammunition: S, SB, AP, DD, G, DP, F, M, T, B	100: always available					
Ammunition: SD, I, API, HE, HEI, LV	0: never available					
Weapon Accessories	20	30	40	50	60	70
Poisons	0: never available					
Antidotes	0	0	10	20	30	40
Explosives	0: never available					

Miscellaneous

Equipment

Many miscellaneous devices are legal and are commonly advertised in retail catalogs. Because they are so common, no descriptions are given for the following items. The list is by no means complete. Encourage agents to use their imagination in selecting and modifying common objects for use in espionage. If the device can be used offensively, restrict its availability among agents below 5th level. Commonly used miscellaneous devices should be available to all agents and should not be treated as special equipment.

Combination Safe
Combination Padlock
Suction Cups
High Speed Tape Duplicator
Ultraviolet Bug Killer
Mini-Computer
Smoke Detector
Invisible Ink
Grappling Hook
Wire/Bolt cutter
Camouflaged Clothing
Touch-Sensitive Alarm
Short Wave Radio
Smoke Bomb, Fireworks
Shark Repellent
International Phone Patch
Stethoscope
Radar Detector
Wrist Chronometer
Battery Recharger
Key Operated Padlock
Glasscutter
Fuel Contaminants
Ultrasonic Pest Repellent
Pocket Calculator
Remote Control Device
Optical Fibers
Earphones
Electric Typewriter
Tool kits
Inflatable Mannequin
Programmable Electrical Timer
Mobile Telephone
Magnifying Lens
CommLink, Earphone,
ThroatMike
Computer Input/Output Devices
Permanent U-shaped Magnet
Portable pH Meter
Alcohol Breath Analyzer
Emergency Flare

Effects of Water

Unprotected electronic equipment has a 75% to 95% chance of fizzling out each time it is immersed in water. Reduce these percentages to 25%-45% if waterproofing precautions are taken.

Wet firearms, gunpowder, or other combustibles are extremely unreliable. Even those that are protected from moisture are only 25% to 50% likely to fire after being immersed. Items sealed inside plastic bags or wax are safe from immersion, but in 5-15 minutes condensation forming inside the container will have the same effect as immersion.

Parachute Malfunction

It is far more likely that a parachute will open improperly than not at all. Square chutes are over six times safer than round chutes. When the ripcord is pulled, roll percentile dice; 01-99, chute opens, 00, roll again. With a square chute, on the second roll of 01-97, the chute opens. On a roll of 98-00, the chute malfunctions. With a round chute, on a second roll of 01-80, the chute opens. On a roll of 81-00, the chute malfunctions. Agents always should pack a back-up chute and when possible should pack their own chute to avoid sabotage.

Equipment Availability

The following rules are guidelines for allotting equipment to agents operating in a group. Refer to "Equipping the Character" in the TOP SECRET® rule book for specific items.

The chance a certain piece of equipment will be available is equal to (X minus Y) divided by X, where X is a number value for a general type of equipment and Y is the suggested price of the specific item requested.

Table 75: Equipment X Values gives the X values for various general types of equipment:

Table 75: Equipment X Values

General Outfitting/Standard Dress	250
Tools of the Trade	1,000
Hand-to-Hand and Non-lethal Projectile Weapons	150
Firearms	550
Ammunition/Weapon Accessories	200
Poisons	650
Antidotes	63
Explosives	52
Special Weapons	300
Automobiles	20,000

Special Weapons	40	50	60	70	80	90
Automobiles	60	70	80	90	100	100
Specialty Vehicles	50	60	70	80	90	100
Two-wheeled Vehicles	70	80	90	100	100	100
Larger Vehicles	50	60	70	80	90	100
Waterborne Vehicles	50	60	70	80	90	100
Airborne Vehicles	40	50	60	70	80	90
Surveillance Equipment	0	0	20	40	60	80
Counter-surveillance Equipment	0	0	30	50	70	90
Communications Equipment	0	0	10	20	30	40
Assassination Equipment	0	0	20	30	40	50
Physical Protection Equipment	0	0	30	40	50	60
Vehicular Protection Equipment	0	0	80	90	100	100
Motorcycle Accessories	0	0	70	80	90	100
Automobile Accessories	0	0	60	70	80	90
Water Vehicle Accessories	0	0	50	60	70	80
Helicopter/Gyrocopter Access.	0	0	40	50	60	70
Miscellaneous Equipment	0	0	30	40	50	60

Assassination Bureau Availability Exceptions

Type of Equipment	Agent Experience Level					
	1-2	3-4	5-6	7-8	9-10	11 +
General Outfitting/Standard Dress	100: always available					
Tools of the Trade	30	50	70	90	100	100
Hand-to-hand/Non-lethal Projectile Weapons	90	100	100	100	100	100
Pistols	90	100	100	100	100	100
Carbines, rifles, shotguns	45	55	60	65	70	75
Automatic Weapons	0	10	20	30	40	50
Spearguns, bows, crossbows	90	100	100	100	100	100
Ammunition: S, SB, AP, DD, G, DP, F, M, T, B	100: always available					
Ammunition: SD, I, API, HE, HEI, LV	0	10	20	30	40	50
Weapon Accessories	100: always available					
Poisons	0	10	20	30	40	50
Antidotes	20	30	40	50	60	70
Explosives	0	0	10	20	30	40
Special Weapons	60	70	80	90	100	100
Automobiles	0	0	10	20	30	40
Specialty Vehicles	0	0	0	10	20	30
Two-wheeled Vehicles	0	10	20	30	40	50
Larger Vehicles	0	0	0	10	20	30
Waterborne Vehicles	0	0	0	10	20	30
Airborne Vehicles	0	0	0	10	20	30
Surveillance Equipment	0	0	0	30	50	70
Counter-surveillance Equipment	0	0	10	40	60	80
Communications Equipment	0	0	0	0	10	20
Assassination Equipment	0	0	90	100	100	100
Physical Protection Equipment	0	0	100	100	100	100
Vehicular Protection Equipment	0	0	10	20	30	40
Motorcycle Accessories	0	0	0	10	20	30
Automobile Accessories	0	0	0	0	10	20
Water Vehicle Accessories	0	0	0	0	0	10
Helicopter/Gyrocopter Access.	0	0	0	0	0	10
Miscellaneous Equipment	0	0	10	20	30	40

Technical Bureau Availability Exceptions

Type of Equipment	Agent Experience Level					
	1-2	3-4	5-6	7-8	9-10	11 +
General Outfitting/ Standard Dress	100: always available					
Tools of the Trade	70	80	90	100	100	100
Hand-to-hand/Non-lethal Projectile Weapons	20	30	40	50	60	70
Pistols	5	10	15	20	25	30
Carbines, rifles, shotguns	0	0	0	0	10	10
Automatic Weapons	0: never available					
Spearguns, bows, crossbows	10	15	20	25	30	35
Ammunition: S, SB, AP, DD, G, DP, F, M, T, B	100: always available					
Ammunition: SD, I, API, HE, HEI, LV	0	0	10	20	30	40
Weapon Accessories	15	20	25	30	35	40
Poisons	0	0	10	20	30	40
Antidotes	40	50	60	70	80	100
Explosives	0	0	0	10	20	30
Special Weapons	50	60	70	80	90	100
Automobiles	10	20	30	40	50	60
Specialty Vehicles	0	10	20	30	40	50
Two-wheeled Vehicles	20	30	40	50	60	70
Larger Vehicles	40	50	60	70	80	90
Waterborne Vehicles	20	30	40	50	60	70
Airborne Vehicles	10	20	30	40	50	60
Surveillance Equipment	70	80	90	100	100	100
Counter-surveillance Equipment	70	80	90	100	100	100
Communications Equipment	60	70	80	90	100	100
Assassination Equipment	20	30	40	50	60	70
Physical Protection Equipment	30	40	50	60	70	80
Vehicular Protection Equipment	30	40	50	60	70	80
Motorcycle Accessories	20	30	40	50	60	70
Automobile Accessories	10	20	30	40	50	60
Water Vehicle Accessories	20	30	40	50	60	70
Helicopter/Gyrocopter Access.	10	20	30	40	50	60
Miscellaneous Equipment	30	40	50	60	70	80

Specialty Vehicles	10,000
Two-wheeled Vehicles	2,000
Larger(than small truck) Vehicles	75,000
Waterborne Vehicles	82,500
Airborne Vehicles	315,000
Surveillance Equipment	16,500
Counter-surveillance Equip- ment	27,500
Communication Equipment	11,000
Physical Protection Equip- ment	400
Vehicular Protection Equip- ment	9,000
Miscellaneous Equipment	100,000

Example: To purchase one dose of irritant poison, look under Poisons for the X value, which is 650. Irritant poison costs \$510 a dose, so Y = 510. The percentage chance the poison is available is (650 minus 510) divided by 650, which equals .22; there is a 22% chance the poison is available. On a percentile dice roll of 22 or less the irritant poison is available.

Checks for availability may be made once every 24 game hours for each type of equipment. If an item is not available on the first try, the base chance of locating it is doubled on the second try, tripled on the third try, etc. If the percentage reaches or exceeds 100, the item is available automatically on that day.

In the above example, there was a 22% chance the poison would be available on the first day, a 44% chance on the second day, 66% chance on the third day, 88% on the fourth, and 100% (automatic) on the fifth.

If the agent is in the field, include the cost of delivering the item when calculating its price, even if these costs are not actually included in the cost to the agent.

If the item is being obtained illegally (from the "black market"), double the chance of availability each time the offered price is doubled. In the case of the poison, which costs \$510 per dose, an agent will-

ing to pay \$1,020 per dose has a 44% chance of receiving the poison on the first day, an 88% chance on the second, and a 100% chance that it will be available within 72 hours.

This same method also can be used when agents sell or fence items, to determine how many hours are needed to find a prospective buyer. Even then, the prospective buyer does not automatically purchase the item once he is contacted. Refer to the rules on Fencing Purloined Goods in the TOP SECRET® rule book.

Technicians can use the availability formula for creating items in a laboratory or workshop. Halve the chance of availability if the technician must work in the field without the necessary tools or instruments (the technician must have the necessary ingredients or the means to manufacture them). Some special devices are difficult to manufacture even in the lab, and may be impossible to create in the field. This chance is determined by administrative decision.

Availability Exceptions

Even though a particular item is available, a veteran Admin will not give certain items to agents until they have proved themselves reliable and capable. This is why only Technicians are allowed the use of special equipment before reaching 4th level.

General exceptions to availability are given in Table 76: Availability Exceptions, which lists equipment by type and agents by their bureau classifications and experience levels. The number entries on the tables are the percentage chances that an agent of a certain type and level will be issued a particular item.

For example, a 3rd level Investigator has only a 20% chance of being given a requested pistol. If the player rolls 20 or less on percentile dice, the pistol will be issued. The agent must pay for the weapon with her available money. If the player rolled 21 or higher on percentile dice, the pistol is not available from the agency through normal channels, and another source must be found. Higher-level agents or operators can purchase equipment which they lend or sell to lower-level agents, possibly at inflated prices. Many agencies disapprove of these arrangements, however, and will reprimand higher-level agents if they are caught.

WEAPONRY

Non-Lethal Projectile Weapons

Taser. A taser is a dart-like device connected by uninsulated wire to a CO₂ powered dart gun. The taser dart is designed to penetrate only 0.5 inches into a target. Upon impact a powerful electric charge lasting 5 seconds is delivered to the target. The dart itself inflicts 1 body injury point. The electrical shock inflicts damage toward unconsciousness. Touching the uninsulated wire during the 5 second shock will cause additional damage toward unconsciousness. The taser dart and connecting wire can be retracted into the launcher by the operator. A separate CO₂ capsule (\$1) must be loaded for each shot fired.

Dart Gun. Damage from a dart gun should be calculated as if it were a regular projectile weapon and then halved to reflect the non-lethal nature of the attack. Darts are similar to hypodermic syringes with needles, which can be filled with various fluids in the arbitrary amount of one dose. The fluid may be poison, alcohol, truth serum, sleeping gas, water, or any exotic or mundane drug. The drug usually takes effect in 1-100 seconds. Any damage from injected matter is in addition to the half damage from the dart.

Air (Pellet) Gun. All damage from air guns should be calculated as if it were from a regular projectile weapon and then halved to reflect the non-lethal nature of the attack. Pellets are either lead butterfly-shaped target ammunition or BBs propelled by compressed air. BBs are lead shot spheres sometimes coated with copper measuring 0.18 inches in diameter. Pellets from an airgun can puncture the skin or the eye and have been known to be lethal.

High Intensity Light Device. This flashlight-sized device produces a single, 20,000 candle power burst of light. This flashbulb-type blast temporarily blinds a sighted attacker for 1-10 minutes, and disorients the character for 1-10 hours (temporary loss of 1-100% Coordination and Observation). Shielding one's eyes or turning away from the device helps little because of the light's intensity and reflection from nearby objects.

High Intensity Sound Device. This device, about the size of a lipstick case, produces a high-pitched scream which temporarily deafens and disorients a hearing attacker for 1-10 minutes. Shielding one's ears or turning away from the device helps little due to the noise's intensity and

echoes from nearby objects. The temporary deafness includes a temporary loss of 1-100% Coordination (and Observation).

Aerosol Spray Device (Mace). This lipstick case-size device propels one dose of mace in either a stream or a cloud of atomized droplets. The mace must hit the victim's head to be effective. If effective, it will temporarily blind the victim and temporarily reduce Coordination (and Observation) by 1-100%. These effects last 1-10 minutes. A corrosive spray also is available, which causes 1-10 body injury points per dose.

Hand-To-Hand Weapons

Electrical Shock Device (Prod). This wristwatch-size device produces a single electrical shock when in contact with conductive material such as skin. The shock produces damage toward unconsciousness, not death.

Brass Knuckles (Handheld Weight). Damage from blunt, heavy, handheld objects is applied toward unconsciousness, not death.

Blackjack (Club or Bottle). Damage from large, blunt, heavy, handheld objects is applied toward unconsciousness, not death.

Garrote (Strangling Cord). Damage from strangulation by a cord is applied toward unconsciousness, not death. When a strangling cord or wire is used as a whip or slashing weapon, damage is applied toward death.

Bo (6-foot Wooden Staff). When used as a strangulation device or a striking weapon, damage from a bo is applied toward unconsciousness, not death. If the end of the staff is sharpened or carries a sharpened edge and the staff is used as a striking weapon, damage is applied toward death.

Nunchuka (Short Flail). All damage from a nunchuka, whether strangulation or striking, is applied toward unconsciousness, not death.

Lasso (Rope with Noose). When a target is hit with a lasso, the target is ensnared by the noose. Damage from strangulation or constriction is applied toward unconsciousness, not death.

Bola (Weighted Ropes). A target hit by a bola is ensnared by the weighted ropes. A hit to the head reduces Coordination by 1-100% for at least one turn or until the bolas are removed. A hit to the arm, hand, abdomen, or chest confines an arm against the body for at least one turn. A hit to the leg or foot entangles the legs together for at least one turn or until removed. If the target is moving when hit, it will be forced to stop. If the target is running when hit, it will fall.

Bullwhip (Braided Leather Whip, 15 feet). Any hit by a bullwhip may cause damage toward either death or entanglement, whichever the whip user chooses. If the head or neck is entangled, damage is applied toward unconsciousness; otherwise the damage is applied toward death. If an arm, hand, leg, or foot is entangled, that limb cannot move for 5 seconds. If the target is running when a leg or foot is entangled, the target will fall prone. A bullwhip can also be used to entangle overhead beams, doorknobs, or handheld weapons.

Katar (Punching Dagger). Any hit with a katar causes damage toward death, not unconsciousness. A broken bottle can be used as an improvised katar.

Sai (Wrenching Dagger). Damage from one of these trident-shaped daggers is applied toward unconsciousness. A defender using a pair of sais can entangle a weapon over 30 centimeters long during the weapon's attack. Using a sai for defense is considered one action.

Caltrops (Spikes). Caltrops are sharp tetrahedral tacks which, if stepped, on cause 1 point of damage toward death. When a character crosses a 10 foot × 10 foot area scattered with 1-10 caltrops, roll percentile dice. If the number rolled is greater than the character's Coordination value, the character steps on a caltrop. A thrown caltrop can be treated as a shuriken.

Net. A net is any large, flat sheet of material at least 1 meter square used during a hand attack to cover or entangle an opponent. Its effects in combat are similar to the bola. A net generally causes no damage toward either unconsciousness or death.

Hand-to-Hand Weapons Allowed in Hand-to-Hand Combat

Marked below each type of combat are the weapons which may be used during that type of combat.

Military Weaponry

TOP SECRET® game is primarily an espionage role-playing game with little room for military hardware. However, an agent in the field may encounter military ordnance and should be familiar with the appearance and operation of such weapons. No prices are given, since agents are never to be issued these weapons for espionage purposes.

Table 77: Allowed Hand-to-Hand Weapons

Untrained	Knife Fighting	Boxing	Swordplay
Arm	—	—	—
—	—	—	Axe
Billyclub	—	—	Billyclub
Blackjack	Blackjack	—	—
—	—	—	Bo
—	—	—	Bola
Brass	—	Brass	—
Knuckles	—	Knuckles	—
—	—	—	Bullwhip
Caltrops	Caltrops	Caltrops	Caltrops
—	—	Elbow	—
—	—	—	Foil, Epee
—	—	—	Sabre
Foot	—	—	—
—	Garotte	—	Garotte
Hand	—	Hand	—
—	—	Head	—
—	Hunting Knife	—	—
—	Katar	—	—
—	—	—	Lasso
Net	Net	Net	Net
—	—	—	Nunchuka
—	—	—	Sai
—	—	Shoulder	—
—	—	—	Spear
—	Stiletto	—	—

The weapon statistics listed are generic but based on the following U.S. Army military weaponry: Brown-ing 50-caliber M1919A6 medium machine gun, 40mm M79 grenade launcher, M9A1-7 flamethrower, Armbrust 300 missile launcher, and M25 antipersonnel mine.

Medium Machine Gun. This .30-caliber weapon generally weighs between 25 and 60 pounds. It usually is belt-fed with up to 250 rounds per belt. It can be fed by drums and clips but these hold fewer cartridges. At least one interchangeable barrel should be kept with the weapon in case firing exceeds 100 rounds per minute. If more than 100 rounds are fired per minute, the heated barrel should be replaced. This takes as long as clearing a jammed shell. Medium machine guns can be water-cooled, reducing the need to change barrels, but the cooling equipment is heavy and bulky. Machine guns usually are mounted on a tripod or vehicle and require at least two (preferably three) persons to be moved, fired, and supplied with ammunition. Once in place the gun can be fired by one person, but ammunition supply may become a problem.

Grenade Launcher. This is a 40mm launch tube which can be used by one person. Available shells include armor piercing, incendiary, armor piercing incendiary, high explosive, high explosive incendiary, blank, gas, multiple projectiles, illumination flare, signal flare, bean-bag, fragmentation, and a rocket-powered grapnel that can be fired to a height of 450 feet. Gas shells can contain anesthetic, tear gas, mace, sleeping gas, smoke, and poison. Blue, green, orange, red, violet, yellow, white, and black smoke are available. Available poisons include all six types listed in the TOP SECRET® rule book.

Flare Pistol. This is a handheld version of the grenade launcher; it uses the same types of 40mm ammunition.

Flamethrower. This is a backpack-style flamethrower. The fuel tanks are connected by hose to a pistol-sized flamegun which can be holstered at the hip. Fuel can be ejected lit or unlit. The 4.5 gallon tank holds enough fuel for 20 one-second bursts. It may be fired in one long burst or in any number of shorter bursts adding up to a total of 20 seconds. One burst will burn for 2

minutes at 1,200 degrees centigrade. Any unprotected person hit by the flame will suffer 30 body injury points automatically and will be on fire for 2 minutes.

Missile Launcher. This device fires a high explosive shell which is equivalent to 118 ounces of plastic. The launcher is recoilless. The shell residue is plastic flakes, allowing the firer to stand with the rear of the weapon 3 feet from a solid obstruction without being harmed by the backblast.

Small Antipersonnel Mine. This tiny device is pressed into the ground. It will explode if stepped on, and the blast will cause 1 body injury point to the person's foot. If driven over, the upward blast will puncture a pneumatic tire.

Always use the Grenade Scatter rule from the TOP SECRET® rule book if a shot from a grenade launcher, flare pistol, or missile launcher misses its target. Aim can be corrected for the second shot if the target does not move; otherwise continue using the Grenade Scatter rules.

Illumination and Signal Flares

Illumination Flares are launched from a Grenade Launcher or Flare Pistol. They eject a burning white magnesium flare attached to a parachute. If the device is shot straight up to a height of 600 feet, it will illuminate to daytime brilliance an area 1,300 feet in diameter for 40 seconds.

Flares fired from a 40mm grenade launcher or flare pistol come in white, red, yellow, or green. If fired straight up they will reach 600 feet and burn for approximately 10 seconds. They can be used for signaling during day or night.

A flare held 6 feet above the surface is visible at a range of 3 miles over still water. It is visible to a person on the surface of the water anywhere within the surrounding 23 square miles. A signal at the maximum height of 600 feet is visible at the surface of a body of water up to 33 miles away. Such a high flare would be visible over an area of 3,420 square miles.

Quick Reference Code Weapon		Range Modifier															
		PWV	PB	S	M	L	WS	Rate	Ammo	Cost	Decp	A	C	F	P	R	HWV
Pistols																	
ggg	Remington .41 Caliber Double Derringer	36	0	-46	-146	X	A	1	2	425	-6	4	3	1	5	2	2
hhh	Ruger New Model Blackhawk .41 Magnum Revolver (USA)	46	0	-38	-138	X	F	1	6	180	-15	9	1	1	5	3	4
iii	High Standard .22 Caliber Derringer (USA)	19	10	-54	-154	X	A	1	2	130	-8	5	2	2	3	2	2
jjj	Colt Official Police (.38) (USA)	41	0	-41	-141	X	VF	1	6	220	-14	8	1	4	4	4	4
kkk	Smith & Wesson Model 29 .44 Magnum (USA)	52	0	-36	-136	X	F	1	6	375	-15	9	1	4	5	4	4
lll	Beretta Model 1919 "Bantam" (.25) (Italy)	35	0	-55	-155	X	F	1	7	150	-4	3	4	5	3	4	3
mmm	Llama Model VIII (.38) (Spain)	40	0	-39	-139	X	VF	1	10	220	-12	7	1	5	4	3	4
nnn	9mm Makarov (PM) (USSR)	50	0	-45	-145	X	VF	1	8	350	-10	6	1	5	4	3	4
ooo	Walther Model PP (7.65mm) (West Germany)	51	0	-50	-150	X	VF	1	9	335	-10	6	1	5	4	4	4
ppp	Mausier Military Model (9mm Parabellum) (Germany)	54	0	-37	-137	X	VF	1	10	1,625	-13	8	1	5	4	4	4
qqq	9mm Stechkin (USSR)	53	0	-46	-146	X	VF	2	20	400	-12	7	1	5	4	4	4
Carbines																	
rrr	Armalite AR-180 Sporter (.223) (USA)	68	+3	-10	-75	-195	S	2	5	275	NC	20	0	5	3	3	10
sss	7.62mm Semi-Automatic SKS (USSR)	75	+4	-5	-65	-170	S	2	10	300	NC	23	0	5	3	5	10
ttt	Ruger Model .44 Magnum (USA)	90	+5	-1	-55	-145	S	2	4	240	NC	21	0	5	5	4	10
Rifles																	
uuu	Mausier 98 Model 2000 (.30) (West Germany)	62	+3	-9	-54	-139	S	1	5	300	NC	26	0	1	3	4	16
vuv	Browning Bolt-action Hi-Power (.30) (USA)	72	+2	-10	-55	-140	S	1	5	625	NC	26	0	1	4	4	16
www	Winchester Lever-action M1894 (.30) (USA)	66	0	-14	-60	-160	S	1	7	550	NC	28	0	1	3	4	16
xxx	M21 Semi-Auto Sniper (7.62mm) (USA)	78	+10	-4	-30	-70	S	6	20	400	NC	24	0	5	3	5	16
yyy	7.62mm Semi-Auto SVD Sniper (USSR)	82	+7	0	-35	-90	S	2	10	425	NC	26	0	5	3	5	16
zzz	Browning (semi-)Auto Rifle (.30) (USA)	91	+5	-5	-45	-115	S	2	4	480	NC	26	0	5	4	4	16
Submachine Guns																	
ab	Ingram M-11 (.380) (USA)	51	+3	-26	-100	-260	A	7	36	175	-10	6	1	5	4	4	8
ac	M61 Skorpion (7.65mm) (Czechoslovakia)	53	+4	-25	-95	-245	A	7	20	275	-11	7	1	5	4	5	10
ad	Colt XM177E2 (5.56mm) (USA)	57	+5	-16	-76	-196	A	6	30	250	-15	14	0	5	3	5	14
ae	Sten Mark II (9mm) (UK)	58	-1	-30	-110	-290	BA	5	32	200	NC	10	0	5	4	3	12
af	Ingram M-10 (.45) (USA)	61	+7	-21	-90	-225	A	6	36	150	-10	6	1	5	5	4	8
Assault Rifles																	
ag	5.56mm Kalashnikov o1974 (AK74) (USSR)	67	+4	-13	-67	-186	S	5	30	350	NC	19	0	5	3	5	14
ah	Heckler & Koch G3 (7.62mm) (West Germany)	70	+5	-7	-53	-153	S	5	20	300	NC	20	0	5	3	5	14
Shotguns																	
ai	Winchester Pump-action M1200 (20 gauge) (USA)	87	+7	-7	-1202	X	S	1	4	165	NC	32	0	2	6	4	16
aj	High Standard M10A (12 gauge) (USA)	88	+9	-5	-722	X	S	2	5	400	NC	24	0	5	6	5	15
Machine Pistols																	
ak	Beretta 93R (9mm) (Italy)	56	+1	-26	-76	-216	F	9	20	325	-4	8	1	5	4	5	8
Gyrojet/Microjet Launcher																	
al	13mm Gyro/Micro Launcher	50	-135	-35	0	-35	A	1	5	500	-15	9	1	1	6	1	4
Military Weaponry																	
am	40mm Flare Pistol	34	+15	-81	-285	X	BA	1	1	—	-12	7	0	1	6	4	6
an	Flame Thrower	42	+6	-10	-1502	X	S	1	20	—	NC	1	0	5	6	5	8
ao	40mm Grenade Launcher	53	0	-45	-145	X	BA	1	1	—	NC	16	0	1	6	5	14
ap	80mm Missile Launcher	77	+10	+2	-10	-55	VS	1	1	—	NC	50	0	1	6	5	26
aq	.30 Caliber Medium Machine Gun	94	+1	-10	-35	-100	BA	4	250	—	NC	26	0	6	3	5	18
Non-Lethal Projectile Weapons																	
ar	Taser	-1	-50	-100	X	X	VS	1	1	70	-10	6	1	1	1	1	4
as	High-Intensity Light Device	0	0	-100	X	X	VS	1	1	220	-10	—	—	—	—	—	6
at	Crossbow Pistol 3	5	0	-6	-76	X	A	1/4	1	40	-15	—	—	—	—	—	-7
au	High-Intensity Sound Device	10	-25	-125	X	X	S	1	1	5	-2	—	—	—	—	—	2
av	Air (pellet) Gun	10	0	-30	X	X	F	1	100	50	-3	—	—	—	—	—	10
aw	Aerosol Spray Device	20	+5	-130	X	X	S	1	1	25	-3	—	—	—	—	—	3
Hand-to-Hand Weapons																	
ax	Electrical Shock Device	-5	0	X	X	X	A	1	1	50	-3	—	—	—	—	—	3
ay	Brass Knuckles (hand-held blunt weight)	-12	-5	-44	X	X	A	1	1	3	0	—	—	—	—	—	3
az	Blackjack (blunt club or bottle)	-13	0	-40	-130	X	A	1	1	1	-5	—	—	—	—	—	7
ba	Garotte (strangling or whipping cord or wire)	-20	0	-60	X	X	F	1	1	1	-3	—	—	—	—	—	3,26
bc	Bo (6' wooden staff)	-4	0	-50	-150	X	A	1	1	1	NC	—	—	—	—	—	15
bd	Nunchuka (wooden flail)	-12	0	-50	-140	X	F	1	1	12	-15	—	—	—	—	—	12
be	Shuriken (and thrown caltrops)	-11	-5	-43	-200	X	A	1	1	15	-3	—	—	—	—	—	25
bf	Lasso (rope with noose)	0	-55	-110	-225	X	S	1	1	6	NC	—	—	—	—	—	8
bg	Bola (weighted throwing cords)	-5	-25	-65	-215	X	S	1	1	6	-10	—	—	—	—	—	11
bh	Bullwhip	-25	-5	-70	X	X	S	1	1	10	-15	—	—	—	—	—	9
bi	Katar (punching dagger, broken bottle)	-8	-8	-45	X	X	A	1	1	4	-6	—	—	—	—	—	51
bj	Sai (entangling dagger)	-10	0	-20	-180	X	A	1	1	6	-15	—	—	—	—	—	9
bk	Caltrops (tetrahedral tacks or glass shards)	-15	-5	-43	X	X	A	1	1	1	-4	—	—	—	—	—	40
bl	Net (entangling cloth or mesh, 1 m square)	-15	-5	-56	X	X	A	1	1	6	-15	—	—	—	—	—	0

Weapons Chart

The following abbreviations are used on the chart:

PWV:	Projectile Weapon Value
PB:	Point Blank (0-3 ft, 0-1 m)
S:	Short (4-50 ft, 2-15 m)
M:	Medium (51-600 ft, 16-190 m)
L:	Long (601-3,000 ft, 191-915 m)
RM:	Range Modifier
X:	Weapon cannot be used at this range
WS:	Weapon Speed (Very Fast, Fast, Average, Below Average, Slow, Very Slow)
HWV:	Hand-to-hand Weapon Value
RATE:	Maximum number of shots fired per phase
AMMO:	Maximum number of shots fired before reload
COST:	Monetary value in US dollars
DECP:	Deception change of arms-bearer
NC:	Weapon has a DECP less than -15, not concealable
A:	Accuracy rating*
C:	Concealment rating*
F:	Firepower rating*; weapons with selector switches are assigned maximum F, with choice of lower value
P:	Power rating*
R:	Reliability rating*

*See optional Gun Design rule in TOP SECRET® rule book.

¹ NATO 7.62mm rounds and Soviet 7.62mm rounds are not interchangeable.

² The range modifier for all shotguns and the flame thrower at medium range is as follows: at 51-150 feet (short-medium range) the listed subtraction is halved; at 150-300 feet (medium-medium range) the subtraction is as shown. Shotguns have no effect beyond 300 feet. Double-barreled shotguns have an AMMO capacity of 2 and each barrel may have a separate choke setting. The second consecutive shot from a side-by-side (not over-and-under) shotgun has a -5 Hit Determination modifier. Sawed-off shotguns are usable only at point-blank and short range. Add +10 to the RM at short range. The DECP rating becomes -10, and the HWV becomes 13.

³ Reloading a crossbow pistol takes four phases. Reloading a crossbow takes six phases.

At point blank range a weapon can be used as it was intended (guns fired, swords used to stab or slash, etc.), or the weapon can be used as a club or a crude thrown missile. At short, medium, or long range the weapon must be projected or fired, not handheld. To determine the maximum range of a thrown weapon see Physical Limits: Throwing Distance.

Chemical-Biological -Radiological Warfare Devices

Agents never will be issued any type of chemical, biological, or radiological (nuclear) warfare device. If such devices are encountered in the field, agents should make no attempt to disarm or contain the devices. Proper authorities (decontamination or bomb disposal units) should be notified at once, even at the risk of jeopardizing a delicate mission. Chemical, biological, and radiological weapons are a threat to all existing and future life on Earth and caution supersedes political or national allegiance. All major powers are aware of the dangers involved with nuclear weapons and strive to control the supply of nuclear fuels and ores so that no individual or terrorist group can construct a threatening nuclear device. This awareness also applies to chemical and biological agents. Extreme caution is advised.

Ammunition

Standard (S) ammunition consists of a lead alloy core jacketed with a sleeve of cupro-nickel or gilding metal. It is inexpensive and intended for use against live targets and light objects. Other solid metals or ice can be used instead of lead alloy, and will perform almost identically.

Superbullet (SB) ammunition is a hybrid between standard and armor-piercing rounds. It combines some of the stopping power of a conventional standard round with some of the penetration ability of armor-piercing ammo. The superbullet pierces wood, metal, stone, and, most frightening of all, bulletproof vests with equal ease. Many law enforcement officials see the superbullet as a great threat—so powerful they refuse to use it in the line of duty. The hard, semi-pointed, pale green bullet has a Teflon® coating. Possession of this bullet may constitute a felony in several states of the U.S.A. as well as in several countries throughout the world. The bullets were designed for use only by police departments, but some may be available in commercial as well as illegal markets.

Armor-Piercing (AP) bullets are designed to penetrate light steel vehicle armor. Inside the long, slim, flat-tipped metal jacket is a hardened steel or tungsten carbide core. AP bullets often pass cleanly through living targets without causing extensive damage because of their streamlined design.

Dum dum (DD) bullets have a soft, hollow, or notched nose. Sometimes the hollowed point is filled with mercury and capped with a BB (lead shot, 0.18 inch in diameter). They may have a partially split jacket or a jacket with the tip cut off. All of these variants cause the bullet to mushroom (50% of the time) on impact with a live target, tearing a large wound through the victim. Standard ammunition of caliber .30 or less is often designed to tumble through the air to produce a similar effect (+2 injury modifier).

Super Dum dum (SD) ammunition is designed for maximum stopping power. The copper-nickel alloy body of the bullet is drilled from the base to the deformation well. A plastic cap covers the end of the cavity to give the bullet a normal shape for loading. When fired, the expanding gases separate the plastic cap from the bullet body while inside the weapon barrel. The lightweight nose cap reaches the muzzle ahead of the bullet and falls to the ground a few meters ahead of the gun. The lighter weight bullet has one-half the range of a conventional full metal-cased

bullet. Range modifiers should be doubled. For example, a 9mm P-08 Luger firing SD ammunition has range modifiers of 0, -110, -290, and X. These shorter range characteristics reduce the chance of danger to bystanders. The bullet's recoil also is less, making the weapon easier to control and aim (+5 to the shooter's chance to hit). Upon impact with a hard or soft target, the bullet mushrooms into a sharp edged punch. Because it is not composed of lead, the bullet does not fragment. Stopping power is increased immensely and the bullet rarely deflects or ricochets off the target.

Duplex (DP) ammo contains two projectiles per cartridge. This increases hit probability, but the smaller projectiles each cause less damage than standard (S) ammunition. A .30 caliber duplex cartridge fired at a target 100 yards away will place one projectile inside a 5-inch-radius circle and the other within a 40-inch-radius circle 50-75% of the time. When firing duplex ammunition, subtract 10 from one projectile's chance to hit and 75 from the other's chance to hit. Anyone standing within 3 feet of the intended target has a 50% chance of being hit by accident by each duplex projectile missing its intended target. The small projectiles may tumble as they pass through the air (+2 injury modifiers).

Flechette (F) ammunition contains a small metal dart with tailfins to keep it on target and prevent it from tumbling (+10 to shooter's chance to hit). The bullet's casing falls away after being fired and the dart continues to its target. On living targets, the wound is often superficial and non-penetrating.

Gyrojet (G) ammunition is self-propelled, much like a miniature rocket. Gyrojets hiss instead of bang, and have only 10% of the kick of a .45-caliber pistol (+10 to the shooter's chance to hit). At 100 feet the projectile travels twice as fast as a .45-caliber bullet. Gyrojet pistols are light and insubstantial, often consisting only of two aluminum castings.

Microjet (M) ammo is actually a self-powered flechette. Thanks to its increased velocity and tailfins, these propelled metal darts are more accurate than gyrojets (+20 to shooter's chance to hit) but are only slightly more dangerous to living targets than are flechettes.

Gyrojet and microjet ammunition cannot be fired from conventional firing pin firearms. This specialized ammunition is fired from cast aluminum launchers with electrical igniters. The miniature solid-propellant

rockets are not particularly accurate and produce a visible burning tail. The projectile first accelerates and then decelerates after launching.

Launchers can be used in a vacuum or underwater, as the projectiles carry their own oxygen supply to support combustion. If a launcher is used underwater, reduce all ranges by 75%; damage caused by striking the target remains unchanged. Firing pin ammunition cannot be fired from a gyrojet or microjet launcher. Microjet and gyrojet ammunition of the same caliber can be fired from the same device.

Residue buildup inside the launcher's barrel may cause misfiring after the 10th shot unless the weapon is cleaned properly. The chance of a misfire on the 11th shot is 5%, with an additional 5% on each additional shot. For example, a launcher has a 5% chance to misfire on the 11th shot, 10% on the 12th shot, and 15% on the 13th shot.

Gyrojet and microjet launchers operate on a 9 volt battery that is good for 30 to 80 launchings (1d6 x10, +20). The battery costs \$1. Launchers cost \$150, are pistol-sized, and can be smuggled past most ferrous metal-detectors (and some searches, if the launcher is disassembled). Launchers generally are fired like double-action revolvers, and contain a five-round magazine. The most common caliber is 13mm. Launchers usually are sold as collector's items for about \$500.

Incendiary (I) bullets contain a mixture of barium nitrate and magnesium, which is ignited by the heat generated on impact. This intensely hot flame burns for less than a second. Incendiary bullets are intended for use against fuel tanks, ammunition stores, and light vehicles, when starting a fire is the main goal. However, minor cover or a pane of glass will ignite these bullets before they reach their intended target.

Armor-Piercing Incendiary (API) bullets combine the best traits of AP and I bullets. They are very useful against vehicles, are not stopped by minor cover or a pane of glass, and tend to stop more often inside living targets than AP bullets do. They are also very expensive.

High Explosive (HE) and High Explosive Incendiary (HEI) bullets usually come only in large calibers. The bullet core is filled with the explosive or incendiary material. This can be ignited by heat generated on impact or by a small cap or detonator fitted into the nose of the projectile. Like incendiary (I) bullets, HE and HEI bullets can be stopped short of their targets by minor cover or a pane of glass.

I, API, HE, and HEI bullets have the following effects: They detonate on hard surfaces, so the chance of a ricochet is nil. They have low penetration against living targets, so their shocking power is tremendous. Shots to the chest cavity are extremely lethal and generally do not exit. These bullets will not detonate when stepped on or dropped. Except for API rounds, they are generally stopped by glass or minor cover but destroy that cover on impact.

Tracer (T) bullets contain a red light-producing mixture based on a strontium salt with magnesium. These chemicals are ignited by propellant gases on firing and trace the arc of the projectile through darkness and light. This allows gunners to observe and correct their aim on consecutive shots. The tracer compound is less dense than standard or AP bullets, however, so the flight paths are not the same. Tracers usually are mixed in a ratio of 1:4 or 1:6. The second and third shots following a tracer bullet have a +10 and +5 bonus to hit, respectively.

Blank (B) or dummy (not to be confused with Dumdum) bullets are made of fragile, usually non-lethal material which breaks into fragments after being fired. Sometimes the bullet is replaced by a paper wad. Blanks are used in training to simulate combat and to practice loading safely.

Low-Velocity (LV) ammunition is designed specifically to travel slower than sound. Any bullet's velocity can be lowered by reducing the amount of powder in the cartridge. Conventional ammunition produces an audible sonic boom when fired, even from silenced or noise-suppressed weapons. Low-velocity ammunition produces no sonic boom, so the shot cannot be heard beyond short range even in the direct line of fire. At point blank or short range the shot can be heard, but is less noticeable than a person's snapping his fingers. Beyond short range, observers cannot determine the direction of the shot (especially if the muzzle flash is hidden), making low-velocity ammo ideal for sniping. Low-velocity ammunition has 25% less range than conventional bullets. Range modifiers should be multiplied by 1.25. For example, the range modifiers for a 9mm Walther PPK firing LV ammunition are 0, -56, -181, and X. The shooter's chance to hit should be modified by -10. LV ammunition costs twice as much as normal ammunition and has a Stopping Power Modifier of -20. For more information, see Sniping and Silencer Use.

Noise Suppressors

Unlike silencers from the WWII era, modern noise suppressors are frighteningly silent. Originally designed for the Ingram M-10 and M-11, the SIONICS noise suppressor design breakthroughs have been applied to all manner of automatic and semi-automatic weapons. These include pistols, carbines, submachine guns, and rifles. (Revolvers are not suitable for use with suppressors because of the noisy escape of expanding gases around the revolving cylinder.)

Consider all modern noise suppressors to be totally silent beyond short range, unless an observer is in the direct line of fire. Outside the direct line of fire, at point blank and short range, the shot is less noisy than pulling the tab off a carbonated drink can.

Even more surprising is the fact that the suppressors reduce barrel vibration and increase projectile velocity with their added length. These developments result in increased accuracy and increased penetrating power. Powder flash, gas from the breach, and jamming also are reduced. When using a noise suppressor, increase all range modifiers by 2e, a noise suppressor on a Walther PPK will produce range modifiers of 0, -34, -109, and X. The barrel extension increases the shooter's PWV by +20. It also reduces Deception when attached and has a Stopping Power Modifier of +20.

Noise suppressors are designed specifically for particular weapon models and are not interchangeable (a suppressor for a 9mm Walther PPK will not work on a 9mm Uzi submachine gun).

Table 83: Noise Suppressor Data

Weapon Type	Length	DECP Mod.	Price
Pistols	6 inches	-4	\$50
Carbines, Submachine Guns, Assault Rifles, Machine pistols	9 inches	-10	\$75
Rifles, Shot-guns	12 inches	-16	\$100

Ammunition Specifications

Table 79: Ammunition Prices

Costs are in dollars per 50-round box. Each box weighs 1 to 6 pounds, depending on the caliber.

Ammo Type	Caliber				
	.001-.100	.101-.200	.201-.300	.301-.400	.401-.501-.500.600
S	1	1	1	1	11
SB	2	2	3	4	56
AP	1	1	2	3	45
DD	2	2	2	2	34
SD	168	108	78	63	5653
DP	2	2	2	2	22
F	3	3	3	4	56
G	5	5	5	6	78
M	4	4	4	5	67
I	163	103	73	58	5046
API	164	104	75	61	5451
HE	165	105	75	60	5350
HEI	164	104	74	59	5248
T	2	2	2	2	22
B	2	2	2	2	22
LV	x2	x2	x2	x2	x2x2

Table 80: Current U.S. Buckshot Loads

Buck No.	4	3	2	1	0	00	000
Diameter (in.)	.24	.25	.27	.30	.32	.33	.36

Commercially loaded buckshot is available in these cartridge combinations:

Gauge	Length	Buck No.	Pellets
10	3.5"	4	54
12	2.75"	4	27
12	2.75" magnum	4	34
12	2.75"	1	16
12	2.75" magnum	1	20
12	2.75"	0	12
12	2.75"	00	9
12	2.75" magnum	00	12
12	2.75"	000	8
12	3" magnum	4	41
12	3" magnum	1	24
12	3" magnum	00	15
12	3" magnum	000	10
16	2.75"	1	12
20	2.75"	3	20
20	3" magnum	2	18

Table 81: Shotgun Ammunition Prices

Prices are in dollars per box of 25 shells.

Gauge	Slug or Buck-shot Number	Birdshot Size						
		00-0	1-2	3-4	1-2	3-4	5-6	7-8
10	27	26	25	24	23	22	21	20
12	17	16	15	14	13	12	11	10
16	16	15	14	13	12	11	10	9
20	15	14	13	12	11	10	9	8
28	15	14	13	12	11	10	9	8
.410	14	13	12	11	10	9	8	7

Table 82: Shotshell Weight

Weight, in pounds, is for a box of 25 shells.
Gauge

Type of Shot	10	12	16	20	28	.410
Slug	2	2	1	1	1	1
Buck Shot	3	2	2	1	1	1
Bird Shot	3	3	2	2	1	1

Assume the suppressor's diameter is equal to the weapon's caliber plus 25mm. For example, a silencer for a 9mm Walther PPK is 34 mm in diameter and 6 inches long.

Sniping and Silencer Use. When a noise suppressor is used with low-velocity ammunition, the two effects tend to cancel each other. The range modifiers are not changed. The weapon's PWV is modified by + 10 and the Stopping Power Modifier is 0%. The weapon is considered silent, even in the direct line of fire, beyond short range. At point blank and short range the weapon produces a soft, muffled pop quieter than a footfall. With a flash hider or muzzle brake the weapon is virtually invisible except in the direct line of fire.

Some snipers prefer conventional, high-velocity ammunition due to its accuracy and the confusion its sonic boom produces. The bullet moves faster than the speed of sound, so the sniper's targets only hear the shot as it moves away from them. Their first reaction is to retreat away from the shots, which brings them closer to the sniper. Unless the target sees the muzzle flash, pinpointing the sniper is very difficult. In urban areas, echoes from many surrounding flat surfaces can confuse the victims even more. Multiple snipers, some using silenced and others unsilenced weapons, can add to the confusion over the origin of the gunfire.

ESPIONAGE COLLEGE COURSE HANDBOOK

An organization or administration may adopt any or all of these courses into its educational program. Although the courses are expensive and time-consuming, the costs in time and money should not be reduced. This forces agents to leave active field duty or civilian life in order to learn a new skill (or polish up an old one) and earn credit for the course. Agents never know when that odd bit of knowledge may save their lives. Admins can assign agents to particular courses in preparation for an upcoming mission. Completing a course lets the agent, his or her operator, and his or her Admin know exactly what that agent can do in the line of duty. Specific learned abilities and mastered specialties should be listed on the agent's dossier.

An agent may opt to take any or all of the Espionage College courses listed below, either to learn specialized skills or increase Area of Knowledge values. Between missions (or preceding the first mission) the agent tells the Admin which course(s) she wishes to take. The cost and length of the course are adjusted by the Admin to reflect the agent's experience level and the bureau she last worked under. If the agent is unclassified (has never been on a mission), use the basic costs and times. An agent cannot work on a mission while taking a course. A course cannot be interrupted for more than 6 days and then resumed. If the interruption lasts 7 or more days, the agent's money and time are spent and cannot be recovered. If the agent returns to the class after 7 days, he must pay admission again and start the course work over from the beginning.

More than one course can be taken at a time if an agent fulfills the Knowledge Trait and course enrollment requirements. Courses are taught simultaneously, so an interruption disrupts all courses being taken. No finished courses can be taken a second time (except by a specialist, as explained below).

Course Enrollment

An agent's Knowledge Trait value determines how many courses can be taken at once:

Table 84: Course Load

Knowledge	Courses
84 or less	1
85 to 97	2
98 or more	3

Multiple course loads take as many weeks to complete as the longest single course being taken. For example, an agent taking a 5-week course and an 8-week course at the same time will finish both courses in 8 weeks. If the agent had to leave on a mission at any time for over 7 days, both courses would be interrupted. To continue, the agent would need to start both courses over again.

Course Time

Course time begins at the moment the course fee is paid. In some cases, credit for the entire course is given immediately because the course time involved is zero or fewer weeks. The standard course times listed with each course are modified by several factors:

Table 85: Course Time Modifiers

Condition	Time
Course is under different bureau than agent's last mission	+ 1 week
Agent has never been on a mission	+ 2 weeks
Agent is recovering from wounds in hospital	+ 1 week
Agent is recovering from wounds outside hospital	+ 2 weeks
Agent's Knowledge Trait value is	
01 - 03	+ 2 weeks
04 - 16	+ 1 week
85 - 97	- 1 week
98 or more	- 2 weeks

Course Cost

Someone must pay for college courses, whether it be the agent or the agency. Organizations often use money collected by agents on missions and set up educational or developmental funds which can be used to pay for educational materials and services and research on equipment and weapons.

Course fees are reduced 10% per agent experience level. Unclassified agents are considered level 0. For example, a 5th level Investigator pays only 50% of the listed course fee. Some agents may get to take courses free of charge. The college will never pay agents for attending.

Prerequisites

Each course has minimum qualifications (prerequisites) that must be met before the agent can enroll. For example, an agent with a Knowledge value of 55 cannot enroll in the Boxing course because that course has a Knowledge prerequisite of 60 or more.

Credit

At the end of the course, credit is awarded to each agent completing the course. Agents working under the Technical Bureau get an Experience Point bonus of +100 for each course completed.

Specialization

Some courses list Areas of Specialization. This is because the general course work is so broad that only one area of it can be covered at a time. This specific area is taught just like any full course, but is called a class. An agent must specify which class is being taken at the time of enrollment. For example, an agent might choose Marine Vehicles as a course and Small Sailing Vessels as the class. This agent may take the Marine Vehicles course again later (or at the same time, if knowledgeable enough), but may not specialize in Small Sailing Vessels again. All costs, times, prerequisites, abilities acquired, areas of knowledge increased, and credits earned apply to each class taken in a particular course.

Assassination Bureau Courses

Boxing

Cost: \$4,000

Time: 4 weeks

Prerequisite: Knowledge 60 + ; Physical Education AOK 35 + or Military Science AOK 25 + .

Areas of Specialization: None.

Ability Acquired: The use of boxing with the hands. Physical Strength + (1-10) and Willpower + (1-10).

Area of Knowledge increase: Physical Education + 30 + (1-10), Military Science + 25 + (1-10).

Credit: 50 Experience Points.

Coverup Methods

Cost: \$5,000

Time: 5 weeks

Prerequisite: Knowledge, Courage, and Coordination all 50 + .

Areas of Specialization: None.

Ability Acquired: Given at least 60 seconds to attempt a general or specific coverup, the chance of success is increased 25%. A 3rd level agent, for example, has a (30% + 25% =) 55% chance that the attempt will succeed. Agents above 7th level have a 99% chance for success.

Area of Knowledge increase: Home Economics, Law, Medicine/Physiology, Physical Education, and Psychology all + (1-10).

Credit: 50 Experience Points.

Demolition With Explosives

Cost: \$11,000

Time: 5 weeks

Prerequisite: Coordination 75 +

Areas of Specialization: Buildings; Bridges and Trestles; Tunnels and Arches; Towers and Aerials; Roads and Rails; Vehicles; Miscellaneous Structures.

Ability Acquired: Given dynamite, blasting caps, plastic explosive, thermite bomb, or grenade, plus the necessary wiring and/or fuse materials and ignition mechanisms, the agent has a 95% chance to position the device correctly for the desired result. Given sufficient explosives and time, the agent can demolish a particular type of structure 85% of the time.

Area of Knowledge increases: Military Science + (1-10), Construction Engineering + (1-10).

Credit: 110 Experience Points.

Judo

Cost: \$5,000

Time: 6 weeks

Prerequisites: Knowledge 85 + ; Physical Education AOK 75 + , Military Science AOK 65 + .

Areas of Specialization: None.

Ability Acquired: Use of judo. Physical Strength + (1-10), Willpower + (1-10).

Area of Knowledge increases: Physical Education + 15 + (1-10), Military Science + 10 + (1-10).

Credit: 70 Experience Points.

Martial Arts

Cost: \$8,000

Time: 8 weeks

Prerequisites: Knowledge 110 + ; Physical Education AOK 90 + , Military Sciences AOK 75 + .

Areas of Specialization: None.

Ability Acquired: Use of martial arts combat. Physical Strength + (1-10), Willpower + (1-10).

Area of Knowledge increases: The agent will gain 1-10 points in each of these AOKs (each determined separately): Physical Education, Military Science, Medicine/Physiology, and Psychology.

Credit: 110 Experience Points.

Non-Projectile Weapons Practice

Cost: \$500 per week

Time: 1 to 10 weeks (agent's option, announced in advance)

Prerequisite: Physical Strength, Knowledge, Courage, and Coordination all 45 + .

Areas of Specialization: Knife Fighting; Swordplay; Clubs, Staffs and Shafted Weapons; Miscellaneous Hand-held Weapons; Garotte, Lasso, Whip, Net and Caltrop.

Ability Acquired: Given a particular type of non-projectile weapon which operates properly, the agent will be able to increase his or her Hit Determination Modifier with that weapon type only. The amount of improvement will be 1-10 points per week of practice. For example, if an agent took a class in Swordplay for 5 weeks, that agent's Hit Determination Modifier for sword-like weapons would be + (5-50).

Area of Knowledge increase: Military Science and Physical Education both + (1-10).

Credit: 20 Experience Points per week.

Projectile Weapons Practice

Cost: \$1,000 per week

Time: 1 to 10 weeks (agent's option, announced in advance)

Prerequisites: Physical Strength, Knowledge, Courage, and Coordination all 35 + .

Areas of Specialization: Pistol; Carbine and Assault Rifle; Submachine Gun and Machine Pistol; Rifle; Shotgun and Grenade Launcher; Bow and Crossbow; Blow, Air, and Dart Gun; Flamethrower; Spear; and Miscellaneous Projectile and Thrown Weapons.

Ability Acquired: Given a particular type of projectile weapon which operates properly, the agent can increase his or her Hit Determination Modifier with that type of weapon only. The amount of improvement is 1-10 points per week of practice. For example, an agent who studies pistol shooting for 5 weeks can increase her Hit Determination Modifier by + (5-50) points when firing any pistol.

Area of Knowledge increase: Military Science + (1-10).

Credit: 15 Experience Points per week taken.

Silent Killing

Cost: \$1,000

Time: 1 week

Prerequisite: Courage and Coordination 75 + .

Areas of Specialization: None.

Ability Acquired: An agent who has completed this course can add 1-10 to his Surprise value whenever Surprise values are compared. Also, the agent's chance to make a successful Sneak Attack is increased 20%, and if the attack succeeds, + 10 is added to the percentile dice roll on the Sneak Attack Damage Table. Dice rolls above 100 are treated as 100. A successful silent kill cannot be heard beyond 50 feet.

Area of Knowledge increase: Medicine/Physiology, Military Science/Weaponry + (1-10).

Credit: 25 Experience Points.

Sniping

Cost: \$2,000

Time: 2 weeks

Prerequisite: Offense 75 + .

Areas of Specialization: None.

Ability Acquired: Given a projectile weapon which operates properly, an agent completing this course subtracts only 25 instead of 50 when calculating a Called Shot Value (CSV). In addition, an agent completing this course can fire more than one called shot per phase, up to the rate of the weapon.

Area of Knowledge increase: Medicine/Physiology, Military Science/Weaponry, Psychology all + (1-10).

Credit: 50 Experience Points.

Confiscation Bureau Courses

Animal Handling and Riding

Cost: \$5,000

Time: 5 weeks

Prerequisite: Knowledge and Courage both 35 + , Animal Science AOK and Biology 45 + .

Areas of Specialization: Any single genus of semi-intelligent animal life. This includes cattle, horses, dogs, cats, elephants, ostriches, camels, reindeer, alligators, crocodiles, falcons, llamas, porpoises, and apes. It does not include most birds, reptiles, fish, and invertebrates.

Ability Acquired: Given six or fewer of a particular type of domesticated animal, the agent has a 75% chance to prevent them from attacking. Given six or fewer wild animals, the agent has a 25% chance to prevent them from attacking. Given six or fewer of a particular type of guard animal, the agent should subtract 50 from the Animal Guard Reaction dice roll. Given a particular type of domesticated animal capable of carrying a human, an agent has a chance to ride the creature equal to the agent's Offense. The agent has a chance equal to twice his Offense that a particular animal can be loaded and used as a pack animal. Roll once per day for each animal handled or ridden. Increase Courage and Strength by (1-10) each.

Area of Knowledge increase: Animal Science + (1-10).

Credit: 70 Experience Points.

Driver Training

Cost: \$11,000

Time: 9 weeks

Prerequisites: Coordination, Courage, and Knowledge each 75 + ; Transportation Engineering AOK 50 + .

Areas of Specialization: Automobiles; Specialty Vehicles; Two-Wheeled Vehicles; Large Vehicles

Ability Acquired: Given a particular

type of land vehicle in working order, the agent can start, drive, and stop the vehicle safely, each with a 95% chance of success. Difficult maneuvers such as driving backward, driving on two wheels, jumping chasms, spinning sideways, and crashing or rolling safely depend on the vehicle's ability to perform the feat (assigned by the Admin) modified by one-half of the agent's Offense. For example, an agent's snowmobile has a 10% chance to jump a crevasse. The agent's Offense is 96, so the chance the agent can jump the crevasse safely is $(96/2) + 10 = 58\%$. The vehicle must be physically able to perform the stunt. The agent's bonus is for safety. A vehicle may complete the stunt, but the agent may be injured. Increase Courage (1-10).

Area of Knowledge increase: Transportation Engineering, Military Science, and Physical Education all + (1-10).

Credit: 130 Experience Points.

Gambling

Cost: \$3,000

Time: 2 weeks

Prerequisite: All Primary Personal Traits except Physical Strength must be 50 + .

Areas of Specialization: Baccarat; Backgammon; Blackjack; Bridge; Craps; Poker; Sports Betting; Other Card Games; Other Games of Chance.

Ability Acquired: Given a particular honest game of chance involving other human beings and not just a mechanical device, an agent can play expertly. The agent's Gambling value equals the average of all his Primary Personal Traits except Physical Strength. All players involved in the game compare their Gambling values. Characters with higher Gambling values gain more advantages. If players had equal Gambling Values they would receive equal advantages. For example, Poker is being played and four players' Gambling values are 45, 57, 66, and 89. The player with the 45 is dealt 5 cards. The player with 57 is dealt 6. The player with 66 is dealt 7, and 89 is dealt 8. The game of Poker then proceeds as usual. In a dice game extra dice could be issued to gamblers with high Gambling values. The Gambler always gets to choose how she want to use her advantage. She may choose to lose in a game of chance. Gambling skill does not help to identify cheaters. Perception must be used to discover cheating.

Area of Knowledge increase: Arts & Crafts, Mathematics/Accounting, Social Sciences/Sociology, and Psy-

chology all + (1-10).

Credit: 50 Experience Points.

Getaway Methods

Cost: \$1,000

Time: 1 week

Prerequisite: All Primary Personal Traits 75 + .

Areas of Specialization: Backtrack; Hostage and Vehicle; Vehicle Confiscation; Hole Up; Assume New I.D.; Decoy; Diversion.

Ability Acquired: Given a getaway situation, the agent can add a random number from 1 to 100 to the formula that corresponds to a method under a chosen area of specialization. For example, during a getaway the agent attempts to backtrack, which is one of the getaway methods the agent has specialized in. The agent rolls percentile dice and the result is 57. The agent's courage and Evasion values are added to 57 before the total is divided by 2.

Area of Knowledge increase: Transportation Engineering, Psychology, and Social Sciences/Sociology all + (1-10).

Credit: 10 Experience Points.

Marine Vehicles

Cost: \$11,000

Time: 8 weeks

Prerequisite: Coordination, Courage, and Knowledge each 75 + ; Transportation Engineering AOK 50 + .

Areas of Specialization: Person-Powered Vehicles (canoes, rafts, rowboats, gondolas, kayaks, etc.); Small Sailing Vessels; Small Motorized Craft (speedboats, small hydrofoils, motorized ski-craft, swamp airboats); Small Submarine and Amphibious Craft (1-4 person subs, open and closed cockpit); Medium-sized Sailing Vessels; Medium-sized Motorized Vessels (yachts, medium hydrofoils, hovercraft).

Ability Acquired: Given a particular type of vehicle capable of being piloted, the agent will be able to start, maneuver, dock, and if possible, submerge or surface the craft safely, each with a 95% chance of success. For difficult and stunt maneuvers such as jumping over dry ground or capsizing safely, see the "Ability Acquired" section of Driver Training. Increase Courage + (1-10). **Area of Knowledge increases:** Transportation Engineering, Military Science, and Physical Education all + (1-10).

Credit: 130 Experience Points.

Pickpocket Skills

Cost: \$1,000

Time: 2 weeks

Prerequisite: Surprise Value 75 + .

Areas of Specialization: None.

Ability Acquired: Given a situation described under Picking Pockets, this skill can be used. Add 25 to the agent's Surprise value when a pick-pocket attempt is made by or against the agent. The pickpocket skill helps both in picking pockets and in determining when one is being robbed by a pickpocket. Coordination and Courage both + (1-10).

Area of Knowledge increase: Arts & Crafts and Psychology both + (1-10).

Credit: 25 Experience Points.

Pilot Training

Cost: \$12,000

Time: 10 weeks

Prerequisite: Coordination, Courage, and Knowledge each 75 + ; Transportation Engineering AOK and Aeronautical Engineering AOK each 75 + .

Areas of Specialization: Helicopters/Gyrocopters; Small Propeller Aircraft; Small Jet Aircraft (and 1-person jetpack); Large Propeller Aircraft (includes gliders, balloons, and powered and unpowered hang gliders). Large jets and dirigibles require specialists to pilot them as well as many support workers to take off and land.

Ability Acquired: Given a particular type of flying vehicle, an agent can take off, fly, and land safely, each with an 85% chance of success. For difficult or stunt maneuvers such as barnstorming, power diving, looping, stalling, or flying upside down, see the "Ability Acquired" section of Driver Training. Increase Courage + (1-10).

Area of Knowledge increases: Aeronautical and Transportation Engineering + (1-10)x2.

Credit: 150 Experience Points.

Security Detection,

Deactivation, and

Infiltration

Cost: \$1,000

Time: 1 week

Prerequisite: Courage and Deactivation both 50 + .

Areas of Specialization: None.

Ability Acquired: The agent can add a random number from 1 to 10 to her Deactivation value whenever she attempts to detect, deactivate, or infiltrate a security system. This bonus is generated randomly each time Deactivation is used.

Area of Knowledge increase: None.

Credit: 25 Experience Points.

Surreptitious Movement and Concealment

Cost: \$1,000

Time: 2 weeks

Prerequisite: Deception and Evasion both 50 + .

Areas of Specialization: None.

Ability Acquired: Given a situation where either Deception or Evasion can be used, the agent can add a random number from 1 to 10 to either his Deception or Evasion value. This bonus is generated randomly each time either Deception or Evasion is used. The agent also gains a -25 modifier against both human and animal guards on the Intruder Discovery Table in the TOP SECRET® rule book.

Area of Knowledge increase: None.

Credit: 50 Experience Points.

Investigation Bureau Courses

Communications

Cost: \$10,000

Time: 10 weeks

Prerequisite: Knowledge, Courage, and Coordination each 50 + , Electrical Engineering AOK 75 + .

Areas of Specialization: None.

Ability Acquired: Given the necessary communication equipment, the agent can operate it 16 out of 24 hours a day with 95% efficiency. Beyond a 16 hour stint, efficiency drops 10% per additional hour. Eight full hours of sleep will raise efficiency back to 95%. The agent can install and remove communication equipment that is undetectable to the eye 90% of the time.

Area of Knowledge increase: Electrical Engineering + (1-10).

Credit: 100 Experience Points.

Disguises

Cost: \$9,000

Time: 4 weeks

Prerequisite: Knowledge 35 + ; Arts & Crafts AOK, Fine Arts AOK, and Home Economics AOK each 50 + .

Areas of Specialization: Cosmetics; Costuming.

Ability Acquired: Given the necessary materials, a specialist in cosmetics can disguise any face beyond recognition 85% of the time. Disguising animals or parts of the human body other than the face has a 90% chance of success. A costume specialist, given the necessary time and materials, can reproduce or modify any costume or uniform, which will pass unnoticed as an imitation 95% of the time.

Area of Knowledge increases: Arts & Crafts, Fine Arts, and Home Economics each + (1-10).

Credit: 60 Experience Points.

Elint (Electronic Intelligence)

Cost: \$11,000

Time: 8 weeks

Prerequisite: Knowledge, Courage,

and Coordination each 50 + ; Electrical Engineering AOK, Law AOK, and Military Science AOK each 50 + .

Areas of Specialization: None.

Ability Acquired: (Given the necessary electronic surveillance and detection equipment, the agent can operate it 16 out of 24 hours a day with 95% efficiency. Beyond a 16 hour stint, efficiency drops 10% per additional hour. Eight hours of sleep is required to raise efficiency back to 95%. The agent can install and remove electronic equipment undetectable to the eye 90% of the time. This ability includes the use of wireless mikes, phone taps, drop mikes, and debugging equipment. This ability does not include photography, radio operation, or computer tie-ins. Increase Willpower and Knowledge each + (1-10).

Area of Knowledge increases: Electrical Engineering, Law, and Military Science each + (1-10).

Credit: 90 Experience Points.

Flaps and Seals

(Opening Mail/Parcels)

Cost: \$1,500

Time: 1 week

Prerequisite: None.

Areas of Specialization: None.

Ability Acquired: The agent can open and reseal an envelope or parcel with an 85 + (1-10)% chance the tampering will be undetected.

Area of Knowledge increase: Arts & Crafts and Home Economics each .

Credit: 10 Experience Points.

Humint (Human

Intelligence--Contacts)

Cost: \$2,500

Time: 5 weeks

Prerequisite: All Primary Personal Traits 75 + ; Linguistics, Philosophy, Political Science/Ideology, and Psychology AOKs all 75 + .

Areas of Specialization: None.

Ability Acquired: When dealing with a human contact, the agent can change the contact's Reaction Key Code by shifting it one letter forward or backward in the alphabet. For example, if the Contact Reaction Key Code is C, the agent can change it to either B or D. The agent is never required to change the Key Code.

Area of Knowledge increase: Linguistics, Philosophy, Political Science/Ideology, and Psychology all + (1-10).

Credit: 100 Experience Points.

Languages and Cultures

Cost: \$1,000 per week

Time: 1-19 weeks (agent's choice, announced in advance)

Prerequisite: Knowledge 75 + , Charm 50 + ; Agriculture AOK, Architecture AOK, Economics AOK, Education AOK, Fine Arts AOK, Geography AOK, Law AOK, Literature AOK, Medicine AOK, Political Science AOK, Psychology AOK, Religion AOK, Social Sciences AOK, World History AOK all 50 + . No other courses or classes may be taken in conjunction with this one.

Areas of Specialization: One specific language. Languages include sign, Braille, and lip reading. Only one language can be studied at a time.

Ability Acquired: For each week of study in a particular language and culture (selected in advance by the agent), that agent learns to speak and act like the natives of that culture with (1-5)% proficiency per week. The most proficient an agent can become is 95%, but that may take 19 weeks or more. This percentage is equivalent to the agent's fluency in that language and may exceed the agent's native fluency rating. The agent may take the Languages and Culture class to improve his native fluency rating. Knowledge and Charm are increased by + (1-10), no matter which language is chosen.

Area of Knowledge increases: All Areas of Knowledge listed under Prerequisite are each in by (1-10).
Credit: 10 Experience Points per week.

Mountain Climbing and Wall Scaling

Cost: \$7,000

Time: 4 weeks

Prerequisite: Physical Strength and Coordination each 50 + ; Willpower 75 + .

Areas of Specialization: None.

Ability Acquired: With the proper climbing equipment, the agent has an 85% chance to scale a 100-foot incline. The agent can safely descend any incline 95% of the time. Safety rolls should be made after every 100 feet of movement up, down, or across an incline. Slick or rocky surfaces and the safety precautions of belaying always should be considered by the Admin during the climb. Increase Physical Strength, Willpower, and Courage each by + (1-10).

Area of Knowledge increases: Ecology, Geology, Military Science, and Physical Education each increased + (1-10).

Credit: 50 Experience Points.

Parachuting

Cost: \$9,000

Time: 4 weeks

Prerequisite: Physical Strength and Willpower each 25 + , Courage 75 + .
Areas of Specialization: None.

Ability Acquired: Using the proper parachute equipment, the agent can jump from an airborne vehicle or ledge 1,500 feet or more above the ground and land safely 85% of the time, within 1 foot of the target for each 100 feet the character falls with the parachute open. Roll dice to find the direction from the target. High-altitude skydives, acrobatic maneuvers, and jumps from less than 1,500 feet reduce the safety factor of 85% by a number equal to 150 minus the agent's Coordination. Unsafe landings with the parachute open will cause (1-10)x2 points of damage. If the parachute fails to open, see "Thrown from a height" on the Execution Table in the TOP SECRET® rule book. Increase Courage + (1-10).

Area of Knowledge increases: Military Science and Physical Education each + (1-10).
Credit: 60 Experience Points.

Scuba Diving

Cost: \$8,000

Time: 4 weeks

Prerequisite: Physical Strength 50 + , Willpower 75 + .

Areas of Specialization: Closed-circuit systems, Semi-closed-circuit demand-type scuba systems.

Ability Acquired: Using semi-closed or open-circuit scuba diving equipment, the agent can dive to a maximum depth equal to the next highest fitness rating. For example, a weakling could dive to 185 feet, an average agent could dive to a 285 feet, and strong and super agents could dive to depths of 380 and 435 feet, respectively. An agent can swim a distance of 5,001-6,000 (5,000 + (1-100)x(1-10)) feet safely 85% of the time, even at the maximum depth.

An agent using a closed-circuit system may dive to a depth of only 30 feet or less for 30 minutes or less. An agent can hold his breath for a number of seconds equal to his Willpower value. Increase Physical Strength and Willpower each + (1-10).

Area of Knowledge increase: Military Science and Physical Education each + (1-10).

Credit: 60 Experience Points.

Technical Bureau Courses

Computer Operation

Cost: \$5,000

Time: 10 weeks

Prerequisite: Knowledge 75 + .
Areas of Specialization: None.

Ability Acquired: The agent can operate any computer system he has access to.

Area of Knowledge increase: Computer Science + 10.

Credit: 150 Experience Points.

Counterfeiting

Cost: \$9,000

Time: 7 weeks

Prerequisite: Knowledge and Coordination 75 + .

Areas of Specialization: None.

Ability Acquired: Given the proper equipment and time, the agent can produce counterfeit items that are 75 + (1-10)% likely to escape casual detection. The calculated value is the item's Deception value.

Area of Knowledge increase: Arts & Crafts, Business/Industry, Fine Arts, Law, Linguistics, Literature, Mathematics/Accounting, Photography, and Psychology all + (1-10).

Credit: 150 Experience Points.

Cryptography

Cost: \$5,000

Time: 10 weeks

Prerequisite: Knowledge 75 + .

Areas of Specialization: None.

Ability Acquired: The agent has an 80 + (1-10) % chance to decipher any humanly-generated cipher, given enough time. Determine the agent's chance separately each time a cipher is examined in an 8-hour period. The agent can generate original ciphers, or ciphers that duplicate someone else's system. Perception + (1-10).

Area of Knowledge increase: Arts & Crafts, Linguistics, Literature, and Mathematics/Accounting each + (1-10).

Credit: 100 Experience Points.

First Aid

Cost: \$1,000

Time: 2 weeks

Prerequisite: Knowledge, Courage, Coordination, and Willpower all 50 + .

Ability Acquired: Using a standard household first-aid kit, the agent who has completed this course can save 1-4 mortally wounded characters, raising their life level back to 1 (unconsciousness) if the victim was injured less than 5 minutes before and is not hemorrhaging internally. The agent can revive 1-6 unconscious characters in 1-10 minutes each. Injured but conscious characters cannot be helped with first aid.

The agent cannot administer first aid to himself if unconscious. All external bleeding can be stopped by applying first aid. The agent also learns bandaging, artificial respiration, cardiopulmonary resuscitation, splinting, the use of pressure points, and gagging.

Area of Knowledge increases: Biology, Medicine, Physical Education, and Psychology each + (1-10).

Credit: 50 Experience Points.

Forgery

Cost: \$10,000

Time: 10 weeks

Prerequisite: Knowledge 50 + .

Areas of Specialization: Pharmacological Chemistry; Pyrotechnic Chemistry; Special Devices Manufacture; Weapons; Other Equipment. *Ability Acquired:* Working with the proper equipment, supplies, and either plans or an original, the agent can create a duplicate of almost any item. The duplicate has a Deception value of 80 + (1-10) %. Producing a particular forgery or copy takes half as long as listed under Equipment Availability.

Area of Knowledge increase: Architecture, Arts & Crafts, Business/Industry, Fine Arts, Law, Linguistics, Literature, Metallurgy, Photography, and Physics each + (1-10).

Credit: 150 Experience Points.

Pharmacological Chemistry and Duplication

Cost: \$12,000

Time: 12 weeks

Prerequisite: Forgery Course Completed; Chemistry and Medicine/Physiology AOKs each 75 + .

Areas of Specialization: None.

Ability Acquired: Working with the proper equipment, supplies, and either a formula or original, any pharmacological item can be analyzed, created, or duplicated with 80 + (1-10)% accuracy. The time needed is one-half the time indicated under Equipment Availability.

Area of Knowledge increase: Chemistry and Medicine/Physiology both + (1-10).

Credit: 150 Experience Points.

Pyrotechnic Chemistry and Duplication

Cost: \$12,000

Time: 12 weeks

Prerequisite: Forgery Course Completed; Chemistry and Military Science/Weaponry each + 75.

Areas of Specialization: None.

Ability Acquired: Working with the proper equipment, supplies, and either a formula or original, the agent can analyze, create, or duplicate any pyrotechnic device with 80 + (1-10)% accuracy. This process takes one-half the time indicated under Equipment Availability.

Area of Knowledge increase: Chemistry and Military Science/Weaponry each + (1-10).

Credit: 150 Experience Points.

Special Devices Manufacture and Duplication

Cost: \$12,000

Time: 12 weeks

Prerequisite: Forgery Course Completion; Arts & Crafts, Chemistry, Aeronautical Engineering, Construction/Civil Engineering, Electrical Engineering, Hydraulic Engineering, Industrial Engineering, Mechanical Engineering, Transportation Engineering, Metallurgy, Naval Science, and Physics AOKs each 60 + .

Areas of Specialization: None.

Ability Acquired: Given the proper equipment, supplies, and either a plan or original, the agent can analyze, manufacture, or duplicate a special device with 80 + (1-10)% accuracy. The work takes one-half the time indicated under Equipment Availability.

Area of Knowledge increase: All Areas of Knowledge listed under Prerequisites are + (1-10).

Credit: 150 Experience Points.

Weapon Modification and Duplication

Cost: \$11,000

Time: 11 weeks

Prerequisite: Forgery Course Completed; Metallurgy and Military Science/Weaponry AOKs each 75 + .

Areas of Specialization: Projectile; Non-Projectile.

Ability Acquired: Given the proper equipment, supplies, and either plans or an original, the agent can analyze, create, or duplicate any weapon with 80 + (1-10)% accuracy. The process takes one-half the time indicated under Equipment Availability.

Area of Knowledge increase: Metallurgy and Military Science/Weaponry each + (1-10).

Credit: 150 Experience Points.

ADMINISTRATOR'S FILE

OPERATION: MELTDOWN is a campaign module designed for use with TSR's TOP SECRET® Espionage Role Playing Game and the TOP SECRET® Companion. It is divided into two parts: the Agents' File and the Administrator's File. All players (agents) and the administrator should read the Agents' File, on the last two pages. Remove it by cutting along the dotted line. The rest of the module makes up the Administrator's File, which should only be read by the administrator. Do not allow players to review the text or maps in the Administrator File. The more players know about the adventure before play begins, the less they will enjoy the sense of discovery that comes from playing.

Administrator Preparation

For best play, the Admin should carefully read this entire module several times. Make notes by anything you don't understand. Check any rules that apply by referring to TOP SECRET® Rule Book and the TOP SECRET® Companion.

Before starting to play this adventure, give the Agents' File, which you have removed from the module, to the players. This sets the stage for the game and provides players with necessary background information. Players should read the file completely before starting on the mission, and should keep it handy for reference during play. Maps of the encounter areas in this adventure are printed on the inside covers as well as in the module itself.

Once players have read the Agent's File, they can prepare their characters for the mission. If needed, players can create new characters according to the TOP SECRET® Rule Book, or select characters from the Agent Player Character List in the Agent's File.

If a player wishes to use a pre-rolled character, he must select from the list without knowing that character's ability ratings. Once the player has made his decision, the Admin provides the statistics from the Personnel Table in this module. These

ability ratings cannot be adjusted. Vital Statistics and Area of Knowledge values not listed on the table must be computed by the player in accordance with the TOP SECRET® rules.

When each player has a character, he must record his agent's personal traits on an Agent's Dossier. If a player uses a pre-existing character, the amount of money available to that agent is determined by his previous adventures. New characters receive about \$400 (Admin's discretion) with which to purchase equipment. The Admin secretly determines Fortune Points for each new character.

Each player is responsible for maintaining a clear written record of all his character's abilities, his wealth, the items he owns, and the items he carries. If the record is unclear or inaccurate, the Admin's decision on discrepancies is final.

Abbreviations

Weaponry Traits, Security Systems and Animal Traits are described in the text as follows:

Weaponry Traits: (Projectile Weapon Value / Deception adjustment). Example for Throwing Star: (-11/-3).

Security Systems: (Concealment Value / Efficiency Rating). Example for booby-trapped car ignition: (15/10).

Animal Traits: (Life Level Modifier / Hand-to-Hand Combat Damage Modifier). Example for Yeti (Sasquatch): (+4/+1).

Rumors

Before starting play, each player rolls a 10-sided die to determine how many rumors his agent has heard. This should be done secretly with the Admin.

1-2	One rumor
3-4	Two rumors
5-6	Three rumors
7-8	Four rumors
9-10	No rumors

If the agent has heard any rumors, he rolls another 10-sided die for each rumor heard. The Admin then reads the information from the table below, (omitting information in parenthe-

ses). If the same number is rolled more than once, the agent rolls again. Do not provide any other information to the agent than that given here or in the Agent's File.

- 1 BIRDCALL is the code name for the MELT plan to skyjack airliners in order to present their demands via the world press. (True)
- 2 The only reason Earth Destiny I might not be launched on time is technical failure. (True)
- 3 Earth Destiny I is most vulnerable to attack before launch. Not even a dragonfly (Project Dragonfly) would attempt to attack it in flight. (True)
- 4 Kawase Hasusake, a Japanese land magnate, is training his own band of modern-day ninjas. (True)
- 5 Sky marshals regularly fly overseas air routes to and from the U.S. (True)
- 6 The only landing strip south of France long enough for a Concorde is outside Akreiji, Mauritania. It was recently built by the Japanese land magnate Kawase Hasvake. (True)
- 7 It is a major victory to scratch an itch (Major Viktor Skretchnitch). Even the KGB does it at a snail's pace (Project Snailspace). (True)
- 8 A secret Sicilian terrorist organization has been busy flying swiss cheese (Project Swisscheese) southeast from Palermo, Sicily. (Technically False)
- 9 MELT plans to kidnap the families of the Earth Destiny I crew seven days prior to launch. (False)
- 10 MELT plans to sandblast (Project Sandblast) the primary crew of Earth Destiny I with a strain of the common cold seven days prior to launch. (False)

Never tell the agents if the rumors they know are true or false. They may share their rumors with each other if they wish.

Code Phrases

Agents who learn code phrases (through rumors, interrogation of enemy agents, etc.) may share their information and/or attempt to use it

during the adventure. The Admin should carefully monitor the indiscriminate use of code phrases, especially if it might tip off the enemy to the true nature of the agents. Non-player characters will use code phrases only at times and places appropriate to the adventure. The code phrases are defined below.

Birdcall, Project Birdcall:

MELT's plan to skyjack a French Concorde and ransom it for an opportunity to broadcast their demands to the United Nations via the world news media. This Concorde happens to be the first supersonic flight from Paris to New York after the mission begins.

Dragonfly, Project Dragonfly:

The operation that supplies Project Swisscheese (described below) with equipment and personnel. It is run by a secret Sicilian criminal organization. Project Dragonfly flies a cargo jet from Palermo, Sicily, to Manaus, Brazil, via Akreiji, Mauritania, carrying supplies and equipment. It will also transport cylinders containing special microorganisms from Brazil to Florida as part of the plot to stop the liftoff of Earth Destiny I.

Sandblast, Project Sandblast:

MELT's plan to release airborne carbonophage (carbon-eating) microbes upwind of the Space Shuttle in order to damage its carbon surfaces, located in the nose-cap and leading edges of the wings. These surfaces are made of a special carbon compound, called "RCC."

Snailspace, Project Snailspace:

The Soviet KGB's plan to delay the ESA and NASA space programs, giving the Soviets time to catch up in the space race.

Swisscheese, Project Swisscheese:

A Neo-Nazi program to develop carbonophage microorganisms. These genetically-engineered microbes can bore into carbon compounds, leaving pitted surfaces on coal, graphite, and even diamonds. The microbes combine atmospheric oxygen with solid carbon to produce carbon dioxide and more microbes. Carbonophage microorganisms are not harmful to living plants or animals. The microbes are transported in 1-meter tall, pressurized, glass-lined, aluminum cylinders disguised (15/-) as fire extinguishers.

Operation: MELTDOWN

The Agent's File has provided general background concerning this mission. This section provides more detailed information and instructions for running this adventure for the Administrator's Eyes Only.

Background

For several years, the West has been able to stay ahead of the Soviets in the space race. When the Soviets narrowed the distance with their killer satellite program, the Americans countered with the Space Shuttle. Now, the European Space Agency (ESA) has joined with the National Aeronautics and Space Administration (NASA) to launch Earth Destiny I (EDI), a high-orbit space operations center with capabilities far exceeding any previous American or Soviet project. The Soviet Committee for State Security (KGB) sees EDI as a threat to their national security.

Major Viktor Skretchnitch (A1) is a senior KGB officer, a wily, capable cold warrior. He has been assigned to run Project Snailspace—Objective: Stop the launch of Earth Destiny II! To accomplish his mission he has activated operators under his control throughout the world.

Sheik Mohammed Abu Ben Hassam (O1) in Jidda, Saudi Arabia, is secretly the head of the Middle Eastern Liberation Tribunal (MELT), an organization of terrorists. MELT plans to skyjack a French Concorde (Project BIRDCALL). It is also responsible for providing personnel for Project SANDBLAST at Kennedy Space Flight Center. The terrorists, who consider themselves idealists, believe that money spent on space exploration should be used to help feed the world's starving masses. They are allied with the Soviets, who supply them with arms and equipment. They will assist the Soviets on missions they believe will advance their own objectives.

Kawase Hasusake (O2), a land magnate from Hiroshima, Japan, hates the United States because it used the atomic bomb against Japan in 1945. For years he has sought to avenge the death of his people. He will ally with anyone if the mission is anti-American. Kawase Hasusake is secretly financing MELT activities against the United States, and has trained his own band of Ninjas. He is the builder of the Akreiji airstrip, and of a series of prefabricated homes worldwide.

Mario Mammana (O3), is publicly known as the owner of a Sicilian cargo plane company, but he is secretly chief of a Sicilian criminal organization. His company has been hauling supplies to Manaus, Brazil, via Akreiji. He is in charge of Project Dragonfly, which provides logistical support to Project Snailspace. Mammana is not political; he simply works for the highest bidder.

Hermann Reinhardt (O4), a "private citizen" in Brasilia, Brazil, is actually an ex-Nazi Gestapo officer living in exile. He runs an organization of Nazis dedicated to an eventual return to power. A biochemist working for his organization (in a secret Amazon laboratory) recently developed a strain of genetically-engineered carbonophage microbes. Project SANDBLAST is the first public test of the microbes. If the project is successful, Reinhardt will be able to sell the formula for a great deal of money to further his plans.

"John Smyth" (S7) is a mole activated by Skretchnitch for this mission. "Smyth" works for a confidential section within the United Nations, for which the player characters are also working. He has arranged to be assigned as the control for the characters, so that he can try to block their efforts and report to Skretchnitch on their progress.

Chronology of Events

This detailed timetable tells what should happen at specific times during Project Snailspace if all goes according to plan. Included in this chronology are vehicle departure times, vehicle arrival times, communication schedules, and enemy agent meeting times. It is the player characters' job to disrupt this timetable so that Project Snailspace does not succeed.

T (Takeoff) minus 15 days (Sunday)

0015 hours: A long-haul overseas cargo jet piloted by C6 takes off from Palermo, Sicily, bound for Akreiji, Mauritania. Aboard the plane are C7, M4, and M5, plus assorted foodstuffs, chemical glassware, and household supplies.

0400 hours: The cargo jet piloted by C6 lands at Akreiji, Mauritania, for refueling.

0500 hours: The cargo jet piloted by C6 takes off from Akreiji, Mauritania, bound for Manaus, Brazil.

0845 hours: Agents (player characters) arrive at a mission briefing at a United Nations Security Council safe house in Paris, France. After verification of agent's cards 7006, the mission briefer reads the Agent's File aloud to the players. (The Admin then gives the file to the players so they can refer to it during the game.)

1015 hours: Agent mission briefing ends.

1115 hours: Concorde takes off from Paris, France, bound for New York, New York.

1125 hours: Pilot of the Concorde turns off the "Fasten Seat Belt" sign.

1130 hours: Inflight skyjack aboard Concorde by M1, M2, and M3. M1 (Seat 1B) and M2 (Seat 27C) approach stewardesses in the fore and rear passenger compartments. Each draws a fiberglass knife (-10/-10) and forces the stewardess to call the pilot via intercom.

1131 hours: Skyjackers order the pilot to fly directly south on Longitude 9 degrees west. They threaten

to kill the stewardesses and passengers one by one if the pilot refuses. The plane will begin turning 1-100 seconds after this message. If the agents attack the skyjackers, the skyjackers will push their hostages aside and attack the agents with knives.

1132 hours: If the pilot has not started his turn, the skyjackers threaten to kill both stewardesses unless the plane begins its turn within the next 60 seconds.

1133 hours: Unless the skyjackers have been interrupted or stopped by the agents, the plane has now begun its course change. The pilot radios the course change and reason for the change to area air traffic control.

1200 hours: Concorde is in route to Akreiji, Mauritania, but passengers and crew are unaware of final destination. Air traffic control authorities notify news media. First news broadcasts occur.

1245 hours: The cargo jet piloted by C6 lands at Manaus, Brazil, for refueling and unloading.

1300 hours: International news media broadcast update of skyjack story. Final destination of Concorde is revealed. Passengers and crew are still unaware of destination.

1315 hours: Pilot of Concorde turns on the "Fasten Seat Belt" sign and announces impending landing at Akreiji.

1330 hours: Concorde lands at Akreiji, Mauritania.

1335 hours: Concorde taxis to terminal area. M2 gives his hostage a typed sheet to read to the pilot, and orders the pilot to broadcast the message to the world press via the Akreiji control tower. The message reads as follows:

"Attention member nations of the European Space Agency and capitalist United States of America. In the baggage compartment of this Concorde is a radio-controlled explosive device that we will detonate at 1330 hours Tuesday, killing all persons aboard, if the following demands are not met:

- 1 The United Nations must recognize the Middle Eastern Liberation Tribunal as a political entity and grant it representation in the General Assembly.
- 2 All Middle Eastern Liberation Tribunal members held prisoner throughout the world are to be freed.
- 3 Earth Destiny I is not to be launched. If countdown does not cease, Earth Destiny I will be destroyed.

4 All money appropriated for Earth Destiny I is to be diverted into an international Third World relief fund in order to feed, clothe, and house the oppressed peoples of the Third World.

5 Progress toward meeting these demands is to be reported as it occurs. Any attempt to attack this plane or discontinue communication with it will force us to detonate the explosive device."

1340 hours: Skyjackers release the stewardesses so the passengers and crew can be fed aboard the plane. They allow passengers to leave their seats, but not to approach within 10 feet of either M1 or M2.

1345 hours: C8 and C9 of Curupachi, Brazil, unload the contents of the cargo jet and transport it by jeep from Manaus, Brazil, to the home of S4 outside Curupachi.

1350 hours: A large man (SM1) leaves Seat 13B. He holds a handkerchief to his mouth with his left hand and walks toward the lavatory, apparently ill. As he approaches M2, he suddenly draws and fires a .357 magnum police revolver, instantly killing M2.

1350:05 hours: SM1 shouts, "Everybody sit down!" He turns and fires the length of the plane, killing M1. He will shoot at anyone who stands and draws a weapon.

1350:10 hours: SM1 shouts in French, "I'm a licensed sky marshal! Do not panic! Evacuate the plane and run for cover!"

1350:15 hours: M3 (Seat 13B), who has not participated so far in the skyjack attempt, stands and stabs SM1, who drops his gun and takes 5 points of damage. Civilian passengers and crew panic and attempt to flee the Concorde.

1351 hours: Emergency exits are opened. Crew and passengers evacuate the plane during the next five minutes. M3, seeing the collapse of the skyjacking plot, attempts to lose himself in the crowd and escape.

1356 hours: The Concorde is evacuated. Fire trucks arrive and begin spraying carbon dioxide foam to prevent jet fuel from igniting.

1400 hours: All passengers and crew (including M3, but not including SM1, who is being sped to the hospital by ambulance), are directed into the airport terminal for questioning by airline officials and police. The skyjackers' bodies are removed from the plane and the Concorde is searched. No explosive device is found.

1430 hours: Questioning of passengers and crew leads to identification of M3 as the third skyjacker. He is immediately arrested by the local authorities and taken for intensive interrogation at Akreiji police headquarters.

1700 hours: Police complete their questioning of passengers and crew. M3 reveals his connection with S5 in Jidda to the local authorities; the information is available in Akreiji police files.

1730 hours: Passengers and crew board on a chartered jumbo jet bound for New York.

1800 hours: A1 in Paris, France, telephones C1 in Cairo, Egypt. This contact is part of the special communications network for Project Snailspace. See the section FURTHER ADVENTURING for operating details of this network and what it means in play.

2245 hours: The cargo jet piloted by C6 takes off from Manaus, Brazil, bound for Akreiji, Mauritania. Its cargo area is empty.

T minus 14 Days (Monday)

0200 hours: A chartered jumbo jet carrying the passengers and crew of the skyjacked Concorde arrives in New York. The baggage of passengers and crew is not aboard.

0630 hours: A cargo jet piloted by C6 lands at Akreiji, Mauritania, for refueling. The cargo area of the plane is empty.

0730 hours: The cargo jet piloted by C6 takes off from Akreiji, Mauritania, bound for Palermo, Sicily. Its cargo area is empty.

1030 hours: The baggage belonging to passengers and crew of the skyjacked Concorde arrives in New York. All items have been carefully searched. Contraband and unregistered weapons have been confiscated.

1800 hours: A1 in Paris, France, telephones C2 in Tokyo, Japan. C1 in Cairo, Egypt, sends a telegram to O1 in Jidda, Saudi Arabia.

2115 hours: Cargo jet piloted by C6 takes off from Palermo, Sicily, bound for Jidda, Saudi Arabia. C7, M4, and M5 are aboard.

T minus 13 Days (Tuesday)

0115 hours: The cargo jet piloted by C6 lands at Jidda, Saudi Arabia, airport for refueling. M4 and M5 hire a taxi.

0145 hours: M4 and M5 arrive by taxicab at the home of S5 in Jidda, Saudi Arabia.

0215 hours: Cargo jet piloted by C6 takes off from Jidda, Saudi Arabia, bound for Palermo, Sicily. C7 is aboard.

0615 hours: Cargo jet piloted by C6 lands at Palermo.

1330 hours: Deadline for meeting MELT skyjacking demands. NOTE: The skyjacking will normally be foiled either by the agents or by the Sky Marshal (SM1). If the agents somehow interfere with SM1 (for example, because they believe him to be another skyjacker), it is possible for the skyjacking to succeed. Since MELT's demands cannot be met, the skyjacksers will proceed to kill as many of the passengers and crew (starting with the player characters) as possible as soon as the deadline expires.

1800 hours: A1 in Paris, France, telephones C3 in Rome, Italy. O1 in Jidda, Saudi Arabia, sends a telegram to S1 in Daytona Beach, Florida. C2 in Tokyo, Japan, sends a telegram to O2 in Hiroshima, Japan.

T minus 12 Days (Wednesday)

1730 hours: O1 of Jidda, Saudi Arabia, drives to the home of S5 in Jidda, Saudi Arabia. O2 of Hiroshima, Japan, drives to the home of S2 in Hiroshima, Japan.

1800 hours: A1 in Paris, France, telephones C4 in Rio de Janeiro, Brazil. O1 of Jidda, Saudi Arabia, meets S5 at S5's home in Jidda. O2 of Hiroshima, Japan, meets S2 at S2's home in Hiroshima. C3 in Rome, Italy, sends a telegram to O3 in Palermo, Sicily. K3 in Daytona Beach, Florida, telephones S7 at United Nations, New York.

1830 hours: O1 and O2 drive back to their homes, arriving at 1900 hours.

T minus 11 Days (Thursday)

1000 hours: A1 of Paris, France, flies to New York, New York.

1800 hours: A1 of Paris, France, meets with S7 at the United Nations. O2 in Hiroshima, Japan, sends a telegram to C5 in Casablanca, Morocco. O3 in Palermo, Sicily, sends a telegram to S3 in Manaus, Brazil. C4 in Rio de Janeiro, Brazil, sends a telegram to O4 in Brasilia, Brazil.

1900 hours: A1, currently at the United Nations, flies back to Paris, arriving at 0300 hours Friday.

T minus 10 Days (Friday)

1530 hours: O4 of Brasilia, Brazil, travels by plane to meet C8 in Curupachi, Brazil.

1600 hours: C5 of Casablanca, Morocco, flies to meet S6 in Akreiji, Mauritania.

1730 hours: O3 of Palermo, Sicily, travels by automobile to meet C6 at the Palermo airport.

1800 hours: O3 of Palermo, Sicily, meets with C6 at the Palermo airport. O4 of Brasilia, Brazil, meets with C8 in Curupachi. C5 of Casablanca, Morocco, meets with S6 in Akreiji. K1 in Palermo, Sicily, telephones S7 at the United Nations. A1 in Paris, France, telephones C1 in Cairo, Egypt.

1900 hours: O3 drives back to his home in Palermo, arriving at 1930 hours. C5, currently in Akreiji, flies back to Casablanca, arriving at 2100 hours.

T minus 9 Days (Saturday)

1415 hours: A cargo jet piloted by C6 takes off from Palermo, Sicily, bound for Jidda, Saudi Arabia. Aboard the plane are C7, assorted foodstuffs, chemical glassware, and household supplies.

1715 hours: M4 and M5 leave the home of S5 in Jidda, Saudi Arabia, by taxicab.

1730 hours: O4 of Brasilia, Brazil, currently in Curupachi, travels by jeep to meet with C9 in Curupachi. C8 of Curupachi travels by jeep to the home of S4 outside Curupachi.

1745 hours: M4 and M5 arrive by taxicab at the Jidda airport.

1800 hours: O4, currently in Curupachi, Brazil, meets with C9 in Curupachi. C8 of Curupachi meets with S4 at S4's home outside Curupachi. A1 in Paris telephones C2 in Tokyo. C1 in Cairo sends a telegram to O1 in Jidda.

1815 hours: A cargo jet piloted by C6 lands at Jidda, Saudi Arabia, for refueling and boarding passengers. C7 remains aboard.

1900 hours: O4 of Brasilia, currently in Curupachi, leaves C9 to fly back to Brasilia, arriving home at 2130 hours. C8, at the home of S4, leaves for Curupachi by jeep, arriving home at 1930 hours.

1915 hours: A cargo jet piloted by C6 takes off from Jidda, bound for Palermo. C7, M4, and M5 are aboard.

2315 hours: A cargo jet piloted by C6 lands at Palermo, Sicily, for refueling.

T minus 8 Days (Sunday)

0015 hours: A long-haul overseas jet cargo plane piloted by C6 takes off from Palermo, Sicily, bound for Akreiji, Mauritania. Aboard the plane are C7, M4, and M5, assorted foodstuffs, chemical glassware, and household supplies.

0400 hours: The cargo jet piloted by C6 lands at Akreiji, Mauritania, for refueling.

0500 hours: The cargo jet piloted by C6 takes off from Akreiji, Mauritania, bound for Manaus, Brazil.

1000 hours: Eight aluminum cylinders are loaded on two jeeps at the home of S4 outside Curupachi, Brazil, by S4, C8, and C9.

1100 hours: The jeeps, driven by C8 and C9, depart Curupachi for Manaus airport, 400 miles away.

1245 hours: The cargo jet piloted by C6 lands in Manaus, Brazil, for refueling and unloading.

1800 hours: A1 in Paris telephones C3 in Rio de Janeiro. O1 of Jidda sends a telegram to S1 in Daytona Beach. C2 in Tokyo sends a telegram to O2 in Hiroshima. K2, at the Amazon laboratory outside Curupachi, telephones S7 at the United Nations.

1900 hours: Two jeeps arrive at the Manaus airport. Airport security does not interfere with C8 and C9 as they unload supplies and load the cylinders on board. Inside the plane, M4 and M5 put on wetsuits and attach floats to the eight cylinders. C6, the pilot, prepares for takeoff.

2000 hours: The cargo jet piloted by C6 takes off from Manaus. It is scheduled to fly to Nassau, Bahamas, for refueling, but will first fly to a rendezvous point 210 miles off the coast of Daytona Beach, Florida. C7, M4, and M5 are aboard.

2010 hours: S1 and K3 leave Daytona Beach, Florida, aboard a cabin cruiser bound for a rendezvous point 210 miles due east.

2100 hours: C8 and C9 of Curupachi, Brazil, take the contents of the cargo jet by jeep from the Manaus freight depot to the home of S4 outside Curupachi.

T minus 7 Days (Monday)

0005 hours: S1 and K3 arrive by cabin cruiser at the rendezvous point 210 miles due east of Daytona Beach, Florida.

0015 hours: A cargo jet piloted by C6 arrives at the rendezvous point. S1 signals the plane by firing a red and then a green flare directly over the cabin cruiser. C6 acknowledges the cruiser's signal by circling the area once. M4 and M5 dump the eight aluminum cylinders into the sea, and then jump from the plane wearing parachutes. Using a homing device to locate the floating cylinders, M4, M6, K3, and S1 retrieve them and load them onto the cabin cruiser.

00100 hours: The cargo jet piloted by C6 arrives at Nassau, Bahamas, for refueling.

0400 hours: S1's cabin cruiser arrives in Daytona Beach, Florida, carrying S1, K3, M4, M5, and eight cylinders of carbonophage.

1000 hours: The cargo jet piloted by C6 takes off from Nassau, bound for Manaus, Brazil. C7 is aboard. Its cargo area is empty.

1445 hours: A cargo jet piloted by C6 lands at Manaus airport for refueling. Its cargo area is empty.

1545 hours: The cargo jet piloted by C6 takes off from Manaus, Brazil, airport bound for Akreiji, Mauritania. Its cargo area is empty.

1730 hours: O1 of Jidda drives to the home of S5 in Jidda. O2 of Hiroshima drives to the home of S2 in Hiroshima.

1800 hours: A1 in Paris telephones C4 in Rio de Janeiro. O1 of Jidda meets S5 at S5's home in Jidda. O2 of Hiroshima meets S2 at S2's home in Hiroshima. C3 in Rome sends a telegram to O3 in Palermo. K3 in Daytona Beach, Florida, telephones S7 at the United Nations.

1830 hours: O1 and O2 drive back to their homes. Both arrive at 1900 hours.

2000 hours: Tonight, and each night remaining before the liftoff of Earth Destiny I, the saboteurs S1, M4, M5, and K3 release the contents of one of the microbe-filled cylinders to damage Earth Destiny I. The saboteurs do not know how effective the microbes are at long range, but believe that the contents of seven cylinders will do enough damage to abort the mission. Actually, only five

are needed. The saboteurs are staying at a motel in Titusville, posing as fire extinguisher salesmen. The cylinders are disguised as fire extinguishers (15/-). Each evening, the four men leave their rooms at 1900 hours, carrying one cylinder. They arrive at the release point (see below) at 2000 hours, release the microbes, and leave at 2020 hours. They arrive back at their hotel at 2130 hours. Depending on the prevailing wind direction, the saboteurs will release the microbes from different points in the vicinity of the Kennedy Space Flight Center. Roll a 10-sided die and consult the table below:

1-2	a	Beside the road, 6 miles WNW of the launch pad
3-4	b	On NASA property, 6 miles W of the launch pad
5-6	c	In S1's yacht, 2 miles E of the launch pad
7-8	d	In S1's yacht, 4 miles WSW of the launch pad
9-10	e	In the woods, 4 miles NNW of the launch pad

Map positions f-h are only used to mislead players when they inspect the Kennedy Space Flight Center map. Consult the section ADMINISTRATOR'S TIPS for more guidance on running this portion of the adventure.

2330 hours: The cargo jet piloted by C6 lands in Akreiji for refueling. The cargo area of the plane is empty.

T minus 6 Days (Tuesday)

0930 hours: The cargo jet takes off from Akreiji bound for Palermo, Sicily.

1000 hours: A1 flies from Paris to New York.

1345 hours: The cargo jet lands at Palermo.

1800 hours: A1 meets with S7 at the United Nations. O2 in Hiroshima sends a telegram to C5 in Casablanca. O3 in Palermo sends a telegram to S3 in Manaus. C4 in Rio de Janeiro sends a telegram to O4 in Brasilia.

1900 hours: A1, currently at the United Nations, flies back to Paris, arriving at 0300 hours Wednesday.

2000 hours: S1, M4, M5, and K3 release the second canister of microbes. See 2000 hours, Monday (T minus 7 Days).

T minus 5 Days **(Wednesday)**

1530 hours: O4 of Brasilia travels by plane to meet C8 in Curupachi.

1600 hours: C5 of Casablanca flies to meet S6 in Akreiji.

1730 hours: O3 of Palermo, Sicily, travels by automobile to meet C6 at the Palermo airport.

1800 hours: O3 meets with C6 at the Palermo airport. O4 meets C8 in Curupachi. C5 meets S6 in Akreiji. K1 in Palermo telephones S7 at the telephones C1 in Cairo.

1900 hours: O3 returns home, arriving at 1930 hours. C5 flies back to Casablanca, arriving at 2100 hours.

2000 hours: S1, M4, M5, and K3 release the third canister of microbes. See 2000 hours, Monday (T minus 7 Days).

T minus 4 Days **(Thursday)**

1730 hours: O4, currently in Curupachi, travels by jeep to meet with C9 in Curupachi. C6, in Palermo, travels on foot to meet C7 in Palermo. C8 travels by jeep to the home of S4 outside Curupachi.

1800 hours: O4 meets with C9 in Curupachi. C6 meets C7 in Palermo. C8 meets with S4 at the home of S4 outside Curupachi. A1 in Paris telephones C2 in Tokyo. C1 in Cairo sends a telegram to O1 in Jidda.

1900 hours: O4 leaves C9 to fly back to Brasilia, arriving at 2130 hours. C6 leaves his meeting with C7 on foot, arriving home at 1930 hours. C8 leaves for Curupachi by jeep, arriving at 1930 hours.

2000 hours: S1, M4, M5, and K3 release the fourth canister of microbes. See 2000 hours, Monday (T minus 7 Days).

T minus 3 Days **(Friday)**

1730 hours: C7 in Palermo travels by automobile to meet O3 in Palermo. C9 in Curupachi travels by jeep to the home of S4 outside Curupachi.

1800 hours: C7 meets O3 at O3's home in Palermo. C9 meets S4 in S4's home outside Curupachi. K2 in the Amazon laboratory outside Curupachi telephones S7 at the United Nations.

1830 hours: C7 leaves the home of O3 on foot, arriving home at 1900 hours. C9 leaves the home of S4 by jeep, arriving home at 1900 hours.

2000 hours: S1, M4, M5, and K3 release the fifth canister of microbes. See 2000 hours, Monday (T minus 7 Days).

T minus 2 Days **(Saturday)**

2000 hours: S1, M4, M5, and K3 release the sixth canister of microbes. See 2000 hours, Monday (T minus 7 Days).

T minus 1 Day **(Sunday)**

1900 hours: (T minus 5 hours) Final countdown of Earth Destiny I begins.

2000 hours: (T minus 4 hours) S1, M4, M5, and K3 release the seventh and last canister of microbes. See 2000 hours, Monday (T minus 7 Days).

2210 hours: (T minus 1 hour 50 minutes) Crew of Earth Destiny I enters the orbiter.

2300 hours: (T minus 1 hour) Countdown inspection of the RCC heat shields takes place. At this moment, one of the following conditions exists:

- 1 Agents have prevented the use of more than four cylinders against Earth Destiny I. No detectable damage has been done. The flight takes place as scheduled. Project Snailspace fails completely. Mission accomplished!
- 2 More than four cylinders have been released against EDI, but agents provided early warning to NASA and ESA that allowed the use of protective coverings for the RCC surfaces. No detectable damage has been done. The mission proceeds as scheduled. Project Snailspace fails. Mission accomplished!
- 3 More than four cylinders have been released against EDI, but agents notified NASA and ESA too late for the use of protective coverings. The RCC is damaged. However, the notification came in time to avoid a last minute mission scrub. The flight is delayed three weeks. The mission is a partial success; Project Snailspace fails.
- 4 More than four cylinders have been released against EDI, and agents do not notify NASA and ESA until after this point. The RCC is damaged. A last minute scrub causes negative publicity for NASA, but information supplied by the agents allows recovery and launch within six weeks. The mission is somewhat successful; Project Snailspace is partially successful.

- 5 More than four cylinders have been released against EDI, and agents are unable to discover what is going on. The negative publicity and scientific puzzlement concerning the mysterious pitting of the RCC cause a delay of over six months. The Soviet space program surges ahead. Project Snailspace is a success; the agents have failed.

The Following Events Take Place Only if Victory Conditions 1 or 2 Occur.

2400 hours: (T minus 0 seconds) All three space shuttle main engines ignite.

T plus 1 Day **(Monday)**

0000:00:02.64 hours: (T plus 2.64 seconds) Solid boosters ignite. Pad abort can no longer commence.

0000:00:03 hours: (T plus 3 seconds) Lift-off! Earth Destiny I heads for the stars! The American space program succeeds; Operation MELTDOWN is a success!

ENCOUNTER AREA DESCRIPTIONS

Several encounter areas are described in the following pages. The descriptions include important features of each room or location, but the Administrator must fill in much of the detail, such as furnishings and non-essential items. The Admin must use his own discretion when providing information that is not covered in the written descriptions.

Any outdoor encounter area can be entered from any point outside the perimeter of the map. Anyone who exits the map area has escaped any danger, since agents generally will not be pursued beyond the immediate area.

Good players will want to talk to NPCs they encounter. NPCs usually will answer routine or insignificant questions; but when agents start asking more in-depth or sensitive questions, use the Contacts procedures from the TOP SECRET® Rule Book. The Admin should play the role of the encountered NPCs during such verbal exchanges. The Code Phrases Known column of the Personnel Table in this adventure provides a guideline to information known by NPCs.

Physical Security

All exterior doors in encounter areas are locked (-/20) at night. Interior doors are 50% likely to be locked. Desks, files, and drawers are locked 75% of the time. Persons inside hotel rooms and private homes will keep their doors locked and chained. Security chains have a difficulty rating of +10. Keys are left in vehicles only 5% of the time.

Lighting

Unless noted otherwise, all rooms have a light switch inside the door to the right, and 1 to 10 light sources in the room. Unless noted otherwise, ceiling lights are fluorescent tubes operated from a simple light switch.

Settings

This adventure has five main settings: Conventional Aircraft, Concorde, Kennedy Space Flight Center, International Concourse, and Private Residence. During the adventure, these settings are likely to be used several times, in no particular order. In most cases, the Concorde setting will be used first—after that, everything depends on the decisions and actions of the agents.

Conventional Aircraft and Concorde

Several different aircraft interiors are presented in this adventure. They can be used again and again, even after the end of this adventure. The maps are printed so that the players can see them during play. When purchasing tickets, agents may select their own seats by number. Agents may purchase First Class tickets if they desire (and can afford them); see the Transportation campaign rules in the TOP SECRET® Companion for cost and availability.

On the Concorde, four seats are not available: those occupied by M1 (Seat 1B), M2 (Seat 27C), M3 (Seat 12B), and SM1 (Seat 13B). To avoid giving away their presence, roll percentile dice when each agent selects his seat, ignore the result, and give him his seat selection unless it conflicts with one of the already-occupied seats. Note that agents can end up positioned next to any of the skyjackers or the sky marshal.

Kennedy Space Flight Center and the International Concourse

The map of Kennedy Space Flight Center may be shown to the players. There are eight letters marked on the map: five of them are locations from which the saboteurs may spray carbonophage microbes on the Space Shuttle (a-e); the remaining letters (f-h) are dummies. See the section ADMINISTRATOR'S TIPS for guidance on running this encounter.

The encounter key for the International Concourse map can be found in the Transportation Campaign Rules section of the TOP SECRET® Companion, since it is designed to be used no matter what airport the agents visit.

Private Residence

The Private Residence encounter area is designed so that it can be used several times. Kawase Hasusake, Mario Mammana, Sheik Mohammed Abu Ben Hassam, and Hermann Reinhardt all live in identical, prefabricated houses, built by Kawase Hasusake's Japanese corporation. These four houses have the same floor plans, but guards, residents, and room contents change from house to house. In the description, each room has a number followed by one to four lowercase letters. The letters indicate the houses where the description applies, as shown on the following chart:

- Home of Kawase Hasusake (O2), 45 Chong-Do, Ichiban-Ko, Hiroshima, Japan
- Home of Mario Mammana (O3), 711 Portovenue, Palermo, Sicily
- Home of Sheik Mohammed Abu Ben Hassam (O1), 12 Adhem Road, Jidda, Saudi Arabia
- Home of Hermann Reinhardt (O2), Amazon Rain Forest, Curupachi, Brazil. (Reinhardt's main residence is in Brasilia. This home is primarily used by S4, the mad Nazi biochemist, for his research. N2, a Nazi officer, runs the household.)

If the description of a room is the same in all four houses, the room number is followed by all four letters (e.g., 1a,b,c,d). If a room description is different in the four houses, its number is followed only by the letter of the house or houses where the description is correct (e.g., 4a, 4b, 4c, 4d). Be sure to read the correct description when agents are investigating one of these houses.

Each residence has off-white, stucco walls (12 inches thick) and a red tile roof. Agents with an AOK of 75 or higher in Architecture recognize that the house is modeled after a private Roman home.

Agents can enter the house by removing roof tiles, if they choose. In addition, two large areas are open to the sky. An intruder who drops straight through one of these openings will fall into water.

Key to Upper Level

1a,b,c,d. ENTRYWAY: (Doors locked, lights on.) The two bronze doors (-/30) open to the inside. In the upper left corner of the entryway is a security camera covering the area near the doors. To the left of the doors is a doorbell button and an intercom connected to area 47. If the doorbell is used, a voice will ask in English, "Who may I say is calling?" If a polite answer is given, the doors will swing open by themselves. If no answer is given or if the answer is hostile, the doors will remain closed, and guards will be called.

2a,b,c,d. VESTIBULUM (Entry Hall): (Lighted.) To the left of the bronze doors is an intercom. The vestibulum floor is tiled with smooth ceramic squares, as is the Atrium.⁽³⁾ In the home of Kawase Hasusake, four pairs of shoes are lined up in the vestibulum.

3a. ATRIUM (Reception Room): (Lighted) In the center of this room is a reflecting pool, and directly above the pool is an open hole in the ceiling. A divan is positioned at the far end of the pool. In the four-foot-deep pool are four small sharks (+ 5/-1). Six doors, two alae (alcoves), and a tablinum (study) connect to the atrium. J1 will emerge from room 4 to greet guests or attack intruders. She will answer questions to the best of her knowledge. If players insist, she will lead them to O2 (O3, O1, N2—see Area 17) in the peristylum (patio).

3b. The room is the same, but T1 (Female) replaces J1.

3c. The room is the same, but G1 (Male) replaces J1.

3d. The room is the same, but N1 (Male) replaces J1 and six piranha (-3/-4) replace the sharks.

4a. OCCUPIED SERVANTS QUARTERS: (Unlocked, lighted.) This room belongs to J1. It contains a bed and a clothes dresser full of personal belongings.

4b. The room is the same but belongs to T1.

4c. The room is the same but belongs to G1.

4d. The room is the same but belongs to N1.

5a,b,c,d. LOCKED SERVANTS QUARTERS: (Locked, unlighted.) This room is not in use. It contains a bare bed and an empty dresser.

6a. OCCUPIED GARAGE: (Locked, unlighted). A limousine is parked in this large garage. An automatic exterior door opener is on the front seat. Pressing the remote control door opener each time raises or lowers the exterior door (-/40) in 15 seconds. Pressing the control button before the door is completely open or closed will stop its movement. The car's gas tank contains 20 gallons of gasoline. The room contains 4 quart cans of oil, an oil spout, and an automotive tool kit.

6b,c. This room is identical to 6a except that the glove compartment of the limo contains a loaded .22-caliber pocket self-load Beretta (d).

6d. This room contains two 4-wheel drive jeeps each filled with 20 gallons of gasoline, a loaded .303 Lee-Enfield bolt-action rifle (p), and a 5-gallon can of extra gas. The remote control device on the driver's seat of each jeep works as described in 6a.

7a. JAPANESE BATH: (Unlocked, unlighted.) This room contains a well-heated deep bath tub, sponges, towels, and six clean robes.

7b. OCCUPIED GARAGE: (Unlocked, unlighted.) This room is identical to room 6b, including the vehicle.

7c. HAREM: (Locked, lighted.) This room is the sleeping area for five veiled women who start screaming if any uninvited intruders enter.

7d. OCCUPIED GARAGE: (Unlocked, unlighted.) This room is identical to 6d, including the vehicle.

8a. ALAE (ALCOVE): (Lighted.) Tethered here at the end of a 10-foot leather strap is a snow leopard (+ 4/-1) guarding area 9. This animal cannot escape from its tether, but will attack any intruders within its guarded space (marked on the map with a dotted line). It will not attack house residents.

8b. This area is the same as 8a except the snow leopard is replaced with a Doberman pinscher (+ 2/-1).

8c. This area is the same as 8a except the snow leopard is replaced with a trained jackal (+ 1/-2).

8d. This area is the same as 8a except the snow leopard is replaced with a trained ocelot (+ 3/+0).

9a,b,c,d. STORAGE CLOSET: (Cur-tained, unlighted.) This area has a fresh plate of meat for the animal in the Alae outside. Also stored here are custodial supplies such as floor wax, mops, and cleaning equipment.

10a,b,c,d. ART GALLERY: The walls of this small room are covered with expensive paintings and photographs. (Total value, \$5000; encumbrance, 100 lbs.) The room contains nothing else. The door to the south is locked and is wired to a silent alarm (15/20) that rings in room 45 on the lower level whenever the door is unlocked incorrectly.

11a,b,c,d. STONE STAIRWAY: (Locked, lighted.) This locked (15/20, identical to 10a) room contains a stone stairway leading to the lower level.

12a,b,c,d. ALAE (ALCOVE): This area is identical to 8a,b,c,d, except the animal is guarding room 13a,b,c,d.

13a. BUSINESS OFFICE: (Cur-tained, unlighted.) This wood-paneled office contains a desk, padded chair, locked file cabinet (-/25), and a small couch. The desk contains writing papers, paper clips, and ink pens. The top drawer of the filing cabinet contains the record of household living expenses for five people. The second and third drawers contain extensive real estate records and legal business documents. The bottom drawer contains blank typing paper and a diary written in Japanese. The diary reveals that Kawase Hasusake's family died in the atomic bomb attack on Hiroshima in 1945, and that he wants revenge on the U.S. for the death of his family. Also in the diary are records of Hasusake's donations to MELT, given through Sheik Mohammed Abu Ben Hassam.

13b. This room is identical to 13a, except for the contents of the file cabinet. The second and third drawers contain extensive restaurant and tourist souvenir sales records. The bottom drawer contains a record of cargo plane flights from Palermo, Sicily, to Manaus, Brazil, via Akreiji, Mauritania. The cargo planes carried mostly food, medical supplies, and laboratory glassware.

13c. This room is identical to 13a, except for the contents of the file cabinet. The record of household expenses is for eight residents, and the second and third drawers contain oil and land sales records and reports. The bottom drawer is empty.

13d. This room is identical to 13a, except the second and third drawers are full of chemical experiment results and microbiological information. The bottom drawer contains a report on the effect of carbonophage microbes on reinforced carbon-car-

bon (RCC). There is also a report on the dispersion of microorganisms via aerosol spray and a book about the space shuttle.

14a,b,c,d. LIBRARY: (Unlocked, unlighted.) The walls of this small room are lined with popular hard-back books in (respectively) Japanese, Italian, Arabic, and German.

15a,b,c,d. LAVATORY: (Unlocked, unlighted.) This room contains a toilet, sink, mirror, first aid kit, and electric razor.

16a,b,c,d. TABLINUM (STUDY): (Curtained on north side, lighted.) This walk-through area contains a small table and two chairs. On the table is a book in English entitled "Falconry."

17a. PERISTYLIUM (PATIO): (Area is open to the sky.) In the center of this marble-tiled area are two fountains spouting from a pool at the bottom of two steps. Eighteen white marble pillars hold up the edges of the roof around a large opening to the sky. Four small fruit trees grow below the corners of the roof opening. Two cameras are focused on the fountains in the center of the peristylum and can see anyone who enters the area. Six wooden doors and two barred hallways adjoin the peristylum. O2 is relaxing in the peristylum with a live falcon (-2/-2) perched on his leather-protected left sleeve. If approached politely, O2 will respond politely. If approached rudely, he will order his servants to direct the agents outside. If attacked, he will release his falcon and call on his servants and guard dogs (see Area 22). He is not likely to call the police for any reason, preferring to take care of trouble on his own. If forced to, he will draw a loaded 9mm P-08 Luger (f) and use it to protect himself. He will be very reluctant to reveal his connections with MELT or Project Snailspace. O2 carries a master key to all rooms in the house.

17b. This area is the same as 17a except O3 replaces O2.

17c. This area is the same as 17a except O1 replaces O2.

17d. This area is the same as 17a except N2 replaces O2.

18a. MASTER BEDROOM: (Unlocked, unlighted.) The room contains a bed, clothes dressers, a dressing mirror, one chair, and the personal possessions of O1, including a box of 42 9mm bullets.

18b. The room is the same as 18a except it belongs to O3.

18c. The room is the same as 18a except it belongs to O1.

18d. The room is the same as 18a except it belongs to N2.

19a,b,c,d. MASTER BATHROOM: (Unlocked, unlighted.) This room contains a toilet, bathtub with shower, sink, mirror, toiletry case, towels, and man's robe.

20a,b,c,d. BARRED HALLWAY: (Locked, unlighted.) The two exterior bronze doors are barred from the inside (15/15) and have a silent alarm that rings in room 46 on the lower level. The bar can be pried up by something as narrow as a knife blade inserted between the doors. The interior bars at the end of the hallway appear to have gates in them, but the gates are welded shut. A human cannot pass between the bars unless they are bent with a combined strength of 200 or more. Animals such as falcons and dogs can easily pass between the bars.

21a,b,c,d. RADIO, TELEPHONE, AND TELEVISION ROOM: (Unlocked, unlighted.) This room contains a shortwave radio, a telephone, four chairs, a table, and three televisions tuned to three different local channels.

22a,b,c,d. FOUNTAIN PUMP ROOM AND DOG HOUSE: (Unlocked, door has hinged panel at bottom for animals to pass through, unlighted.) This room contains a fountain pump, water tank, dog food, and two Doberman pinscher guard dogs (+ 2/-2). These dogs will not attack house residents and guests accompanied by house residents.

23a,b,c,d. KITCHEN: (Unlocked, unlighted.) This room has one refrigerator, one freezer, one gas stove, one electric stove, two sinks, and one cabinet full of cookware. All remaining counter space and shelves are crammed with canned and boxed food.

24a,b,c,d. DINING ROOM: (Unlocked, unlighted.) This room contains a large oak table surrounded by six matching chairs. Formal place settings are set out for six diners.

25a. GUARD ROOM: (Unlocked, lighted.) This small chamber contains a bed, a dresser full of clothing, and the personal effects of J2, who lives here. In the east wall of the room is a camera pointing at the unlocked door, a sliding elevator

door, and a lighted call button. J2 will try to prevent any unwelcome visitors from using the elevator.

25b. This room is identical to 25a except it is occupied by T2.

25c,d. This room contains a camera pointed at the unlocked door, a sliding elevator door, and a lighted call button.

26a,b,c,d. ELEVATOR: (Unlocked, lighted.) The walls of this elevator are lined with stainless steel. There is no access hatch in the floor or ceiling. In the walls near the ceiling are tiny slits designed for ventilation. On the inside wall to the left of the door are four unmarked buttons. Pressing any button will cause the doors to slide shut unless an object prevents the doors from closing. The top button makes the elevator rise unless it is at the upper level. The bottom button makes the elevator sink unless it is at the lower level. The second button from the top ignites two sticks of dynamite hidden under the floor of the elevator. The blast will rip a human-sized hole in the floor of the elevator and cause 24 points of damage to all within 10'. The third button from the top will release sleeping gas through the tiny slits near the ceiling, causing anyone without breathing apparatus to become unconscious. (See GASES in the TOP SECRET® Rule Book, pg. 39). Unconscious persons will be taken prisoner by guards on the lower level, thoroughly searched, and locked in the cells in area 32.

27a,b,c,d. BARRED HALLWAY: (Locked, unlighted.) This area is identical to 20a,b,c,d.

Key to Lower Level

28a. GUARD QUARTERS: (Unlocked, lighted.) This room is identical to 25a except it is occupied by J3. J3 will try to prevent any intruders from entering the lower level of the house.

28b. This room is identical to room 28a except T3 replaces J3.

28c. This room is identical to room 25c.

28d. This room is identical to room 28a except N3 replaces J3.

29a,b,c,d. STORAGE HALLWAY: (Unlocked, unlighted.) The west wall of this chamber is lined with empty cardboard boxes.

30a,b,c,d. SHOWER ROOM: (Unlocked, unlighted.) This room contains a toilet, two sinks, a shower, and several dry towels.

31a,b,c,d. CAFETERIA: (Unlocked, unlighted.) This area has three tables, eight chairs, and a counter-top lined with prepackaged food and canned drinks.

32a,b,c,d. CELLS: (Locked, unlighted.) This dusty area contains six locked (-/35) and unoccupied jail cells. Each cell contains a single cot.

33a,b,c,d. HYDRAULICS ROOM: (Locked, unlighted.) This locked (-/25) room contains a hydraulic pump that operates the piston on which the elevator (26) travels. Agents with an AOK of 75 or more in Hydraulic Engineering can control the elevator from here.

34a,b,c,d. U-SHAPED CORRIDOR: (Unlocked, unlighted.) This empty passageway surrounds the base of the pool in the atrium upstairs.

35a,b,c,d. - 40a,b,c,d. EMPTY LABORATORY ROOMS: (Unlocked, unlighted.) This series of rooms appears to have been (or could easily be converted to) laboratory space. On the far wall of each room are countertops with two sets of spigots marked Hot H₂O, Cold H₂O, Methane, O₂, and Vacuum. Under each set of spigots is a sink with a drain. All of the spigots function. If the Methane is allowed to fill the room and is then ignited, one cubic foot of methane at atmospheric pressure will explode and cause one point of damage to anyone within 10 feet.

41a,b,c,d. STORAGE HALLWAY: (Unlocked, unlighted.) The east wall of this chamber is lined with empty wooden crates.

42a,b,c,d. PUMP ROOM: (Locked, unlighted.) The ceiling of this locked room (-/30) is only 5 feet from the floor, because of the fountain pool in the peristylum above. A pump in this room can empty the pool in the atrium in five minutes. Any agent with an AOK of 50 or more in Hydraulic Engineering can operate the pump. Water pipes run across the low ceiling and along the walls. A low, narrow passage connects this room to room 43.

43a,b,c,d. FURNACE ROOM: (Unlocked, unlighted.) This dark, dusty room contains a furnace, hot water heater, gas and electrical

mains, and an emergency gasoline-powered electrical generator. Agents with an AOK of 50 or more in an appropriate discipline can operate this equipment.

44a,b,c,d. SHOWER ROOM: (Unlocked, unlighted.) This room is identical to 30a,b,c,d.

45a,b,c. VACANT LABORATORY: (Unlocked, unlighted.) This room's contents are the same as 35a,b,c through 40a,b,c.

45d. WORKING LABORATORY: (Locked, lighted.) This locked (15/25) room is protected by a silent alarm connected to room 46, which rings if not deactivated. S4 can be found working here, wearing a long white lab coat, rubber gloves, a mask, and goggles. Fifteen to nine days before the liftoff of Earth Destiny I, eight aluminum cylinders containing carbonophage microbes can be found here. Exactly eight days prior to liftoff, C8 and/or C9 can be found here helping S4 prepare the canisters to be loaded on two jeeps. Seven or fewer days prior to EDI's liftoff and any time after liftoff, S4 can be found here cleaning the lab and putting glassware into cardboard boxes. If questioned, he will smile and say, "You're too late! Operation Sandblast is under way!"

46a,b,c,d. CHEMICAL AND GLASSWARE SUPPLY ROOM: (Unlighted, unlocked.) This room contains a fully-charged tank of compressed oxygen connected to piping that runs to the laboratory rooms. The tank is chained down, but if punctured with a bullet it will explode with a force equivalent to 20 ounces of plastique. The room also contains a cylinder of compressed methane connected to piping. If punctured, this tank will explode with the force of 40 ounces of plastique. A vacuum pump is connected to vacuum lines that also run to the laboratory rooms. Along the east wall of the room are shelves lined with 1-10 bottles of acid and 1-10 bottles of poison. The acid will cause 1-10 points of damage to anyone hit with a thrown bottle or splashed with a poured bottle. Each bottle of poison contains 1-10 doses of a type randomly determined from the table on pg. 46 of the TOP SECRET® Rule Book. This poison must be ingested to be effective.

47a. SECURITY INSTALLATION: (Locked, lighted.) This locked (25/25) room is protected by a siren alarm that will sound if not deactivated. The room contains five television monitors that are connected to the cameras in areas 1, 17, 25, and 28. The monitors show what the five cameras see, both in natural light and in the infrared (heat) spectrum. They can see heat sources (such as human bodies) even in complete darkness. A telephone at the control console is connected to the intercom at area 1 or 2, to area 21, and to outside telephone lines. From the control console the exterior bronze doors at 1, 20, or 27 can be opened or closed electrically. Signals will sound here if alarms at 10, 20, 27, or 44 are not deactivated. The room also contains a gas mask. J4 can be found here, making sure that intruders have a difficult time leaving the residence alive. J4 has a master key to all locks in the house.

47b. This room is identical to 46a except K1 replaces J4.

47c. This room is identical to 46a except G2 replaces J4.

47d. This room is identical to 46a except K2 replaces J4.

48a. VAULT: (Locked, unlighted.) This chamber has a three-part combination lock (-/45), (-/45), (25/45). All three locks must be deactivated before the 4-inch-thick metal door can be opened. The final combination has a sleep gas trap that must be deactivated or two doses of sleep gas will be released, filling room 46 and the vault. The vault has 3-inch-thick steel walls and is airtight. Anyone sealed inside has enough oxygen for 36 hours (two people could last 18 hours). The vault contains nine drawers. In each drawer is the equivalent of \$100 in nine different major currencies.

48b. This room is identical to room 47a except each of the nine drawers contains the equivalent of \$200 (total).

48c. This room is identical to room 47a except each of the nine drawers contains the equivalent of \$300 (total).

48d. This room is identical to room 47a except each of the nine drawers contains the equivalent of \$400 (total).

ADMINISTRATOR'S TIPS

Operation: MELTDOWN is a very open-ended adventure. Players can succeed in the mission by following any of several different courses. The adventure is riddled with clues, rumors, non-player characters, and objects intended to provoke action and guide the agents from place to place. At most points, however, agents can choose their next course of action from a wide range of options. To handle this type of adventure, the Admin must be completely familiar with the events and timetable of Project Snailspace. It also is useful to think about situations that might come up and decide in advance how each should be handled.

Following is a summary of some of the things agents might do, and information for the Admin on handling these situations. Players invariably think of the unexpected, however, and the Admin must be prepared to ad lib. Agents may need to be reminded occasionally of the urgency and goal of their mission so that they keep moving, even if they don't seem to be getting any closer to a solution.

It is possible that, somewhere along the way, the players will find themselves completely stuck, with no idea what to do next. This is a situation that can perplex even the ablest Administrator. When briefing your agents, point out that they have been given information on contacting UN safe houses in most major cities, which they should use in emergencies. You can provide clues, advice, and instructions to the agents through the safe houses. Always provide the least amount of information that will allow the players to continue: avoid a "giveaway" adventure. Encourage agents to ask questions; avoid giving free advice.

Safe houses can provide information through agency computer resources or through local contacts. Agency computers can answer a question such as, "What known Arab agents are currently in the United States?", which might reveal S1 in Daytona Beach. Local contacts and informers can put agents in touch with the black market, help get information from police files, or provide home addresses of various people. The safe house itself has the ability to provide secure communication with UN headquarters (S7), and to provide special services, such as making travel arrangements or bail-

ing out agents from the local jail. Use these resources sparingly, but do use them to keep the adventure moving!

Agents will probably head for the airport immediately following the briefing. At this point, they can either board the Concorde (which is about to be hijacked) for New York, or find a flight to Jidda, Saudi Arabia.

Probably, at least one of the agents will be aboard the Concorde when it is skyjacked. Pay careful attention to the Chronology of Events to determine the actions of the skyjackers, pilot, crew, and sky marshal. If an agent attempts to interfere with the skyjack, M1 and M2 will push aside their hostages and immediately attack the agent with their knives. Five seconds (1 turn) after any fight starts, SM1 will stand and shoot at any skyjacker not being attacked. Five seconds thereafter, M3 will stab SM1, who will drop his gun and be immobilized for the rest of the fight. The skyjackers will attempt to recover any dropped firearms, and will use them in preference to their knives. Civilian passengers will not join the fight, help subdue anyone, or pick up the dropped gun.

If all agents are subdued, the skyjack attempt succeeds and the flight continues, minus the healthy, armed sky marshal. The skyjackers will kill the agents if at all possible. This will effectively end the adventure.

If all of the skyjackers are subdued, they can be searched. Each carries a fiberglass knife, a watch, the equivalent of \$200 in francs in a wallet, a Saudi Arabian passport stamped with Sicilian, French, and United States visas, and a typed copy of their demands. If interrogated, a surviving skyjacker will link himself with S5 in Jidda.

If agents arrive in Akreiji, Mauritania, several possibilities are open to them. They can continue on to New York on the charter jumbo jet, they can charter a flight to Paris or Jidda, or they can investigate the Akreiji airstrip. Akreiji arrival and departure records will link Akreiji with Palermo and Manaus.

If agents do not board the French Concorde bound for New York, they should hear about the skyjacking on radio or TV sometime between 1200 and 1300 Sunday. Since the sky marshal will foil the skyjack attempt, this line of investigation will be

closed. Information supplied by the interrogation of M3 is available from Mauritanian authorities if the agents provide proper identification.

If agents foil the skyjacking in mid-air and the Concorde arrives in New York, they will normally proceed to the United Nations to meet the representative of the UN Security Council described in the Agent's File. This person, who calls himself "John Smyth, with a 'y,'" is actually S7, a double agent working for Major Viktor Skretchnitch (A1). S7 will inform A1, K1, K2, and K3 of the agents' progress and whereabouts during their regular meetings. (See the Chronology of Events and Further Adventuring for details.) All enemy agents will thereafter be aware of the agents' progress, and cannot be fooled or surprised by them.

If agents come to suspect S7 (because, for instance, the opposition seems to know too much about their actions), they may investigate him. A wiretap on S7's telephone will reveal the link between S7 and his assassins: K1 in Palermo, K2 in the Amazon laboratory, and K3 in Daytona Beach. If agents confront S7 with this information, he will attempt to escape. If caught and interrogated, he will admit his connections with the assassins, but will not under any circumstances reveal his connection with A1 in Paris. Only the most diligent investigation of S7 can link him with A1.

Agents may then visit Earth Destiny I at Kennedy Space Center, travel to Hiroshima to check out O2, or fly to Jidda to trace the terrorists.

Agents in Hiroshima may find a diary in O2's desk leading them to O1 in Jidda. Information gained from non-player characters may reveal the existence of Project Dragonfly, which links Palermo with Manaus and Akreiji. This may lead agents to Palermo, Akreiji, Manaus, Daytona Beach, or Kennedy Space Center.

Stowing away aboard the Sicilian cargo jet will allow agents to trace the jet's movements. If found, however, the crew of the cargo jet will try to drop the agents into the ocean or otherwise dispose of them.

Agents in Manaus, Brazil, will have to check out the air freight depot in hopes of tracking supplies to an Amazonian laboratory via Curupachi, Brazil. Finding the lab without NPC contact is extremely difficult. Well-timed checking around

Manaus airport may reveal the Sicilian cargo jet flights that connect Akreiji, Mauritania, Nassau, and Manaus.

Agents that make it to Curupachi, Brazil, may still have a hard time finding the Amazonian laboratory without NPC assistance. Investigation of C8 or C9 may connect either of them to O4 in Brasilia. Investigation of O4's telegrams may lead the agents to C4 in Rio de Janeiro, Brazil. Investigation of C4's telephone calls may reveal his connection with A1 in Paris, France.

Agents who find the Amazonian laboratory may find an experiment report that should lead them to Kennedy Space Center. Information from non-player characters may reveal the existence of Projects Dragonfly or Swisscheese. Such information may lead the agents to Daytona Beach, Manaus, Akreiji, or Palermo.

Agents traveling to Kennedy Space Flight Center have several options. If they contact a safe house, a local informer will know the address of S1, a known Arab terrorist. They may also find out about S1 by following the network chain (see Further Adventuring). S1 rents a house in Daytona Beach. If agents find his house (listed in the telephone book under his current alias), there is an 85% chance he will not be home. A search of the house will reveal a receipt for a boat slip at a local marina, which in turn will lead agents to S1's yacht. The yacht is used for all water releases of carbonophage microbes (see Chronology of Events, 2000 hours, T minus 7 Days.)

If agents arrive in Daytona Beach without clues to the whereabouts of S1, they may attempt to survey all the motels and hotels in Daytona Beach and Titusville to find the saboteurs. The base chance of finding the saboteurs by this method is 1% (base) + 2% per day, cumulative, per agent. (One agent has a 3% chance of finding the saboteurs on the first day, 5% on the second day, and 7% on the third day. Five agents have a 15% chance of finding the saboteurs on the first day, 25% on the second, and 35% on the third.)

Agents may look for the saboteurs at the various possible release points on the Kennedy Space Flight Center map. If agents visit the actual release point when the saboteurs are present, they automatically discover them. If agents ask NASA to help in the search, there is a 20% (non-cumulative) chance per night that NASA will find the saboteurs. However, NASA will request that the

agents deal with the saboteurs, since NASA officials are not trained for such missions.

Agents will succeed in their mission if they prevent the use of more than four cylinders against EDI. This can be accomplished by destroying or capturing the cylinders or the carbonophage microbes, or by preventing or delaying delivery of the cylinders to Florida. The cylinders cannot be delivered if S1 does not reach the rendezvous point, if the cylinders are not loaded onto the cargo plane, if the cargo plane does not reach Manaus, or if pilots C6 and C7 do not board the cargo jet in Palermo. Agents also succeed if they notify NASA and EDA to put protective coverings over the carbon surfaces in time.

Further Adventuring

Either Earth Destiny I has been successfully launched and your agents have completed their mission, or Project Snailspace has succeeded and the Soviet space program is about to surge ahead.

No matter what the outcome of Operation: MELTDOWN, you can use this adventure as the stepping stone to further campaign action. The purpose of this section is to help you develop an on-going campaign based on the situations and characters found in this adventure.

As Administrator of a TOP SECRET® campaign, you can run at least two varieties of campaigns: Serial and Layered.

The first and most common variety is a Serial System, in which each adventure leads directly to the next. These adventures can be other TOP SECRET® adventures, or they can be your own stories. They are run sequentially: the characters move easily from one operation to the next. Each meeting of your TOP SECRET® group revolves around a single mission, and when that mission is over, you go on to the next. There are few, if any, continuing situations or characters, except the players themselves.

The second variety of campaign is the Layered System. In this type of campaign, the Administrator has developed a sophisticated espionage world in which a variety of adventures or missions are interlinked in a

complex manner. A promising lead may turn out to be a deceptive trick from which characters must backtrack. Lucky breaks and coincidences might be as important as deductive reasoning or hours of exhaustive legwork. There is no clear-cut path to the solution or conclusion. The Layered System results in a more free-form game than the Serial System.

Each type of campaign has its advantages and disadvantages. The Serial System is much easier for the novice Administrator, and depending on the amount of time you wish to spend developing your TOP SECRET® campaign, it might be more practical. The Layered System is more work, but it can result in a deeper, more sophisticated level of play and enjoyment.

Further adventuring using the themes and characters set forth in Operation: MELTDOWN leads to the creation of a Layered System type of campaign.

As Administrator, you can develop other plots that Major Viktor Skretchnitch can use in his secret war against the United States. Or you can create new terrorist plots for MELT. Or you can follow Kawase Hasusake's insane hatred for the United States and involve his Ninja army in your campaign. (If some of these characters were killed during Operation: MELTDOWN, your options as Administrator will, of course, be affected.)

If you wish, you can make alterations in other adventures and adventure scenarios to have a common adversary (KGB, MELT, the South American Nazis, etc.) behind the various plots your agents must combat.

Or you can have your agents attempt to investigate, penetrate, and destroy the mysterious organization behind the attack on Earth Destiny I. (Sooner or later, if you use the same adversary in a variety of missions, the agents themselves will try to rid your campaign world of their nefarious opponents.)

The Network

Major Skretchnitch coordinates his far-flung international espionage organization through a complex communications network. Every day at 1800 hours (as noted in the CHRONOLOGY OF EVENTS), he communicates with his network through a set of complex linkages.

In the upper left hand corner the schedule shows that A1 in Paris communicates with C1 in Cairo the first Sunday in this two-week sequence. C1 communicates with O1 in Jidda on Monday. On Tuesday, O1 communicates with S1 in Daytona Beach, Florida. The same sequence is repeated starting Friday of the same week. No communication takes place Saturday of the second week.

The characters designated as "C" (C1, C2, C3, etc.) are known as "cut-outs." These busy characters do a lot of the "leg work" for the organization. They serve as go-betweens, and are used extensively by administrators, spies, operators, and other cut-outs. Although more expendable than spies, cut-outs are good for security, for if captured all they can say is that someone told them to do something or to give something to somebody else.

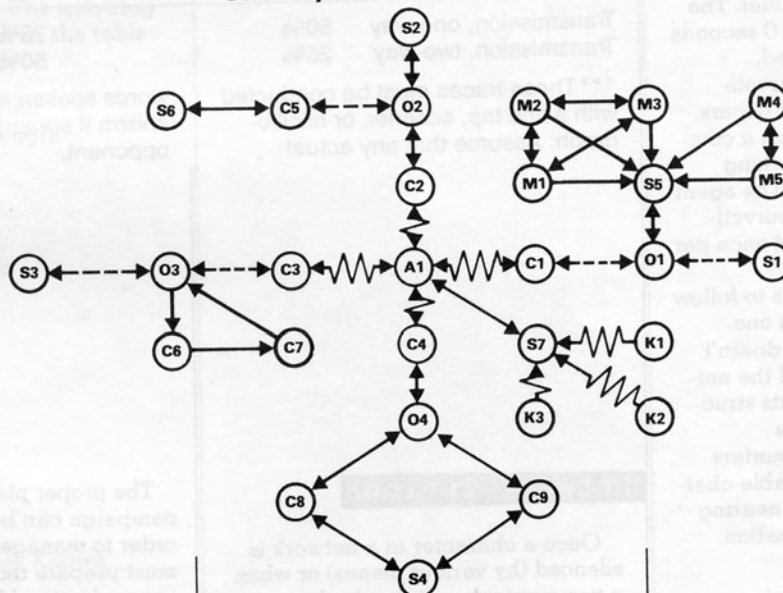
(For more details on network construction, see CAMPAIGN RULES in the TOP SECRET® Rule Book, pg. 48.)

Telegrams and telephone calls among members of the network are normally in code. An agent who manages to tap or intercept network

transmissions may hear one or more code phrases that he may (or may not) recognize. (See "Code Phrases Known" on the Personnel Table.) In-person meetings among network members, if an agent arranges to spy on them, are not in code, and will yield a great deal of useful information.

Agents will need to use a lot of imagination and resourcefulness to penetrate a network. Some of the leads and information developed during the playing of Operation: MELTDOWN will be of great use. The Admin should be sure and review the rules on surveillance, contacts, and communication in the TOP SECRET® Rule Book, and on surveillance and counter-surveillance equipment in the TOP SECRET® Companion.

Static System Structure Diagram



Static System Schedule

Location	P.C.	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su
Paris, France	A1	C1	C2	C3	C4	S7	C1	C2	C3	C4	S7	C1	C2	O1		
Cairo, Egypt	C1		O1					O1								
Tokyo, Japan	C2			O2					O2							
Rome, Italy	C3				O3					O3						
Rio de Janeiro	C4					O4					O4					
Casablanca	C5						S6					S6				
Palermo, Sicily	C6												C7			
Palermo, Sicily	C7												S4			
Curupachi	C8							S4						S4		
Curupachi	C9								S4							
Palermo, Sicily	K1						S7					S7		S7		
Amazon, Brazil	K2								S7							
Daytona Beach	K3					S7				S7						
Jidda	M4			S5												
Jidda	M5			S5												
Jidda	O1			S1					S1	S5						
Hiroshima	O2				S2	C5				S2	C5					
Palermo, Sicily	O3					S3	C6				S3	C6				
Brasilia	O4						C8	C9				C8	C9			

Agent Tactics

After an agent has discovered a promising lead to a network, that agent may choose to set up surveillance. The following Infiltration Table shows the chances of intercepting a character or communication link if the proper tools and methods are used at the time communication is scheduled to take place. To use the chart, find the proper column for the surveillance tactic being used. Roll percentile dice and add appropriate modifiers. If the value is less than or equal to the percentage chance from the chart, the tactic is successful; if greater, the tactic fails. The agent must then wait for the next communication before trying again. The Admin can alter the chance for success based on special factors and common sense.

If agents use the proper devices, the speaker's location can be traced even if he is using a scrambler. The message must be at least 10 seconds long for the trace to succeed.

After an agent sets up surveillance, he is told daily what occurs. He may be unlucky and miss a communication, or may be checking between communications. The agent may choose to change his surveillance tactics a maximum of once per day.

Once an infiltrator begins to follow a communication lead from one network link to another, he doesn't always realize the extent of the network, or the complexity of its structure. He may not realize the importance of specific encounters and may eliminate expendable characters thinking he or she is nearing the top levels of the organization.

Infiltration Modifiers:

- + 5% Each Experience Level of Agent. For example, a example, a third level agent would receive + 15%.
- + 5% Good Contact is in city of choice.
- + 10% Better Contact is in city of choice.
- + 15% Best Contact is in city of choice.
- + 10% Good Informer is in location of choice.
- + 15% Better Informer is in location of choice.
- + 20% Best Informer is in location of choice.

Infiltration Table

Type of Communication	Surveillance Tactic	Chance of picking up lost but existing trail:		Chance of successfully using a radioactive trace device if drop type is known
		Chance of following person communicated with*	in proper region**	
Direct, 2-way	50%	30%	50%	-
Direct, 1-way	25%	10%	25%	-
Drop, 2-way	25%	-	-	10%
Drop, 1-way	10%	-	-	5%

* If trail bug/direction finder or transmitter locator is used, add 10%.

** For example, an agent followed a non-player character to the proper region but was knocked unconscious or detained, thus losing the trail.

Type of Communication	Surveillance Tactic	
	Chance of tracing to continent or island***	Chance of tracing to region***
Transmission, one-way	50%	75%
Transmission, two-way	25%	50%

*** These traces must be conducted with a line tap, scanner, or oscillograph. Assume that any actual

words spoken are recorded or known if scrambler is not used by opponent.

Network Options

Once a character in a network is silenced (by various means) or when a communication link is broken between characters, the head of the network has several options:

1. Break off communication with the affected limb for the rest of the game.
2. Eliminate characters permanently.
3. Substitute alternate characters into the affected area to restaff the network.
4. Issue orders to eliminate the problem through network intact or reserve characters.
5. Call his or her network intact characters back into reserve immediately.
6. Surrender himself or herself and/or network.
7. Eliminate himself or herself and/or network.

The proper play of this sort of campaign can be quite complex. In order to manage it successfully, you must prepare thoroughly. Make sure you understand how the network works, what the objectives of the network are, who the major participants are, and what the network manager will do when he finds enemy agents attempting to penetrate his organization.

Major Viktor Skretchnitch is a wily, capable Cold Warrior, with a great deal of experience in running networks and missions. He will always act with a great deal of intelligence and resourcefulness. Don't make him a push-over for your agents!

As Administrator, you want to run a challenging, fun, and tough campaign. To be successful, you must do your homework. Prepare your scenario, understand the rules, and be ready to ad-lib when the situation calls for it.

Personnel Information

Characteristics of selected individuals are presented here for easy reference. Weaponry carried by a person is listed by Quick Reference Code. Guns are loaded and each individual carries one full clip. An asterisk (*) indicates a fiberglass knife (-10/-10). The most common locations for non-player characters are also listed on this chart. Code phrases these persons know are listed as well. Remember, characters do not reveal secret information willingly, and know nothing about aspects of Project Snailspace with which they are not directly involved. See the section Code Phrases for more information. The Area of Knowledge values and vital statistics not listed here can be supplied by the Admin as needed. The following abbreviations are used on the table:

PC = Personnel Code
PS = Physical Strength
CH = Charm
W = Willpower
CO = Courage
K = Knowledge
CD = Coordination
OF = Offense

E = English
F = French
G = German
R = Russian
J = Japanese
A = Arabic
I = Italian

C.P. = Code Phrases Known
B = Birdcall
S = Sandblast
T = Snailspace
V = Swisscheese
D = Dragonfly

DP = Deception

EV = Evasion
DA = Deactivation
MV = Movement Value
LL = Life Level
HTH = Hand-to-hand Combat Value
SV = Surprise Value
QRC = Quick Reference Code

AB = Amazon, Brazil
AM = Akreiji, Mauritania
BB = Brasilia, Brazil
CB = Curupachi, Brazil
CE = Cairo, Egypt
CM = Casablanca, Morocco
DB = Daytona Beach, Florida
HJ = Hiroshima, Japan
IC = International Concourse
JS = Jidda, Saudi Arabia
MB = Manaus, Brazil
NY = New York, UN
PF = Paris, France
PS = Palermo, Sicily
RI = Rome, Italy
RJ = Rio de Janeiro, Brazil
SC = Skyjacker, Concorde
TJ = Tokyo, Japan

AGENT MISSION
BRIEFING IS
COMPLETED.
GOOD LUCK!

Personnel Table

P.C.	Character	PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV	QRC	E	F	G	R	J	A	I	C,P	Loc	P.C.	
A1	Major Viktor Skretchnitch	95	76	103	96	82	87	92	86	82	85	285	20	177	168	e	60	59	69	78	—	—	—	BDSTV	PF	A1	
C1	Egyptian Cut-Out	56	64	45	35	43	46	41	50	55	45	147	10	111	105	—	68	—	—	86	—	80	—	BDSV	CE	C1	
C2	Japanese Cut-Out	72	60	75	76	62	89	83	68	75	76	236	15	147	143	—	67	43	—	76	85	—	—	D	TJ	C2	
C3	Italian Cut-Out	90	46	21	64	54	56	60	55	51	55	167	11	141	106	—	87	76	—	79	—	—	87	D	RI	C3	
C4	Argentinian Cut-Out	46	92	41	40	35	95	68	66	94	65	185	9	140	160	—	42	—	60	80	—	—	—	DV	FJ	C4	
C5	North African Cut-Out	73	35	57	74	85	75	75	55	55	80	205	13	128	110	—	78	67	56	87	—	75	—	D	CM	C5	
C6	Cargo Pilot (Italian)	28	62	65	50	50	68	59	56	65	59	161	9	93	121	—	72	—	—	—	—	—	81	D	PS	C6	
C7	Co-Pilot/Flight Engineer	49	79	40	31	80	45	38	55	62	63	134	9	111	117	—	58	76	49	—	—	—	77	D	PS	C7	
C8	German Cut-Out	63	26	40	91	29	56	74	59	41	43	159	10	104	100	—	73	—	84	65	—	—	—	DV	CB	CB	
C9	Brazilian Cut-Out	76	49	39	24	69	71	48	37	60	70	186	12	136	97	—	63	—	58	88	—	—	—	DV	CB	C9	
G1	Arab Guard	40	91	99	86	60	99	93	89	95	80	238	14	135	184	—	69	57	—	—	—	85	—	BSDV	JS	G1	
G2	Arab Guard	85	93	88	54	95	53	54	74	73	74	226	17	158	147	—	63	76	—	—	—	79	—	BSDV	JS	G2	
IC1	Inspector	45	65	50	65	75	55	60	65	60	65	150	9	105	125	—	—	—	—	—	—	—	—	—	—	IC	IC1
IC2	Guard	80	55	80	75	45	70	73	65	63	58	230	16	143	128	j	—	—	—	—	—	—	—	—	—	IC	IC2
IC3	Supervisor	55	75	70	70	85	62	66	73	69	74	187	13	125	142	—	—	—	—	—	—	—	—	—	—	IC	IC3
J1	Ninja (Female)	38	53	27	65	30	99	82	59	76	65	164	7	114	136	—	68	—	—	—	73	—	—	D	JF	J1	
J2	Ninja	29	75	99	81	40	58	70	78	67	49	186	13	96	145	—	81	—	—	—	98	—	—	D	HJ	J2	
J3	Ninja	40	91	61	86	60	44	65	89	68	52	145	10	108	157	—	75	79	—	—	82	—	—	D	HJ	J3	
J4	Ninja	89	96	79	81	86	77	79	89	87	82	245	17	176	176	—	82	80	52	—	99	—	—	D	HJ	J4	
K1	Hired Killer	36	91	46	89	91	46	68	90	69	74	128	8	105	159	e	42	—	51	83	—	—	77	D	PS	K1	
K2	Hired Killer	33	33	27	76	68	51	64	55	42	60	111	6	75	97	e	69	82	90	60	—	—	—	V	AB	K2	
K3	Hired Killer	70	51	63	95	61	91	93	73	71	76	224	13	141	144	e	77	60	—	79	—	—	—	S	DB	K3	
M1	MELT Skyjacker	46	91	89	79	62	27	53	85	59	45	162	14	105	144	*	42	65	—	—	—	92	—	B	SC	M1	
M2	MELT Skyjacker	61	45	60	76	84	65	71	61	55	75	186	12	116	116	*	65	73	41	—	—	93	—	B	SC	M2	
M3	MELT Skyjacker	94	48	66	82	87	49	66	65	49	68	209	16	143	114	*	56	77	52	—	—	81	—	B	SC	M3	
M4	Paratroop Frogman	52	92	75	32	78	92	62	62	92	85	219	13	144	154	e	90	44	—	—	—	94	68	DSV	JS	M4	
M5	Paratroop Frogman	91	70	62	56	62	79	68	63	75	71	232	15	166	138	e	79	82	—	—	—	95	40	DSV	JS	M5	
N1	Nazi	43	41	65	70	55	77	74	56	59	66	185	11	102	115	f	42	57	75	—	—	—	—	DV	AB	N1	
N2	Nazi	33	50	79	81	86	34	58	66	42	60	146	11	75	108	f	67	49	73	72	—	—	—	DV	AB	N2	
N3	Nazi	89	96	46	45	37	76	61	71	86	57	211	14	175	157	f	81	—	83	—	—	—	—	DV	AB	N3	
O1	Sheik Abu Ben Hassam	90	50	92	99	78	63	81	75	57	71	245	18	147	132	e	40	76	—	—	—	80	—	BDSV	JS	O1	
O2	Kawase hasusake	85	51	91	70	80	47	59	67	49	64	223	18	134	110	—	63	69	51	—	84	—	—	D	HJ	O2	
O3	Mario Mammana	66	80	70	90	678	91	91	85	86	80	227	14	152	171	d	49	53	—	—	—	—	83	D	PS	P3	
O4	Hermann Reinhardt	68	105	36	53	42	56	55	79	81	49	160	10	149	160	f	71	—	85	—	—	—	—	DV	BB	O4	
S1	MELT Team Leader/Day-tona	95	90	94	47	61	96	72	69	93	79	285	19	188	162	e	81	74	—	—	—	91	—	DSV	DB	S1	
S2	Ninja Leader	68	70	81	93	55	90	92	82	80	73	239	15	148	162	—	69	47	—	—	96	—	—	D	HJ	S2	
S3	Sicilian Leader	70	79	90	80	62	90	85	80	85	76	250	16	155	165	d	87	49	—	—	—	99	—	D	MB	S3	
S4	Nazi Biogeneticist	75	94	84	74	38	42	58	84	68	40	201	16	143	152	f	68	—	72	—	—	—	—	DV	AB	S4	
S5	MELT Team Leader/Jidda	100	81	35	27	35	97	62	54	89	66	232	14	189	143	e	71	—	—	—	—	73	—	B	JS	S5	
S6	Ninja Leader	80	66	62	94	65	61	78	80	64	63	203	14	144	144	—	90	55	—	—	97	—	—	D	AM	S6	
S7	"John Smyth," UN Mole	65	75	60	91	56	100	96	83	88	78	225	13	153	171	e	83	43	—	89	—	—	—	—	DSTV	NY	S7
SM1	Sky Marshal	83	77	27	96	81	47	72	87	62	64	157	11	145	149	j	49	92	46	—	—	—	—	—	—	SC	SM1
T1	Sicilian Leader (Female)	60	93	28	45	26	50	48	69	72	38	138	9	132	141	d	47	—	—	—	—	89	D	PS	T1		
T2	Sicilian Thug	85	62	88	36	95	53	45	49	58	74	226	17	148	107	d	42	57	64	—	—	74	D	PS	T2		
T3	Sicilian Thug	52	89	62	54	95	33	44	72	61	64	147	11	112	133	d	64	72	61	—	—	75	D	PS	T3		
PC1	"Charmless Chuck"	48	26	51	39	54	96	68	33	63	75	195	10	111	96	—	95	40	71	—	—	—	—	—	—	PC1	
PC2	"The Dazzler"	75	85	86	78	49	44	61	82	65	47	205	16	140	147	—	89	79	—	—	—	—	—	—	—	PC2	
PC3	"The Lion from Lyon"	50	67	90	27	57	52	40	47	60	55	192	14	110	107	—	40	92	50	—	—	—	—	—	—	PC3	
PC4	"Das Beast"	74	47	42	99	59	53	76	73	50	56	169	12	124	123	—	40	—	89	50	—	—	—	—	—	PC4	
PC5	"Bullet Train"	83	44	29	80	34	51	66	62	48	43	163	11	131	110	—	40	—	—	89	—	—	—	—	—	PC5	
PC6	"Moose"	62	94	92	78	26	97	88	86	96	62	251	15	158	182	—	77	40	—	—	—	—	—	—	—	PC6	
PC7	"The Sword"	90	61	80	46	90	65	56	54	63	78	235	17	153	117	—	89	40	40	76	—	—	—	—	—	PC7	
PC8	"Diamond Drillbit"	60	98	43	82	74	36	59	90	67	55	139	10	127	157	—	82	82	—	—	—	—	—	—	—	PC8	
PC9	"Egg Head"	77	65	60	40	27	91	66	53	78	59	228	14	155	131	—	98	—	—	83	—	—	—	—	—	PC9	
PC10	"Ferret"	60	44	54	77	47	68	73	26	56	58	182	11	116	82	—	84	—	57	—	—	—	—	—	—	PC10	
PC11	"Fifi"	57	29	41	60	99	91	76	45	60	95	189	10	117	105	—	40	84	76	40	—	—	—	—	—	PC11	
PC12	"Klaus"	71	63	50	62	52	85	74	63	74	69	206	12	145	137	—	62	84	84	—	—	—	—	—	—	PC12	
PC13	"Chameleon"	31	75	71	46	61	95	71	61	85	78	195	10	116	146	—	40	88	—	—	88	—	—	—	—	PC13	
PC14	"Eagle Talons"	31	33	35	82	92	65	74	58	49	79	131	7	80	107	—	90	51	45	56	—	—	—	—	—	PC14	
PC15	"The Spider"	85	65	59	90	60	85	88	78	75	73	229	14	160	153	—	81	55	40	—	—	—	—	—	—	PC15	
PC16	"The Professor"	27	51	89	57	37	86	72	54	69	62	202	12	96	123	—	94	—	93	—	—	—	—	—	—	PC16	
PC17	"The Vise"	86	93	51	29	90	50	40	61	72	65	187	14	158	133	—	80	53	80	80	—	—	—	—	—	CP17	
PC18	"Stanley the Butler"	87	69	26	64	37	47	56	67	58	42	160	11	145	125	—	88	—	—	40	—	—	—	—	—	PC18	
PC19	"The Tracer"	60	84	49	32	95	65	49	58	75	80	174	11	135	133	—	55	86	86	86	—	—</					

AGENT FILE 007

TOP SECRET® CAMPAIGN MODULE

Operation: MELTDOWN

CODE NAME: JET SET

DO NOT ACCEPT FROM COURIER IF SEAL IS BROKEN

Agency courier is required by law to demand proof of security clearance by seeing your card 7006. This file cannot be relinquished without such positive proof of identity and clearance.

AGENT MISSION BRIEFING

RECONNAISSANCE: MELT, the Middle Eastern Liberation Tribunal, is a terrorist organization that claims to speak for the oppressed peoples of the Third World.

MELT is a nomadic entity regularly headquartered somewhere in the Rub Al Khali Desert, the "Empty Quarter," at the indeterminate intersection of Saudi Arabia, Southern Yemen, and Oman. Exact MELT membership is uncertain due to the nomadic nature of the region's population. MELT is believed to be privately funded by Arabian oil, shipping, and real estate magnates who use MELT ideologies and personnel to protect their monetary concerns. MELT has been lobbying unsuccessfully since 1967 to be recognized by the United Nations (UN) as a self-ruling political entity. MELT has an unofficial embassy in the home of Sheik Mohammed Abu Ben Hassam in Jidda, Saudi Arabia.

Recently, MELT has targeted the European Space Agency (ESA) and the National Aeronautics and Space Administration (NASA) as enemies of the starving Third World. They reason that if all the billions of dollars spent on space research were redirected to Agricultural education and farming technology, the starving could feed themselves. ESA and NASA intend to continue their space programs by jointly launching Earth Destiny I (EDI), a high-orbit, working Space Operations Center. MELT perceives EDI as a tool of oppression used against the peoples of the Third World. They intend to stop the launch of EDI.

CURRENT STATUS: The first module of Earth Destiny I, an energy module, is being prepared for launch via Space Shuttle at T minus 15 days. It will be launched from Kennedy Space Center at Cape Canaveral, Florida. When finished, EDI will function as a working community for over a dozen part-time astronauts,

scientists, and engineers. Their main project will be the construction and launch of orbital solar collection satellites.

The UN Security Council believes MELT can somehow destroy EDI but are undecided as to whether an attempt will be made before or after launch. Since ground security at Kennedy Space Center can be tightened to prevent direct sabotage before the launch, EDI vulnerability is assumed after launch.

Each theorized method of attack has difficult problems to be overcome. A land-based energy beam weapon is unlikely due to the detrimental ionization effect of the Earth's atmosphere. A missile launched from a high-altitude aircraft or a killer satellite might be able to intercept the Space Shuttle. The problem with such devices is that they require precise tracking information from satellite ground station antennas and computers. PHOTINT (PHOTOgraphic INTelligence, as from spy planes) and ELINT (ELectronics INTelligence, as from spy satellites) have detected no new satellite tracking ground stations being built anywhere on Earth.

ASSIGNMENT: The United Nations Security Council has selected you from among the best agents in the world for this delicate mission. You are to find out how MELT intends to halt Earth Destiny I, keep EDI from being stopped, and if possible, to find out who is responsible for such a program-threatening operation. Any information gained during your mission is to be reported at once to the UN Security Council. If making such a report would immediately jeopardize the mission, you are not to reveal your contact with the UN. You are not to reveal your true identity to anyone for any reason.

EMBARKATION: You are to proceed to the United Nations, New York. There is a French Concorde leaving Paris International Airport in one hour. At the New York International Airport you are to enter the Diplomatic Passport line whether you have a passport or not. The immigration official on duty will ask your name. You are to give your last name as, "Smyth, with a Y." Then, you are to say, "I work for an umbrella company." The official will direct you to a nearby office where a helicopter pilot will be waiting. The pilot will immediately fly you to the United Nations Building. At the UN you will be escorted to a meeting with a representative of the UN Security Council. At this meeting you will be issued a locking (-/25) briefcase containing the following:

1. International Credit Card for incidental traveling expenses up to \$2,500. The Card is usable in most Western and Third World nations. The name given is your pseudonym.
2. International Driver's License in your pseudonym.
3. Two keys to the briefcase.
4. A false top (40/-) for concealing the following items:
 - a. Civilian passports from the United States, France, West Germany, United Kingdom, and Japan bearing your photograph and pseudonym.
 - b. International Health Certificates for each of the above countries.
 - c. One hundred fifty dollars cash in small bills in U.S. currency.
 - d. The equivalent of \$150 in mixed denominations of francs, Deutsche marks, pounds, and yen.
 - e. A list of telephone numbers of UN safe houses in major cities of each member nation. Once at the safe house, the UN can be contacted directly using your code name and asking for "Mrs. Thompson."
 - f. A civilian gun permit from each country listed above in your pseudonym. It is a permit for a single pistol you must check as baggage on airliners.

From New York you will be on your own. If you require help, advice, or special assistance, contact the nearest safe house for assistance. Within a maximum of a few days almost any information, passports, money, legal assistance, or equipment can be issued to you as needed. It is unlikely personnel will be sent to assist you unless members of your party are lost during the course of the mission.

It is requested that guns be checked as baggage aboard airliners. Customs declarations should be properly filled out at each opportunity. Reduce the risk of a stagnated mission by obeying customs limits and procedures. Try to travel as an inobvious tourist and avoid diplomatic entanglements whenever possible.

**AGENT MISSION
BRIEFING IS
COMPLETED.
GOOD LUCK!**

AGENT PLAYER CHARACTER LIST

Listed here are eight characters of each of the three agency bureaus. The Admin has a more complete listing of each character's personal traits and other information. This data will only be divulged after the character is chosen. Players are not to select the same character.

Assassins

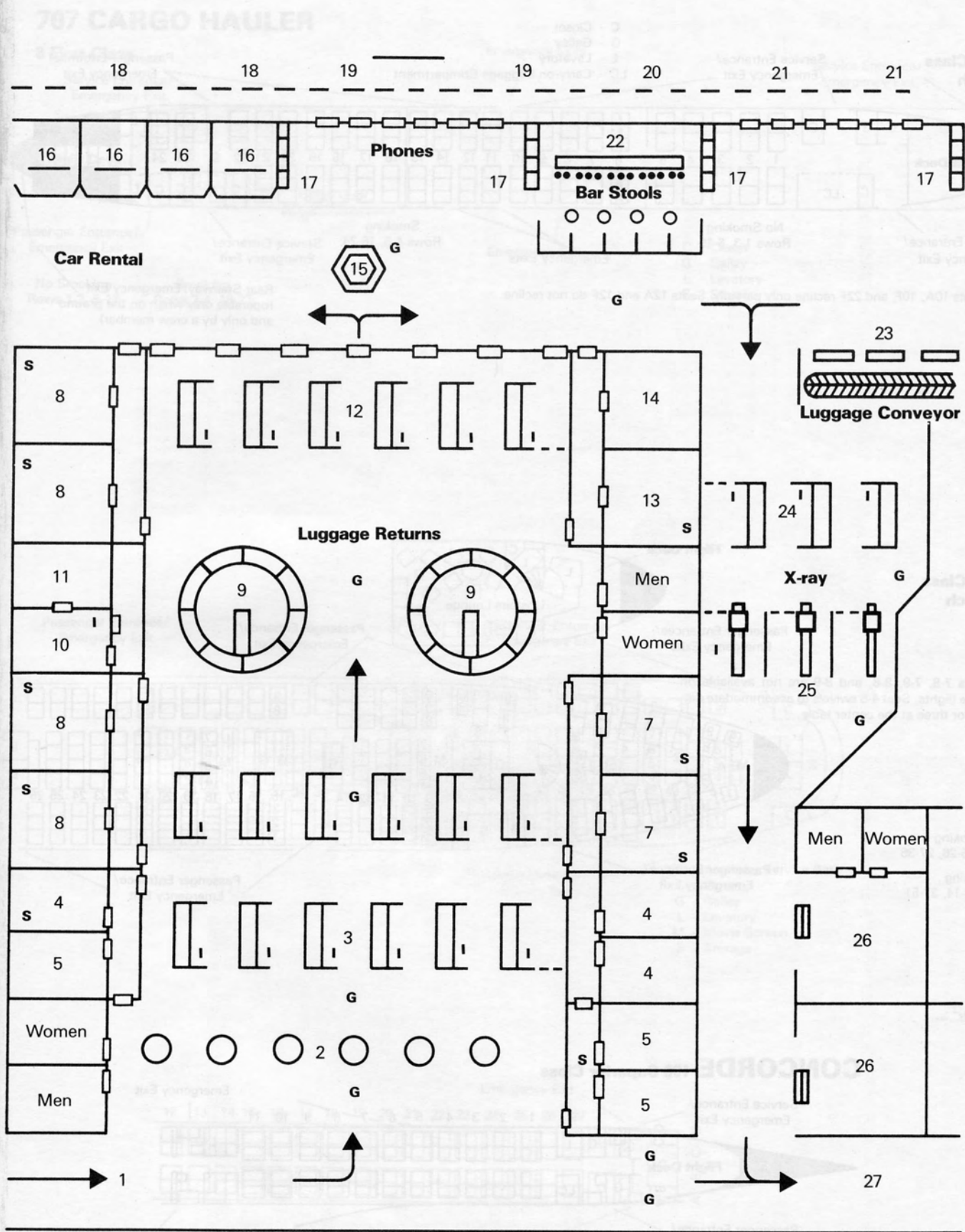
- PC1. "Charmless Chuck," United States Central Intelligence Agency (CIA) Punk.
- PC2. "The Dazzler," United Kingdom Secret Intelligence Service (DI-6) Ruffian.
- PC3. "The Lion from Lyon," French Counter-espionage (SDECE) Punk.
- PC4. "Das Beast," West German Secret Service (BND) Thug.
- PC5. "Bullet Train," Japanese Secret Service Punk.
- PC6. "Moose," Canadian Security Intelligence Agency (SIA) Thug.
- PC7. "The Sword," Israeli Mossad Ruffian.
- PC8. "Diamond Drillbit," South African Bureau of State Security (BOSS) Punk.

Confiscators

- PC9. "Egg Head," United States Central Intelligence Agency (CIA) Pilferer.
- PC10. "Ferret," United Kingdom Secret Intelligence Service (DI-6) Shoplifter.
- PC11. "Fifi," French Counter-espionage (SDECE) Pilferer.
- PC12. "Klaus," West German Secret Service (BND) Swindler.
- PC13. "Chameleon," Japanese Secret Service Pilferer.
- PC14. "Eagle Talons," Canadian Security Intelligence Agency (SIA) Swindler.
- PC15. "The Spider," Israeli Mossad Shoplifter.
- PC16. "The Professor," South African Bureau of State Security (BOSS) Pilferer.

Investigators

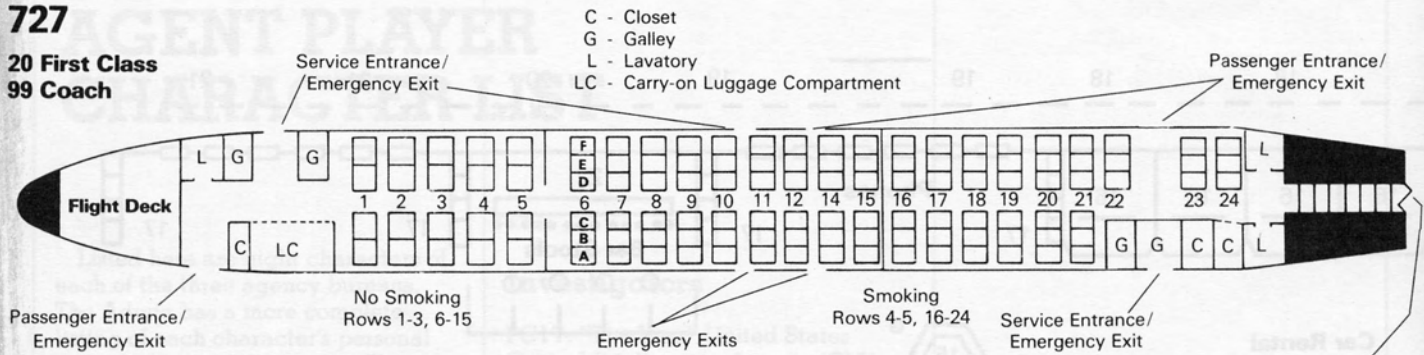
- PC17. "The Vise," United States Central Intelligence Agency (CIA) Tail.
- PC18. "Stanley the Butler," United Kingdom Secret Intelligence Service (DI-6) Scout.
- PC19. "The Tracer," French Counter-espionage (SDECE) Tail.
- PC20. "Blucher," West German Secret Service (BND) Informer.
- PC21. "Muranaga," Japanese Secret Service Tail.
- PC22. "Lumber Jack," Canadian Security Intelligence Agency (SIA) Informer.
- PC23. "Eagle Eye," Israeli Mossad Scout.
- PC24. "Hammerhead," South African Bureau of State Security (BOSS) Tail.



INTERNATIONAL CONCOURSE

727

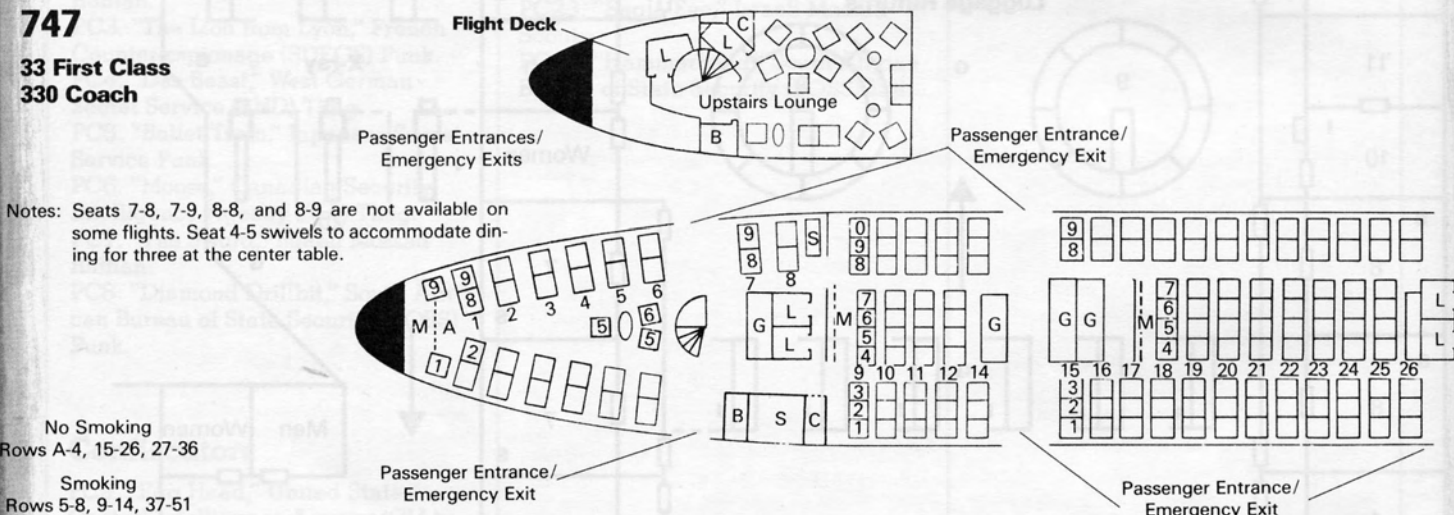
**20 First Class
99 Coach**



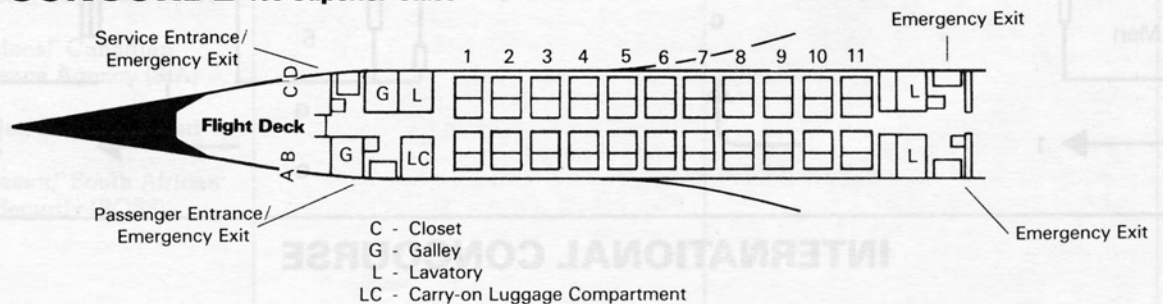
Note: Seats 10A, 10F, and 22F recline only partially. Seats 12A and 12F do not recline.

747

**33 First Class
330 Coach**

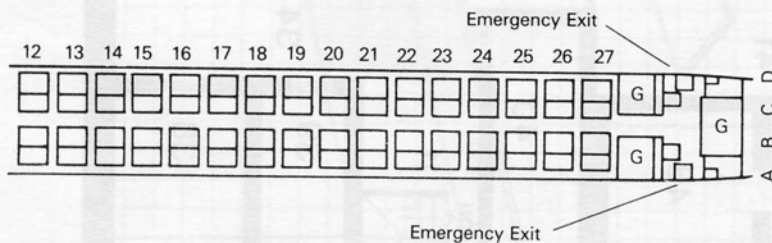
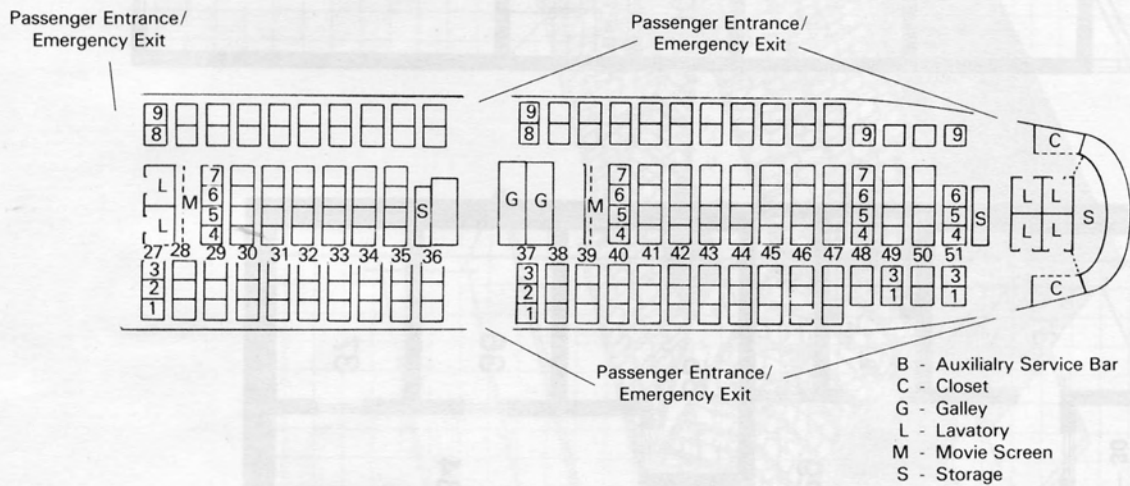
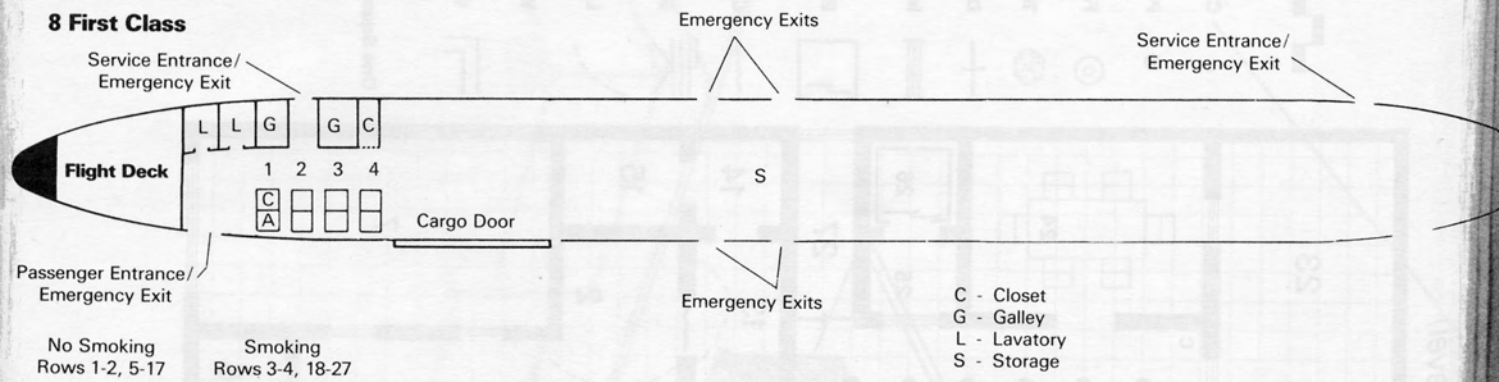


CONCORDE 108 Superior Class

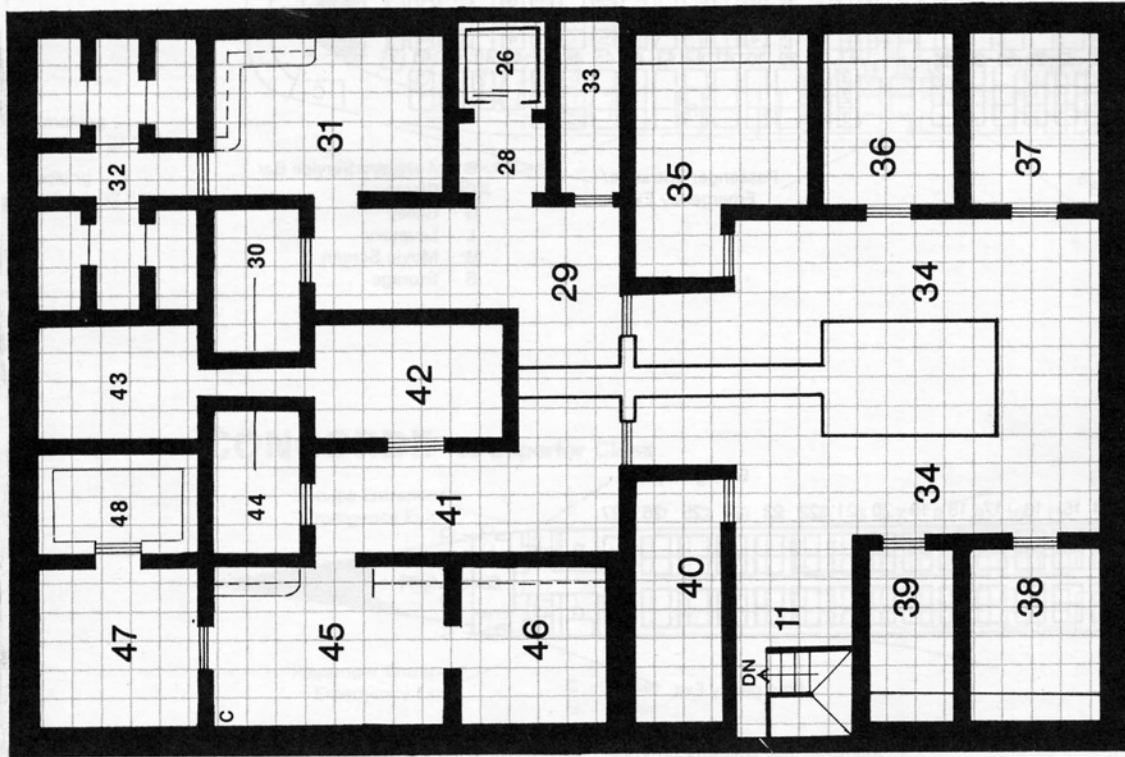


707 CARGO HAULER

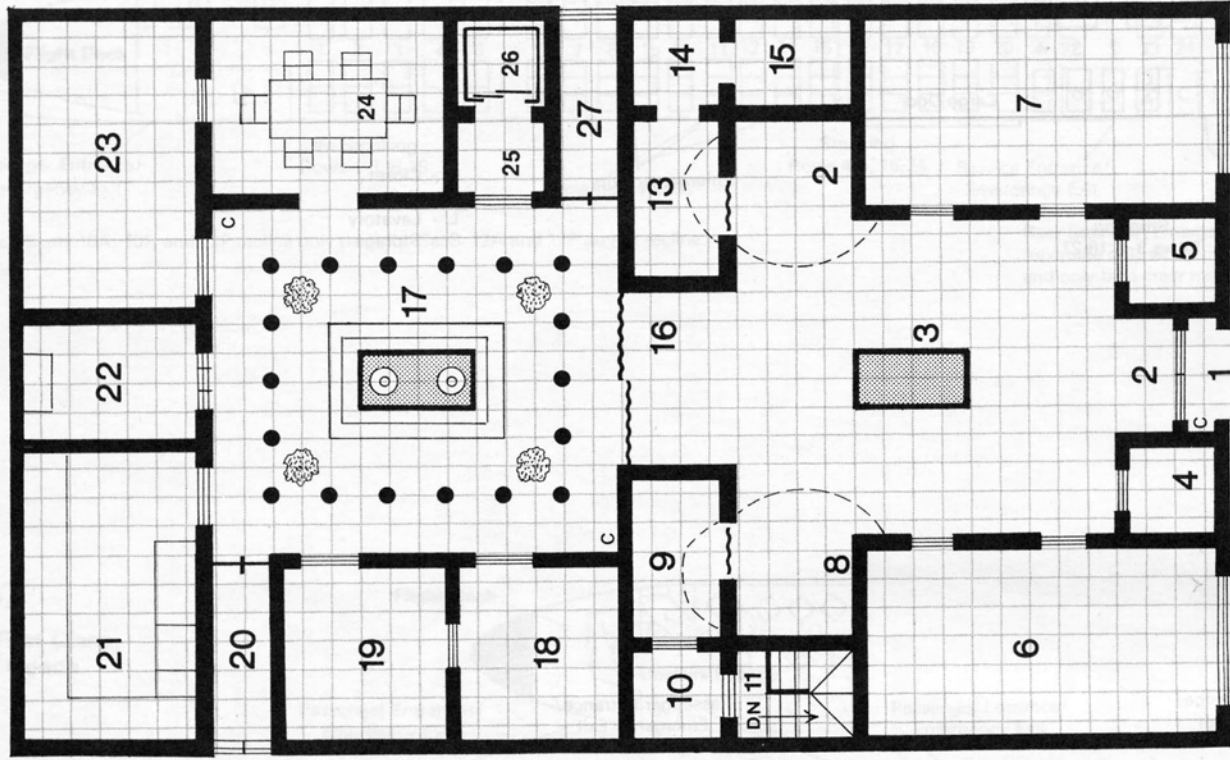
8 First Class



PRIVATE RESIDENCE (Lower Level)

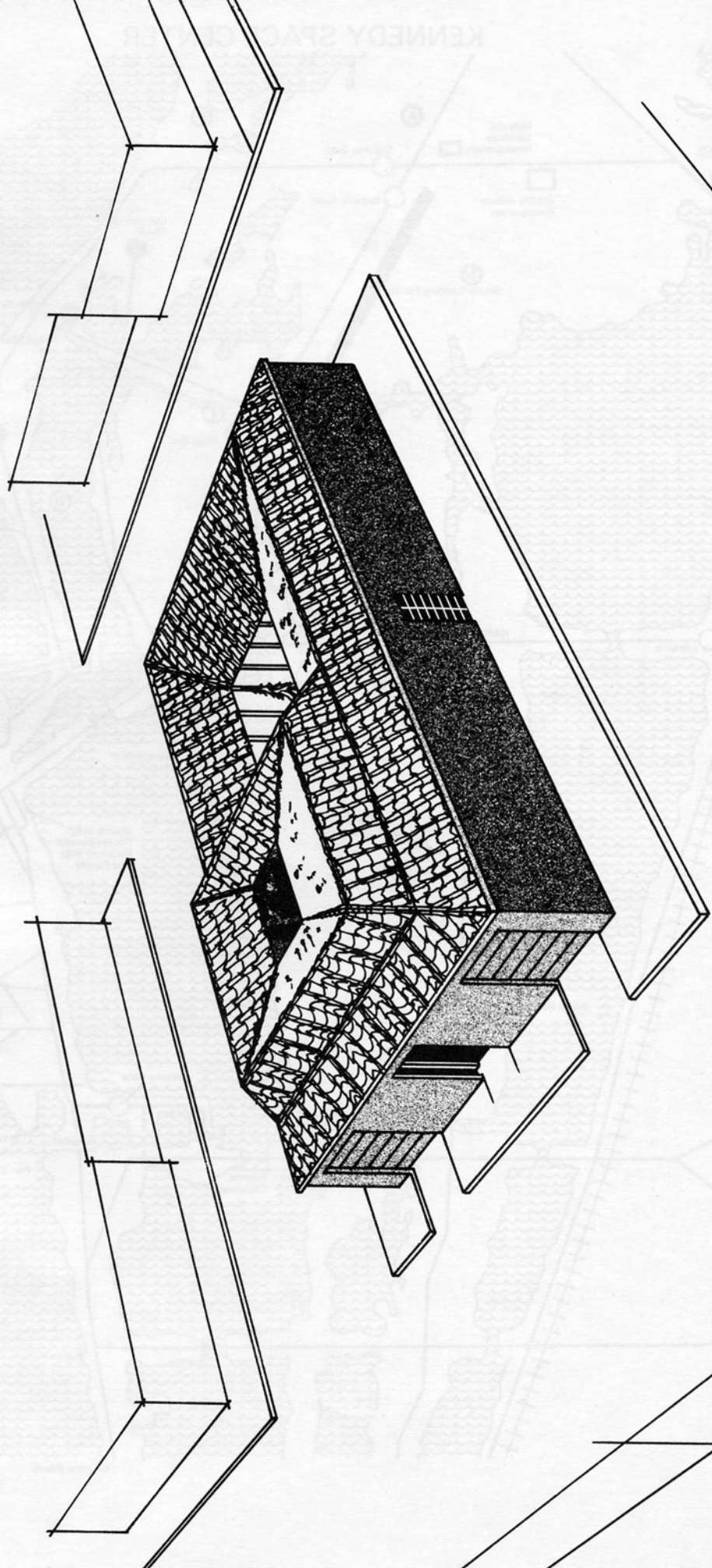


PRIVATE RESIDENCE (Upper Level)

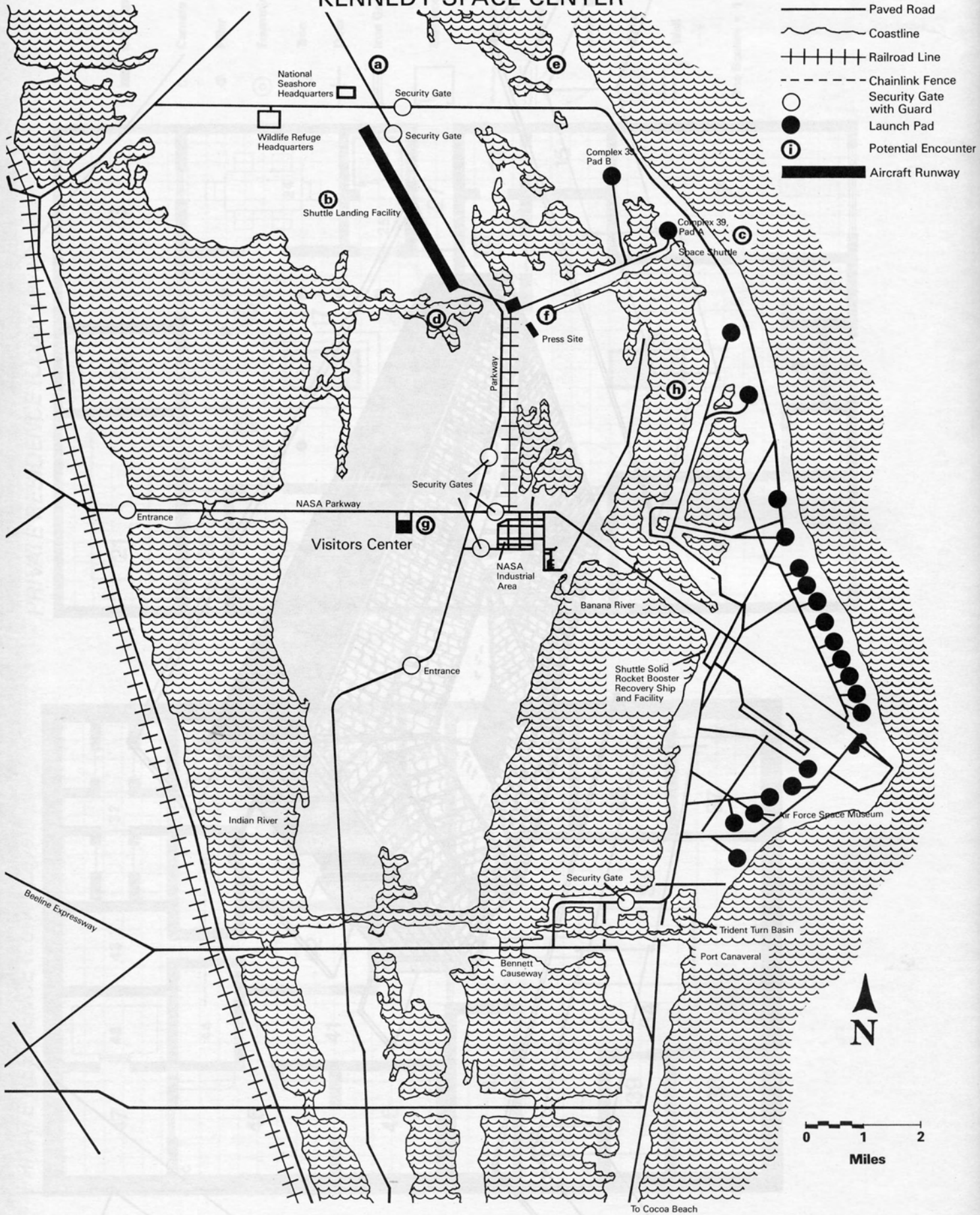


- Camera
- Pillar
- Fountain
- Tree
- Door
- Iron Gate
- Elevator
- Curtain
- Stairway
- Leash Limit
- Water
- Wall

One Square = 1 foot



KENNEDY SPACE CENTER



To Cocoa Beach

FROM: Vostok
TO: Rezident Samovar
CONCERNING: Reconnaissance of "TOP SECRET* Companion"

Cursory examination of target document reveals that
"TOP SECRET* Companion" contains the following features:

- # Methods for determining education, finances, and other background statistics about agents;
- # Explanations of areas of knowledge;
- # Details on Bureau organization, including Operations and Technical sections;
- # Travel arrangements, schedules, and cost evaluations;
- # Information concerning new weapons and special devices;
- # An instruction manual codenamed "Espionage College Course Handbook";
- # Analysis of timetable, goals, and communication networks behind "Operation: MELTDOWN."

EVALUATION: "TOP SECRET* Companion" contains complete details on all aspects of administration, bureau operation, and agent management that have been sought since 1980. Document is invaluable.

RECOMMENDATION: Obtain document at any cost.

VERIFY SECURE CODE
END COMMUNICATION

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ESPIONAGE GAME

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