

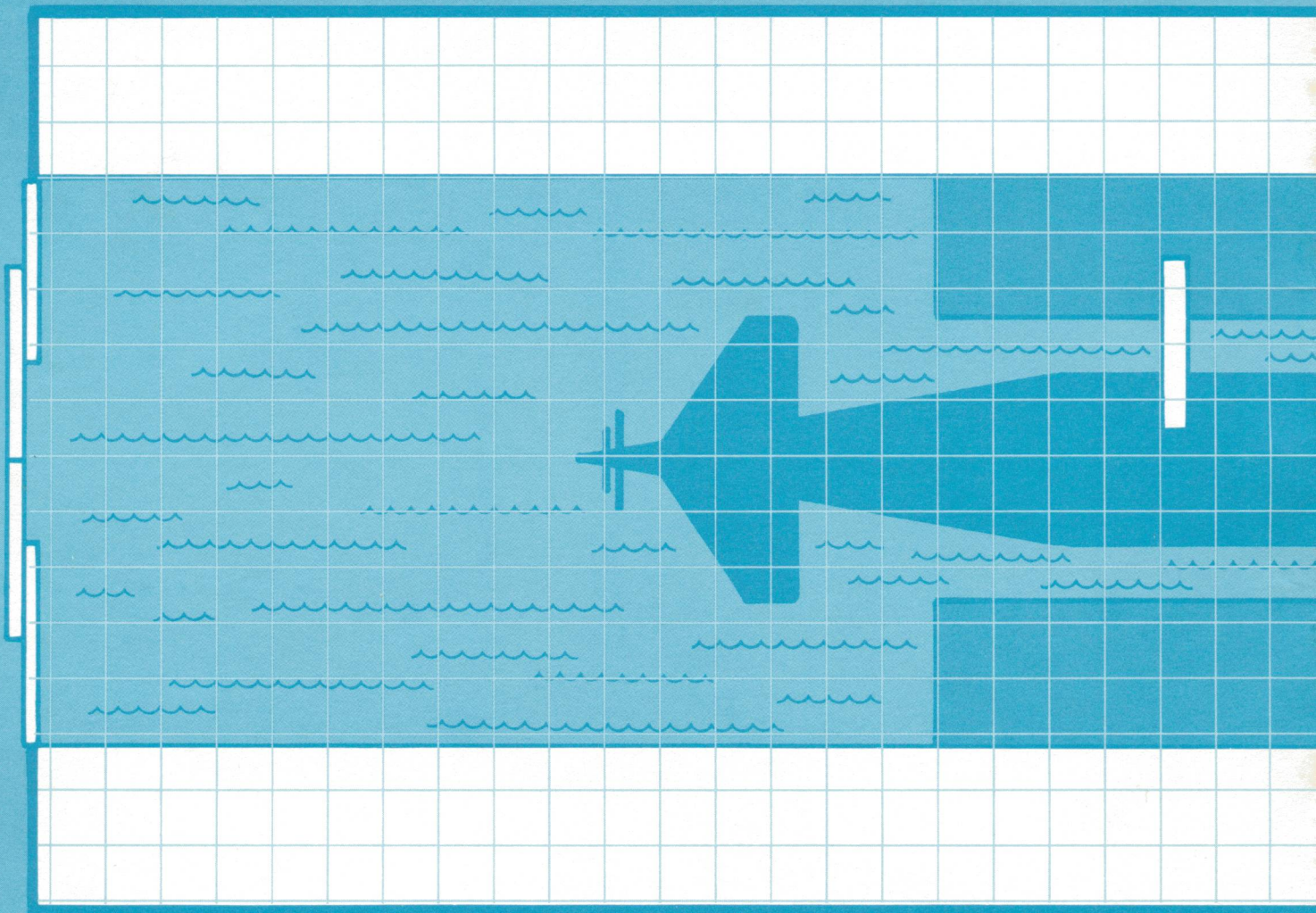
TOP SECRET/S.I. The DOOMSDAY DROP

By Tracy Raye Hickman



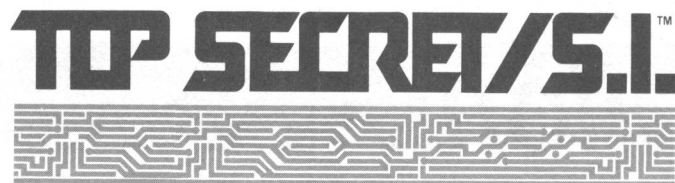
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GDANSK S DRYDC



One Square

BALTIC SEA



Official Game Adventure
The DOOMSDAY DROP
By Tracy Raye Hickman

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Introduction

To the Administrator

The Doomsday Drop is an espionage adventure for the *Top Secret/S.I.*™ game system. It essentially consists of three parts: Act I, in which the PCs must board a Soviet submarine docked at the shipyards in Gdansk, Poland; Act II, in which the PCs should ascertain the identity of a Web agent aboard and figure out what he or she is up to, and the Finale, in which the PCs must safely escape the crippled submarine on the ocean floor.

This adventure is separated into three types of sections. The **information** sections contain all of the background and basic story elements you will need to run this adventure. There are also **boxed** portions which are to be read aloud to the players when they enter new locations. The shaded areas, the **rules** sections, give the hard numbers and rules data that you will use to resolve encounters. In all cases, the rules section is adjacent to the information section to which it applies and is easily referenced.

Before you run this adventure, we strongly suggest that you read through all of the information sections. This will give you an overview of what is happening throughout the adventure and why some things are happening early on. It may be a mystery to the players, but you must know the hows and, more importantly, the whys of what is going on and when.

Each of the three parts of the adventure is made up of a variety of encounters, each of which is labeled with a letter and number for easy reference; "B3" would refer to an encounter fairly early on in the second part of the adventure, and so on.

The Doomsday Drop is a continuation of the previous *Top Secret/S.I.*™ game module, *Operation: Starfire*, but as *The Doomsday Drop* is a complete adventure in itself, familiarity with the previous module is not necessary for running this adventure. This module, of course, can be run in conjunction with *Operation: Starfire* as part of a

longer campaign. But even if you have only read *Operation: Starfire*, you will recognize characters such as Artimus Mikros and Tatyana Ivanova.

However, the way this particular adventure is designed, it is incumbent upon the PCs to board the submarine in the Gdansk, Poland, shipyards. If they do not, the adventure will grind to a screeching, premature conclusion. Some provisions are provided at the end of Act I to allow the PCs aboard the submarine, even if they have pretty well bungled things. Give the PCs every opportunity to board the submarine. But, if in your opinion, the PCs have acted with particular stupidity, and you don't want them killed off, then have them arrested by the authorities and apply **The Unpredictable Agent** provisions listed in A2.

Office Briefing

You are ushered into a plushly carpeted office ringed with oak bookcases. Behind a broad, deep-stained desk, sits a rumpled man with a concerned look of such severity, it belies his otherwise good-natured features.

This is the office of the agents' superior, Dr. Edward Matheson, the head of the section. And whatever is on his mind must be pretty important, because Dr. Matheson usually issues his orders through intermediaries.

He begins to speak:

"The Web's up to something involving a submarine in Gdansk, and I'll be darned if we can figure out what they're doing. Our intelligence indicates that a number of stolen high-compression turbines, HCT-137Bs, have been delivered to a dry dock there. Furthermore, we have an unconfirmed report that Tatyana Ivanova, the agent who's been missing for two weeks, has been spotted in the area. But we just don't know.

"As near as we can tell, the Soviets don't know what, if anything, is going on. So we've concluded that a single Web agent is aboard the submarine, subverting the Soviet apparatus to his own design.

"We don't have enough to go on to notify the Soviets. So our only option is to get a team of agents aboard the submarine, discover the identity of the Web agent, learn what he is up to, and keep him from fulfilling his mission.

"You'll have no chance of succeeding in this mission without at least a basic understanding of Russian or Polish. Thus we have arranged for you to be placed in a special, week-long intensive language study environment so that you will at least have a chance. Other than that, I don't know what to tell you. Our information is so sketchy that you're just going to have to freelance. Best of luck."

With that, the agents are ushered out of the office and immediately into the language training center.

Rules Section

The language training center combines total assimilation teaching methods with sleep-learning techniques. Players can choose whether they will study Polish or Russian, and, if they have no knowledge of the chosen language, will acquire a modified first-level ability in that language. The language training center concentrates more on perfecting accents than on developing vocabularies, thus agents who have acquired a first-level skill in this fashion will be allowed a $\frac{1}{2}$ skill check when trying to conceal an accent, but will only be able to fully understand another speaker upon a successful $\frac{1}{2}$ skill check as well.

Players who have a zero- or first-level skill in the language they choose to study, will improve to a second-level skill; players with a second-level skill or better will improve one level.

Players with the Language Ability Advantage who have no previous knowledge of the language they study will acquire a normal second-level skill

at the end of the week. Players with the Language Ability Advantage and a zero- or first-level skill will improve to a third-level skill. Players with the Language Ability Advantage and at least a second-level language skill will improve two levels.

End Rules Section

Act I: What's Up In Dry Dock?

Rules Section

The location in this section of the adventure is Gdansk, Poland, where the secret Soviet submarine Zhagadka has undergone extensive refit on an emergency basis. Play at this location should lead to the PCs being aboard the crippled submarine at the bottom of the ocean.

Overview

Characters going to Gdansk will arrive on the day the submarine is supposed to sail. Unless they get into the dock before 10 p.m. local time, they find Dry Dock #4 empty. Of course, entering the dry dock AFTER the submarine has left will be much easier than before the sub has gone, but the PCs will miss their best opportunity to get aboard it. Characters who miss the sub should be allowed to investigate the dock if they wish and then the contingency procedures at the end of this act should be brought into play. Each dock entry is in two or three sections: "*The First Day*," "*The Black Sail*" and "*The Morning After*." *The First Day* covers what the PCs find if they enter the dock before the sub sails. *The Morning After* covers any time thereafter. If the players do not wish to investigate the dock, then go on to the contingency procedures.

Preparing for this act:

One of the leaders aboard the submarine at the heart of this adventure is a Web agent. The Web agent could be any one of three characters: the ship's captain, the Solidarity leader or the ship's political officer. One of the most important things happening during this act is determining which supporting cast member is actually the Web agent.

Which of these is the actual Web agent is determined during the course of play when the PCs choose the cover they will use to enter the Gdansk shipyards. The procedure for doing that is explained in Scene A3 below.

However, agents will be agents and there is every possibility that the PCs will choose to take some other cover or won't enter the shipyard at all. If this is the case, then before play, you should determine (either through random die roll or by picking

the option you like) which of these three NPCs is the actual Web agent. Be sure to write it down and keep it hidden from the players.

What time is it?

PCs who are going to Gdansk will arrive there the day of the sailing. There are three time frames which matter: "*The First Day*" refers to any time before the submarine sails; "*The Black Sail*" is the actual event of the ship's sailing, and "*The Morning After*" refers to any time AFTER the ship has sailed.

In this scene, the first and last time frames are both handled in the encounters. Where the differences are important, each encounter lists what is going on in that place at that time.

End Rules Section

A1. No One Is Danzig Tonight (Gdansk, Poland)

Your flight to Warsaw proceeds without event, and soon you leave the city on a much smaller and even more cramped aircraft heading north by northeast.

You are just beginning to wonder when this journey will end when the plane suddenly ducks down between the dark clouds. The aircraft bucks and swings into the gray rain and lands in a spray at the Gdansk Airport. Your travel packet lists your hotel as the Danzig Memory on the north side of the central district and bordering the shipyards.

The PCs may wish to stop off at the hotel before going directly to the dry dock in question. Taxis, as well as rental cars, are available at the airport to take them to either location. The plane landed at 3:15 p.m., and the characters can get to either the hotel or the shipyards by 4 p.m.

The Black Sail: All locations in the city of Gdansk will completely lose electrical and gas power at 9:55 p.m. It will not resume for an hour. This will plunge the city into darkness and allow the Zha-gadka to escape unseen.

PCs not making contact with Orion agency in Gdansk: Those who do not make contact will not be able to secure the proper covers to enter Dry Dock #4 before the submarine sails. In this case, the Administrator should bring the contingency procedures into play.

A2. The Danzig Memory

The stately old hotel is not quite what it used to be in the days before the war, but still has enough of its old world charm to make it a comfortable and elegant place to stay.

You enter the main lobby with its carefully carved and stained registration desk. Characters who register are notified by the desk clerk, Josef Gomulka, that there is a message waiting for them. It appears to be from a David Wojak, who reminds you of your dinner appointment with him at 6 p.m. this evening at the Pracowity Robotnik.

Supporting Cast

Josef Gomulka (Desk Clerk at Hotel): A handsome man whose charming demeanor masks well his position as an agent of Polish Internal Security . . . the Zomo.

He is always helpful and charming and more than willing to talk about anything with anyone who enters the hotel. In fact, if Joseph has any fault at all, it is that he is almost always too inquisitive and pushy in his questions. Subtlety is rare in him. In fact, it is one of the reasons he has this relatively minor post rather than a more important one.

STR	INT	REF	WIL	CON	MOV	DEX
27	54	45	32	34	36	49
Sex						Male
Race						White
Nationality						Polish
Native Language						Polish
Age						27

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

Advantages: Acute Hearing (2), Attractive Appearance (2)

Disadvantages: Cowardice (2), Lechery (2)

Skills: Foreign Language (English-2), Basic Firearms (1), Pickpocket (1), Surveillance (3)

End Rules Section

The PCs have not heard of Wojak, and are not expecting a dinner invitation from him or anybody else. This could be anything from a major break in the case to a deadly trap. If asked where this note came from, the PCs will be told that the gentleman from Room 414 sent the message down about two hours ago. The PCs may investigate this room if they like in scene A3 below, or they may just go to the tavern (which is described in scene A4).

An aging bellhop wrestles the luggage away from the PCs, snarling at them if they protest. The man looks comical in his faded and tattered uniform designed for a man at least 40 years younger than he appears. The desk clerk will give the key to this man and ask "Stan" to take the PCs up to their rooms.

"Stan" is actually Stanislaw Rowanowitz — an agent for the Orion Foundation and the PCs' contact man on this mission.

Supporting Cast

Stanislaw Rowanowitz (Orion Station Chief, Gdansk): Stan is not as spry as he used to be, but that doesn't keep him from chasing down the bad guys. Stan, originally a native of Poland, grew up around the mills of Pittsburgh until he was as hard as the steel they produced.

Stan is a rough agent, quick to act and slow to ponder the consequences. Still, he can be surprisingly subtle when the need is there. And he's a master of disguise.

Stan can get the PCs proper passes and clothing to get into the complex but knows it won't be easy. "One false step and you guys will be borsch."

STR	INT	REF	WIL	CON	MOV	DEX
43	71	65	66	42	54	68

Sex	Male
Race	White
Nationality	United States
Native Language	Polish/English (U.S.A.)
Age	59

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

Advantages: Bilingual Background (2), Fearlessness (2)

Disadvantages: Allergies (2), Moral Qualms (2)

Skills: Basic Tool Use (1), Carpentry (2), Metalworking (2), Construction (2), Basic Firearms (1), Pistol (3), Rifle (2), Hand Grenade (2), Basic Melee (1), Oriental Martial Arts (3), Concealment (2), Disguise (5), Forgery (3), Pick-pocket (2), Surveillance (2), Driving (3)

End Rules Section

Stan will take the PCs to their rooms and then drop his droop-backed and sourpuss expression. Straightening abruptly, he will introduce himself and explain that these particular rooms have been gone over and are as free of bugging devices as any in Eastern Europe. He knows little about the mission, but he has learned that the Web has placed an agent aboard the Zhagadka for unknown purposes and that the agent is likely either the ship's captain, the political officer, or the Solidarity leader aboard. Stan has been instructed to give the PCs whatever they need. As the mission seems to be heading them toward Dry Dock #4, he has arranged three covers from which the PCs can choose. These covers are: Soviet naval inspection team, shipyard workers with passes, and Soviet

shock troops.

Stan will explain that each of these types has been observed in numbers around the Dry Dock #4 area and may provide the easiest access. Even so, the security is tight, and there is no guarantee that the papers and passwords which they have now are accurate in every detail, or whether the covers will work at all.

Rules Section

Determining the Web agent: During this act, the PCs are going to be faced with the problem of a Web agent aboard the Soviet submarine. This agent will be one of three characters: the Soviet submarine commander, Anastasia Posni; Solidarity leader Kurt Pilsudski, or the ship's political officer, Peotre Ganavolich.

The identity of the Web agent is actually determined at this time by two factors: (1) the INT of the PC who is making the choice of covers and (2) the choice that the PC makes. Make a roll against the INT of the PC choosing the cover and use the following table to determine who the villainous Web agent is.

CHOICE	SUCCEED	FAIL	BREAK*
Naval Inspection Team	A	B	C
Shock Troops	B	C	A
Shipyard Workers	C	A	B

(A — Capt. Posni, B — Lt. Ganavolich, C — Kurt Pilsudski)

* In the case of a Lucky Break, the PCs will, upon meeting the character, not be recognized. On a Bad Break, the PCs will be recognized by the Web agent for who they really are.

End Rules Section

In case anything goes wrong, there is a secret room at the back of the hotel accessed from the alley. The PCs should be instructed to go there in the event that an emergency arises in which they need to escape the authorities.

In addition to the papers and passwords, Stan will also give the PCs the clothing or uniforms which will match their cover. Soviet naval uniforms,

shipworkers' clothes, or shock troop uniforms will fit perfectly, of course.

A3. Room 414

The room is carefully kept. The suit of a naval officer is laid out on the bed. A suitcase sits open on a stand, its contents not yet unpacked. A garment bag hangs in the open closet, and an unopened vanity sits next to the sink.

The uniform has papers in its breast pocket identifying their bearer as David Wojak, a commander in the Soviet Navy assigned to Naval Submarine Operations and Inspections.

Should any of the players wish try on the uniform, there is a 30% chance that it will fit each of the PCs. If the PCs have already determined their heights and weights, roll secretly for each, and if a roll is successful for one PC, the uniform will also fit any other PC within an inch of height and 10 pounds of weight of him (even if a roll for the PC had previously been unsuccessful). Otherwise, have each PC wishing to try on the uniform roll separately. Any PC who is wearing the uniform and using the papers will be able to enter the docks and walk into Dry Dock #4 without being challenged.

A4. The Tavern (Orion Contact)

The dimly lit tavern, the "Pracowity Robotnik" is open during the afternoon and into the evening. Its low beams are obscured by the dense cigarette smoke which drifts back and forth in the room.

Make an INT Check for any PC who is searching the room. If successful, that PC notices a lone man

apparently sleeping in the booth at the back of the room near the exit.

The man in the booth is . . . was . . . Pavlovich, the KGB super spy. He appears to be resting peacefully — and permanently.

The PCs may make inquiries around the tavern about the man in the back booth. They will find out from the bartender that three people visited the man at separate times in the afternoon before he had dinner. The identities of these people were difficult for the bartender to determine due to the haze in the room and the other business that pre-occupied him.

If the PCs search the body, have them make a DEX Check. If it is successful, then the search will be conducted in such a way as to not be noticed by the casual observer. In this case, the PCs find the following on the dead agent: a voucher for a fishing boat, a notebook and a wallet containing identification for David Wojak.

If the PCs' check fails, make a second check for the people in the bar. If the second check is successful, then someone in the bar will notice the PCs rifling somebody's pockets and will either approach the table, loudly demanding an explanation of what they are doing or will start shouting for the police at once.

Rules Section

The people in the bar should all be considered Generic NPCs for purposes of this scene. Should the police come, they will attempt to arrest the PCs on the spot. Treat the police as Generic Policemen.

End Rules Section

If the PCs give themselves up, then they will be detained for 24 hours, then sent to the firing squad where Kurcek rescues them (see "The Unpredictable Agent," below). They will, nevertheless have succeeded in finding agent Pavlovich's notebook.

The notebook is written in the agent's own private shorthand and is mostly unreadable. However, there are sufficient passages written clearly enough that some of it can be understood. The

final entry is the most interesting of all. It is written entirely in clear Russian and says:

DOOMSDAY: DOOMSDAY — Zhagadka?

DROP — Dock #4

RENEGADE OPERATION

TAVERN MEETINGS: Capt. Posni, Lt. Ganavolich, Kurt Pilsudski, the hunters

SLEEPER IN THE WHALE?

The Unpredictable Agent:

PCs get in trouble with and escape from the authorities: This is, of course, why there's the secret room behind the hotel. All that is behind the hotel is a large trash compactor. Inside the compactor is a slot for the agents' identification cards. If used, then the metal plate against the hotel wall will slide away and reveal a room which will comfortably sleep four and will hold eight with difficulty. The PCs will have to be there until Stan consults his superiors and the contingency procedures are brought into play.

The agents are arrested by the Soviet Navy or any other Eastern European authorities: In this case, they will be detained as spys and, after a very short trial, sentenced to be shot. They are lined up against the wall, but right between "Ready! Aim!" and "Fire," a short, round man will come into the courtyard and walk up to the PCs. He will identify himself as Col. Yureovich of the KGB and he is wondering whether the PCs might mind speaking to him for a few moments. If the PCs say no, then he will respond that only a fool would die without hearing why first — and he'll walk away. If the PCs really are that intent on dying, then oblige them.

If they go with Col. Yureovich, then read the following:

You are led to a large, stone room adjacent to the execution yard. A single shaft of stark light shines down on the small man, his features shadowed by his hat. He speaks:

"I am Kurcek. A terrible hoax has been played on the Union of Soviet Socialist Republics. One

of our submarines has been refitted — supposedly under the direction of the KGB — and launched into the Baltic with sealed orders. It has only just come to our attention that this project was never approved by the Central Committee nor was it planned by KGB operations. Somehow our own intelligence network was used without our knowledge for some frightening purpose.

"Since you are agents of the United States government, we are releasing you in the hopes that you will convey our personal regrets. In addition, it is our hope that you will assist us in finding this submarine before the unthinkable happens."

Kurcek knows Pavlovich personally (they were the best of friends even during their days at the academy) and does not know who could have killed him. If the PCs do not yet know, Kurcek will inform them that Pavlovich is dead and that he is now a Hero of the Soviet Union. It was, after all, Pavlovich who uncovered the entire operation in the first place.

The released PCs are then transported to the Orion Headquarters in New York for debriefing.

A5. The Shipyards (Port Polnocny, Poland)

Depending on the time of day at which the PCs come to the yards, the description will vary. Use the first box for the day and the second for the night.

The early afternoon thunderstorms have settled into a constant drizzle. The streets shine black under the dark gray of the sky. The great cranes, their tops obscured by the mist, still

bend and rise as the work of the yards goes on. Soon you come to the gates of the yard.

The black mantle of clouds continues to block out the stars overhead. Street lights shine their columns of light down on the rain-dampened streets. The red beacon lights on the tops of the shipyard cranes glow softly in the mists beyond the great gates to the yard.

There are several checkpoints between the main entrance and Dry Dock #4. Each is more carefully screened than the last. PCs attempting to enter the dry dock must pass these tests:

A. MAIN GATE: Anyone with what appears to be a valid looking pass can get beyond this gate. Those without a pass are turned away. If the PCs got any passes of any type from their contact, they will be able to walk through this gate. Otherwise, they will be turned away. There is a small concrete building here which holds the security offices, a small, well-equipped infirmary and several holding cells. If PCs are captured, they will be brought to this location and held for four hours until being turned over to the KGB. If all of the agents are captured, follow the procedure outlined in A2 above under **The Unpredictable Agent**.

Rules Section

The guards at the main gate are Generic Soldiers and are armed with Makarov pistols as shown below.

Weapon:

9mm Makarov Pistol

#	WT	COST	DAM	RANGE	AMMO	LD	MOD
4	2	375	1d6	10/35/105	8	1c	1

End Rules Section

B. DRY DOCK FENCE: Anyone with a special pass can get beyond the dry dock fence. Those who enter through the gate must sign in before they enter. This is the only thing which they are required to do to get through here. Unless the PCs sign something totally questionable on the sheet, they will pass through this checkpoint with the

papers they received from their contact.

Rules Section

There is one captain (a Generic Soldier with basic attributes of 55) and two other guards (Generic Soldiers) at this entrance. The captain asks for the papers while the two other guards cover the gate with AKMs.

Weapon:

7.62mm Kalashnikov AKM Assault Rifle

#	WT	COST	DAM	RANGE	AMMO	LD	MOD
2	10	450	1d8	120/400/1200	10/20/30	2c	—

End Rules Section

C. SECURITY LINE: A ring of security personnel stands in emplacement around the perimeter of the covered dry dock. These include sandbag shelters with heavy machine guns and a rolled barbed wire barrier. A Soviet Navy NCO stands at this gate flanked by four armed guards. Any person trying to pass through the gate must pass a visual check of his or her identification papers and must be listed on a sheet of expected staff and workers. There is a 60% chance that the PCs' names have made it onto that list. Those who aren't on the list will have their papers checked by telephone. The NCO will call the security watch officer to check the names. There is an 80% chance that the names will be on this second list.

Rules Section

The NCO is a Generic Soldier with basic attributes of 50, while his fellow guards are Generic Soldiers. There are three men in each of the emplacements. They are Generic NPCs — they make a lot of noise but can't hit anything. The flanking guards all carry an AKM and a Makarov pistol. The men in the emplacements are armed with two fragmentation grenades and a Makarov pistol each in addition to the .50-caliber machine gun in the emplacement.

Weapon:

9mm Makarov Pistol

#	WT	COST	DAM	RANGE	AMMO	LD	MOD
10	2	375	1d6	10/35/105	8	1c	1

End Rules Section

If any of the PCs are found to not be on either of the lists, then the PCs in question will be taken to the security office (Scene A7 below). There will be TWO guards for each PC being escorted to the office. These guards will stay with the PCs until they are relieved, have placed the PCs in the brig (if the PCs are in uniform) or have escorted the PCs out of the shipyards (if the PCs appear to be shipyard workers).

The Unpredictable Agent

Banzai Agents: Losing one's cool in a situation like this can be harmful to one's character. This is certainly the case here. Should characters get the urge to fire on moving targets here, they will find that the targets fire back.

Any use of weapons will not only alarm the guards and/or troops already stationed in the area, but will also call in 1d10 additional armed Navy personnel every 20 turns up to a maximum of 40 at a time.

A6. Dry Dock #4

The First Day: The pavement glistens with the intermittent rain as you approach the huge building. A large numeral "4" is painted nearly three stories tall on the end of the building. There are large annex structures with large doors on the east and west sides of the building. A single set of double doors enters the main building on the south end.

The agents may wish to check around the building for any other access. There is a 10% chance every 10 turns that by doing so, the agents will be intercepted by one of the guards around the building and near the main entrance on the south side. If the PCs are not intercepted, however, they will

discover that there are large corrugated steel doors on the ends of the east and west annexes, as well as a huge set of doors on the north end of the building. The north doors open out into the dock framework and lead from there to the Baltic Sea. All of these large doors are locked securely from the inside.

Elsewhere around the building is scattered a wide variety of materials. Anyone with Metalworking Skill can make a check to pick out the more important pieces. There are huge sections of what appears to be rounded hull plating laying on the west side of the yard.

Those entering the building's main entrance encounter the hallway in Scene A7. Entries A7 through A13 correspond to places on the map of Drydock #4 on the inside covers.

The Black Sail: Suddenly, all the lights for as far as you can see go black. All work stops and voices of the shipyard workers begin to rise in complaint.

The power has just been cut throughout the city. Have the PCs make an INT check at 1/2. Success means that they can hear the sound of large doors opening over the loud voices of the shipyard workers.

The Zhagadka is setting sail. The great doors at the back of the building are opening to allow the sub to pass into the channel and then out to the Baltic. The cover of darkness is being used to get the ship out unnoticed.

The Unpredictable Agent

Swimming into the dry dock: The PCs may try a seaward approach to the entire operation this way. Unfortunately they will find that the doors of the dry dock remain closed both above and below the waterline until it is time for the ship to sail.

Swimming in this area while the ship is moving out is a dangerous proposition. The churning of her stern propeller not only is damaging, but produces a considerable tow in its direction. Anyone in the water within 50' of the churning propeller

must make a MOV check (modified by the Swimming skill, of course); anyone within 20' must check against $\frac{1}{2}$ MOV. This check must be made each turn; failure means the swimmer is drawn 10' closer to the propeller. Any swimmer who actually hits the propeller takes 1d10 wounds to three random body parts, and 1d6 wounds to all others.

PCs attempting to climb onto the submarine while it is moving from the dock will also have a slippery time of it. There is a -30 modifier to any MOV Check to climb aboard the submarine.

A7. Hallway

The First Day: The hallway is lit with stark neon from exposed fixtures. The gray hall runs east and west past a series of office doors. The frosted panes of the windows are painted with letters in Polish and, smaller, in Russian script. The hall ends in a stairway.

A guard in a Soviet Navy uniform stands at the end of the hall next to the staircase. He is armed with a Makarov pistol and an AKM.

Rules Section

Weapon:

7.62mm Kalashnikov AKM Assault Rifle

#	WT	COST	DAM	RANGE	AMMO	LD	MOD
1	10	450	1d8	120/400/1200	10/20/30	2c	—

Weapon:

9mm Makarov Pistol

#	WT	COST	DAM	RANGE	AMMO	LD	MOD
5+	2	375	1d6	10/35/105	8	1c	1

End Rules Section

Most people in the free world can figure out what the sign on the first door says as it begins with "Solidarnosc." Anyone who has a language skill in either Russian or Polish can read the signs on all the doors. The offices are:

8. Solidarity
9. Security
10. Naval Design Offices
11. Ship's Offices
12. Simulations

A sign at the far end of the hall has an arrow pointing up, which reads in Polish and Russian, "Observation & Operations Room." (This is Room 13 on the map.)

The Black Sail: A loud klaxon sounds down the hallway. The guard at the end of the hall moves quickly out the door.

The Morning After: The hallway is lit with stark neon from exposed fixtures. The gray hall runs east and west past a series of office doors. The frosted panes of the windows are painted with letters in Polish and, smaller, in Russian script. The hall ends in a stairway.

Use the signs as detailed above.

The Unpredictable Agent

Banzai Agents: This section of the adventure requires considerable finesse. Should the PCs try to strong-arm their way around here by waving guns and firing, use the same procedures as outlined under this same section in A4 above.

A8. Solidarity Office

The First Day: Paper seems to have snowed into the cramped space and drifted into haphazard piles, burying chairs and the desk. A large pile of empty boxes stands in the corner.

Behind the desk, a huge man looks up from the papers through which he is searching, a clipboard at his left. His oversized biceps are the first things you notice. An almost ruggedly

handsome face is chiseled into his block-like head. There seems to be a deep fire in his eyes. He suddenly barks at you in Polish.

Kurt Pilsudski is the worker selected to manage the shipyard operation by and for the KGB. He is in charge of all work assignments on this project and is currently faced with a last-minute problem. The HCT-137B pumps which his men were to install did not arrive until just this afternoon and it will take about two days to install them properly in the submarine. The ship, however, must sail this night in order to make the required rendezvous for its mission. He quickly needs to find eight more workers who can sail with the ship to complete the refit.

If the PCs are here in the cover of shipyard workers, they are a sudden and obvious choice for the job. His first words, barked at the PCs, are: "Are you here for work?!?"

Agents with Polish language skills will understand his question. Otherwise, good luck.

Supporting Cast

Kurt Pilsudski (Solidarity Leader): Kurt was born in Gdynia (a port city just north and west of Gdansk). His father was a shipyard worker as was his father before him. Kurt has followed his family's traditions for the most part.

The only real deviation was when, as a young man of 18, he was able to join an exchange program in France. He spent one year there and speaks fairly good French as well as some English he picked up while there.

If Kurt is a member of the Web, it was during this time he was recruited.

Kurt has no family left alive and has never married.

STR	INT	REF	WIL	CON	MOV	DEX	
82	43	62	65	75	62	52	
Sex							Male
Race							White
Nationality							Polish
Native Language							Polish
Age							43

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

Advantages: Toughness (2), Mechanical Aptitude (3)

Disadvantages: Color Blind (1), Unattractive Appearance (2), Deep Sleeper (2)

Skills: Foreign Language (French-3), Foreign Language (English-1), Basic Tool Use (1), Metalworking (4), Construction (3), Electronics (2), Nuclear Technician (2), Basic Firearms (1), Shotgun (1), Hand Grenade (1), Basic Melee (1), Wrestling (2), Boxing (3)

End Rules Section

The papers in this room are to be boxed and destroyed as soon as Kurt can find the people that he needs to complete the work. If there are insufficient numbers of PCs to fill the eight positions, he will be able to find enough actual dockyard workers to complete the roster.

If the PCs accept the job, then Kurt will ask for their papers. Have Kurt make an INT Check on each of the papers. If he succeeds, he will notice an irregularity on the papers and will have to call security to verify them. He will make this call and then approve all of their papers. He will then write out their security workman badges and give one to each of the PCs.

If Kurt is a Web agent: Then his call to security will only confirm that these guys are the agents about whom he was warned, as their papers were never properly issued. He will put them on the boat anyway, realizing that it is better to know where they are and be able to kill them off one at a time than to let them run around free.

If Kurt is not a Web agent: Then the call will approve the papers either on the authority of the KGB or that of the ship's captain.

After giving the PCs their papers, Kurt will start stuffing the papers into boxes and piling them in the corner of the room. PCs who get a chance to look at these papers may make an INT check at $\frac{1}{2}$. Those succeeding will notice that the papers are work orders for hull refitting and compart-

ment repair. There is also a curious notation occurring frequently about "specialized work."

The Black Sail: A klaxon sounds down the hallway. Kurt stands up and shrugging, moves quickly toward the door. Kurt will move down the hall and get aboard the submarine.

The Morning After: The small office sits in hurried disarray. File drawers hang open, devoid of files. On the desk, a name plate is all that remains. It reads "K. Pilsudski."

A9. Security Watch Officer

The First Day: The hum of machinery gets noticeably louder as you enter the room. The neatly kept office boasts a variety of political posters featuring Lenin and the hammer and sickle. A small, wiry man with round, wire-rimmed glasses sits behind the desk in a Soviet Navy officer's combat uniform. His bald pate reflects the light of the single caged bulb in the ceiling above. He is absent-mindedly feeding a pile of papers into a large paper shredder. A large box on the other side is rapidly filling with confetti.

He looks up sharply and speaks to you in a bird-like screech.

Lt. Ganavolich is supposedly the agent in charge of this operation. His orders supposedly come from KGB Operations in Moscow. Depending upon whether or not Peotre is a Web agent, he will be aware or unaware as to the true origins of his orders.

His current problem is, he thinks, more serious. He needs eight more security people to assist in this mission and fill his complement. If the PCs are posing as Soviet shock troops, Lt. Ganavolich

will assume that they have come in response to his need for manpower and are to be put under his direction.

Supporting Cast

Lt. Peotre Ganavolich (KGB Political Officer on SSSR Zhagadka): Lt. Ganavolich is a small man who strongly reminds one of a movie Gestapo figure with his pursed lips, pinched face and balding head which glistens softly under the harsh light. The round, wire-rimmed glasses only emphasize the glower that seems permanently fixed on his face. His thin, screeching voice is soft but so irritating that it commands attention.

Peotre's taste for gambling while in the foreign service did not escape notice. If Peotre is a Web agent, he would have been recruited through his gambling debts.

STR	INT	REF	WIL	CON	MOV	DEX
24	75	63	53	37	43	69

Sex	Male
Race	White
Nationality	Soviet Union
Native Language	Russian
Age	27

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

Advantages: Fearlessness (2), Light Sleeper (2)

Disadvantages: Gambling (2), Lechery (2), Phobias (2)

Skills: Basic Firearms (1), Pistol (2), Rifle (3), Machine Gun (1), Shotgun (1), Hand Grenade (2), Basic Melee (1), Boxing (1), Cryptography (2), Interrogation (3), Shadowing (1), Stealth (2)

End Rules Section

The question he poses to the PCs as they enter the room will depend upon the cover they have chosen. If the PCs are here in the guise of Soviet shock troops, then Lt. Ganavolich's question is "What took you so long?" If not, then his question is, "What are you doing disturbing me when I am so obviously busy?" He will then make a conclu-

sion based on the PCs' dress and direct them to the correct office.

If the PCs accept the jobs, then Lt. Ganavolich will ask for their papers. Have Lt. Ganavolich make an INT Check on each set of papers. If he succeeds, he will notice an irregularity in the papers and will call security to verify them. He will make this call and then approve all of their papers. He will then write out their security workman badges and give one to each of the PCs.

Lt. Ganavolich is missing eight people from his strike and support team. He will assume that any characters who arrive at his office in shock troop uniforms are here as replacements. If there are insufficient numbers of PCs to fill the eight positions, he will be able to find enough Soviet shipyard guards to complete the roster.

If Lt. Ganavolich is a Web agent: Then his call to security will only confirm that these guys are the agents about whom he was warned, as their papers were never properly issued. He will put them on the boat anyway, realizing that it is better to know where they are and be able to kill them off one at a time than to let them run around free.

If Lt. Ganavolich is not a Web agent: Then the call will approve the papers.

After giving the PCs their papers, Lt. Ganavolich will finish shredding the remaining documents and then rise to take his leave. "I expect everything from you. Absolutely everything," he says and then walks out the door and out to the submarine.

The Black Sail: A klaxon sounds down the hall. The small man pushes an intercom button on the desk. Within moments four sailors appear, armed with automatic weapons.

The naval officer speaks to the newly arrived guards and then moves out of the room.

These sailors have been told to take the PCs to the dock security for processing and then to return as quickly as possible. "You would not wish to be left behind," Ganavolich says flatly.

With that, he leaves the room to board the submarine in the dock.

The Morning After: The office is carefully closed up. The name plate on the desk remains, reading "P. Ganavolich." Posters of Lenin abound on the walls.

If the PCs search the file cabinets, have them make INT Checks. If they succeed, they will find a scrap of paper which appears to be the corner of a report which was torn off in the file. It reads "OPERATION DOOMSDAY DROP/PAGE 17."

A1O. Naval Design Offices

The First Day: Rows of drafting tables stand in the shadows of the single lamp at the front of the room. There, a lone, small man carefully traces his finger down a blueprint.

In this room, now almost totally devoid of papers and plans, all of the drawings required for the project were produced. The chief architect and engineer sits at the front of the room reveling in the wonderful design he has just completed.

Supporting Cast

Arsow Kruptowski (Ship's Architect): Arsow was born in Krakow, but his first love was always building boats. As a child, he fashioned wonderful creations out of wood and sailed them. Now, in his old age, he has come to continue his genius in the shipyards of Gdansk.

This latest project has been the culmination of all that he likes best in his work — making the impossible happen.

No statistics are listed here for Arsow — the poor fellow will not be around long enough to need them.

End Rules Section

Arsow will gladly discuss the ramifications of his design with anyone who is willing to listen to him. Unfortunately, he has been poisoned and will be dead shortly, so he does not have time to talk much.

If the PCs are wearing anything other than Soviet shock troop uniforms, Arsow will invite them all into the room to see "the art of my creation." He will pull out a general schematic of the ship which looks — interestingly enough — exactly like the ship's plans included with this adventure. He will explain, in Polish, the following to those who can understand him, sipping his tea all the while:

"The most difficult thing, of course, was to factor the stability of the ship at its various configurations. When the compartment is flooded, the entire balance of the ship and its vertical stability was thrown out of whack. A series of high-pressure pumps was required to attain the tremendous amount of on-board air needed to continuously adjust the balance. It wouldn't do to have the ship break surface, now would it? The HCT-137Bs fortunately solved the problem for us. This new design allows the doors to be opened while submerged at depths over 100' and still have sufficient reserve to both blow the compartment clear and surface from a full dive. Of course, the . . . the buffering of the reactor was . . . was somewhat compromised but . . . oh . . . my I . . ."

At this point, poor Arsow dies. His teacup, still containing the traces of cyanide, falls heavily to the floor and breaks.

The PCs may wish to take the map with them. This will be of some aid to them later in the adventure.

The Black Sail: A klaxon sounds down the hallway.

The Morning After: Rows of drafting tables run the length of the room. Strangely, not a scrap of paper can be found.

A single figure slumps over a drafting table, apparently asleep.

The body is that of Arsow Kruptowski who has obviously been dead for several hours now. A teacup lies broken at his feet. If the PCs search the body, they will find an identification card listing his name, the fact that he is a naval architect and his home address (a small apartment in town with nothing but furniture in it). There is nothing more for the PCs to discover here.

All Ship's Offices

The First Day: The Spartan office contains only a simple desk and set of file drawers. To one side of the back wall hangs a flag of the Soviet Union, while on the other side hangs a ship's flag of the Soviet Navy.

A lone figure sits at the desk. The figure's stern military bearing mutes, but hardly disguises, a woman's beautiful features. Her face is smooth and expressionless as she looks at you. Her eyes, however, seem to look right into your soul. Her uniform is unmistakable . . . she is a Soviet submarine commander.

She suddenly moves, pressing her palms together and touching her lips as she speaks.

Capt. Posni will, of course be speaking Russian. If the PCs are dressed as the naval inspection team, then her question will be, "So, at last you have reported for duty?" Otherwise, she will say, "Are you the cleaning crew?" and attempt to direct the PCs to either the Solidarity Office or the Office of Security.

If the PCs are dressed as sailors, then Capt. Posni will ask them for their papers.

Supporting Cast

Capt. Anastasia Posni (Soviet Submarine Captain): Anastasia Posni has a secret — she is descended from the House of Romanov. Her ancestors managed, through their enormous wealth and abundant cleverness, to change their identities and begin again with new lives under

the Soviet system. With the thought that “change means opportunity,” they were able to position themselves and emerge as a prominent Soviet family with reasonable comforts and privileges.

However, were this history to be known, the resulting furor in the Soviet Union (not to mention the embarrassment of the inevitable Western press coverage) would ruin Anastasia’s entire family.

Anastasia — or “Stas” as she prefers to be called by those few people close enough to be her friends — is a cold Russian beauty with eyes like fire. She always wears her waist-length hair pulled severely back into a tight bun. This only shows her long, slender neck to better advantage.

Not content to recline in the comforts her parents could provide her and secretly embarrassed by her family history, Stas determinedly sought a naval career. Now she is a submarine commander — the first woman to hold such a post. Admittedly, the Zhagadka is not classified as a combat vessel, but she is sure that, if the call came to fight, she would be ready to do so.

Stas is an officer’s officer, brilliant and thorough. She is Soviet Navy all the way, and her first duty is to her ship and her crew. She cares little for Soviet politics.

If Stas is the Web agent, she would have been initially blackmailed into doing the Web’s bidding with the threat of the ruinous revelation of her family’s history. However, she would have found the intrigue both fascinating and exciting and would have begun operating of her own volition.

If Capt. Posni is not working for the Web, she will be operating under very difficult circumstances. And she does not like them in the least. Her sailing orders are sealed and only to be opened once the ship is under way, a procedure that she understands fully. However, the drastic refit of her vessel disturbs her; the sub’s obviously being ordered into immediate use after a drastic refit without any sea trials, and the fact that the entire operation seems to be run by the KGB has her coals burning.

STR	INT	REF	WIL	CON	MOV	DEX
42	71	55	62	45	56	63
Sex						Female
Race						White
Nationality						Soviet Union
Native Language						Russian
Age						36

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

Advantages: Attractive Appearance (3), Light Sleeper (2)

Disadvantages: Moral Qualms (2), Phobias (2), Color Blind (1)

Skills: Basic Firearms (1), Pistol (3), Shotgun (1), Basic Heavy Weapons (1), Basic Melee (1), Sword (2), Oriental Martial Arts (3), Demolitions (1), Driving (Automobile-2), Driving (Boat-4), Driving (Heavy Machinery-2), Driving (Submarine-5), Navigation (2)

End Rules Section

Capt. Posni has a problem: She is missing about eight sailors from her crew and needs two cooks, one reactor technician, two radio operators, one ship’s clerk and two torpedo men.

The PCs are certainly being offered these positions. Capt. Posni suggests with a chilling voice that not accepting them might be bad for their post-Navy careers. If there are insufficient numbers of PCs to fill the eight positions, she will be able to find enough of the missing sailors to complete the roster.

If the PCs accept the jobs, then Capt. Posni will ask for their papers. Have Capt. Posni make an INT Check on each of the papers. If she succeeds, she will notice an irregularity in the papers and will call security to verify them. She will make this call and then approve all of the papers. She will then write out their security workman badges and give one to each of the PCs.

If Capt. Posni is a Web agent: Then her call to security will only confirm that these guys are the agents about whom she was warned, as their papers were never properly issued. She will put

them on the boat anyway, realizing that it is better to know where they are and be able to kill them off one at a time than to let them run around free. Once they are under way, she will confine them to one of the secure lower cabins until she can decide what to do about them.

If Capt. Posni is not a Web agent: Then the call will approve the papers on the authority of the KGB.

After giving the PCs their papers, Capt. Posni will stand and say coolly, "Welcome aboard. I hope your service to the state and your fellow communists brings you honor and fulfillment. See the officer of the deck for your bunk and shift assignments." She will then order two of the PCs to take down her ship's flag from the wall and carefully fold it. She will then take it and, taking one last glance around the small office, walk down the hall and out the door next to the stairs. She is going aboard the submarine now, transferring her colors and preparing to get under way.

The Black Sail: A klaxon sounds down the hallway. The captain stands and motions you toward the door.

Outside, she motions to the guard at the end of the hall and speaks to him for a moment before moving down the hall and out past the stairs.

She tells the guard to take these people to dock security and let them sort all of this out. Then she walks to her ship to prepare it for departure.

See A7 for details about this guard.

The Morning After: The room has only a single desk, chair and file cabinet. The flag of the Soviet Union hangs on the wall.

PCs who make an INT Check will notice that another flag apparently used to hang on the opposite wall. The desk contains only a pad of personalized note paper with the heading "Posni."

If the PCs somehow decipher the impressions on the note pad (either through detailed chemical analysis or by rubbing a pencil lightly over the

impressions, they will find the following in Russian: "Wojak Afternoon/Urgent? If we are Doomsday then who is Drop? Must know what he knows."

A12. Simulation Models

The long room is filled with a clutter of workbenches, crafting tools and several large open water tanks. The room looks like a bomb hit it.

That figure of speech is all too appropriate here. Not more than a few hours ago, a small fragmentation device was detonated in the room in an effort to quickly dispose of the model work and measurements that had been done.

The device did not work as well as its users intended. If the PCs indicate that they are searching through the rubble, have each of them make an INT Check at $\frac{1}{2}$. If any of them succeeds, then they discover the submarine models.

These models are of a particular submarine in various sizes. There are five such models of various sizes ranging from 1' long to 10' long. Each is apparently carefully crafted and weighted. Anyone with an Obscure Knowledge Advantage may make an INT Check. Success will have them realize that these models were created to test the displacement and flotation of the submarine after which they are modeled. Each submarine also has what looks like a box cut into the bottom of it about a third of the way forward from the stern.

A13. Observation/Operations Room

The gray carpet and walls lend a softness to the long room. On one wall, three large plastic panels stand darkly in frames. Opposite these, long windows look down on the great dry dock below. A long table sits at the far end of the room, while rows of chairs face away from the windows.

This is the operations briefing room where the planning for this mission was done. Only the KGB strike team was allowed in this area . . . not even Capt. Posni has seen this place.

The panels of plastic are back-lit displays which can be turned on with switches found under the frames. When turned on, each shows a different representation of the eastern Newfoundland coast. One is a surface map, another is a subsurface contour map of the ocean bottom and the third is a larger map showing all the waterways between Gdansk and Newfoundland.

There are no papers to be found here. A safe is hidden behind a picture which hangs on the eastern wall, but it is open and empty.

Those PCs who look out the window will see the dry dock, for which the descriptions in A14 should be used.

A14. Dry Dock

The First Day: The enclosed dock is brilliantly lit by large work lights suspended from the colossal arch of the ceiling. The dry dock itself is now flooded and looks more like a port than a refit facility. The great ceiling cranes have all been moved to the far end of the building and secured, while here and there workers continue to clean up the area.

Floating serenely in the midst of all this, a great Soviet attack submarine rests moored to the dock.

PCs who have gotten this far will see that each of the gangways leading onto the submarine is being guarded by two Soviet sailors on security detail. Each sailor is holding an AKM assault rifle across his chest and has a Makarov pistol strapped at his waist. Unless the PCs have specific written orders allowing them on the submarine from either Capt. Posni, Lt. Ganavolich or Kurt Pilsudski, they will not be allowed aboard. Indeed, any attempt to board without such a pass will result in the PCs being taken to Lt. Ganavolich. Unless they make a good account of themselves there, he, in turn, will hand them over to the dock security and leave them behind.

Extras

These guards are considered Generic Soldiers. They are under strict orders to either arrest or shoot to kill. Their equipment statistics are:

Weapon:

7.62mm Kalashnikov AKM Assault Rifle

#	WT	COST	DAM	RANGE	AMMO	LD	MOD
2	10	450	1d8	120/400/1200	10/20/30	2c	—

Weapon:

9mm Makarov Pistol

#	WT	COST	DAM	RANGE	AMMO	LD	MOD
2	2	375	1d6	10/35/105	8	1c	1

End Rules Section

Authorization can only come from one of the people found in the offices at the front of this dry dock facility; the Orion Foundation cannot supply the agents with these, nor can they possibly be forged before the sub sails.

If the PCs have the proper authorization to board, then they may proceed across the gangway. As they do so, they will notice that sailors all along the deck of the sub are taking in the mooring lines. The ship is leaving the port. At this point, go on to Act II.

The Black Sail: A klaxon blares through the vast dry dock. A rush of sailors from the dock area boards the submarine and the lines are taken in.

The guards will move their posts onto the main deck of the submarine on either side of the gangways. Then the gangways will be moved. If the PCs have not boarded the vessel by this time, they will have to leap from the dock to get aboard.

Any attempt at jumping will require a MOV Check at $\frac{1}{4}$ to jump from the dock to the ship. Failure means sliding down the side of the ship and into the water.

Once on board, the PCs will be challenged at once by the guards on deck. Unless the PCs have the proper authorizations (see above), they will be fired upon by the guards.

It is important to note, however, that within 15 turns of the ship casting off from the dock, the lights will all go out. This may allow the PCs to enter the casing of the submarine without a prolonged firefight. PCs who wait to jump onto the casing until the lights go out may make it onto the sub unnoticed. Have the guards make an INT Check to see the PCs hit the deck.

If the PCs make it aboard the submarine, consult the PCs Work Roster Chart below, then proceed to Act II.

The Morning After: The huge expanse of dry dock is before you. Only a few workmen move about, cleaning up a few last-minute spills and stray pieces of equipment. In the center of the dock, the way is flooded and empty.

If All Else Fails

If the PCs fail to board the submarine before it sails, then use the following scenario to get them aboard:

The agents return to the Danzig Memory, where they inform Stan of their failure to board the ship. Stan, in turn, reports in to the Orion Foundation, and about 30 minutes later, he returns to tell the agents:

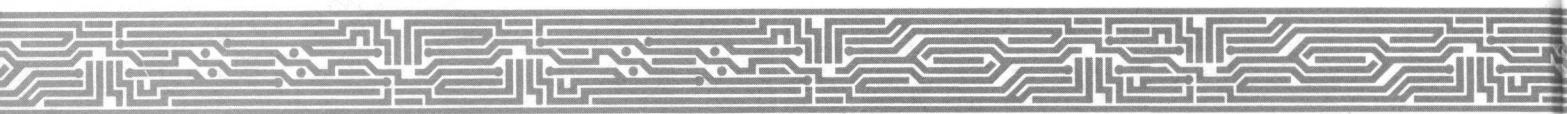
"I don't know what it is, but the boss must want you on the submarine real bad. It seems that somehow Orion can get Moscow to issue an order telling the submarine to return to Gdansk, so you guys can get on board.

"You'll be posing as members of a special Soviet Central Committee board investigating Soviet military preparedness. That's the only way they could get the submarine to return to port. Anyway, you need to be at the dock, ready to go, in three hours. In the meantime, I've got to arrange for fake uniforms and papers for the lot of you."

Stan rounds up everything the PCs need, and a couple of hours later, when he's giving last-minute instructions to them, the PCs learn in passing

PC's Work Roster Chart

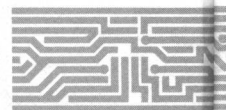
Cover	Position	Locations	Bunk
Polish Worker	Complete Refit	18	18
KGB Troops	2 Mission Support & Security	36a	18
	3 Elint	6a	18
	3 Systems Evaluation	36a	18
Soviet Navy	2 Cooks	11/27-30/36	24
	1 Reactor Technician	19	18
	2 Radio Operators	4k	24
	1 Ship's Clerk	25/16	25
	2 Torpedo Men	21	21



from him that calling the Zhagadka back to port is possible only because of the intervention of a high-ranking Orion mole in the Kremlin. Since the action will, ultimately, lead to the exposure of the mole, this ploy should only be used as an absolute last resort. And though the ruse will allow the PCs to get aboard the submarine and give them complete run of the ship once aboard, the move will be greeted with a great deal of skepticism by the crew and suspicion by the Web agent; as a result, the PCs will have little opportunity to strike up friendships with members of the supporting cast (and thus will not be able to learn much from them) and, starting with the first full day at sea, the Web agent will grow increasingly more wary of them, adding one point each day to his or her INT for purposes of making skill checks to expose the agents' cover.



Act II: Unlocking Davy Jones



An Overview

This section of the adventure is the most complex of all. It deals with the Soviet submarine and the traitor aboard it, as well as several emergencies.

While these events occur simultaneously, the perspective on these events will be different in each area of the sub. An overview of what is happening throughout the ship is given here. Each individual scene gives the details as they relate specifically to that particular area. However, since each scene covers all the different events of this act, the scenes are divided as follows:

The Set: This is a description of an area, its function and purpose. It describes the compartment of the submarine, the equipment in it and what goes on there under normal circumstances. The set may change, however, due to damage resulting from the disastrous attempt to capture the Lamprey. Thus, the status of a compartment will change, according to the sequence of events, as follows:

Scene 1 (According to Plan): This details the state of the ship prior to the attempted capture of the Lamprey.

Scene 2 (Surprise Attack): This concerns the attempted capture of the Lamprey and the initial catastrophe which cripples the Soviet submarine.

Scene 3 (Final Blow): This deals with the second accident and the sinking of the Zhagadka. It also deals with the revelation of the Web agent and sets up The Finale.

Who Goes There?: As the PCs move about the ship, they will meet members of the supporting cast from time to time. The NPCs who are encountered will depend upon the time of the encounter. Check for such an encounter once per game hour aboard the submarine. To check for an encounter, roll 1d10. If the encounter takes place during Scene 2, then add two to the die roll. If the encounter takes place during Scene 3, then add three to the die roll.

NPC Supporting Cast Encounters

Roll	Description
1-3	Navy Crewmen*
4-5	KGB Shock Troops
6	Polish Shipyard Workers
7	Any Minor Supporting Cast Member
8	Kurt Pilsudski
9	Lt. Ganavolich
10	Capt. Posni
11	Peter Hawkins
12-13	Any Major Supporting Cast

*When these are encountered, check the general crew reactions for these NPCs as given in the **What Time Is It?** section below.

Minor Supporting Cast members are considered to be anyone listed in the Supporting Cast on the inside cover of this adventure module EXCEPT those listed below as Major Supporting Cast members.

Major Supporting Cast members include Tatyana Ivanova, Lt. Ganavolich, Capt. Posni and Kurt Pilsudski.

What Time Is It?

Scene 1 (According to Plan): The normal operation of the ship is the rule during this phase of the act. PCs will tend to be generally restricted to the area which corresponds to their choice of covers and will only learn as much as they can finagle about the rest of the ship during the week it takes to travel to an area just east of Newfoundland in international waters.

During this period, the Web agent will not bother the PCs. The Web operative knows that any such action this early will jeopardize the operation.

Crew Reactions: The ship's crewmen will follow their orders with stoic precision. The KGB troops will be somewhat uncomfortable and ill at ease aboard ship. The shipyard workers will be upset at having to leave their homeland and will harbor a smoldering resentment toward the Soviets aboard.

Scene 2 (Surprise Attack): The submarine comes to its mission station just off the coast of Newfoundland. General quarters (see below) is then called. The submarine turns on its sonar blanking

gear (located just forward of the torpedo room) and slips inside the waters of the test range. Obscured, the Zhagadka moves toward its rendezvous.

A Russian mole (an agent planted years ago in the United States and only now being called upon to serve mother Russia) has stolen the American Lamprey experimental attack submarine during its first sea trial and is to meet with the Zhagadka at the agreed upon time.

The refitted Zhagadka will then utilize the stolen American HCT-137b compressors to evacuate the air from the secret compartment and displace it into the normal ballast tanks, thus keeping the ship's submerged depth stable. The new doors at the bottom of the submarine will open, and the Russian mole is then to drive the sub into its bay.

Suddenly the submarine shudders under a thunderous impact. The deep groan of tortured metal is drowned out by the ship's collision alarm. A second blast follows, and the deck lurches underfoot. The great sub leans sickeningly over to one side. Loose books and papers tumble to the deck. Everyone's ears hurt from the sudden change of pressure in the air.

Unfortunately for the Soviet submarine, the Lamprey attack sub has been programmed to think for itself . . . and by a pacifist at that. Determining that it has just been stolen, the submarine unleashes its ordnance against the Russian sub, causing a small breach in the engine room and minor structural damage to the aft portion of the sub. In addition to the general destruction described above, be sure to check each of the encounter areas for any additional damage which may have been done. For example, beside the rolling of the boat, there is also structural damage to the forward escape trunk (See Compartment Status Table, page 29).

Capt. Posni will be able to blow back pressure into the sub to keep it from sinking and to hold the water out of the casing. This will, however, deplete her reserve high-pressure air. Requesting to surface the submarine, she will be countermanded by the KGB agent aboard who will insist that the

ship remain submerged to avoid detection by the Americans who, no doubt, will soon be searching the area for some sign of their now missing sub.

The general damage aboard then is being contained, and it looks as though all will be OK . . . for a moment.

Crew Reactions: The ship's crew will react with precision to stop the crisis, but afterward will have the scent of fear about them. They will have a tendency to occasionally wring their hands and break out into sweats. Their eyes will be more questioning, and some will have the look of caged animals. The KGB troops will tend to boss people around a good deal more to cover up their own fear. They will occasionally pick fights with the shipyard workers just to relieve their tension. The shipyard workers will display sudden courage amid this adversity and will pitch in with the Soviet sailors to make repairs to the ship.

Scene 3 (Final Blow): The Lamprey has other ideas. Having been powered down, the computer restarts itself with its built-in procedure. Its experimental lasers, so ineffective underwater, are powerful weapons in an oxygen environment. They slice through the casing on both sides of the containment area, releasing the air from the compartment and compromising the displacement of the submarine once and for all.

The metal all around you screams. The ship hesitates for a moment, and you hear the sickening sound of rushing bubbles in the water beyond. The sub is going down, and you sense it is for the last time.

With insufficient air to stop the downward rush of her ship, and with considerable damage to her external ballast lines, Capt. Posni blows the high-pressure air into the casing . . . saving the crew and integrity of the ship as it slowly sinks to the ocean shelf.

Now the precarious balance begins. The reactor is borderline (B19) and the batteries are badly damaged (B34). The officers believe they are in international waters, but who is going to come and help them? And someone aboard knows the secret

of the mission and is about to make his or her move to destroy the crew and claim both the Lamprey and the Zhagadka for his or her master . . . the Web.

The sinking of the submarine was all calculated by the Web in its original planning. Within one hour, they will be moving in on the submarine with their fake rescue mission (The Finale). In the meantime, this is the perfect opportunity for the Web agent, once and for all, to get rid of any Orion agents who have been discovered. After all, on such a dangerous submarine, almost any type of dangerous accident could happen, and who would be the wiser?

Crew Reactions: The ship's crew will find itself horribly depleted from the explosion in the mess room (B27) and unable to cope with the problems aboard. Discipline will disappear as shock sets in with the crew. Crew members must be rallied into a coherent force once again. This requires a WIL check in order to bring the crew back into action. The KGB troops will rally around their leader into a grim fighting force. The shipyard workers have a 50% chance of becoming morose and shocked and a 50% chance of becoming suddenly wild with fear, striking out and attacking anything and anyone in a crazed effort to get out of the submarine.

B. Welcome Aboard

The great black hull of the submarine feels cool under your feet. The tower of its sail is forward, and you can see three people there giving orders to the crew below. Aft, the great churning of water begins, and the large propeller begins to move the ship.

Scene 1: Should the PCs be entering the ship disguised as either Soviet sailors, shipyard workers or KGB shock troops, upon boarding they will be directed to report to the officer of the deck, Lt. Yuri Karamov.

Rules Section

This character appears in several scenes of this act and is found in the supporting cast section on page 62 of this module.

End Rules Section

PCs will be directed down the forward hatch (B1) and then forward into the torpedo room (B7). From there they are to go down one more deck (B21) and then aft to the mess room (B27). Lt. Karamov is found there.

Once they reach the mess room, they will find the following:

The mess room is filled with navy men. A small group of what look like shock troops stands against the starboard bulkhead, while a small cluster of shipyard workers huddles together in the aft port corner.

In front of them all, a tall man with chiseled features and short cropped hair stands with a clipboard. He reads what sounds like a name and, as he does, a sailor stands up and answers "Da!" The tall man in front issues a short, curt series of sentences, and the young sailor walks out of the room.

Lt. Yuri Karamov is giving the ship duty roster and bunk assignments for this cruise. Each of the sailors in turn is read his duties and bunk assignments in Russian.

This process continues until all of the sailors have left the room. Only the KGB shock troops and the Polish shipyard workers remain.

There are three supporting cast members in the room at this time: Yuri Karamov represents the navy, Kurt Pilsudski represents the Polish shipyard workers, and Lt. Peotre Ganavolich represents the KGB. The PCs will be motioned over to this group of people and, if their covers are intact, will be told where they will work and what they will do. These assignments will be as found on the ship's work roster, depending upon the PCs' cover.

There are three places (and three places ONLY)

where any crew member is to be at any time while on board the ship: (1) at his duty station, (2) in his personal bunk (See crew rosters for bunk assignments), or (3) in the mess room or other common areas. Regular navy personnel will incur a good deal of wrath (not to mention attention) by being where they do not belong.

Rules Section

PCs who are found snooping where they shouldn't be can get themselves into a great deal of hot water even in the depths of the ocean. There are specific places where each crew person can be without appearing abnormally suspect. These places are listed next to the particular cover the PCs used to board the ship.

The likelihood of being reported for snooping depends upon the PCs' covers and who sees them. There is a 10% chance of the PCs being questioned by anyone if they are discovered in the wrong area. This is modified as follows:

Description	Mod
Soviet sailor sees PC	+10
PC cover is sailor	-10
PC cover is shipworker	+10

End Rules Section

Suspicious crew, troops and workers will report what they see to their particular leaders. If their leader is not the Web agent, then there is a 10% cumulative chance per such report that they will have the suspect PC or PCs confined to secure quarters (22a) under guard.

If the PCs elect not to do anything that will jeopardize their covers until they reach the mission point, then simply read the following and go to The Finale, page 53.

A week passes uneventfully as the ship's repairs are completed. At last, the great ship slows as the mission objective is reached.

The Unpredictable Agent

One can never tell what kind of mischief secret agents can get themselves into, and aboard a sub-

marine, the possibilities are mind-boggling.

If the PCs wish to roleplay through the trip out to the mission site, so much the better for them, for they may have a chance to gather some information.

Details about how the submarine is normally operated and its routines are given here so that you can have a clear picture of what the submarine is like. This should enable you to handle most any situation the PCs throw at you.

The Set: The Soviet Union nuclear submarine Zhagadka is a mystery to many of the West. Its construction took place in a top-secret facility near Severomorsk on the North Sea. She has occasionally operated all around the globe, but her registry does not appear on any of the known lists of Soviet ships. She has only rarely been seen, primarily due to sporadic sightings by orbiting recon satellites. Her shape is more like that of an American attack sub or a Soviet Typhoon-class submarine, though she is considerably smaller. Her sail is situated forward of a large flat bulge in her upper hull. This is characteristic of Soviet missile submarines. Indeed, there are apparently missile hatches which line this area, but any close inspection will reveal that these are painted on and there are no missiles on this sub.

Directions: All submarine directions are given relative to the four cardinal points of any ship. These are forward, aft, port and starboard. Forward refers to the direction in which the ship normally travels. Aft is the opposite direction of forward. Port is to your left as you face forward, starboard to the right.

All of the directions given in a ship are always given in these terms.

Life Aboard: Submarine life is divided into three, eight-hour shifts or watches, one shift on and two shifts off.

The ship's clock is a standard 24-hour clock set to the time in Moscow. Shifts change at 0800 hours (8 a.m.), 1600 hours (4 p.m.) and 2400 hours (midnight).

Each of the following positions are filled with So-

viet Navy personnel during any of the shifts. The functions and duty stations of those positions are as follows, with the first numeral indicating the maximum number of personnel per watch, and the numeral in parentheses indicating the total number of such personnel on board.

Soviet Navy Crewmen: Sonar — 3 enlisted sonar operators (9), 1 NCO watch officer (3); Torpedo Room — 1 enlisted (2), 1 NCO (1), 1 division officer (1); Navigation Plot — 1 enlisted (2), 1 NCO (1); Navigation Center — 2 enlisted navigation (6), 1 NCO watch (3), 1 division officer (1); Radio — 2 enlisted radio operators (6), 1 NCO watch (3), 1 division officer (1); Reactor Control — 2 enlisted (6), 1 NCO watch (3); Engine Room — 1 enlisted (3), 1 NCO watch (3), 1 officer for reactor & engine division (1); Planesmen — 2 enlisted (6); Chief of the Watch — 1 NCO watch (3); Diving Officer — 1 officer (3); Officer of the Deck — 1 officer (3); Engineering Officer — 1 officer (3); Cooks — 1 enlisted (2), 1 NCO (1), 1 division officer (1); Galley Workers ("KP") — 2 enlisted (6); Clerical Staff — 1 enlisted (1), 1 NCO (1), 1 officer (1); Commanding Officer — 1 officer (1); Executive Officer — 1 Officer (1).

The captain generally takes her shift as required, trading off with her XO (Executive Officer). All other shifts are covered by the crew assignments as explained above.

In addition to the regular navy, there are two other groups aboard the submarine at this time. These are the KGB strike team under the direction of Lt. Ganavolich and the Gdansk shipyard workers under the direction of Kurt Pilsudski.

KGB Strike Team Members: 10 regular agents (10), 2 specialists (2), 1 general officer (1).

Gdansk Shipyard Workers: 10 shipyard workers (10), 1 Solidarity leader (1).

Special Training: Submarine crews are specially trained to handle the terrible pressures of their jobs. All members of the crew who have previously been checked out in submarines can navigate from one end of the ship to the other even when the power systems have totally failed and oxygen can only be found at certain emergency stations in

each compartment. This means that in the event of an emergency aboard the ship in which the ship is plunged into darkness, the submariner can continue to function and get his ship going, even though he cannot always see and may have to scramble about for air. Such feats are beyond the KGB squad or the shipyard workers from Gdansk.

Emergency Response Team: At all times while aboard the submarine, there are five people who are armed with hand weapons. These are the chief of the watch, whose station is in the control room, the senior crewman in the torpedo room, the CIC senior officer, the engine/reactor room division chief, and the political officer aboard. In this case, the senior KGB agent would be acting as the political officer.

In the event of any hostile action aboard or boarding action against the ship, these five would be the first to react. Any combat action with weapons aboard the vessel will result in a call to general quarters. One of the chief sonar operators in the torpedo room will then attempt to assess the situation and organize a detail of from five to 20 men from that compartment. He will then make his way quickly to the weapons locker (area B15), break out shotguns, handguns and ammo to those in the detail, and then station these men at all the hatches to the deck before moving into the fight.

General Quarters (Battle Stations): In times of emergency, attack or other alert, the ship will be called to general quarters or battle stations. For purposes of this adventure, they are the same thing.

At this time, the top-rated crewman for each duty station will assume that duty station. For example, of the six planesmen aboard, the two who are the highest rated (the best) at that station will take over that position whether they are on watch or not. Those who are on watch will remain at their stations until they are relieved.

In addition to these specific duty assignments, there are some general assignments as well. For example, all sonar operators who are not assigned a battle station will go forward to the torpedo room to assist there. ALL engine room and reactor

personnel go to the engine room to assist in damage control and operation of the equipment during the emergency. All other non-assigned crew will proceed to the galley and mess room to serve as a manpower pool for damage control as needed.

Emergency Procedures: It is important for you to understand how submarines work and many of the specific dangers that emergency situations aboard them pose for their crews. Your agents will come face to face with these, and unless they are most careful, they will almost certainly get themselves into tremendous trouble.

A submarine floats and sinks because of its ability to alter its displacement. This principle of flotation basically says that when an object displaces (pushes aside) water which weighs more than it, the object will float. An object which displaces water which weighs less than it will sink. Submarines have the unique ability to push aside VARYING amounts of water — sometimes enough to float and sometimes enough to sink a little. Submarines do this by having an inner area that is not sufficiently large to float the weight of the ship (called the pressure hull) and an outer hull which holds the ballast tanks. By blowing high-pressure air into the ballast tanks, the water in them is forced out, the ship displaces more water, and thus, it floats. Since water gets more compressed (heavier) with depth, submarines can displace enough water to sink at, say, 20' but not sink at 60'. This is how depth is determined in submarines. While this is a very crude description of a complex principle, and while other factors enter into the determination of a submarine's depth, this will suffice for our purposes.

All of this is wonderful when it works well, but in any complex system, things can go wrong. If, for example, the submarine is submerged and damaged to the point that it is taking water into the pressure compartment and it blows all its air into its tanks and that isn't enough, then it is going to visit the bottom. There's nowhere down there to get air to fill up the tanks again. This will be Capt. Posni's basic difficulty.

Once on the bottom, there are other, more specific details with which you should concern yourself.

Difference in Pressure: This mostly becomes a problem when moving between compartments, where one is flooded and the other is not. Opening a door to the next compartment often becomes a question of how flooded the subsequent compartment is relative to the current one. Assume, unless it specifically states otherwise, that all air inside the ship is at the same pressure.

For the first 2' more water in the compartment the PCs are trying to enter, a STR check is required to open a watertight door. For every additional foot of water, a -20 penalty applies to the check. Any success will open the door, although the rush of water may cause some damage. Any Bad Break will cause the door to open and hit the PC opening it for 2 points of bruise damage per foot of water difference between the compartments. Whenever a door opens with a difference in water levels, anyone in either compartment must make a MOV check or be pushed 2' in the direction of the flow of water, falling down. Failing the STR check means the door will not open. On any lucky break, the door will only partially open, allowing the water on both sides to reach a common level and will not require any check. After the pressure is equalized, the door may be opened normally.

The Bends: Normally the pressure inside the casing of the submarine is maintained at just over surface pressure. However, due to the emergency situation aboard the Zhagadka, the interior of the casing will be slowly adjusted up to a level equal to 150' of underwater pressure. While this will save the crew, it will also complicate the rescue.

Whenever a person is so pressurized, it forces compressed nitrogen molecules into his or her bloodstream. This is not dangerous so long as the outside of the person is as pressurized as the inside. However, if a sudden decrease in pressure should take place (such as being rapidly brought to the surface of the ocean without any protection) there is the near certainty that these depressurized nitrogen molecules will expand rapidly inside the bloodstream, causing an embolism also known as "the bends."

In game terms, a rise of more than ten feet in a

turn results in a 1d10 loss of CON.

Ship's Compartment Status: Each area of the ship is described in general below as though undamaged. This may not be the case by the time the PCs get to that location, however. Some areas may be fully flooded, partially flooded, or damaged in certain ways.

These different states are described below. An explanation of the codes found on the Status Table follows. An "S" indicates that a location has a special description in addition to the general one. General descriptions are detailed below. Special descriptions are detailed under the heading of the individual encounter area.

General Status Descriptions

N	Normal
NS	Normal on Surface
ED	Electrical Damage
FS	Slow Flooding
FF	Fast Flooding
FH	Flooded but Holding
FC	Flooded Completely
ST	Structural Damage
GD	General Disarray
LL	Loss of Lights
S	Special

N — Normal: This is the normal status of interior compartments of the ship. The descriptions that are found for those compartments are used in this case to describe the room.

NS — Normal on Surface: This means that the area is habitable when the submarine surfaces. This applies to all deck surfaces of the ship, as well as the flying bridge.

ED — Electrical Damage: The dim red glow of emergency lights casts deep shadows everywhere. Panels of equipment sputter and flash with arcing sparks. Some of the controls here may be functional. Others may be deadly.

In any compartment in which there is electrical damage, there is a 60% chance that any given electrical system or control will be damaged and unfunctional. Make this determination the first time any piece of equipment is used in this area.

In all such compartments, the standard lighting is inoperative, and only the red emergency lighting glows.

FS — Slow Flooding: A fine spray of water hisses from the cracked seals. The mist obscures vision and coats the walls and floor with a slick layer of film.

Looking or shooting through the mists requires a -30 modifier. Moving through the area requires a MOV check to maintain balance.

FF — Fast Flooding: A thunderous wall of freezing water blasts like a fire hose from a small opening.

The location of this leak needs to be established. Roll 1d6 on the following chart to determine the direction of the rushing water:

1	Overhead:	In direction PCs are moving
2	Overhead:	Straight down on PCs
3	Overhead:	Against direction PCs are moving
4	From side:	In direction PCs are moving
5	From side:	Across PCs' path
6	From side:	Against direction PCs are moving

PCs attempting to move against the flow of water must make a MOV check at $\frac{1}{4}$ to do so. This will allow the PCs to move past the flooding. PCs failing the save will be thrown 20' in the direction of the rushing water or until they hit an obstruction. For every 5' less than 20, the PC will take 1d4 points of bruise damage from the thundering wall of water.

Moving around the immediate area of rushing water also requires a MOV check, which, if failed, results in a fall on the cold, wet decking.

FH — Flooded but Holding: Slick, oily water undulates between the walls of the compartment. Here and there, the bodies of crewmen float face down.

The level of the water in the compartment will be detailed in each individual section.

For every foot of water over 2' in the compartment, you should subtract 25% from the PC's

(continued on page 30)

USSR Zhagadka Compartment Status Table

Number	Description	According to Plan	Surprise Attack	Final Blow
<i>A-DECK/FLYING BRIDGE</i>				
1	Topside Deck	NS	NS	NS
2	Flying Bridge	N	FF	FC
<i>B-DECK/CONTROL DECK</i>				
3	Escape Trunk Forward	N	STR	STR
4	Control Room	N	E	E/FS
5	Excursion Locker	N	N	N
6	Safe Room	N	N	E
<i>C-DECK/OFFICERS DECK</i>				
7	Upper Torpedo Room	N	N	E/FS
8	Chart Room	N	D	D/L
9	Chart Storage	N	D	D/L
10	Warrant Officers Quarter	N	D	D/L
11	Ward Room	N	D	D/L
12	Officer's Head	N	D	D/L/S
13	Main Passageway	N	N	L
14	Excursion Room	N	N	L
15	Weapons Locker	N	N	L
16	Captain's Quarters	N	N	L
17	XO's Quarters	N	N	L
18	Systems Analysis	N	E	L
19	Reactor Control Room	N	E/D	E/D/FH/STR/S
20	Upper Engine Room	N	E/FS/D	E/FF/D/STR/L/S
<i>D-DECK/CREW DECK</i>				
21	Lower Torpedo Room	N	D	FH/STR/D/L
22	Petty Officers	N	L	FH/L
23	Lower Deck Passages	N	L	FH/L
24	Seaman's Quarters	N	L/D	FH/D/L
25	Ships Clerk	N	L/D	FH/D/L
26	Seaman's Head	N	STR/D/L	FH/STR/D/L
27	Mess Room	N	D/L	L/D/L
28	Library	N	D/L	D/L
29	Pantry	N	D/L/S	D/L/S
30	Galley	N	D/L/S	D/L/S
31	Secured Hatchway	N	D/L/S	D/L/S
32	Middle Containment	N	H/E/S	FF/H/STR/D/S
33	Engine/Machine Room	N	E/FS/D/L	FC/STR/S
<i>E-DECK/BILGE</i>				
34	Ship's Batteries	N	E/FS/L	E/FC/STR/S
35	Ship's Stores	N	FS/L	FH/STR/L
36	Recovery Ops Room	N	E/L	E/L
37	Recovery Bay	N	NS	FC/STR/S
38	Lower Reactor	N	E/H/FS/S	FF/FC/H/STR/S

Structure Damage Table

d10	Description	Cover Type	See?	Conceals	d10	Description	Cover Type	See?	Conceals
1	Collapsed Wall Section	Soft	-30	All	6	Loose Holding Tank	Hard	-20	All
2	Fallen Structural Beam	Hard	-10	3/4	7	Broken Furniture	Soft	-25	1/2
3	Ceiling Tiles	Soft	-10	1/4	8	Twisted Door	Soft	-15	All
4	Fallen Conduit	Soft	-20	1/2	9	Buckled Floor Plates	Hard	-10	1/4
5	Twisted Machinery	Hard	-25	All	10	Fallen Piping	Hard	-20	1/2

MOV rate. For example, a PC with a MOV of 8 who is standing in water 3' deep would have an effective MOV of 6. Water on weapons also may have adverse effects on their functions.

FC — Flooded Completely: Ice-cold water fills the compartment. Small pools of air remain trapped against the ceiling, the last reminder that men once breathed here.

Use the swimming rules from the *Top Secret/S.I.*™ rules book for operation in this type of compartment. Note that other damage in this type of area may have enhanced dangers for the PCs. All other underwater restrictions obviously also apply.

ST — Structural Damage: The normal shapes of this compartment are now twisted and bent. Large beams of structural bracing angle across the compartment. Cables lie frayed and exposed. There is the stench of ozone in the air.

Treat such an area as rough terrain for purposes of movement. This debris can also act as hard cover in various configurations. Roll on the Structure Damage Table, page 29, to determine the exact nature of the cover available.

GD — General Disarray: The normal careful arrangement of items in this compartment has been reduced to total disarray. Papers and books lie strewn about the floor.

Picture this room as though someone had just tipped it first on one side and then the other before setting it back down again.

LL — Loss of Lights: The area is filled with an inky blackness which cannot be penetrated.

PCs without experience on submarines who are attempting to operate in this circumstance will find themselves at a terrible disadvantage.

So long as the PCs can trace a direct line to a source of light, then they should be in little trouble. However, as soon as they can no longer trace such a line, then their troubles begin.

If the source of light is not cut off by any intervening object (for example, the light source is around the corner), then they may continue for an additional 10' before the real effects of the darkness

start taking their toll. If the source of light is cut off, then the effects begin at once.

In the darkness, the PCs' movement about the area (unless some light is provided) will require MOV checks at $\frac{1}{2}$ every 5' or else the PCs will become disoriented. Disoriented PCs will receive a mandatory -30 penalty on any check which they may be required to make.

B1. Topside Deck

If the PCs are examining this on the surface, then use the first description. If they are underwater (perhaps invited there unceremoniously by the Web agent?), then use the second description.

There are few openings in the top of the case-ment. There is the main hatch forward which is just in front of the sail, as well as a second hatch just aft of the sail. There is also a hatch at the back, off the missile deck.

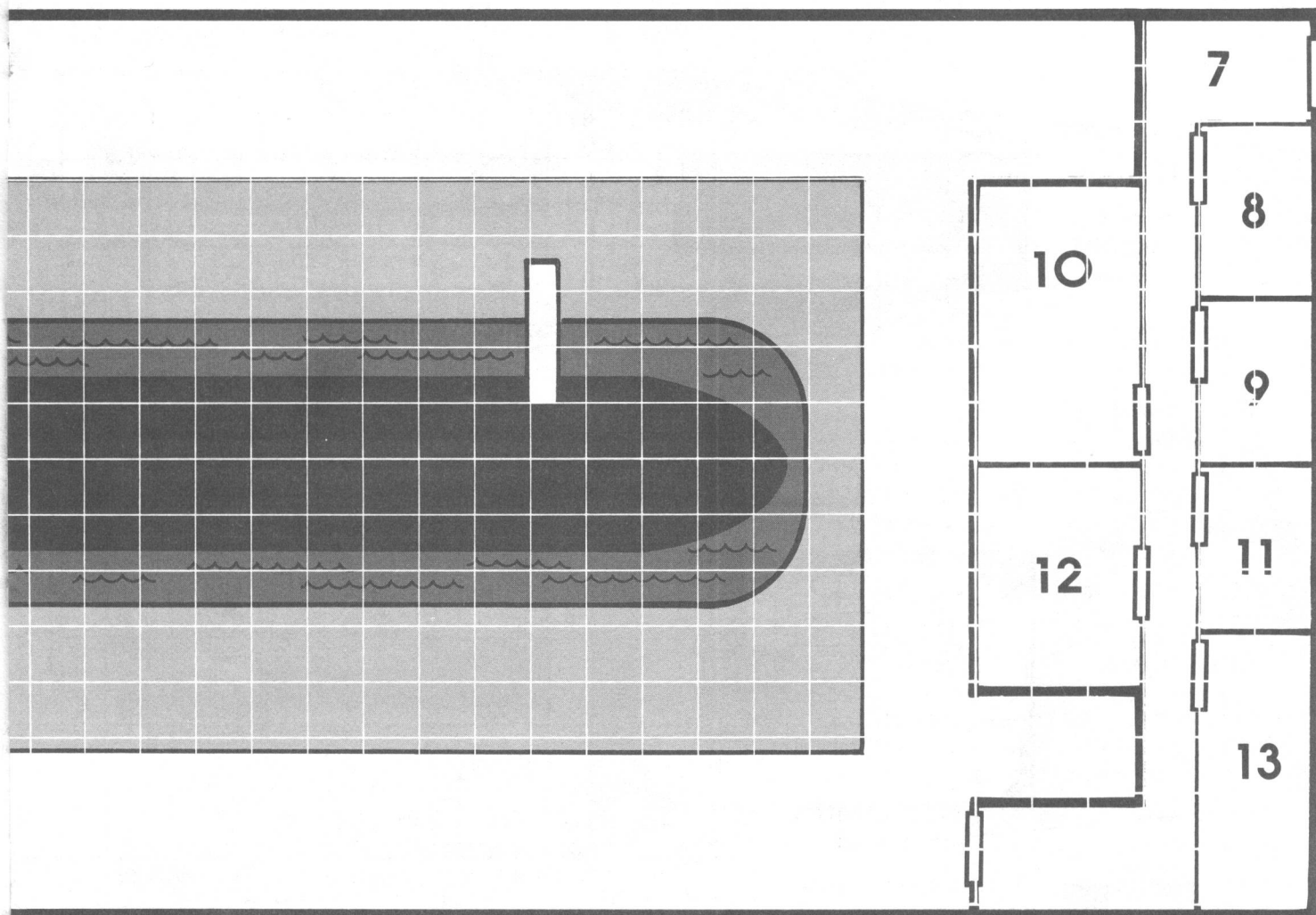
You notice that the missile hatches which appear on this deck are painted on. There are no real missile hatches to be seen.

The cold and dark water swirls around you. Through the fog of darkness and debris you can barely make out the deck below you. There are, however, hand grips in the decking which run the length of the submarine.

There are but a few openings by which access to the interior pressure hull of the sub may be reached. These are forward of the sail on the hull which is the upper access of the forward escape trunk (B3). It is important to note that this hatch is completely submerged by the bow wave if the ship is going forward at any speed over 4 knots.

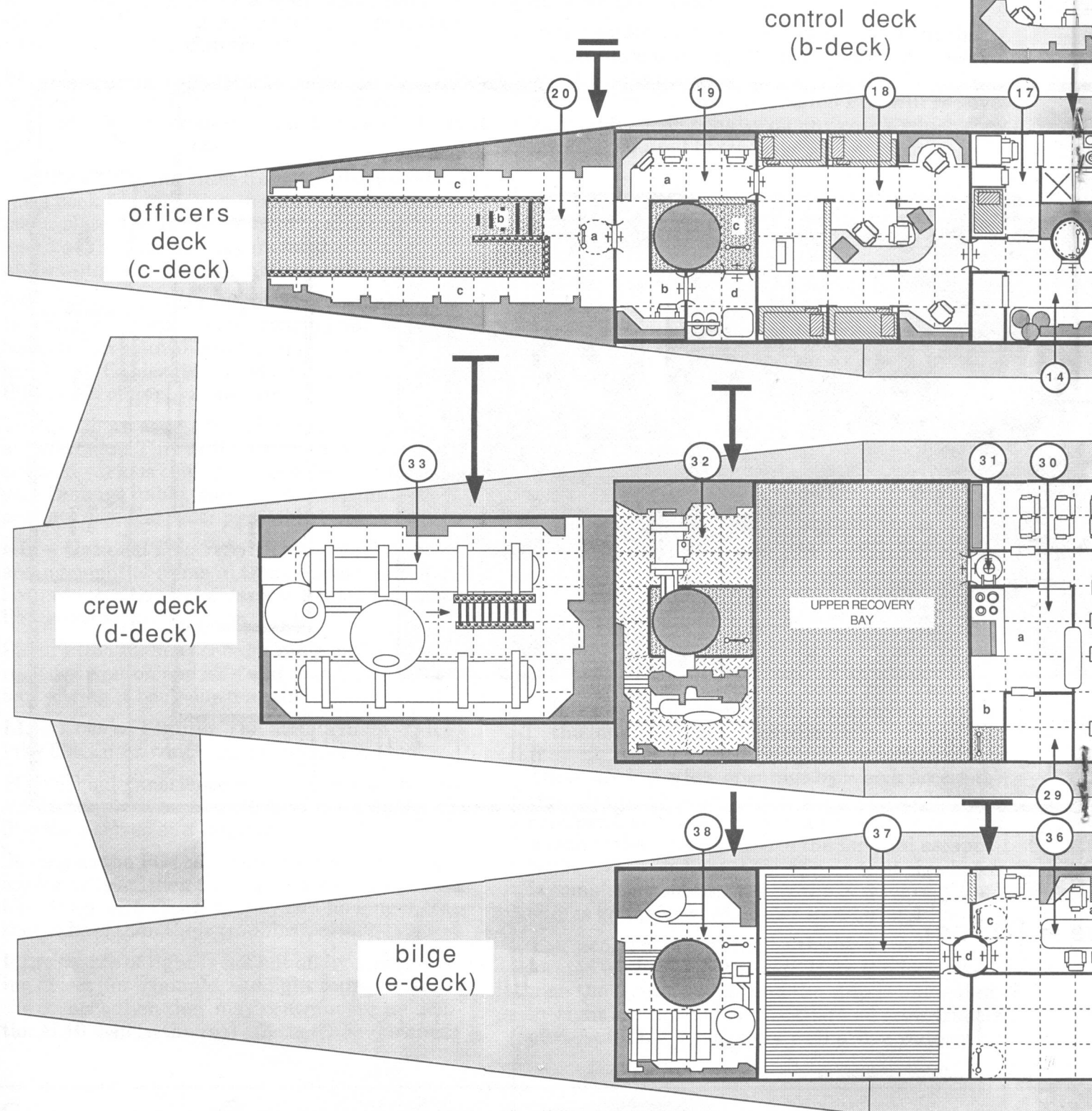
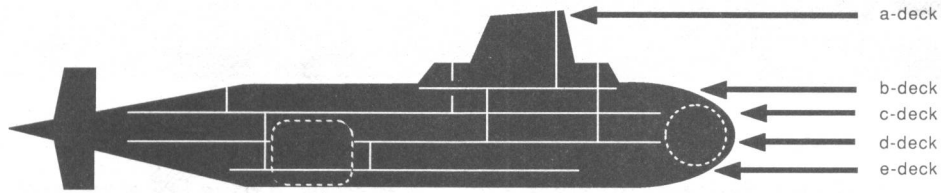
The second access would be through the hatch located at the top of the sail. Here the lookouts man the flying bridge, and the ship is navigated by sight as required for docking and crew transfer purposes. This is normally well above water while

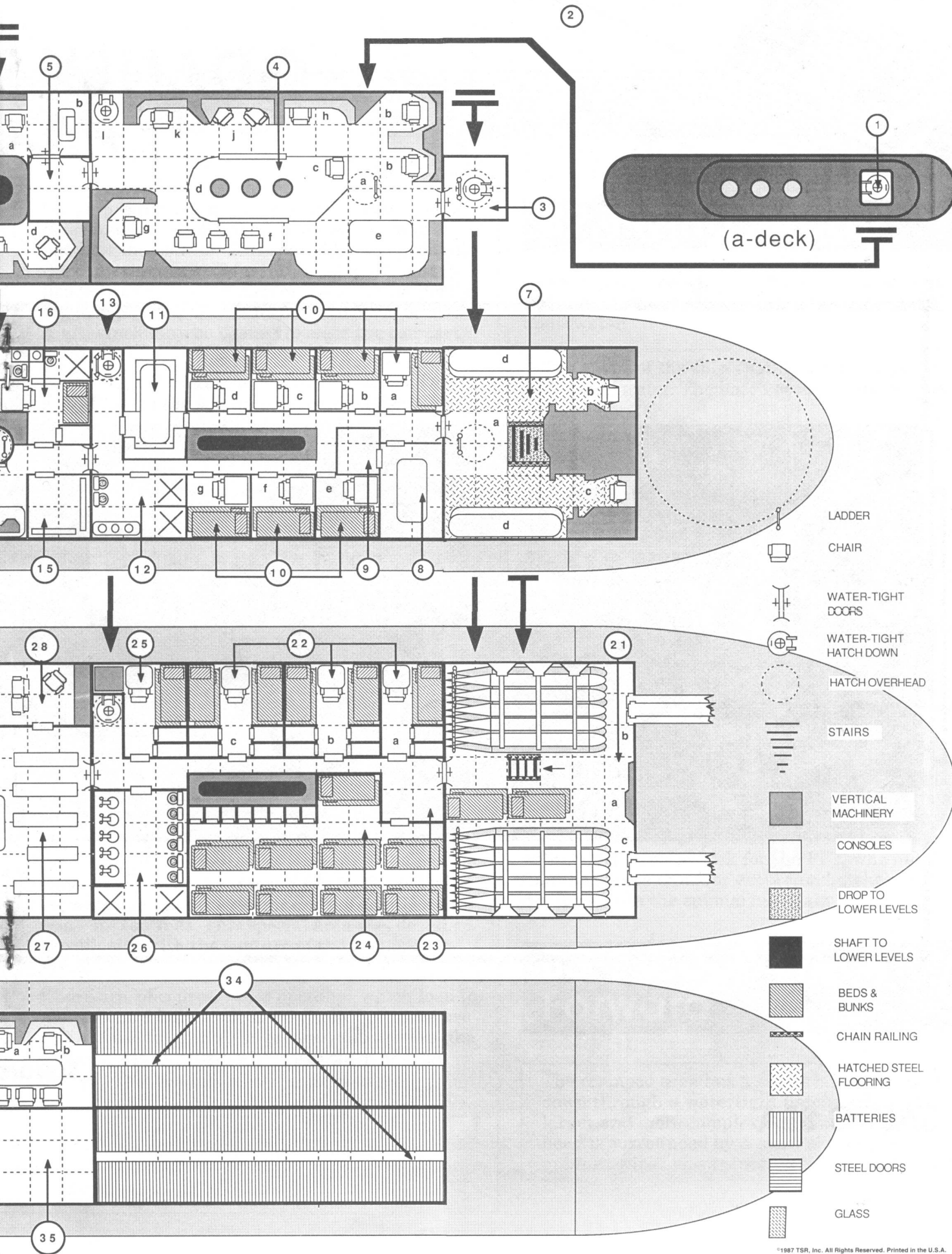
SHIPYARDS: DOCK #4



1 square = 10 Feet

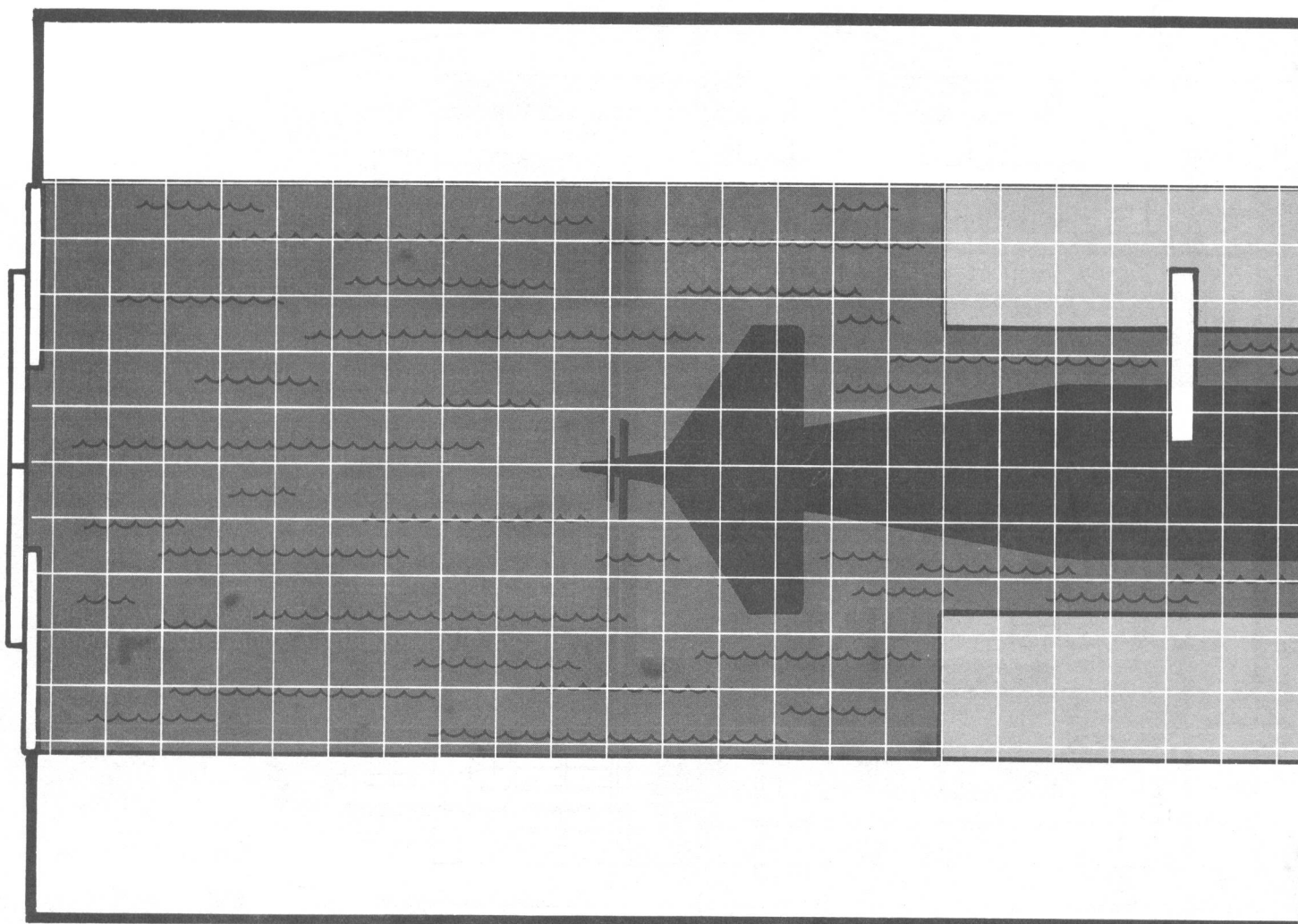
USSR ZHAGADKA





GDANSK S

DRYDO



BALTIC SEA

One Squar

the ship is moving on the surface. When open, it leads to a ladder and shaft some 30' down to a hatch at the bottom. This second hatch opens into the control room at B4a. If this compartment is flooded due to malfunction of the hatch on the flying bridge, there are vents at the bottom of this shaft which may be opened to clear the compartment of water once it is on the surface.

Aft of the sail there are two other hatches. One is just 20' aft of the sail and, though not completely dry, can be opened while the ship is moving on the surface without having to flood the compartment to which it leads. This hatch leads to a special pressure chamber in the excursion room (B14).

Far aft of the sail, just as the hull slants downward toward the propellers, is found the aft escape trunk hatch. This leads into the escape trunk access from the engine/machine room.

There are two submerged entrances to the submarine. One is through any of the six forward torpedo tubes. In order to enter through these, however, someone inside of the submarine first would have had to open the outer doors of the tubes and flooded them, then have had to blow them dry at high pressure and then equalize the pressure with that of the interior of the submarine. At any depth greater than 30', this is almost certain to cause severe damage to the person in the tubes due to the bends.

The second way is through a new set of special doors cut into the bottom of the hull. Here is a large area where the interior can be flooded with seawater and allow exterior craft of small size to enter its confines. This special area was designed specifically with the capture of the Lamprey in mind.

There are, of course, other openings which lead to the pressure hull, such as snorkels, but these are of little use to agents. In general, sub drivers like as few holes as possible between them and the surrounding sea.

B2. Flying Bridge

As the submarine will be submerging as soon as it leaves port, this bridge will only be visited from underwater.

The shape of the ship's sail is blacker against the deep water. The hatch access to the ship is found here.

This is usable only when the sub has surfaced, as if that wasn't obvious. The flying bridge is the location from which the captain and crew can scan the surface when they need to. It is the only place where anyone is allowed topside while the ship is at sea (the deck surfaces below are simply too wet to allow anyone on them except during emergency repairs at sea).

Here on the flying bridge is a set of small repeaters from the control room below which give the course and speed of the ship. An intercom completes the connection between the bridge and control room below. Two pairs of heavy binoculars are housed here, as well as a flare gun and eight shells. Additional specialized equipment can be brought up from below.

The single hatchway here leads down into the control room of the ship through a long tunnel. This tunnel CANNOT be pressurized from within. It will not act as an airlock for the PCs, who must find the escape trunk or excursion hatches in order to get into the submarine again.

B3. Escape Trunk Forward

The cramped area has a single ladder running down through a watertight hatch and up to a larger and more complex one. The hatch overhead is surrounded by a maze of complex high-pressure pipes and valves. To the starboard side

of the ship, a control panel is mounted to the bulkhead with its controls running up to a number of valves and pipes leading to the hatchway overhead.

This is the emergency escape trunk. Through this, crew members may escape the submarine when it is resting at shallow depths. While the piping is capable of clearing out the escape tube if flooded at lower depths, the escape equipment on board is not designed for attempts made at depths greater than 300'.

The escape trunk will, however, blow itself clear even at this great depth. Through it, the PCs may re-enter the ship, should they have been somehow expelled earlier. The controls for this are inside the escape trunk and may be operated from there.

B4. Control Room

The dim lighting seems to exaggerate the size of this room. Screens and banks of control switches glow eerily from the consoles lining both bulkheads. In the center of the room, three great tubes extend upward from a partially railed platform. The shadows of men hunch over the consoles.

This is the control room of the submarine. As with most signs aboard this vessel, all of the controls are labeled in Russian and will not be readable to anyone who does not understand the language. During normal operations, this station is always manned with a full staff.

The individual stations and their functions are listed below. Those which are manned stations list the number of stations (and, therefore, men) which are described.

a. Tunnel Up: Whenever the submarine is on the surface, this entrance is manned by one of the navigation plotters from the chart table (station e). This person will be armed with a sidearm as part of the five-man quick-response team (p. 26).

b. Drive and Dive (two stations): The boat is steered from this location. There are two officers stationed here who have their hands on the control yoke at all times. This is not truly necessary, as most of the control systems are tied directly to the navigation computer and inertial navigation system.

In front of the helmsmen are video displays and dials which give the ship's position, direction, depth, attitude and speed.

c. Chief of the Watch: This officer keeps watch over all of the activities in the control room during his shift, with particular attention to the drive and dive station. He commands the dive when such a change is necessary.

d. Periscope Island: This position houses three periscopes which can be hoisted up on command. They are workable from a depth of 60' below the surface and have full 360-degree rotation as well as free rotation up to vertical for navigational sightings.

e. Chart Table: Hard-copy charts of the various waters in which the submarine is expected to operate are contained in compartments under this table. The charts of the area in which the sub is currently operating are spread on top of this table with course markings and bearings. Additional charts can be brought up from the chart storage room below (B8).

f. ECM: The electronic countermeasures station has the function of foiling both detection of and attack on the ship. It includes a variety of sonar blanking devices and false repeaters and the like, as well as direct control of noisemakers. Radio jamming equipment is also included here for surface operations.

g. Sonar: This station controls both passive and active sonar. The active sonar arrays are located forward in the rounded nose of the ship's bow. The passive array is affixed all around the surface of the vessel as well as in a towed array (a sonar listening device which is deployed down a cable behind the propeller of the ship to get it out of the ship's immediate wake). The towed array is far more sensitive than the hull array.

h. Navigation (Inertial): This is the primary navigation system for the ship. It utilizes advanced and highly accurate calibrated gyroscopes and motion sensors to keep track of the current location of the ship. All of this activity is controlled by the navigation computer which constantly records the various motions of the ship and translates these into the location, depth, bearing and speed coordinates of the ship.

j. Navigation (Radio and Satellite): Primarily seen as a back-up for the primary inertial navigation system, this station seldom sees use.

k. Communications: Here the radio operator monitors not only communications sent by surface radio and satellite broadcasts, but also a variety of undersea and subsurface communications devices.

The position is a possible PC station assignment. PCs who are assigned to this duty station will be cautioned not to use the equipment for transmitting anything, as the ship is to maintain radio silence.

Nevertheless, PCs can use this equipment (so long as they are not caught) to transmit and receive messages, including messages to Orion headquarters. There is a danger each time this is done of being caught and reported by another member of the crew aboard (page 25).

Any attempt at transmission to Orion will give the PCs the following message: INTELNET URGENT/OP DOOMSDAY & OP DROP WEB CONTROLLED/(insert name of Web Agent) BELIEVED TO BE WEB AGENT/INTENTIONS UNKNOWN/POLARIS SENDS.

If the PCs simply monitor transmissions over the Soviet network, they will receive the following messages at the rate of one to two per day after three days of sailing: NORWAY INTEL SHIP CRIPPLED OFF NORTH SEA COAST. NORFLEET DEPARTS SEVEROMORSK 0700 HRS. BALFLEET DEPARTS KALININGRAD 0750 HRS. USSR ZHAGADKA ORDERED RETURN KALININGRAD. SURFACE AND REPORT/CINC NORFLEET SENDS. USSR ACCUSES NORWAY OF LOSS OF ZHAGADKA DURING NAVAL EXERCISE.

If these messages are brought to the attention of the captain, the crewman will be informed that this set of messages is intended to throw the West off of their trail.

l. Hatch Down: This leads to area B13.

B5. Excursion Locker and Safe Door

The walls here are lined with racks of parkas, gloves, boots, binoculars and other foul weather gear. Two watertight doors lead from this compartment.

This room doubles as the access room for the CIC/Elint room as well as storage space for excursion materials. There are five heavy parkas, with matching sets of gloves and boots here as well as three pairs of large binoculars.

The hatch leading into the CIC is locked shut.

B6. Safe Room/CIC

The dim light of the safe room is pierced by enunciators and glowing screens. There is a hushed air about the room where even the air filters seem muted.

This is the intelligence-gathering heart of the ship. It is from here that all special abilities for electronic and other listening devices are controlled.

a. Elint: This is the electronic intelligence station. Here, wide-band receivers from a variety of antenna arrays located in the sail of the ship (most of them extendable above the sail when the ship has surfaced) are capable of receiving information in either voice or digital form and inter-

preting them.

This is a possible PC crew station. PCs who are to man this station will be forcefully reminded by Lt. Ganavolich that there are to be no transmissions made during this cruise. The operator is to be warned that some messages may be received which will appear to contradict the orders for this submarine, but that these orders are expected and designed to throw the West off the trail of the Zha-gadka.

PCs may, of course, use this equipment to contact the Orion Foundation as well (See B4k above) and will get the same response (as well as run the same risks). There are, however, two additional messages which they can receive here as well.

KGB NETALERT/OPERATION DOOMSDAY TO
STAND DOWN/OPERATION DROP TO STAND
DOWN/URGENT SEA TRIALS OF US SUB
LAMPREY TO BEGIN OFF NEWFOUNDLAND
AS SCHEDULED.

b. Printer/shredder: This station houses a high-speed computer printer which services all of the locations in the safe room with hard copy of any data collected. In addition, there is a shredder here which can reduce any of that hard copy into long strips of confetti that are nearly impossible to reconstruct.

c. Cipher: This station processes digital data which is received by the ship as well as performing general code-breaking functions of security communications which it receives.

d. Threat Evaluation Watch: The job of this station is simply to keep an ever open eye to any threat to the safety and security of the ship. This is not limited to coordination of simple passive/active sonar, but is also extended to the general information of shipping patterns, world news reports and classified intelligence that has been passed on through command network. This station's watch person keeps the "big picture" in mind at all times and should be ready to advise the captain of his evaluation at any time.

B7. Upper Torpedo Room (Sonar Blanking)

The large room runs down through two decks. Above, the large pressure tanks line the walls and a bank of specialized equipment completely obscures the forward bulkhead. The steel mesh flooring allows you to look down to the torpedo compartment below.

The Set: This is the upper area of a two-deck complex which houses the combined torpedo tubes and offensive/defensive sonar installations. They are separated by a steel mesh deck.

a. Escape Trunk: This essentially leads to room B3 above. It is the primary egress point for the ship.

b. Sonar Blanking: This large, advanced device is designed to blank out incoming sonar and, thus, make the ship "invisible." Utilizing a combination of absorbing materials and white noise, it can fuzz both sonar- and radar-based systems underwater. It is this device which makes it possible for the sub to enter Canadian territorial waters off Newfoundland without being detected.

c. Active Sonar: This device is not normally operated. Its use gives a most precise picture of the ships around the submarine, but gives the sub away more often than it finds others. Passive towed sonar is most often used by this sub (See B4g).

d. High-Pressure Storage: These tanks contain high-pressure gas for emergency blowing of both interior ballast compartments in the event of a breach. During the fighting and subsequent sinking of the ship, these tanks are damaged.

Scene 1: This position is always manned by two crewmen.

Scene 3: Water glistens below the steel mesh network of the floor. Large pressure tanks hiss ominously to either side of the deck while control consoles glow feebly between great hulking machines which fill the forward bulkhead.

This is the upper level of the torpedo room. It will be partially flooded below due to warping and bending of torpedo tubes when the ship runs aground.

B8. Chart Room

A large table takes up much of this room. It is illuminated brightly by a bank of overhead fluorescent lights.

The charts found on the table are all of the Newfoundland coastal waters, particularly the east shore.

B9. Chart Storage

Rows of charts are carefully sorted into their respective holders along the walls. Nearly every needed chart in the world seems to be present here.

B10. Warrant Officers Quarters

The cramped quarters have at least one great asset — they are somewhat private. A bunk and desk provide not only sleeping quarters but sufficient space to get the inevitable paperwork done.

These are the warrant officers quarters. They are also often used as detention areas, as they are the most easily secured areas on this ship, other than the infirmary.

a. A spy in hand: The elusive Tatyana Ivanova (the Orion agent whose disappearance in *TS1—Operation Starfire* led to this entire investigation) is being held here under constant guard. She is handcuffed to the metal frame of the bunk and meals are brought to her by the cooking staff three times each day. Ivanova has been the subject of rather extensive drug interrogation, and while often lucid, occasionally lapses into delusion fits.

Rules Section

There is a 10% chance at the beginning of any turn or whenever asked a direct question that poor Ivanova will launch into a make-believe world of her own choosing. This may be manifested by aggressive, passive or submissive roles. You may feel free to make up any other fantasy you feel is appropriate for her to take on in her fit.

Note that Ivanova will NOT launch into a fit if she is merely told what to do, there is nothing life-threatening around her and she is not asked a direct question. She will obediently move about at the PCs' direction and even operate equipment.

End Rules Section

Ivanova is injected with truth serum and interrogated every 12 hours by Lt. Ganavolich. Ganavolich has the dosage figured very accurately, so Ivanova stays groggy and generally out of it right up until the next injection.

If the PCs discover Ivanova early in the trip, they have a real dilemma. If they rescue her, Ganavolich will know other agents (CIA, he'll suspect) are on board and will launch an intensive search and security double-check that the PCs' covers have only a 10% chance of surviving. And besides, the Zhagadka is not a very big ship—there's no place to safely hide Ivanova, anyway.

If the PCs have a counter-agent for truth serum, good for them. If not, Ivanova does. Hidden in the hollow handle of her purse is a complete minia-

ture drug/poison antidote kit. (The soldier that searched her was so concerned about how much he could get for Ivanova's cosmetics on the black market that he missed a few things.) The purse is out of Ivanova's reach, and she is in no condition to administer an antidote to herself, anyway. But she is lucid enough to tell the PCs about the kit and have one of them administer the counter-agent.

Once brought back to the real world, Ivanova will tell the PCs the identity of the Web agent on board, and the details of the entire plan (if the investigators haven't figured it out already). She will also suggest that the PCs leave her where she is: "If I disappear, Web will know that we're on to them," she'll say.

Of course, Ganavolich will be back in a matter of hours, with more truth serum for Ivanova. Ivanova will suggest that she can hide the antidote kit nearby, and give herself a counter-dose just before Ganavolich appears, and fake being under the drug's effects. If the PCs can think of a way to feed false information to Ganavolich that will help their cause, give them every opportunity to pull it off.

Whatever the PCs plan is during the Finale (below), it will have to include rescuing Ivanova. Once free, she can be a welcome extra gun in the climactic fight.

b. Secure Quarters: This room is used as a makeshift brig when required. If the PCs are ever captured and held as prisoners, this room will be pressed into service to hold them. The guard who stands outside of room B10a can then cover both doors.

c-d & f-g Officers Territory: These are the bunks of the normal officers aboard the ship.

e. Political Officer: These are the quarters of Lt. Ganavolich. It is here that he can be found in his off-watch time. His normal station is in B36, a position which may also be manned by PCs.

Unlike most of the warrant officers aboard this ship, his room is his own and the door to it is always locked when he is not there.

PCs searching this room will find, on an INT

check, a small black bag filled with a new strain of Pentathol, a truth serum. About half of the bottles are empty.

B11. Ward Room

Padded benches circle a long table in the center of the room. On the port wall, a ship's crest hangs between two Soviet naval flags.

This is the officers wardroom. It doubles as the officers mess. In this room, the officers take their meals and often have discussions about ship's business.

Meals are served here by one of the cooks from the galley (B30) at 0700, 1200 and 1700 hours for the convenience of the officers. Service may also be ordered from the galley at other times as need demands.

B12. Officer's Head

Stainless steel toilets with a rather complex system of valves and pipes stand against the aft bulkhead, facing two shower stalls against the forward partition. A series of steel sinks are fixed to a counter against the starboard bulkhead.

There is a notice, in Russian, posted to the back of the door. The notice reads: WASTE PRESSURE PURGING SCHEDULED FOR . . . followed by a time. There is a 15% chance that the time is the time the PCs are first entering the compartment.

PCs attempting to operate the plumbing here would be smart to get some advice before attempting to do so. Once per day, the bilge is blown clear of waste. At that time, in order to get the stuff off the ship and into the ocean, the bilge tank which holds the waste must be pressurized just higher than the exterior of the sub.

If a PC does not check the time posted on the back of the door, then using the toilet will result in a most disturbing explosion of brown, foul-smelling semi-liquid into the compartment, blowing the PC who activated it into the shower stalls (1d4 damage to one body area) and covering him or her and the compartment with the mess.

While this may be somewhat distressing to the PCs, it is a somewhat common occurrence on submarines and an occasion for considerable laughter at the perpetrator's expense, so long as he or she is the only one who has to clean it up.

B13. Main Passageway

The thin hallway winds through the middle of the ship only 5' wide in most places.

There is a guard who is placed here 24 hours a day on the door to the B10a cabin.

Rules Section

The guard here is a Generic Soldier holding a 12-gauge shotgun across his chest and a sidearm strapped to his side.

Weapon:

12-Gauge Shotgun

#	WT	COST	DAM	RANGE	AMMO	LD	MOD
1	12	450	1d10	100/250/500	5	3	--

Weapon:

9mm Makarov Pistol

#	WT	COST	DAM	RANGE	AMMO	LD	MOD
1	2	375	1d6	10/35/105	8	1c	1

End Rules Section

Scene 3: The guard here is still on station but is nervous and would do just about anything to be relieved of his duty. He is at -20 on any shot due to his nervousness.

B14. Excursion Room

A large cylinder dominates the room on the starboard side. Large, watertight doors seal the compartment bulkheads at both ends of the room, while a third offers access to the cylinder.

Opposite the cylinder, a long table runs the length of the bulkhead which curls over it. A variety of pumps and air tanks sit under the workbench.

From this area you can see four standard doors, each labeled in Russian. The door labels from this room are "Weapons Locker" (B15), "Undersea Suits" (locker against aft bulkhead), "Captain" (B16) and "Executive Officer" (B17).

The door to the weapons locker is locked, the key residing with the captain and the officer of the deck. The doors to the captain's quarters and executive officer's quarters are also locked.

The large cylinder is, actually, an excursion airlock which allows a scuba-clad diver to leave the submarine without it having to surface. The process can be repeated over and over as needed from this excursion room, which doubles as a ready room.

The machinery on the table is used to recharge scuba gear and takes its air from the ship's main oxygen system or directly from the snorkel.

The excursion airlock has pressure and air-venting controls both on the inside and the outside which will allow the clearing or filling of the lock. The PCs may leave the ship through here to examine the outer hull.

The locker at the aft end of the table holds 10 sets of scuba gear. However, at this depth, even their advanced design will only allow for operation of three minutes at a depth of 1,000'.

B15. Weapons Locker

The ship's hand-held arsenal is here. Racks of AKMs, Makarov pistols, 12-gauge shotguns, ammunition, and grenades are here.

There are 30 AKMs, 50 Makarov pistols, 10 12-gauge shotguns, and three cases of concussion grenades containing 10 grenades each.

Weapon:

7.62mm Kalashnikov AKM Assault Rifle

#	WT	COST	DAM	RANGE	AMMO	LD	MOD
30	10	450	1d8	120/400/1200	10/20/30	2c	—

Weapon:

9mm Makarov Pistol

#	WT	COST	DAM	RANGE	AMMO	LD	MOD
50	2	375	1d6	10/35/105	8	1c	1

Weapon:

12-Gauge Shotgun

#	WT	COST	DAM	RANGE	AMMO	LD	MOD
10	12	450	1d10	100/250/500	5	3	—

Weapon:

Grenades

#	FULL	HALF	WOUNDS	DAM
30	5'	6-10'	1d4	1d6

You may wish to caution your PCs about the use of concussion grenades while still aboard a submarine. Any area in which they are used is subject to the following damage roll in addition to any damage done to any NPCs in the area. Roll 1d6 and add the number of grenades that have PREVIOUSLY gone off in the area (including those which have just gone off in the current combat round).

Submarine Grenade Damage

Roll	Damage
1-3	N (Normal)
4	ED (Electrical Damage)
5	GD (General Disarray)
6	FS (Slow Flooding)
7	LL (Loss of Lights)
8	ED (Electrical Damage)
10-11	FF (Fast Flooding)
12+	ST (Structural Damage)

The effects of this damage are identical to those in the general status descriptions.

There are 10 cases of ammunition here and, for purposes of this adventure, there is a virtually limitless supply so long as these boxes can be accessed.

B16. Captain's Quarters

The spartan cabin is relatively roomy by submarine standards. A single bunk sits against the forward bulkhead with a large closet at the foot of the bed. Across from the bunk is the captain's desk. A large safe is attached to the wall over the desk. A door at the back of the cabin leads to the captain's personal head.

These are Capt. Posni's quarters. The captain will be here during her off-duty hours, either asleep or working on ship's reports.

If the PCs open the safe over the captain's desk, they will find, if Posni is the Web agent, a copy of the Web Operations Book for this mission, as well as copies of the actual orders for the ship and her forged orders.

B17. Executive Officer's Quarters

The Spartan cabin is relatively roomy by submarine standards. A single bunk sits against the aft bulkhead with a large closet at the foot of the bed. Across from the bunk is the executive officer's desk. A door at the back of the cabin leads to the executive officer's personal head.

B18. Systems Analysis

The compartment is a shambles. Deck plates have been lifted up in the aft quarter of the room, revealing a maze of high-pressure pipes and control conduits. Plastic sheets cover a large console in the center of the room as well as the two consoles on the forward walls. An acetylene torch and several boxes of tools lie on the floor around the opening. Bunks line the port and starboard walls.

This is the one piece of work which was not completed when the ship set sail from Gdansk. It is the reason why there are Polish shipyard workers aboard.

If the PCs search the opening, they will find the wiring and fittings for the HCT-137B high-compression turbine pumps all in their positions in the opening. The PCs will be cautioned by Pilsudski not to operate the torch unless there is a damage control group of no fewer than three Navy crewmen present at the time. The captain will see to it that such a crew is assigned here from 0900 through 1600 every day.

Pilsudski himself will be present to supervise the work during those times. He will also sleep in this area. The only times he will not be present here is

when he and his crew eat (he insists that they all eat at the same time) or when he is having his afternoon talk with the captain (from 1500 hours until 1530).

If the PCs search Pilsudski's bunk they will find, if Kurt is the Web agent, a copy of the Web Operations Book hidden inside his mattress, as well as copies of the actual orders for the ship and her forged orders.

B19. Reactor Control Room

Banks of white control panels line the walls, curling around a central, enclosed shaft. A large window fitted with thick, leaded glass looks down from the control deck onto the nuclear reactor.

PCs who look into the window will see the containment (B19c).

This is a possible station for one of the PCs. The chief here will take the PC under his arm and tell him that he need not be afraid of his "pet dragon." This is nuclear chief Andre Konstanov. He knows that they often throw "little fish" in with him who know nothing about the dragon and how to keep it tame. He will teach the PC what the PC needs to know, assuming, of course, that the PC speaks Russian.

Rules Section

PCs who listen to Andre and become friends with him will come away from his lessons having the equivalent of Nuclear Technician Level 1 after just one week of study when it comes to this particular reactor.

End Rules Section

Scene 2: The red lighting of the reactor control room is punctuated by the lightning of sparks spewing from panels.

General damage to the overall status of the reac-

tor will be minor at this point, although the reactor will begin running at red-line temperatures. Konstanov will be rushing from panel to panel in an effort to keep the reaction under control while still generating the needed power for the ship.

Rules Section

The reactor aboard the Zhagadka will begin to come apart during this scene, and the pace will quicken during Scene 3.

The key is the core heat of the reactor and its relative coolant pressure. For game purposes, this will be measured in positive and negative points of heat. Positive heat points mean how quickly the temperature of the reactor is rising, and negative heat points indicate how quickly the reactor is cooling. The effects of this heating and cooling depend upon the temperature of the reactor. If it is cooled down too far, then it will stop generating power. If it is heated up too far, then there is the possibility of system failure. Use the Reactor Temperature Effects Table below to determine the reactor temperature and its effects. The reactor has been running at an effective temperature of 500 points with a zero-level heat point total.

Reactor Temperature Effects

Points	Reaction	Effect
10 or less		Cold shutdown. Reactor restart requires 6 hours
100	Warm Shutdown	Reactor restart may begin at once
200	Electrical Aux. Power	Only generate onboard power
300	1/4 Speed	Drive power to 1/4 speed
350	1/2 Speed	Drive power to 1/2 speed
400	3/4 Speed	Drive power to 3/4 speed
425	Full Speed	Drive power to Full speed
450	Flank Speed	Drive power to Flank speed
500	Corrosive Damage	Damage to Reactor Core (+10 heat permanently)*
525	Coolant Leak	Damage to Cooling System (+10 heat permanently)*
550	Runaway Reactor	Damage to Core (+10 heat permanently)*
600 +	Meltdown	Core melts out of containment

* This heat point modifier is applied each time heat points are figured until the reactor is brought to Warm Shutdown and repaired. Each of these is cumulative. Thus a coolant leak comes on top of corrosive damage for a cumulative modifier of +20 heat points.

The status of the reactor should be checked every 10 minutes when the temperature is at 520 or below, every five minutes when it is between 520 and 550, and every minute when it is higher than that.

After the first accident, the heat point total will rise to +30 permanently for the duration of Scene 2.

Meltdown will occur if the temperature of the core goes over 600. In this case, the entire containment floor will be melted away and the core itself will burrow its way into the earth. Power will fail completely and the PCs will have to continue in the dark with such light as they can find and a very limited amount of air—about 24 hours worth. After 12 hours, characters must make CON checks hourly, or lapse into unconsciousness. Subtract 5 from CON each hour even if the check succeeds.

End Rules Section

Scene 3: The containment is clouded as the leaking coolant is flashing into steam from several pinhole leaks in the secondary cooling system. Most of the panels in the control room are lifeless and an acrid smoke fills the air.

The heat point total will rise at the following rates for the remainder of Scene 3. Roll 2d6 each time a check is required by the reactor temperature.

Roll	Damage	Mod	Permanent?
2	Complete system crash	+40	No
3	Gauge Error	+30	No
4	Bent Control Rod	+15	Yes
5	Second Pump Fail	+10	Yes
6	#2 Back Loop failure	+5	Yes
7	Control Failure	+5	Yes
8	Stuck Valve	+5	Yes
9	Turbine Bearings	+10	Yes
10	Leaking Welds	+15	Yes
11	Pump Power Failure	+30	No
12	Cooling Loop Error	+40	No

The Set: This room holds the muzzle on the dragon which drives the boat. The crew in this room maintains that delicate balance between drifting powerless and melting with raging fury.

a. Reactor Control and Scram: These panels control the atomic reaction of the power plant and its attendant heat exchange system.

It is a fundamental principle of thermodynamics that steam or gas is a far worse conductor of heat than is liquid. It is also a principle that liquid at higher pressures is more reluctant to change to gas than at lower pressures. These two factors are crucial in the operation of an atomic pile, and keeping those factors in balance is the job of the reactor control team at this station.

b. Heat Exchanger Control: The heat exchanger is the device in which the highly radioactive coolant heats the intake water, flashing it into steam, which is then used to drive the turbines. The actual device is housed in the next compartment aft (B20), but is monitored and controlled from this location.

c. Containment Room: This is the lair of the dragon. The reactor itself is here (the cylinder in the middle of the room), as well as its attendant cooling systems and heat exchanger.

There is a certain amount of ambient radiation in the containment which is held in check by the specially designed walls.

d. Nuclear Excursion Room: This room acts as an airlock and decontamination room between the containment and the control room. Radiation suits hang here, and there is a variety of equipment to clean the suits once the crewmen have returned from the containment.

Rules Section

For game purposes, the amount of radiation in the containment and its effect on PCs will depend upon the temperature of the reactor (see table, below).

The first time listed before the slash shows how many minutes a PC can stay in the containment while wearing a radiation suit and not suffer any ill effects. After that time, the PC will suffer the PERMANENT loss of the listed number of points from the characteristic shown. This loss will NOT take place at once but will be at the rate of one point per month thereafter until all damage points are assessed. Should a PC remain in the contain-

ment for longer than the second listed period, the PC will suffer the PERMANENT loss of one point from his or her CON for every 10 seconds he or she remains in there. This loss will be taken at the rate of one point per month until all the damage points have been assessed or the PC exhausts his or her CON points and dies. Sorry friends, but radiation poisoning never was supposed to be pretty. PCs who enter the containment without such a radiation suit should add 75 to the temperature for these purposes only.

Containment Exposure Losses

TEMPERATURE	TIME	LOSS
450-500	10/20	-1 STR
501-525	10/15	-2 CON
526-550	5/10	-2 STR & CON
551-575	2/5	-5 STR & CON
576 +	1/2	-8 STR & CON

End Rules Section

B2O. Upper Engine Room

A chain railing runs around the upper engine room catwalk. To either side, the main steam ducts run back from the forward bulkhead and down to the drive and generator turbines below.

Scene 2: Oily water glistens in a still and deep pool in the center of the compartment. Overhead, it gets more restricted farther back, and it is obvious that most of this compartment is under water. Only the metal poles and chain railing running between them denote the edge of the walkway. At one point, the chains drop down and enter the water.

The escape trunk located here is still operating. Indeed, the Web agent may attempt to use this very trunk to bump off the PCs.

The Set: The main features of this area are:

a. Aft Escape Trunk: This is the emergency escape trunk. Through this, crew members may escape the submarine when it is resting at shallow depths. While the piping is capable of clearing out the escape tube if flooded at lower depths, the escape equipment aboard is not designed for attempts made at depths greater than 300 feet.

The escape trunk will, however, blow itself clear even at this great depth. Through it, the PCs may reenter the ship should they have been somehow expelled earlier. The controls for this are inside the escape trunk and may be operated from there.

b. Gangway: This wide stair with a chain railing runs down to the main floor of the engine room.

c. Turbine Heat Exchangers: It is through these units that the reactor heat is converted into drive steam for the turbines.

B21. Lower Torpedo Room

Slender, gray and deadly, the torpedoes of the Zhagadka stand in their loading racks ready for the word to bring them forward to kill.

This is a possible station for two of the PCs. While working here, they will meet Sergei Topov. He is a happy fellow who is always making jokes. If the PCs do not have any experience with torpedoes, he will make fun of them until he realizes that they are truly lost, then he will cover for them.

Scene 3: Waters lie nearly 3' deep in the torpedo bay. The jumble of wreckage makes it difficult to get through.

Be sure to use the Structure Damage Table when dealing with combat in this area.

The Set: These are the main armaments of the Zhagadka. There are 22 torpedoes here, each of them wire-guided and omni-directional.

a. Manual Torpedo Control: Normally the

torpedoes are fired directly from the control room, but the repeaters for those controls are located at this station between the tubes.

b. Port Torpedo Racks: Here the torpedoes sit in their automatic cradles waiting to be loaded. Each in turn can be loaded automatically on command or manually should the system fail.

c. Starboard Torpedo Racks: These are identical to their port counterparts.

B22. Petty Officers Quarters

The small personal compartments are cramped with quarters for six people and their gear, but at least they have doors for some privacy. These are the quarters of the petty officers.

There will always be two people in these bunks during their sleep rotation. Each bunk has a curtain which allows others who use the space to work at the desk while others sleep.

Scene 3: Still, black water laps at the bunks. The desk chair floats crazily near the desk.

There is a 30% chance of finding the body of a Soviet petty officer floating here.

B23. Lower Deck Passages

The thin halls wind through the ship.

Scene 3: Water shimmers in the thin hall.

The water here is nearly 3' deep at the forward end while only 6" deep at the aft end.

B24. Seaman's Quarters

Row after row of bunks fill the large room.

This is the major bunk area of the ship. PCs may find themselves assigned to a bunk in this area. If so, there is only a 10% chance that any two PCs' bunks are next to each other.

Scene 3: The smell of seawater and charred flesh sings the air. The room is dark.

The electrical fixtures will have fallen into the water during the final plunge and electrocuted many of the crew here.

PCs who enter this area must make a MOV check or touch one of the offending wires. Any PC who fails, must take 1d6 points of damage to any part of his or her body in the water and will not be able to move. The PC will continue to take such damage until either someone else pushes him or her out of the way of the wire, the PC rolls a Lucky Break or the PC spends a Luck Point.

B25. Ships Clerk/Infirmary

The small quarters has three bunks but is assigned only to one person, the ship's clerk. A small desk and large filing cabinet complete the room.

This is a possible station for one of the PCs.

Any PC who is working in this area has access to the ship's files. If the PC makes an INT check, he or she will notice that the entire crew was changed out right before the Zhagadka was refit.

The files on the crew members will not show any-

thing out of the ordinary about anyone aboard. There will, however, be no files on any of the KGB people or the shipyard workers.

If one of the PCs is not the ship's clerk, then that position will be manned by a regular crewman named Susha Brezholnyi. She will be cold and unfeeling and certainly unsympathetic to the PCs' plight. However, should she ever get one of the male PCs alone, she will turn into quite a tiger. (See her character description in the supporting cast section.) Susha is also a skilled ship's doctor and can assist in tending wounds, so long as it would be politically sound and patriotic to do so.

This area also doubles as the ship's infirmary. Secured in the locker here all the medicines and equipment that will allow a character with medical skills to perform his or her healing talents here.

B26. Seaman's Head

Stainless steel toilets with a rather complex system of valves and piping stand against the forward bulkhead, facing a series of steel sinks fixed to a counter. Two shower stalls can be seen against the starboard wall.

This is a somewhat larger version of the officer's head described in B12 above. All of the cautions regarding that facility apply equally to this one as well.

B27. Mess Room

Tables and chairs fill the large expanse of the mess room. Here, under the bright neon light panels, off-duty sailors lounge and talk. A running chess tournament continues at the far starboard table. The cooks serve up food across the counter at the aft side of the room.

After the PCs have come here several times, they will notice one of three people who will be here all the time. These will be Anatoli Sakalin from the Soviet Navy, Johan Krasnowcky of the Polish shipyard workers and Victor Kalinkov of the KGB shock troops.

These people may be befriended by PCs disguised as members of the NPC's particular group, and the NPC eventually will give information to the PCs. This information is found in the supporting cast descriptions.

Scene 3: At the beginning of this scene, the following takes place:

The jarring shudder of the ship and the scream of tortured metal ring out around you. There is the rushing sound of high-compression air as a brown gas begins to flood into the compartment.

Any PCs who are in this area or the galley (B30a) have just two turns to get out of the room before it explodes into a fireball, killing most of its occupants.

When the blast goes off, it will do 1d4 points of wound damage to EACH body area plus an additional point of fire damage to EACH body area for 3 combat rounds thereafter.

Once the ship settles to the bottom, water will also come into the compartment from the forward hatchway, but the fire will have long since gone out. Use the following description thereafter:

Sputtering flame from broken overhead pipes flickers on the charred walls of the room. Broken tables and chairs lie scattered about the watery floor. Among them, charred figures float face down in the water. A terrible stench fills the air.

The water at the forward end of the room is 6" deep. It gradually gets more shallow toward the aft of the compartment.

B28. Library (Marx Room)

A large bookshelf covers the forward bulkhead. Comfortable chairs are arranged about the room, several of them facing the large-screen television and videotape machine mounted aft.

The bookshelf contains such wonderful works as "Man's Responsibility Under Socialism" and "The Joys of Communism in a Modern World." There is also a variety of popular Russian novels as well.

The video library includes several films on World War II naval action (centering on the victorious Soviet fleets) and a few popular Russian films.

This room has doors and offers the PCs probably the only place where they can meet with some privacy aboard the ship without calling some attention to themselves. This room is part of the common area and therefore is legitimately accessible to all crew members.

B29. Pantry

Canned goods are stacked tightly on shelves in the forward half of the room. A large freezer unit lies against the starboard wall.

The immediate food needs of the crew are taken from this pantry. The pantry is restocked on a continuing basis from the large stores which are kept below in B35.

B30. Galley

A large counter top opens through the forward wall into the mess room. Below it is a sink and

dishwashing unit. Opposite these, against the aft bulkhead, a range, oven and small refrigeration unit combine with cabinets to form an efficient cooking center.

Everything that the cooks will need can be found here, including large knives and other dangerous utensils. An elevator connects the galley with the ship's stores (B35).

Scene 3: The explosion which takes place in area B27 will reach into this area as well. PCs may attempt to take cover behind the counter, which will lessen the effects of the blast to 1d4 points on any exposed body part and no points thereafter. Of course, PCs who flee into either the Library (B28) or down into the ship's stores (B35) will not suffer the effects of the blast.

After the blast, the kitchen will be described like this:

The charred walls dully reflect the burning pot of food on the stove. The stench is terrible.

B31. Secured Hatchway

A guard in a crisp KGB uniform stands astride a brand new watertight door cover. His grim look of determination and sharp eyes watch your every move.

These guards trade shifts at this position every four hours. This keeps them alert.

PCs who wish to pass by this guard must first demonstrate that they are cleared for entry to the deck below. The room to which this hatch leads is a possible duty station for the PCs, and such PCs would have clearance. Nevertheless, there is a 30% chance that the guard will not recognize the PC as having been cleared the first time the PC

tries to enter the compartment. If this is the case, the guard will call Lt. Ganavolich, who will then clear the PC.

PCs who do not have a duty station below this hatch will not be allowed to go through it. The guard here will do all that is necessary — including killing — to prevent a PC's entry if the PC does not belong there.

B32. Middle Containment Deck

A maze of pipes and control boxes run their frozen dance around the large central core.

This is the middle deck of the nuclear containment. Here, the auxiliary power generator takes its feed directly from the reactor itself. Also found here are the secondary and emergency cooling systems.

Note the radiation damage which characters may take while here is detailed in section B19 above.

B33. Engine / Machine Room

The mammoth twin cylinders of the main drive turbines run the length of the deck. Here is where the muscle of the ship is found.

The turbines here are sealed and are capable of operating for limited times completely submerged. The stairway leads up to the upper engine room walkway, the hatch forward and the escape trunk (B20).

Scene 2: A 6" diameter hole was punched through the pressure hull by the first attack of the Lamprey. This caused the initial flooding of this deck, as well as some incidental damage throughout the ship.

This leak, however, is quickly contained.

Scene 3: This room is completely submerged during Scene 3, and the turbines have failed. The patch of the 6" hole broke free, and the opening quickly expanded into a 3' wide hole through the pressure hull wall. This flooded the compartment completely and only now is air returning to the room.

PCs may enter and exit the hull through this hole. Scuba gear is recommended for such excursions however.

B34. Ship's Batteries

Twin rows of batteries run beside a narrow crawl way.

This is the battery compartment. In the event of the loss of main power through the loss of reactor power for whatever reason, these batteries provide the lifesaving energy to keep the controls of the sub operating until repairs to the main power systems can be made.

Scene 3: The casings of the batteries are cracked. Dangerous acids leak slowly into the crawl space between the shattered casings.

In a word . . . RUN! So long as this compartment is sealed, it will be safe from the intrusion of water into it, despite the fact that the deck above it is flooded. However, should the PCs open the hatch to this compartment . . .

Nitric oxide will be produced if broken batteries

touch water. This WILL KILL everyone aboard the submarine without exception within a few minutes. This is a BAD thing to do on a submarine.

B35. Ship's Stores

Large cases are stacked carefully throughout the large lower deck. Each bears labels and the prominent word "Zhagadka."

This is where the ship's major food storage is found. The labels indicate the different types of food, paper products and the like which are found here.

There is an open platform elevator which runs next to a ladder up to the galley. This is operated by a hand grip control pedestal mounted to the side of the platform.

On the forward bulkhead, there is also a small 3' square hatch held in place with four, hand-tightened lug nuts. Above the hatch is a warning, in Russian, which says: BATTERY COMPARTMENT ACCESS! WARNING! Damage could result in toxic gases. KEEP THIS COMPARTMENT SECURE!

Scene 3: The water in this compartment will be 4' deep after some initial flooding at the beginning of the scene. The hatch to the battery compartment will be underwater, and the compartment will be dark.

B36. Recovery Bay Operations

Subdued light gives the room a quiet and peaceful feeling. A long table with chairs runs the length of the room to the forward bulkhead, its

surface covered with maps and charts. A safe is mounted in the floor forward of the table. A small, 3' square hatch, held in place by lug nuts, covers an opening through the forward bulkhead. Large, wall-mounted consoles are lit by enunciators and computer screens. Each console boasts a considerable number of keyboards and switches.

The ladder into the compartment sits against the aft bulkhead. It leads up to a new watertight hatch. To port of this ladder, a control console sits below a large, heavy glass window cut into the aft bulkhead itself. Starboard of the ladder, the cylinder of a diving airlock also penetrates the aft bulkhead.

There is only darkness through the window.

This is the main operations control room for the capture of the American submarine. It is staffed entirely by KGB troops and is a possible duty station for some of the PCs.

The hatch on the forward bulkhead is identical to the hatch found in B35 above and has the same warning painted above it.

The duty station here is the KGB receiving code room. It can receive any messages that could be received by PCs at the communications station (B4k) or the Elint station (B6a).

If the PCs open the safe over the political officer's desk they will find, if Ganavolich is the Web agent, a copy of the Web Operations Book, as well as copies of the actual orders for the ship and her forged orders.

The maps on the table are of the east coast of Newfoundland.

The Set: This room is supposed to support the new mission of the Zhagadka, and the consoles and controls here are designed to do just that.

a. Threat/Security Analysis: This is a possible duty station for the PCs. This place ties the room into the world network for information and allows the PCs to receive radio messages. It can also be

used to contact the Orion Foundation in the same way as the communications station (B4k) and the Elint station (B6a). The same restriction on those stations apply here as well.

b. Cipher Systems: This is used to decode any coded messages sent into this station. None will be coming this mission.

c. Bay Flooding and Operations: This is the station which controls the flooding of the compartment and balancing the compartment flooding with the equilibrium of the ship.

In order to operate the compartment, it must first be flooded and its air pumped into pressure chambers or directly to the ballast tanks to offset the water in the chamber. Then the outer doors may be opened. To clear the compartment, it is first blown dry by high-pressure air. Then the doors are closed and the pressure is dropped back to that of the interior of the submarine, thus allowing for easy entry.

The switch which controls the lights in the recovery bay is located on this panel and is clearly marked in Russian.

d. Airlock Chamber: This allows the recovery bay to be accessed without first clearing the receiving room of water. It also can act as a decompression chamber as needed. There are controls for this airlock both on the inside and outside, with the inside controls overriding those outside.

B37. Recovery Bay

The lights in this area are normally turned off. The control for those lights is located on the console located at B36c. Once turned on, the following can be seen:

The lights flair brilliantly into life. A huge area measuring 30' × 30' square extends upward into an open space at least two decks tall. All around the space is a series of clamps mounted to a framework. These look as though they are designed to grab something and hold it.

Yet it is the floor which is most remarkable of all. It is made up almost entirely of two huge doors making up the bottom curve of the submarine's hull. Six large hydraulic systems stand ready to open the doors. The doors (as with all the equipment in this room) are controlled from B36. The frame is designed to hold the Lamprey when it is captured.

Scene 2: At the beginning of this scene, things go a little bit wrong. The Lamprey attacks the submarine before it is wrestled under control by Peter Hawkins, the Russian mole who is defecting with the sub. The big doors are opened and the submarine is then piloted into the bay and locked into place. The compartment is cleared of water and then decompressed to allow Hawkins to leave the vessel and enter the Zhagadka.

Scene 3: The Lamprey, sensing that it has been captured and having just feigned its own shutdown, comes to life with a vengeance. Her new experimental underwater lasers are something of a failure in the defusing atmosphere of the sea, but are tremendously powerful out of the water. Using a matching and independently targeted pair of these, the Lamprey cuts two large gashes in the pressure hull on both sides of the compartment. This ruins the ballast and emergency blow controls for surfacing the submarine and destroys the doors on the bottom of the Zhagadka. Thereafter, the compartment will look like this when illuminated.

The bright lights fill the compartment with columns of light shining down through the silty water. The loss of the compartment's lower doors is obvious as the light shines directly down on the sandy sea bottom. Deep-sea fish swim frantically as they attempt to avoid the light.

In the center of the compartment, a small submarine, shaped roughly like a flattened out arrowhead, hangs suspended from the frame. The markings on the underside identify it as the USS Lamprey. Two brackets hold what appear

to be laser weapons, while matching racks further out on both sides hold two advanced rocket torpedoes each.

See the description of the Lamprey itself in the Agents' Files section for complete details on the ship and its capabilities.

The ship is controlled by a heuristic computer program. Should the PCs use the name "LAMPREY" in any of their communications with the computer or should any PC with a Computer Skill make a skill check at $\frac{1}{4}$, then the computer will release control of its systems to the PCs. Otherwise, it will stubbornly believe that the PCs are just more enemies. This check may be made once every 10 minutes.

Two of the Lamprey's torpedoes are sufficient for the PCs to blast a hole in the side of the submarine large enough to allow them to navigate out and into open water. Should this take place, then go at once to The Finale.

B38. Lower Reactor Containment

A complex tangle of piping and pumps completely covers the floor the compartment. Only a steel mesh walkway holds you over the maze of equipment.

Here are found the primary cooling pumps and the returns from the heat exchanger.

The Finale

TOP SECRET/S.I.

You should try to orchestrate the finale to take place just after the Web agent has been exposed or killed. The moment you start The Finale, read the following:

A loud bang resounds on the outer hull of the submarine followed at once by the scrape of metal against metal. A series of mechanical sounds continues purposefully overhead.

You are 1,000' below the surface . . . and someone is outside.

Within a few minutes, the forward escape hatch and the aft escape hatch are opened and five handsome young men drop to the deck wearing bright overalls bearing the hammer and sickle patch. All of them speak flawless Russian and are genuinely glad to see everyone on board. These are, in fact, Web agents carrying out the next phase of their plan.

These agents will be followed through the forward hatch by a man in a similar coverall claiming to be Vladimir Pavlovich. It is actually, as the PCs should know on first sight, Artimus Mikros, perhaps the most notorious of the Web's operatives.

The bogus "rescue team" will claim to be from a Soviet flotilla sent to save their Russian comrades. They will direct the remaining crew to go and get a few personal belongings and then herd them into the "rescue vessels" attached to the escape trunks forward and aft.

In reality, these are submersible prisons. The plan includes shutting the lower hatches and then releasing a gas canister to kill all the occupants. A sealed door between the death chamber and the pilot compartment keeps the Web sub drivers safe.

The Web is using the USS Thresher, a submarine lost in 1963 due to an "accident" that was in fact a Web operation, as the command ship for this rescue. In addition, there are four smaller excursion subs under Web control—two will be used to remove the Zhagadka's crew, one will be used to support the Web team repairing the crippled Soviet sub, and one patrols the area as backup. All four excursion subs are identical, except for the extra seals and poison gas canisters on the two

"prison" subs. Stats are given on page 53.

Artimus will recognize the PCs if he sees them. The PCs would do well to hide from him for he will accuse them of being "CIA thugs sent to destroy the Soviet state."

Pick your Pickle: If the PCs have survived the attempted assassination by the Web agent aboard, now they must deal with the final assault against the vessel from the crew of the Thresher. If they do this, they should be able to either destroy or take the Thresher and thus realize their escape and successfully conclude the mission.

The PCs have several options available to them. Among them are:

Expose the Web plan: If the PCs have by this time found a copy of the Web Operations Book (a document which the Web agent brought on board and which details the entire mission), then they should be able to prove to the non-Web Supporting Cast members that they have been boarded not by a real rescue party, but by a Web strike team. This is especially true since the Web Operations Book includes a photo and description of Artimus Mikros as well as the agent on the Zhagadka for mutual identification purposes.

If the PCs expose the plan either Capt. Posni or Lt. Ganavolich (whichever is not the Web agent, possibly both) will believe the PCs and begin to organize resistance. This will involve getting to the ship's weapons locker and breaking out arms for the rest of the crew. Use the streamlined battle rules set forth in the Administrators Guide, allowing the Russian crewmen 5 hit points apiece and the Web agents 4 hit points each, and give each side 20 combatants.

Once the PCs have taken back the sub, they may use the Web rescue subs to escape. In this case, go to "Out-pirating the pirate" on the next page to determine the outcome of the adventure.

Hide and sneak: PCs may opt to hide somewhere in the ship until the majority of the crew has left. This being the case, the PCs will be left alone on the doomed Zhagadka with only 10 Web agents plus the sneering Artimus Mikros. These 10 agents will be spread all around the ship begin-

ning the work of bringing the Zhagadka to life for service of the Web. All of these agents are linked by two-way radios.

To support this crew, a "rescue vessel" without a sealed pilot compartment is now attached to the forward escape trunk. This is guarded by one Web agent at the bottom of the trunk ladder and one at the top inside the rescue submersible. Both of them have walkie-talkies and can radio for help to any other people inside the sub.

The PCs may be able to take out the Web agents on the sub in total or just enough to get to the rescue vessel and commandeer it.

Out-pirating the pirate: The rescue vessels may be commandeered by the PCs. This may happen despite the best of planning by the Web.

If the PCs enter the rescue vessels with the rest of the crew, then, like sheep, they will have been led astray. The plan is for the gas canisters to go off within one minute of the last crewman leaving the Zhagadka. Have the PCs make an INT check upon getting onto the rescue vehicle. Success will let them note that the control panels in this area are behaving strangely. Upon closer examination, they will discover that they are fake and not functional at all.

An INT check will determine that the door to the ship's pilot compartment is sealed and there are no handles on this side. There are, however, panels which may be pried loose around the door. These contain the electronic mechanisms that shut the door. Electronic skills (or possibly blind luck) will allow the PCs to open this door and take on the two pilots. This may give them a ship.

If the PCs take a rescue vessel after having hidden, then, sadly, the Russian crew will have been sent prematurely to Davy Jones Locker. However, the PCs do now have one of the Web subs for their own use.

Swords under the Sea:

Using the Rescue Subs: All four of the rescue submersibles are actually multi-purpose small submarines which the Web uses for a variety of operations. Each of these submersibles is armed with six Lancer miniature torpedo rockets.

Rules Section

Vehicle: Web Rescue Vessels

Maximum Speed	15
Acceleration	2
Handling	-10
Braking	15
Protection	-20
# Passengers	20
Range	100
Cost	\$536,000.00

Weapons Aboard:

Lancer Anti-sub Missiles

#	WT	COST	DAM	RANGE	AMMO	LD	MOD
6	500	5,000	EXP	300/800/2400	6	N/A	-

Seacloud Inkbomb

#	WT	COST	DAM	RANGE	AMMO	LD	MOD
1	200	1,500	Special*	dropped	1	N/A	-

*This bomb creates a 100'-diameter cloud of opaque suspended fluid to obscure any visual or electronic sighting. A vehicle gets a defensive bonus of -100 while in the cloud or -50 if the cloud is between it and the attacker. Note that this cloud would work against someone attempting to fire out of it.

End Rules Section

Using the Lamprey: If the PCs manage to escape the Zhagadka in the USS Lamprey, they may also join in the fray. Lamprey is armed with a series of sophisticated ECM (electronic countermeasures) which enable her much greater stealth capabilities and protection than the rescue subs. Also, her weaponry is considerably better.

Rules Section

Vehicle: USS Lamprey Attack Sub

Maximum Speed	30
Acceleration	5
Handling	0
Braking	15
Protection	-120
# Passengers	8
Range	300
Cost	\$5,765,000.00

Weapons Aboard:

Seashark Anti-sub Missiles

#	WT	COST	DAM	RANGE	AMMO	LD	MOD
4	500	5,000	EXP	2,000/4,000/ 10,000	4	N/A	—

Deep Sea Laser

#	WT	COST	DAM	RANGE	AMMO	LD	MOD
2	600	800,000	1d10	3/5/20	Special	N/A	—

End Rules Section

Now that we are free . . . : The PCs may, after securing their freedom from the Zhagadka aboard either one of the Web vessels or the Lamprey, take any of a number of options as to how they want to conclude this adventure. You should encourage them to be as daring as any super spy should be. Here are a few suggestions:

The agents return to Zhagadka: This should enable them to retake the submarine, especially if they have managed to save several dozen Russian crew people with them. After that, they may leave the sub again.

The agents attack the Thresher: This will result in the remaining rescue subs trying to stop them. Run the underwater combat with the Thresher itself some 9,000' away and the remaining rescue subs scattered between the Zhagadka and Thresher at random intervals. Any hit on the Thresher will send her to the bottom. The rescue subs will attempt to intercept incoming torpedoes with their own hulls if necessary.

If the PCs manage to destroy the Thresher, then read the following:

The old submarine suddenly explodes into a ball of white water. The black hull settles slowly to the bottom in a thousand pieces and the white ball of her precious air rises to the surface. The remaining rescue vessels begin a long ascent.

Their home base destroyed, they feel no further urge to fight.

You, too, eventually reach the surface. The clear light of day streams through.

At this point, read the boxed section for **The Agents Surface**, below.

The Agents attempt to take the Thresher: This will be easier if the PCs have rescued Russians with them. Run a streamlined mass battle allowing the Russians 5 hit points apiece and the Web NPCs 4 each. There will be 30 Web Generic Soldiers scattered about the Thresher, with the remaining 40 out in the water working on the salvage operation. Once shooting starts on the Thresher, the other 40 will attempt to re-enter the Thresher through its forward escape trunk. Only five can re-enter at a time in this manner. If the escape trunk is blocked, then they are stuck outside the sub.

Use the ship's plans of the Zhagadka as a basis for the interior of the Thresher, except that the Thresher has no forward torpedo room . . . rather, her torpedoes were mounted amidships.

The interior of the Thresher has been pressurized equal to the depth of 1,000' so as to allow free access of its own crew to the interior of the Zhagadka. The controls for lowering the pressure in the hull gradually (so as to avoid the bends) are located in the control room and are computer controlled.

If the PCs manage to take the Thresher back from the Web, then ask the agents what they wish to do with it. Conclude the adventure with their disposition of the sub.

The Agents Surface: The PCs may elect simply to take their ship up topside. The other rescue subs will attempt to stop them. Run combat normally with the ships surfacing at roughly half of their forward speed. If the PCs should reach the surface, then read the following:

You eventually reach the surface. The clear light of day streams through. It seems that the entire U.S. Navy is up here searching for their precious little sub when you surface.

It may take a little explaining and certainly a long time in a decompression chamber . . . but the sunshine sure feels good.

Agents' Files

The OIC (Operations Information Center) conducts business with agents around the globe 24 hours a day. It is the central clearinghouse for all intelligence information which is gathered by the Foundation by its various bureaus around the world. It is supported by several threat analysis teams, each of which has its own specialty. These teams take the data which agents gather in the field and do comparative analysis work with all other known data. These are given to field operatives as "threat assessments" and "intelligence potential assessments." In addition, the OIC operates a raw information-gathering organization designed to give specific data to agents in the field.

The OIC operates its own communications network which is worldwide in scope. Field agents can, if within range of an Orion Foundation branch office (safe house), contact that house and get information from it. In remote areas, the wrist communicator can be disassembled easily into a satellite transceiver and miniature dish. While it is far from subtle when fully deployed (to work, it requires an unobstructed line of sight with the target communications satellite), is limited in its battery capacity and has only limited display capabilities (20 characters at a time), it works sufficiently well for the agent to receive the information or find out where to go to get it. (The Orioncomms will not work in a submarine that is submerged.)

Whenever agents use their Orioncomms to request information from the OIC, use only the information listed in capital letters at the top of a section. Under NO CIRCUMSTANCES will the Orion Foundation ever give privileged information to agents over any open channels (such as television, telephone, radio or even the Orioncomms). If agents require more information than is given over the Orioncomm, then they must seek out a branch office and get the information there.

The information which the OIC has is listed below. Only read specific sections to players as they ask for them. Do not volunteer information except in the most dire circumstances.

The information all in CAPITAL LETTERS is available over the Orioncomm transceivers. It

generally follows this format:

NAME OR WORD REQUESTED FOR SEARCH
TITLE OR MAJOR DESCRIPTION
INTELLIGENCE ALLIANCE/THREAT/
INTELLIGENCE RATINGS
OTHER

INTELLIGENCE ALLIANCE: This lists in short form the agency with which this person or subject is most allied. NON means that the subject has no official alliance.

THREAT/INTELLIGENCE RATINGS: Each of these lists a value from 0 (no threat or intelligence value) to 20 (extreme threat or urgent intelligence value).

DANZIG MEMORY
HOTEL IN GDANSK POLAND
POLAND/THRT-12/INT-10
ORION CONTACT POINT

Old world hotel of modest opulence located in the northern section of old Gdansk (formerly Danzig). Contact point for Orion Operations in Gdansk.

DRYDOCK #4, GDANSK
SHIP CONSTRUCTION DOCK
KGB/THRT-17/INT-18
SECRET CONSTRUCTION LAST 6 MONTHS

Large covered drydock facility. Includes covered dock, machine shops and raw materials storage in connected buildings. Secure facility. Aerial reconnaissance impossible. For six months there has been increased activity around this facility as well as tighter security. Presence of KGB shock troops as well as regular Soviet Navy personnel noted by local operatives. Internal activity still unknown.

GANAVOLICH, LT. PEOTRE
POLITICAL OFFICER-USSR NAVY
KGB/THRT-15/INT-16
ASSIGNMENT UNKNOWN

KGB agent currently assigned to Naval political officer duty. Born in 1961 in Odessa. Son of Ganavol (party official) and Tanya (textile worker) Dmitrovich. Graduated Odessa I. I. Mechnikov State University 1979. Recruited into KGB upon

graduation. Reported to be petty and ambitious. Reprimanded twice for overstepping his authority. Considered too independent and isolated for career advancement, though generally dependable and fanatic in his zeal for the Communist Party and its goals. This combination has made him ideally suited for submarine political officer duty to which he is currently assigned. Current whereabouts unknown.

GOMULKA, JOSEF
DESK CLERK DANZIG MEMORY
KGB-ZOMO/THRT-15/INT-12
FOREIGN INTELLIGENCE-USE CAUTION

Zomo agent. Background unknown. Works as desk clerk in the Danzig Memory Hotel, Gdansk. Reports to the Zomo and to the KGB.

HAWKINS, PETER
US NAVY SUB RESEARCH PILOT
US/THRT-6/INT-12
ASSIGNED LAMPREY PROJECT

Born 1957 in Galveston, Texas. Son of Karl (shrimp fisherman) and Mary (homemaker) Hawkins. Graduated 1975 Galveston Ball High School and entered Navy 1978. Parents killed in boating accident 1980 while Peter home on leave. Peter rescued after being stranded for three days on a capsized ship's hull. Currently assigned Naval Ordnance Advanced Research Facility, Newfoundland.

HCT-137B
HIGH COMPRESSION TURBINE DEVICE
NON/THRT-6/INT-17
US SECRET DEVICE-RESTRICTED TRADE

High-compression turbine manufactured by Westron Industries in Provo, Utah. This small, precision device is capable of compressing gasses to pressures previously unattainable even by large machines. The compressor has the added virtue of being silent during its operation. This item is on the FTC security trading list and may not be sold except to approved U.S. defense contractors.

IVANOVA, TATYANA
COMPANY FIELD AGENT
ORION/THRT-16/INT-18
REPORTED MISSING

Orion Agent. Born 1959 in Moscow. Daughter of Ivan Ivanovich (jeweler) and Anna Petrovna (jeweler). Grandparents said to have worked for Karl Faberge before the Russian Revolution. Escaped Soviet Russia 1962. Graduated Cal Tech 1980. Recruited after assassination of her parents on Christmas of 1983. Temperamental and occasionally violent.

KRUPTOWSKI, ARSOW
POLISH NAVAL ARCHITECT
?/THRT-?/INT-?
HAS WORKED KGB SPECIAL PROJECTS

Polish naval architect. Born 1945 in Krakow. Parents unknown. Attended Soviet Naval Design Academy in Severomorsk in 1964. Often engaged by KGB for special projects.

KURCHEK, GEN. IVAN
HEAD NW HEMISPHERE INTELLIGENCE
KGB/THRT-19/INT-20
USE EXTREME CAUTION!

Head of North-West Hemisphere Intelligence/KGB. Born 1936 in Stalingrad. Suffered through the Great War, losing his family and name. Took on Kurchek subsequently and was taken in by the powerful Dobrenyn family who saw to his education. Graduated Moscow M. V. Lomonosov State University in 1958. His quick and ruthless demeanor precipitated his recruitment by the KGB. Known to have participated in several operations including: Stardust, the assassination sinking of the Andrea Doria; Misty, the abduction of Jimmy Hoffa; Featherbed, the theft of an SR-71 spy plane, and Firefly, the sabotage of several U.S. defense department orbital launches. Currently believed on active assignment. Whereabouts unknown. **PROCEED WITH EXTREME CAUTION AGAINST THIS INDIVIDUAL.**

LAMPREY, USS
US EXPERIMENTAL ATTACK SUB
US/THRT-17/INT-19
SECRET PROJECT TESTS THIS MONTH

United States Navy experimental miniature attack submarine. Utilizes new induction technologies and designs to optimize its submerged performance while maintaining outstanding stealth qualities. Incorporates the Henstrom SHARC software/hardware control system, a heuristic controller capable of independent operation for limited periods of time. The submarine is normally armed with 6 Seashark anti-submarine missiles. Current configurations, however, also include a test set of underwater lasers for sub-surface construction tests. Sea trials and depth trials are slated for later this month.

MIKROS, ARTIMUS
OPERATION PLANNER
WEB/THRT-19/INT-20
TERMINATE WITH EXTREME PREJUDICE!

Mediterranean ancestry, (possibly Greek). Early years unknown. Father and mother unknown. First encountered as young underground agent (age 12) during WWII in Yugoslavia. Maintained contacts with SHAEF Intelligence branch until late 1944 when his entire underground unit disappeared and was not heard from again. Resurfaced in 1951 in WEB operation engaged in fomenting Korean War. Subsequent known operations include: Sealion, successful theft of U.S. presidential yacht, 1958; Killjoy, introduction of violent sickness in southern Africa; Bunuh Kembali, successful destabilization of Indonesia, 1965; Takeout, assassination of Mao Tse Tung, 1975; Jihad, destabilization of Iran, 1983. Current whereabouts unknown. Current assignment unknown. Genius with a sense of irony. Specialist in large-scale and complex operations. Suspected in the loss of the USS Thresher submarine, 1963. DANGEROUS. PROCEED AGAINST THIS INDIVIDUAL WITH EXTREME CAUTION.

PAVLOVICH, VLADIMIR
KGB SPECIAL AGENT
KGB/THRT-19/INT-14
EXTREME CAUTION ADVISED.

Born 1951 in Minsk. Parents unknown although father believed to have been honored during WWII. Graduated Byelorussian V.I. Lenin State University, Minsk, 1972. Entered into service Komitet Gosudarstvennoy Bezopasnosti (KGB) in 1974. Five years foreign service in United States, two years in Poland. Currently believed to be special operative to head of section in Pacific region. Cold and methodical, Pavlovich is armed and empowered by his government to exercise extreme prejudice at his discretion. Has occasionally become involved in Foundation operations and is known to have a mistrust of Orion intentions toward his own government. Ego signature of this agent seems to be the revolving use of only three cover names. These are believed to be taken from his first three assassinations, which he claims brings him luck. These are DAVID, HASAN, and KARL for given names and ZUCKER, MOSSAD, and WOJAK as family names. Exercise extreme caution.

PILSUDSKI, KURT
SHIPYARD FOREMAN
NON/THRT-8/INT-8
LEADER-MEMBER SOLIDARITY

Solidarity workers leader. Born 1945 in Gdyna, Poland. Son of Edvard (shipyard electrician) and Monica (homemaker) Pilsudski. Strong tradition of shipworkers in family history. Exchange student to France (1959). Spent one year in Paris. Fluent in French, Russian and Polish. Became enthusiastically involved in Solidarity movement from the beginning while still maintaining his friendships with Party leaders. Now holds a position of power over his fellow workers in Gdansk.

POLARIS
Euphemistic name for Orion OIC.

POSNI, CAPT. ANASTASIA
SOVIET NAVY SUB CAPTAIN
USSR/THRT-12/INT-14
NEVER ASSIGNED A COMMAND

Soviet submarine captain. Born 1952 in Novosibirsk. Parents believed to be from the Dobrenyn family whose dynasty continues under Communist rule. Graduated from Novosibirsk State University, 1972, but has taken career in Soviet Navy. Due in part to the influence of her family name, she has risen quickly through the ranks and has been qualified to command submarines. Her current assignment is listed as standby duty which is generally interpreted as being quietly set aside. Her sex as well as her age have most likely barred her from consideration by her superiors for active duty assignment to submarines.

PRACOWITY ROBOTNIK
TAVERN IN GDANSK, POLAND
NON/THRT-6/INT-8
"WORKER'S TAVERN."

Literally, the "Worker's Tavern." This inn is located in the northern section of Gdansk, Poland. It is a popular shop often overcrowded. Considered a good place to meet without risk.

WOJAK

Possible alias of Vladimir Pavlovich of the KGB.

ZHAGADKA, USSR
NO SUCH SHIP EXISTS
?/THRT-?/INT-?

CONVEY ANY DATA AT ONCE TO OIC!

No ship of any type appears under that name in either the official Soviet registries nor the special registries of the Soviet Naval Department. The word itself translates roughly as "Surprise" in Russian. YOU ARE REQUESTED TO FORWARD ANY INFORMATION ON THE EXISTENCE OF SUCH A VESSEL TO THE OIC AT ONCE.

ZUCKER

Possible alias for Vladimir Pavlovich of KGB.

Supporting Cast

Brezholnyi, Susha (Ships Clerk/Doctor): Susha was born in Smolensk in 1940. As long as she can remember, she loved to work with paper. The idea of figures and information being organized is wonderful to her and she loves to put her pen to a new, clean ledger.

When she entered her mandatory service as a seaman, she soon found a treasure. The navy had more paperwork than she ever could possibly imagine. For her, it was a dream come true, and now she is in for life.

Outwardly she appears severe and almost matronly. She is cold and distant. However, if ever alone, she will reveal all too clearly that she is a passionate woman. Paper is great for most things but . . .

What do you know?: Susha is troubled by the mess of her ship's files. After sailing, she discovered that the original orders for the ship to proceed to Gdansk were not from the proper authorities. Indeed, though they were the right forms, the forms themselves were printed on different paper than those she usually handles. Indeed, all the papers of authority and seaman's orders were on the same paper . . . but different from that which she usually handles.

STR	INT	REF	WIL	CON	MOV	DEX
45	57	55	62	43	50	56
Sex						Female
Race						White (Russian)
Nationality						Soviet Union
Native Language						Russian
Age						33
Psychology: Cruelty (Little), Loyalty (Some), Passion (Total), Piety (Little), Sanity (High), Selfishness (Little)						
Advantages: Ambidexterity (2), Athletic Ability (2)						
Disadvantages: Lechery (2), Dependent (2)						
Skills: Basic Firearms (1), Basic Liberal Arts (1), Business/Economics (2), Basic Science (1), Biology (1), Medicine (2)						

Hawkins, Peter: OIC records indicate Peter Hawkins survived a tragic boating accident which claimed the lives of his parents. That isn't exactly right. The *real* Peter Hawkins did die with his parents in what was not an accident but a deliberate murder by the KGB. This fellow is a KGB mole in the United States Navy. He believes that he is doing his final service for the Soviet state by the abduction of the Lamprey. In fact, this entire operation is being orchestrated by the Web.

Peter will appear genuinely glad to be back among his comrades. In reality, he is a sniveling bowl of cowardly jello.

What do you know?: The tests for the Lamprey were moved up, which made everything pretty much a rush to get both the sub and the Zhagadka together at the same time. It was strange that the admiral in charge of the project could never get it clear just where those orders had come from.

STR	INT	REF	WIL	CON	MOV	DEX
45	55	47	32	50	46	51
Sex						Male
Race						White
Nationality						United States?
Native Language						Russian
Age						31

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

Advantages: None

Disadvantages: None

Skills: Electronics (2), Basic Firearms (1), Pistol (2), Basic Heavy Weapons (1), Missile (2), Basic Melee (1), Swimming (3), Scuba Diving (3), Driving (Boat-3), Driving (Submarine-3), Language (English-5)

Ivanova, Tatyana: Tatyana is one of the best agents working for the Orion Foundation . . . even if she seldom follows the plan presented to her.

Headstrong and freewilled, Tatyana does not take orders very well. If it weren't for her unquestionable success record, she would long ago have been dismissed from service.

Now, however, she seems to have gotten in over her head. Recognized by the Web agent on board, she was exposed as a spy before she could get aboard. She was brought along as a security measure. Since then, a continuous stream of truth drugs has taken its toll on Tatyana, leaving her in a severely deluded state.

What do you know?: Tatyana knows the truth about this operation, that it is Web controlled and that it will end with the abduction of both submarines before the mission is over. She also knows the identity of the Web agent on board but does not have the proof needed to convince the others of its truth.

However, getting this information from her may be terribly difficult. The drugs have made her react unpredictably to any question posed to her or to any life-threatening situation.

STR	INT	REF	WIL	CON	MOV	DEX	
57	75	68	69	52	62	71	
Sex							Female
Race							White
Nationality							Russian/United States
Native Language							Russian/English
Age							29

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

Advantages: Bilingual Background (2), Sensuality (2), Sixth Sense (2)

Disadvantages: Lechery (2), Enemy (4)

Skills: Basic Mechanic (2), Knife Throwing (4), Basic Firearms (1), Pistol (4), Submachine Gun (3), Basic Melee (1), Fencing (3), Oriental Martial Arts (3), Lockpicking (2), Safecracking (3), Stealth (2), Survival (1), Climbing (2), Driving (Automobile-4), First Aid (3), Musical Instrument (Cello-5), Piloting (Single Engine-4), Piloting (Multi-engine-3), Piloting (Helicopter-2), Scuba Diving (4), Swimming (3)

Kalinkov, Victor (KGB Shock Troop Veteran): All of this was a big mistake. He wasn't supposed to be in the KGB! He wasn't even supposed to be in the army.

As near as he can figure, it was because of his name. You see, there was this other, really gung-ho socialist whose name was Vasilli Kanilkov. He remembered the kid from his local school, for they were always being mixed up in the rolls. Victor's family was supposed to arrange for him to become an exchange student to get him out of the country for a while and, hopefully, avoid any duty in Afghanistan.

Well, the appropriate papers all went in at once and, as fate would have it, mixed up "V. KALINKOV" with "V. KANILKOV" for the last time. The pacifist got the acceptance from the KGB and the Lenin-worshiper went abroad.

Worse still, that rat Kanilkov liked the decadent West and defected. Now Kalinkov's family is being watched by the KGB, and Victor has to continue as a shock trooper. He wonders if he will ever be assigned to watch his own family.

What do you know?: He used to work in KGB planning before he was assigned to this submarine. There was never any "Doomsday Drop" nor anything like what is going on here ever planned by the central KGB Planning Committee. An operation of this size would take tremendous organization, but it was never discussed by the very people who would have to do that planning.

STR	INT	REF	WIL	CON	MOV	DEX	
56	43	38	27	35	47	40	
Sex							Male
Race							White
Nationality							Soviet Union
Native Language							Russian
Age							28

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

Advantages: None

Disadvantages: None

Skills: Basic Firearms (1), Pistol (2), Submachine Gun (2), Survival (1), Driving (Automobile-2)

Karamov, Lt. Yuri (Soviet Navy/Executive Officer- Zhagadka): Tall and swarthy, Lt. Yuri Karamov is something of a mystery to Western intelligence agencies. Though a relatively high-ranking member in the navy and a career officer at that, Lt. Karamov has an opaque background as far as the West is concerned.

Yuri is quiet and sensitive with an icy cold manner to those who do not know him well. There are few who do. Yuri was born in Vladivostok, his parents killed during a little known peasant uprising in that district. Though his family background was questionable, Yuri was a student driven from within and soon won his right to attend the Far Eastern State University Primorie Area in Vladivostok. After entering the navy for his required tour, he remained on to make it his career.

Within the icy exterior of Yuri burn stoked fires of remorse for what the state did to his parents. This could boil over during the high-pressure problems which the Zhagadka will have to face.

What do you know?: Yuri believes he saw (fill in the name of the Web agent) tampering with his personal safe prior to sailing. That safe, located in his cabin, only contains copies of the ship's sailing orders. He wonders why that person would be doing such a thing. He is sure, however, that the person did not notice him present at the time.

STR	INT	REF	WIL	CON	MOV	DEX
62	47	68	55	34	65	57
Sex	Male					
Race	White					
Nationality	Soviet Union					
Native Language	Russian					
Age	48					
Psychology: Cruelty (Little), Loyalty (High), Passion (High), Piety (High), Sanity (High), Selfishness (Some)						
Advantages: None						
Disadvantages: None						
Skills: Basic Tool Use (1), Metalworking (1), Basic Mechanic (1), Ship Mechanic (3), Electronics (2), Nuclear Technician (2), Basic Firearms (1), Pistol (3), Submachine Gun (3), Shotgun (4), Basic Heavy						

Weapons (1), Torpedoes (3), Missiles (2), Basic Melee (1), Oriental Martial Arts (3), Demolition (2), Driving (Submarine-3), Swimming (3), Scuba Diving (3)

Konstanov, Nuclear Chief Andre (Reactor Chief on Zhagadka): Andre is a loud and often brash man who is prone to slapping people's backs and laughing far too deeply. His wide, open Slavic face is used to splitting into a grin when the humor of a situation hits him.

There is, however, one thing about which he is most serious—his ship. He pampers the reactor . . . his dragon, as he calls it. Secretly he fears the power and death that these machines represent. He has an almost paralyzing fear of radiation. Still, he is one of the most competent men in the Soviet Navy when it comes to reactors.

Andre comes from Siberia and loves to tell stories about the winters there that might be exaggerated. He will certainly continue to pull anyone's leg as far as he can.

What do you know?: Andre, an old seadog, has a bad feeling about this cruise. There is just something wrong about it. For example, what were those special workers doing up in the control room before the ship set sail? They were installing or repairing some type of panel, but when Andre checked, they weren't from either the navy or the shipyard. The KGB hadn't even heard of them. So who were they anyway? Ghosts?

STR	INT	REF	WIL	CON	MOV	DEX
79	67	46	47	58	62	56
Sex	Male					
Race	White					
Nationality	Soviet Union					
Native Language	Russian					
Age	46					
Psychology: Cruelty (Little), Loyalty (High), Passion (High), Piety (Little), Sanity (High), Selfishness (None)						
Advantages: Ambidexterity (2)						
Disadvantages: Hearing Impairment (2)						
Skills: Basic Tool Use (1), Carpentry (2), Metal-						

working (4), Construction (3), Basic Mechanic (1), Ship Mechanic (4), Electronics (3), Nuclear Technician (5), Basic Firearms (1), Shotgun (2)

Krasnowsky, Johan (Polish Shipyard

Worker): Johan is a pipe fitter for the shipyards in Gdansk.

Thoughtful and moody, Johan spends his free moments wondering what life is like in the decadent West. He talks about the West as if it were a terrible place, but what his words actually say paints a picture of a land of milk and honey. He always looks depressed and talks in sullen tones.

Given half a chance, he would do anything to flee to the "terrible West."

What do you know?: He was in the shipyards when the first work was done on the sub. They cut a huge square section out of her hull. It was at least 30' square and went right through the pressure hull. He was moved to other duties right after that, and so he didn't see what was going on but, hey, you just don't do that to a ship!

STR	INT	REF	WIL	CON	MOV	DEX
86	37	78	56	67	82	57

Sex	Male
Race	White
Nationality	Polish
Native Language	Polish
Age	39

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

Advantages: None

Disadvantages: None

Skills: Basic Tool Use (1), Metalworking (3), Construction (2), Basic Mechanic (1), Ship Mechanic (2)

Sakalin, Anatoli (Turbine Engineer) (Soviet

Navy): Anatoli is a quiet, mousy little man whose uniform always looks too big on him. He is constantly pushing his round glasses back up his nose. Even his voice reminds the listener of a mouse with its high, squeaking tones.

Anatoli used to be an assassin for the KGB until his nerves broke. Now he has disappeared into the anonymity of the Soviet Navy. All he wanted was some quiet duty at sea to calm his shattered nerves. As fate would have it, he was assigned to submarines . . .

Too tired to protest and frightened that his past would be revealed, he has gone along with the assignment.

What do you know?: There's a section of the ship which no one gets to visit except the KGB goons on board. A guard is stationed over the hatch near the mess room. He thinks that it has something to do with the refit, but no one on the crew was here when the changes were made.

STR	INT	REF	WIL	CON	MOV	DEX
45	61	84	22	24	64	72

Sex	Male
Race	White
Nationality	Soviet Union
Native Language	Russian
Age	47

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

Advantages: None

Disadvantages: None

Skills: Basic Tool Use (1), Metalworking (3), Construction (2), Basic Mechanic (2), Ship Mechanic (3), Basic Firearms (1), Pistol (4), Submachine Gun (3), Rifle (5), Shotgun (4), Basic Heavy Weapons (1), Recoilless Rifle (4), Rocket Launcher (3), Basic Melee (1), Oriental Martial Arts (3), Concealment (3), Demolitions (3), Shadowing (4), Tracking (2), Driving (Automobile-3)

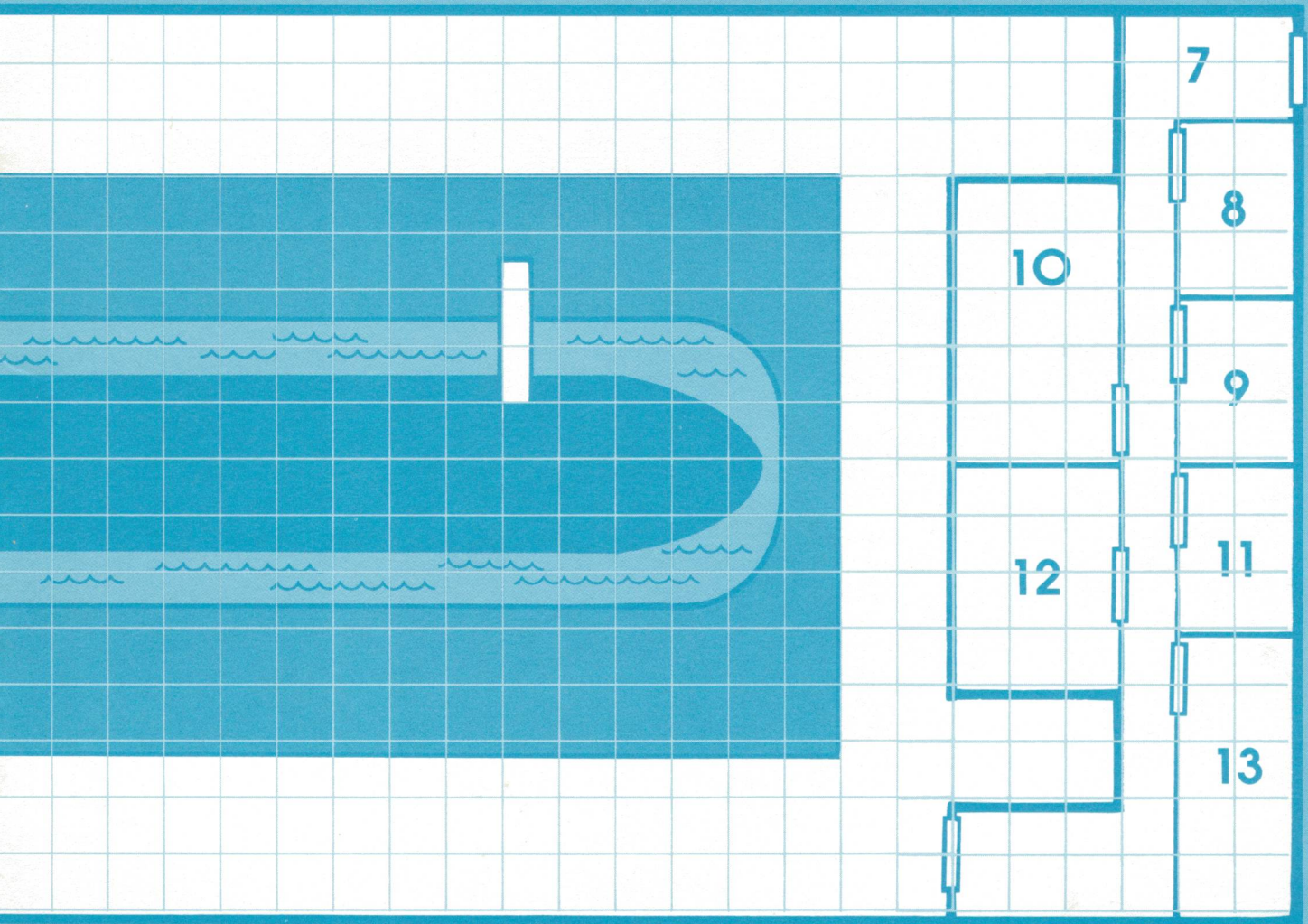
Topov, Sergei (Torpedo Man): A spindly man with the pinched face of a jester, Sergei is the life of the sub. He does imitations of various world leaders, and his current favorite occupation is working up a humorous monologue on the Soviet premier and the American president playing a winner-take-all soccer game.

All of this masks his inner fears about the state of the world and the nuclear nightmare he is forced to be a part of. He is a staunch supporter of détente and prays silently each night for the peace of all people. He wonders about both the Americans and the Soviets spoiling for a fight.

What do you know?: Sergei wonders about all the new crew members on board the sub. Normally, such a crew remains at least partly static with old crew remaining while a few are replaced with new people. But on this cruise, it seems that none of these people have ever worked together on a ship before. Either the navy screwed up or else there is more going on than he cares to think about.

STR	INT	REF	WIL	CON	MOV	DEX
39	47	41	62	33	40	44
Sex	Male					
Race	White					
Nationality	Soviet Union					
Native Language	Russian					
Age	26					
Psychology: Cruelty (None), Loyalty (High), Passion (High), Piety (High), Sanity (High), Selfishness (None)						
Advantages: None						
Disadvantages: None						
Skills: Basic Tool Use (1), Basic Mechanic (1), Basic Firearms (1), Pistol (1), Shotgun (1), Basic Heavy Weapons (1), Torpedoes (3), Basic Melee (1), First Aid (1)						

SHIPYARDS: DOCK #4



= 10 Feet

TOP SECRET/S.I.™



Official Game Adventure

The DOOMSDAY DROP

By Tracy Raye Hickman

The Orion Foundation knows the Web was up to something. The question was what.

The Foundation can't very well ask the Soviets, who have a submarine that isn't supposed to exist undergoing a refit that wasn't supposed to happen. And Orion can't get much out of a mysterious top KGB agent assigned to the case, seeing as he was propped up in the back of a Polish tavern, wearing that glassy-eyed expression that comes from taking one too many shots.

The only option is to send a group of agents to the Gdansk, Poland, shipyards. And if they can foil tight security at the dry dock and sneak aboard the Soviet submarine, and if they can learn the identity of the traitorous Web agent aboard and prevent him from implementing his nefarious scheme, then maybe, just maybe, they can figure out a way to bring a deadly Web secret to the surface from the murky gloom of a crippled attack sub on the ocean floor.

THE DOOMSDAY DROP is an adventure module for the Top Secret/S.I.™ roleplaying game system that can be played by itself, used along with OPERATION: STARFIRE as part of a larger campaign, or used as an adventuring research source with its detailed look at the inner-workings of a modern-day nuclear attack submarine.

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