

TOP SECRET/S.I.™



HIGH STAKES GAMBLE Monte Carlo Book - Book I

Grand Prix Route



TOP SECRET/S.I.™



Official Game Adventure

HIGH STAKES GAMBLE Monte Carlo Book – Book I

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Introduction

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SECRET/S.I.

Exciting. Grand. Wealthy. Beautiful.

Monaco has earned the reputation of being a playground for the rich, and a meeting place for exciting people. It is a place where great wealth can be won...or lost. Where businessmen who can spend millions of dollars without breathing heavy come to relax and, maybe, make a few deals. Where there are so many foreigners from so many countries that a few more won't be noticed.

That makes Monaco a perfect setting for spy adventures. Flashy cars, beautiful people and jet-setters are commonplace. A few spies scarcely receive any notice.

About this Supplement

This supplement is designed to give you the background and knowledge necessary to run adventures in Monaco and Monte Carlo. This booklet contains descriptions of places in the principality which are included along with local Web and Orion bases, hazards for chases and descriptions of major settings.

The second booklet describes the Monte Carlo Grand Prix. The second book contains official TOP SECRET/S.I.™ rules for vehicles and drivers. These advanced rules provide more detailed maneuvers, vehicle damage procedures, special rules for boats, airplanes, and other non-automotive vehicles - as well as a brief overview of Grand Prix racing, and the Monte Carlo race in particular.

The third booklet, Missions: Monte Carlo, gives you outlines for specific adventures you can run for characters using Monaco and other parts of the French Riviera as a setting.

Certainly you cannot run the number of adventures provided all in one location. The adventures can be used in almost any setting you choose from around the world. To flesh out the adventures you create, use the guidelines provided in Chapter 3, Font of Knowledge in the Administrators Guide.



Monte Carlo

This little principality of Monaco is the perfect playground for the rich and famous. It's as if it were deliberately built to attract the wealthy and noble. And for a very good reason...it was.

For most of its history, Monaco was a fiercely independent state on a hard to reach stretch of Mediterranean coast. The Grimaldi family has ruled since the 13th century. But Monaco did not flourish until the mid-19th century.

It was at that point that the Societe des Bains de Mer (S.B.M.) was created. The society built the Casino, the Hotel de Paris, the Opera House and the Sporting Club. They designed a playground for rich Russian and Central European clients. The S.B.M. still controls all the gambling in the principality.

Of the 27,000 inhabitants, only around 17% are actual citizens of Monaco, or Monegasques. The rest are French or Italian who have emigrated to work in the world's most famous playland.

Monaco, the principality, and Monte Carlo, the city, are inseparable to any visitor. Each is opulent, beautiful and a haven for weary travelers. It is one of the most picturesque places along the Riviera and the government makes sure the image is kept up. Every dawn, the streets are cleaned up and hosed down. The streets are lined with flowers. The architecture is Renaissance-chic.

Plus, the visitors add to the environment. Monaco is a very expensive place in which to stay. The visitors are people who arrive in limousines, private helicopters and custom yachts. By taking a walk up the stairs of the cliffs of Monte Carlo, one is rewarded with one of the most breathtaking vistas of the city, in pink and white pastels, flowing down the cliffs into the sea. The grand buildings and splendid yachts are dazzling in the sunlight.

The most famous sights and attractions in the city, the Casino de Monte Carlo and the Hotel de Paris, are covered separately. But there are many more sites that are of interest on "The Rock", as the rest of Monaco outside the city is known, to tourists and to spies as well.

Le Palais du Prince

Le Palais du Prince (The Prince's Palace) houses the royal family, but is open for tours from June through the middle of October.

Note: Certain realities may often get in the way of an exciting episode you may have in mind for the player characters. While the palace, in reality, is not open during the running of Le Grande Prix, you should not feel constricted to open it up if you wish. Storytellers and movie makers play with reality all the time in order to make an exciting tale. So long as you do not break the laws of physics, or bend credibility too greatly, do as you please.

Once through the ornate gates bearing the Grimaldi coat of arms, visitors are treated to the lovely 17th century Court of Honor, a quadrangle paved with 3 million pebbles of various colors. Summer concerts are still held here. There are two Carrara marble stairways that go to the south facade and the first of the many attractions in the palace.

The palace is a treasure trove of priceless antiques, mirrored galleries and paintings by such masters as Van Loo, Brueghel and Titian. Most visitors seem preoccupied with the opulent bedrooms and beds, including the one where the Duke of York died in 1767.

Galerie d'Hercule: Magnificent frescoes depicting mythological scenes by the 16th century artist Ferrari line the walls. (Frescoes are paintings done with watercolors on the wall's wet plaster so they become part of the wall itself.)

The Throne Room: The focal point of this immense room is the large Renaissance fireplace. Balls, festivals and grand ceremonies have been held here for almost four centuries.

The Tour Sainte-Marie: This tower and the clock tower of the palace were built by Albert I of pure white stones. Atop the Tour is the flagpole where the Prince's standard flies while he is in residence.

The Place du Palais: The Palace Plaza, at the southern entrance to the palace is lined with can-

nons dating from the time of Louis XIV. The plaza was constructed under orders from Prince Louis I in the 17th Century.

At 11:55 A.M. every day, the Prince's Compagnie des Carabiniers, the Prince's guards, change at the palace to the accompaniment of fife and drum. Not quite on the scale of Buckingham Palace, it is nevertheless a charming sight. The design for the guards' uniforms (black in winter, white in summer) has not changed in over 100 years.

The guards are responsible for the safety of the Prince, protecting him 24 hours a day and providing an escort for him when he travels. They, along with the Monagasque Red Cross, are responsible for the safety of people taking part in the principality's sporting events.

Rules Section

If a hand-to-hand combat is started in the palace, you will have to determine if there are any witnesses since any raise of alarm will bring the guards running.

Obviously, then, any attack made by the PCs or NPCs should be done from ambush and with Surprise (see page 64 of the Players Guide).

If any fire combat begins in the palace, the guards will not care if the PCs are on the side of the angels or not. They will shoot at whomever they see with firearms.

Unless you determine otherwise, the guards should be Generic Guard 30 types.

End Rules Section

Public Gardens

Anyplace that trims the leaves of the palm trees so they resemble ostrich feathers is a horticulturist's heaven. In addition to the palm trees and flower-lined streets, there are a number of beautiful public gardens for tourists to visit.

These gardens are the best or worst places for meetings depending on the reason.

Since they are in the open, the chances of an ambush are greatly diminished. However, a sniper would have a clear shot from a distance. They are not the places for close combat or gunplay since there are too many civilians around who could be hurt.

In a place like Monte Carlo or any other resort city or country, the absolute worst thing a PC can do is injure an innocent visitor. That cuts down on the tourism and gets the local authorities very angry. If PCs get caught after injuring a civilian or wrecking a national landmark or tourist attraction, you will have to decide whether Orion will stand by them, pick up the costs for damages or just leave the agents on their own.

The most famous public gardens include:

Jardin Exotique: Seeming almost to tumble down the steep rock face, the Jardin Exotique, Tropical Garden, hosts a wide variety of cacti and other succulents. All in all, there are 6,000 varieties of semi-desert plants here for people to admire if they can ever tear their eyes away from the spectacular view.

Rules Section

Any character who falls down the steep cliffside must make a REF check as per the Fall rules (page 8, Administrators Guide). Since the character is not dropping straight down and his progress is slowed, it is treated as if it were a series of 20' falls.

An attacker can cause an opponent to tumble down the steep slope by Throwing him.

If the Throw (page 79, Players Guide) is successful, it will cause the damage indicated in the rules, plus the victim must make a REF check. If successful, the victim manages not to slide down the slope. The attacker may then close in and start his attack again.

If he fails the roll, he will slide 20' down the slope and take 1d6 damage. (The damage is greater than normal Fall damage because of the cactus plants and rocky outcroppings.)

The victim must make another REF check. If successful, he has managed to stop his slide. If not he slides another 20' and takes a further 1d6 damage. This continues until the victim succeeds at a REF check or falls 80', at which time he is automatically stopped, and probably very broken up over the whole incident.

If an attacker announces he is going for a Stun (page 79, Players Guide), and is successful, there is a 20% chance the unconscious victim will tumble down the slope. There are no REF checks for an unconscious victim, just assume they have fallen the 80' and roll the amount of damage and location.

End Rules Section

Just off the Jardin Exotique are a series of limestone chambers known as the Grottes de l'Observatoire, Observatory Grotto, with gorgeous stalactites and stalagmites colorfully illuminated by lights throughout the chambers.

Rules Section

The chambers offer a perfect setting for a deadly game of hide and seek between PCs and their enemies. The limestone formations offer hard cover.

The series of chambers makes for confusing echoes. If the PCs or NPCs are trying to detect the location of someone using the Stealth rules (page 46, Players Guide), they will hear the sound as per the rules. But their success roll must be made at a 1/4 INT in order for them to pinpoint the correct direction from which the sound came.

If you wish, you may make the roll yourself deciding which direction to tell the player depending on how good or bad the roll was.

To black out the tunnels the main power must be interrupted. The controls are in the gardener's cottage outside the caves. Of course, one could run through the chambers unscrewing or shooting the bulbs. But there are over a hundred lights, so the task would be very tedious and the shooting would alert the enemy. Not recommended.

End Rules Section

The Fonteville Park and the Princess Grace Rose Garden: This garden, across the water from the royal palace, covers almost 40,000 square meters and contains green plants and shrubs from around the world. At its center is a large freshwater pond that attracts ducks and swans.

On a slope in the park is a quiet spot permeated with the scent from 3,500 rose trees. Over 150 varieties of roses are grown in the Princess Grace Rose Garden, making it one of the most fragrant and lovely to stroll through—a perfect place for a PC to bring a person to seduce.

The Zoological Gardens: Closer to the palace and well sheltered from the sea breezes, this garden is filled with tropical and African plants along with a variety of monkeys, small wild beasts, reptiles and multicolored birds.

The density of the tropical plants makes this a place to be avoided. That is, unless a PC is being chased and is looking to get lost. It allows for many places of ambush.

Rules Section

The Tracking Skill (page 47, Players Book) will be helpful when chasing someone through this garden spot. Even at close range, this skill is used, not the Shadowing Skill since the special circumstances require special skills.

If a PC is hiding in the brush, make a percentile roll. If the result is 20 or less, then one of the animals has come to investigate this new intruder. Your choice of species.

The animals have a 85% Stealth skill level; after all, they are rather practiced at it. All the rules of Stealth and Surprise apply here.

If the PC is totally surprised, make a REF roll. If successful, the PC knows he is in no danger from the animal. If it fails, the PC has mistaken the animal for an enemy, moved too much and rustled the bushes, causing the animal to dart away and birds to squawk thereby giving away his position. Bad show.

End Rules Section

Museums

Monaco has several museums dedicated to different subjects.

Prehistoric Anthropology Museum: The prehistoric past of the Riviera is displayed for all to see. Eons ago, reindeer, mammoths, cave bears, elephants and hippopotami roamed the area that is now the coast of the Mediterranean. There are also excellent exhibits dealing with Cro-Magnon man. Of more recent origin, there are Punic and Roman coins, jewelry and artifacts.

Musee Oceanographique: The Oceanographic Museum was founded in 1910 by Prince Albert I. The current director is Jacques-Yves Cousteau. The aquarium containing sea lions, turtles, groupers and thousands of small incandescent fish is located in the basement. The ground floor contains exhibits of modern oceanographic equipment. On the left as you enter is the Oceanic Zoology Hall where skeletons of large marine mammals (whale, narwhal, sea-cow, etc.) are on display. The top floor holds Prince Albert's whale boat along with models of his yacht and the lab he had installed on his last boat. There are also over 10,000 varieties of shells, pearls, tortoiseshell and coral, as well as a life-size replica of a 43-foot long squid. Of course, a terrace off this floor gives another great view of the sea.

The Wax Museum of the Princes of Monaco: Life-size statues depict historical episodes dating back to Monaco in the 13th century. Many of the figures are wearing authentic clothes from the periods depicted.

Rules Section

One tactic for a chased PC to take would be to duck into the museum and take the place of one of the statues.

It would take a PC at least five minutes to work the jacket or dress off one of the figures. However, they would ruin the wax statue in the process. The PC could then try to take the statue's place. To

maintain the pose a PC must succeed at a WIL roll.

If the PC must maintain the pose for a long time a roll should be made for every ten minutes the pose is held. The first roll is made against normal WIL. The Second at 1/2 WIL. The rest at 1/4 WIL.

A failure means the PC has moved. Anyone watching him should get an INT check to notice.

End Rules Section

The Museum of Napoleonic Souvenirs: This museum is in the south wing of the palace on the ground floor. It houses over a thousand items and documents relating to the reign of Napoleon.

The upper floor contains objects relating to the history of the principality including the Charter of Independence, coins and stamps of Monaco and the various uniforms of the palace's guards.

Calendar of Events

While primarily known for the Casino and the Grand Prix, Monaco has events year round that attract tourists which can be used as the backdrop for adventures.

Sporting tournaments such as golf and tennis, are played year-round, special tournaments are noted below. Special tournaments are usually accompanied by balls and parties hosted by the government in addition to the competitors making their own parties at the various nightspots.

January

International Arts Festival of Monte Carlo: Concerts, opera, theater and exhibitions. (Continues until end of May.)

Hotel de Paris celebrates Russian Christmas: a tradition started to attract Russian nobility. It now attracts people from all countries.

Monte Carlo Rally: Since its beginning in 1911, this winter road trial has attracted the top international drivers.

February

International Television Festival: Producers and television executives from around the world gather to compete for various awards. The highest honor are the "Golden Nymphs" given to programs that have excelled beyond all others.

Gastronomical Week: Hosted by the Cafe de Paris, this is a gathering of chefs and gourmets to sample new dishes and variations on classics.

Sotheby Auctions: The prestigious London firm holds its auctions of classic art and antiques.

March

The Rose Ball: This white tie affair is held at the Sporting Club.

April

Monte Carlo Tennis Open: Held at the Monte Carlo Country Club, this tournament attracts international players and celebrities.

Monte Carlo Beach: The beach hotel with its superb swimming pool opens for the season.

May

International Contest of Flower Arrangement: Floral bouquets and arrangements from around the world compete in this exhibition.

International Dog Show: Held on the Casino terraces.

Monaco Grand Prix: See second book of this supplement for more details.

June

Monte Carlo Open Golf Tournament: The Monte Carlo Golf Club plays host to top international players. It's amazing that the players can concentrate on the game since wherever they are they have an excellent view of the Mediterranean.

Monte Carlo Vintage Car Rally: Proud owners compete in their classic autos.

Sotheby Auctions.

Opening Gala for the summer season: Held at the Monte Carlo Sporting Club.

July

Salle des Etoiles: International stars entertain at nightly dinner-dance and floor show at the Sporting Club. Continues through to the end of August.

World Championship Backgammon Tournament: Not exactly strenuous, but it will attract the people who play the game which includes the elite and the enemy.

International Fireworks Festival: Continues through the end of August.

Symphony concerts: The Monte Carlo Philharmonic performs in the palace courtyard. Continues through to the end of August.

Jewelry Exhibition: The greatest jewelers in the world display their talents and works at the Hotel de Paris and the Hermitage Hotel. Continues through the end of August.

August

Monegasque Red Cross Gala: The highlight of this ball and celebration is the presence of the Royal Family.

September

Music Festival of the Monte Carlo Philharmonic Orchestra.

October

Sotheby's Auction.

Monte Carlo Autumn Music Festival: Continues through the end of November.

November

National Day of Monaco.

Ballet: Special performances at the Salle Garnier.

European Junior Football Tournament: Held at Louis II Stadium.

December

Sotheby's Auctions.

International Circus Festival: Entertainment troupes from around the world gather to give what may arguably be the Greatest Show on Earth.

International Arts Festival begins.

Various Christmas and New Year's celebrations at the hotels and restaurants throughout the principality.





Casino de Monte Carlo

In the middle of this fairy-tale resort is the main attraction. A palace of percentages. A monument to the Gods of Chance. The Casino de Monte Carlo.

The Casino is responsible for only 2 to 4% of Monaco's total income, surprising when you consider that since it opened in 1863 it has hosted the world's wealthiest individuals including royalty, celebrities and heads of state.

The Casino and the adjoining Hotel de Paris are both owned and run by the Societe des Bains de Mer (the Society of Sea Bathers, a mundane name for people who run such an exciting establishment). The SBM also owns the Hotel Hermitage, Monte Carlo Beach Hotel and Hotel Mirabeau.

The SBM also runs several sports and health facilities including the Monte Carlo Sporting Club, Monte Carlo Beach Club, Monte Carlo Country Club and the California Terrace. They also control the Opera House and the nightclub's Cabaret.

Jimmy'z and Parady'z.

In 1863, Francois Blanc, president of the SBM and a financial wizard, took over the troubled casino. He replanned the entire city to make it the fabulous resort it is today. Nowadays, the SBM is privately owned, but is regulated by Monaco's government.

The Casino

Over 600,000 visitors pass through the front doors of the Casino every year. Of that number, 200,000 are there only to place a token bet or to take in the grand architecture. The Casino and Hotel de Paris are built in a unique style called "Belle Epoque", literally "beautiful era", a reminder of the grand history of Monaco.

The first sight is the two story Atrium, with its second floor gallery supported by 28 Ionic pillars.

Brass vases with candelabras decorate the balustrade and illuminate two murals of idyllic natives picking olives and netting fish.

Tourists may then roam the lounge, American Room, the Salle Blanche and the rooms lined with slot machines (a result of the American influence on the Casino).

Beyond that are the private rooms, *salons privee*, where gamblers can play without the distraction of having gawkers watching the proceedings. Use of these private rooms must be arranged with the SBM at least one day in advance.

The American Room

Until 1979, this room was the Salon de l'Europe. Gamblers were required to meet a strict dress code and pay an entry fee to enjoy the finest of European-style hospitality.

Then, in what was called a "quiet revolution", the room was redecorated, the dress code waived and entry fee dropped. Thus was born the American Room.

There are no restrictions for entering the room. There are no visible guards or doormen and there is no need to show your passport at the door to gain entrance.

The games here are played according to American conventions and everything was done to retain the classic ambiance while capturing the spirit of Las Vegas play. Managers and staff are sent to Las Vegas for first-hand experience and training. They also learn to speak perfect English.

The American Room is done in rococo style reminiscent of European palaces, adorned with mirrors, bas relief sculptures and gold filigree. There are eight Bohemian crystal chandeliers weighing in at 300 pounds each. These are superfluous during the day because the entire ceiling is a translucent skylight that filters light softly into the room.

The decor and light are the only soft things in this

room. The relaxed dress code, casual ambiance and faster-paced American rules combine to make a continuous din of rattling dice, clatter of slot machines and very vocal winners and losers. While some regard this as just half a step above a riot, it does make for an electric atmosphere.

Eating, drinking and smoking are not allowed in the American Room. Gamblers in need of a break may adjourn to the Salon Rose, where they may enjoy sandwiches and drinks along with a smoke.

While the atmosphere is relaxed American, the service is very formal European. Regulars to the American Room can expect to have their names, favorite drinks and style of play remembered by the managers, servers and croupiers. In fact, the managers of the room will go out of their way to help the more serious gamblers by making hotel and restaurant reservations.

In addition to the three roulette tables, there are eight blackjack tables, two craps tables and a bacarrat table. These tables are all centered in the room with slot machines lining the walls.

The European Rooms

There are three public European gambling rooms.

The Salle Blanche is just off the American Room and is used to handle the overflow if necessary. Otherwise, the room offers a drastic change from the American Room.

First of all, the games are played according to European rules.

Rules Section

The difference between American and European roulette is the double zero. The European tables have only the zero while the American tables have that plus a double zero. If the zero or double zero or come up on the wheel, the house (casino) wins. The second zero on the American wheel gives the house a slight edge.

The difference between the chances of winning at either table is slim. You can use the roulette rules in the Administrators Guide (page 11) for either version of the game without worry, except for those few players who will nit-pick.

End Rules Section

Second is the reserved, quiet atmosphere. For Europeans, gambling is a serious affair to be done in a serious manner. There are no shouts of "Hurrah" upon winning and losing is usually handled with exceeding good grace.

To get into the Salon Blanche (when it is not being used for overflow), a gambler must get past the doorman by showing a valid passport. Obviously, they want to know which country to send you back to if you cause a ruckus. Also, the dress code is stricter with jackets and ties the rule and skirts required for women.

The Salle Blanche is also known as the Room of Graces because of the large mural on the eastern wall of the Florentine Graces.

Beyond the Salle Blanche is a relatively small chamber where chips may be bought. On the other side of the chamber are the Salles Touzet. They are actually three rooms connected by archways.

Here is the inner sanctum of the Casino, insulated from any of the commotion in the American Room. Awash in the glittering light through the stained glass windows, seemingly sedate gamblers give off an almost audible hum of electricity as they play.

Off the Touzet rooms is the Salon Touzet. As in the American Room, food and drink are prohibited along with tobacco. Gamblers retire to the salon for a short break and sustenance before returning to the rigors of the tables.

A more intimate atmosphere can be found in the Salon Prive. It is also called the Salle Medecin in honor of the man who created the decor in 1909. Beyond the Salon Prive is Le Bar et Le Restaurant des Prives. More than sandwiches and drinks are available here. Fine dining, dancing and entertainment are enjoyed by the patrons.

Those desiring the ultimate in privacy may

arrange to use the Salon Super-Prive. This mahogany and leather room contains a single bacarrat table.

Hotel de Paris

The perfect companion to the Casino is the Hotel de Paris. When the S.B.M took over the Casino, they decided they needed an equally inviting and luxurious place where gamblers could stay. They knew that when a gambler is treated well and is comfortable, he will bet more at the tables. Thus was the Hotel de Paris opened in 1864.

In fact, the Casino and hotel are connected through the hotel lobby. Guests at the hotel on their way to the Casino must pass a bronze statue of Louis XIV on horseback which is the main feature of the lobby. Tradition holds that to rub the foreleg of the horse means good luck at the gaming tables. The result is the shiniest foreleg in the entire Riviera.

The hotel has 270 rooms and 30 suites along with two restaurants, a bar and private meeting rooms. For the health-minded, a short walk through an underground tunnel leads to a 25-meter swimming pool (heated, of course), and Les Terrasses Baden-Baden, an exclusive European spa.

Just as famous and popular as the suites and restaurants is La Galerie with its clutch of exclusive shops including a coiffure shop, travel agency, tobacco shop, newsstand, several expensive boutiques (Dior, Repossi, and Harry Winston to name a few) and a perfume shop.

Each room of the hotel is a delight to stay in, but there are greater and lesser degrees of luxury. The single rooms with baths provide comfort and all the niceties of the hotel's exemplary service. All rooms provide color televisions, embossed stationery and fluffy oversized towels. Guests may relax with a bathful of Lancome bubbles while washing with a specially-milled Lancome soap.

Any special services can be provided by the hotel's staff of 400. The concierge will arrange for theater

tickets, secretarial services, translators, medical assistance, car rentals or massage.

Shoes left in the hallway overnight are shiny and sparkling the next morning. Valuables can be stored in the hotel's safe. All mail and messages are hand-delivered to guests' rooms. Even babysitters can be arranged. (It is a stretch of the imagination why a spy would need a babysitter, but one never knows.)

Room service is available 24 hours a day. Gamblers do not necessarily rise at dawn and go to sleep at dusk; it is often quite the opposite. Dishes can range from toast and tea to caviar, smoked salmon and an entire cold buffet.

The special suites are on the seaward side of the hotel. The Facade Mer is built in a semi-circle, guaranteeing that each suite enjoys a view of the Mediterranean.

At the top of the luxury ladder is the Winston Churchill Suite.

The Winston Churchill Suite

In addition to the flow of regular guests which included King Leopold III, Sarah Bernhardt, and Ravel among the royalty, celebrities and overall wealthy, one frequent visitor to the hotel was so taken with Monaco and so well regarded by the hotel and the S.B.M., that they named their best suite after him: Sir Winston Churchill.

This special suite on the top floor was the only one in which Churchill stayed. He would often gaze out over the Mediterranean from the eight-story vantage point and take in the view while contemplating the problems of the world.

The suite's ceilings are raised which, combined with the large windows and balcony, give the rooms an open feeling. The airiness is accentuated by the use of light, but subdued, pastel colors including pink, green and yellow in the decor.

The master bedroom is done in yellow and green. The two light-oak tables are decorated with inlaid

porcelain tiles in a pattern that exactly matches the one on the bedspread, and comes close to matching the carpeting. It's adjoining bathroom, with two sinks and large tub, continues the color scheme.

The second bedroom combines rose and green, with a bathroom in pink and white.

The various colors come together in the living/dining room with its well-stocked mirrored bar. Overstuffed couches and chairs call out to be sat upon and then relaxingly hug the occupant.

Sit back with a snifter of brandy and take a quick sniff of the air. You can almost catch the scent of Churchill's cigar wafting through the room.

The Restaurants

There are three restaurants in the hotel.

At the top of the hotel, overlooking the Riviera, is Le Grille. Patrons can take in the beauty of the Mediterranean, the spires of the Opera building, the classic dome of the Casino, the geometric roof of the Loews Monte Carlo Hotel or just marvel at the growing skyline of Monte Carlo.

In the background of the view, the mountains serve to remind diners how close they are to the country, while the pattern of boats and yachts in the basin beckon with the lure of the sea. On clear, mild nights, the roof of Le Grille retracts to allow for dining under the stars.

More than a feast for the eyes, the aroma in the restaurant can make one quite light-headed. The smell of freshly-caught fish grilling on a wood fire or broiling lamb with just a hint of rosemary.

Chef Escoffier, whose name has become synonymous with great cooking, perfected his culinary art at La Salle Empire. Part of this dining room is the terrace overlooking the Place du Casino.

The most recent addition is the Restaurant Louis XV. Here provincial Italian dishes are served in an intimate, romantic atmosphere.

Of course, no dinner is complete without a wine.

All the restaurants offer selections from the hotel's underground wine cellar which holds over 200,000 bottles. Here individual rooms carved out of rock maintain the different temperatures required of a variety of wines.

Other Hotels

While not as grand as the Hotel de Paris, there are other luxury accommodations in Monte Carlo.

Hotel Hermitage: If the de Paris is the queen, this is the princess. Bought by the S.B.M. in 1928 and completely refurbished, the main difference in service, luxury and grandeur is only the proximity to the Casino.

Monte Carlo Beach Hotel: Even though this hotel is technically across the border of Monaco, it is owned by the S.B.M. and lives up to their reputation for luxury and service. The people who insist on staying in this 50-room hotel are looking for a quiet, more intimate atmosphere that is not too far from the action. Of course the "action" is never far away. The hotel's club Maramota is a meeting place for young partiers while the three restaurants, La Vigie, La Potiniere and Le Rivage, are regularly patronized by people other than the guests. They also prefer the Olympic-sized pool that is filled with heated, filtered sea-water, and the private beach.

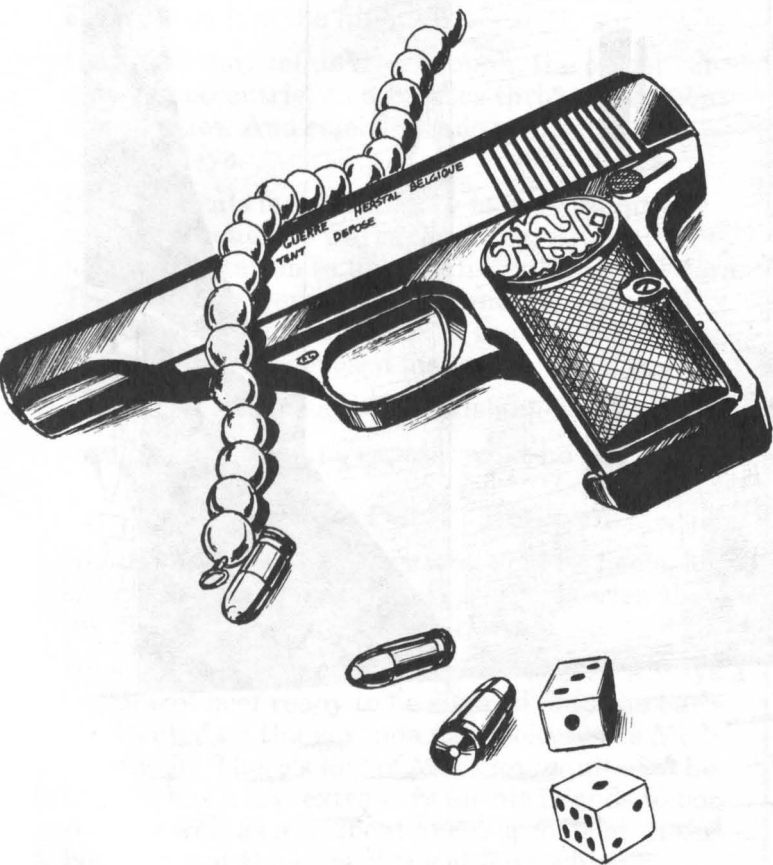
Hotel Mirabeau: The newest of the hotels is definitely American in flavor. Guests may use the nearby Lavarotto Beach and dine in the hotel's excellent La Coupole restaurant which is known for its rich and delightful desserts.

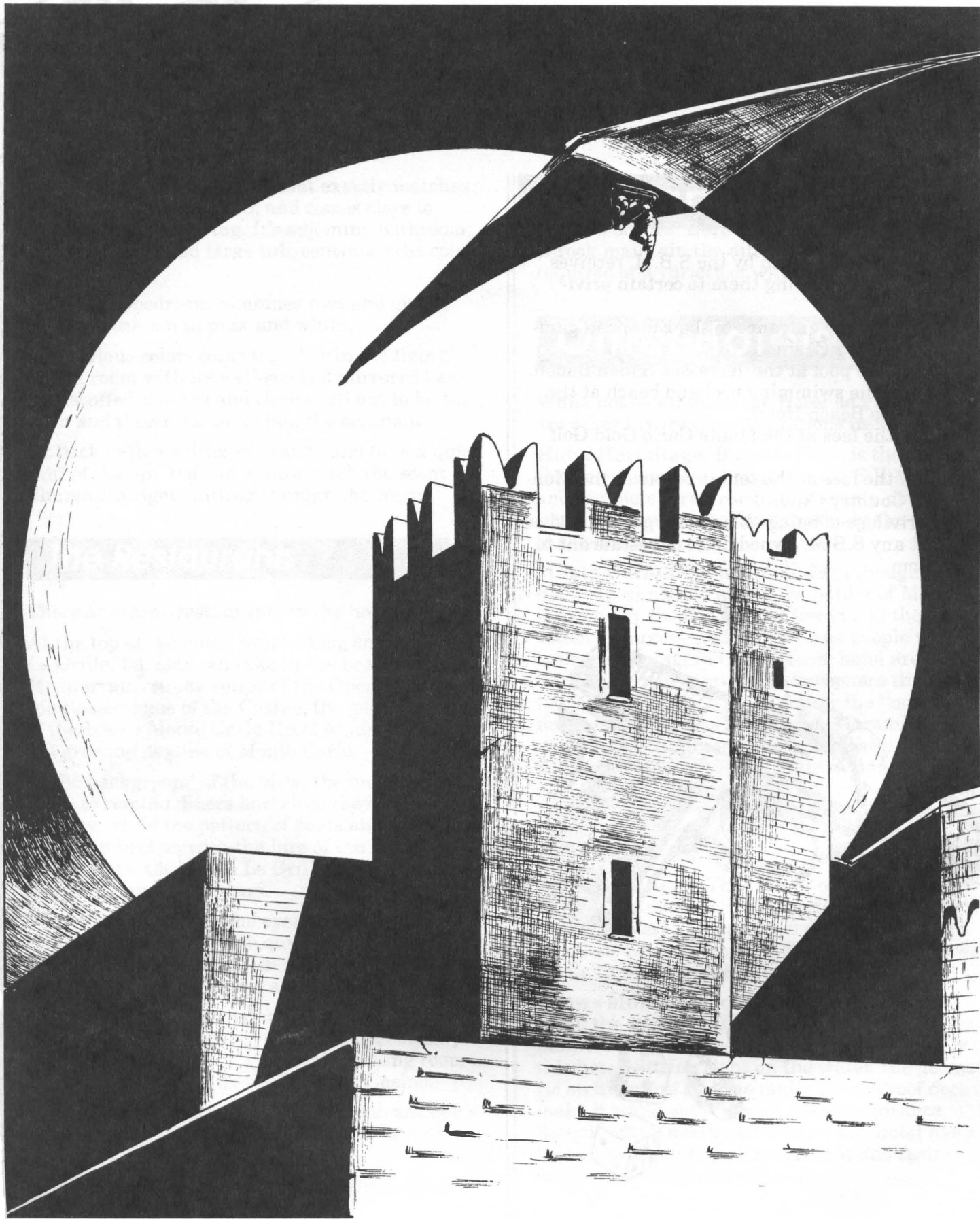
Loews Monte Carlo: From almost anywhere along the inland cliffs or the top floors throughout Monte Carlo, the most recognizable building is this hotel. Sitting right on the water, the geometric architecture and the multi-colored roof deck make it stand out amongst the Renaissance designs of the nearby buildings. The hotel has a heated swimming pool, restaurant and casino...all on the roof overlooking the sea.

The Gold Card

A guest at any hotel run by the S.B.M. receives The Gold Card entitling them to certain privileges:

- * Complimentary entrance to the European gaming rooms in the Casino.
- * Entry to the pool at the Terrasses Baden-Baden.
- * Access to the swimming pool and beach at the Monte Carlo Beach Hotel.
- * Half-off the fees at the Monte Carlo Gold Golf Club.
- * Half-off the fees at the tennis courts at the Monte Carlo Country Club.
- * The privilege of being able to charge any food or drink at any S.B.M. owned hotel or restaurant to your room.





Orion Headquarters

Just outside of Monaco, on the road south toward Nice, is a splendid villa built on a cliff directly over the Mediterranean. Many visitors who drive past the villa and stop in the nearest restaurant or tavern can barely contain their enthusiasm.

“Who lives in that villa?” they ask, plying the concierge or innkeeper with a handful of francs. “Movie star? Royalty? Playboy jet-setter?”

The locals just smile enigmatically and say it is a mysterious billionaire that few people know about. But there are great and raucous parties at the villa and celebrities are often seen going through the gates. Just about every weekend the villa is alight with parties.

They do not mention that the villa’s owner started his fortune slaughtering animals in an American city called Chicago, built it into a meat-packing empire and then sold it to retire to the south of France and live the high life.

Oh, what they tell is true enough, the owner certainly is eccentric. And he does throw continuous wild parties. And celebrities do visit often and stay for days.

But the locals feel his history is not romantic or exciting enough to warrant telling. After all, they have a reputation to uphold, living on the Riviera. They wish he were a more glamorous personality like a newspaper publisher or best-selling author or movie star or deposed monarch.

Ironically, no one says they wish he were a spy.

Ironic, because that’s exactly what he is.

Algernon “Dusty” McLaren

Big ten-gallon hat, boots with two inch heels, loud shirts, bushy moustache and a lot of stories about life on the prairie describe McLaren.

He is the epitome of congeniality. There’s always a big side of beef ready to be slapped onto the barbecue located on the veranda overlooking the Mediterranean. There’s lots of Mexican tequila in the bar. He has a few extra cars for his friends to borrow. As well as a sailboat and a speedboat in the boathouse at the base of the cliff on which he lives.

McLaren’s family hails from Boston, which makes his southern accent and “down-home personality” something of a mystery. Not many people know about his real roots, he loves playing the part of the eccentric Texan. Especially since it brings him in contact with so many lovely ladies.

Until it comes down to business. Once away from the smoke screen of the villa party, the drawl is gone and he is very clipped and business-like.

STR	INT	REF	WIL	CON	MOV	DEX
41	55	35	33	30	38	45
45						

Sex: Male
Race: White
Nationality: American
Native Language: English
Age: 43

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

Advantages: Acting Ability, Animal Friendship, Observation, Peripheral Vision, Photographic Memory, Wealth

Disadvantages: Lechery

Skills: Pistol (1), Basic Melee (1 - DEX), Concealment (3), Cryptography (3), Forgery (2), First Aid (2), Fishing (1), Navigation (2), Radio Operator (2)

The Headquarters

It may seem more than a little odd for a secret organization to have such an ostentatious local headquarters run by such a visible personality.

The same idea occurred to The Orion Foundation when McLaren came to them with the idea.

McLaren and his brother were both in military intelligence in Vietnam during the mid-60s. They worked undercover investigating the black market and drug smuggling. When they got home they went different ways. McLaren went to Chicago and started working to build his business empire. His brother went to work for Orion.

When his brother was killed in the line of duty, McLaren, who had known of his brother's life, infiltrated Orion main headquarters and offered his services. He would sell his empire and live the cover of a care-free, Texas-born playboy who retired to the Riviera.

At first, the Foundation was skeptical. Such an outrageous, obvious cover...it might work. And McLaren was willing to do most of the financing himself, in memory of his brother.

Within a year, McLaren had purchased the villa and discreetly brought in workers and technicians to renovate the villa. Among these laborers were Orion technicians who did some very special redecorating.

To the unsuspecting party guest, the villa is a bizarre mish-mash of styles. But no one can say they weren't warned. Over the villa, each on its separate pole, fly the flags of Monaco, the United States, and Texas.

The living room, bar and lounge are all done in a Moorish style with fine paintings and objets d'art decorating the rooms.

McLaren's den, library and bedroom, though, are pure Texarcana rife with steer horns, rifles, Indian pottery and Mexican artifacts. These rooms are the heart of the villa for McLaren. The rest is so his guests can have a good time. The entire villa is wired with circuit alarms (see Administrators Guide, page 15 for more details).

A 50' by 50' patio complete with barbecue and retractable canopy looks out over the Mediterranean. Around the side of the villa is a helipad. McLaren owns his own helicopter and keeps a pilot (an Orion operative) on retainer. The helicopter can easily reach Nice airport to pick up visitors and can fly them to the villa or to Monte Carlo.

Via enclosed stairs down the side of the cliff, one approaches the large boat house. McLaren maintains a complete workroom down here since he "likes to tinker and can work on the boats." His 50-foot custom Staedel sailboat, The Lone Prairie, can stay out for weeks at a time and sleeps seven very comfortably, ten if they're real close friends.

(Use the stats for Yacht as listed on page 14 of the Equipment Inventory book.)

McLaren uses his 33-foot custom cigarette, Mustang Gal, for water-skiing and quick trips to Monte Carlo, where he has a slip permanently reserved.

For all intents and purposes, the villa appears to be an eccentric playground built to please an adolescent streak in an equally eccentric man.

Behind the Scenes

Nothing is as it appears in the world of espionage.

While there is no labyrinth of metal corridors leading between cavernous rooms filled with electronic equipment, beneath the gaudy exterior is a tidy, well-stocked, efficient branch office of The Orion Foundation.

Halfway up the steps leading to the boathouse is a small changing room where people can sluice off the sea salt and change from their bathing attire before returning to the villa. If you go into the shower stall, push the taps in and turn them simultaneously in opposite directions, the false back of the stall slides away.

Beyond the door are McLaren's Intelligence, Communications and Equipment rooms. McLaren always points out the value of checking through the peephole before exiting these rooms.

Once, he nearly slid back the door when one of his guests was showering. Not good for security.

Behind Closed Doors

McLaren is very proud of his little branch office. As stated above, there are no gleaming metal walls, all the rooms are hewn out of the rock cliff. The type and amount of equipment is limited, but everything is the latest in technology.

Firearms

Any Close-Combat Weapon or Pistol the characters could want that are listed in the Equipment Inventory book are here. McLaren will also be able to provide almost unlimited amounts of ammunition.

Of course, you must use your own discretion here and throughout your campaign. If you feel the PCs are relying too much on NPCs for information, equipment or direction, then you should cut back on the amount of help your NPCs can render. This will make players more independent and force them to take responsibility for their characters' actions.

In general, though, McLaren keeps on hand three weapons from each list of Rifles, Submachine Guns, Shotguns and Assault Rifles in the Equipment Inventory. The exact weapons he has on hand is up to you.

McLaren also has one (1) 40mm grenade launcher on hand, but no other Military Weapons. Of course, he can arrange for just about any weapon for which the PCs ask, but it will take a minimum of 24 hours for the item to be delivered (longer if you so decide).

McLaren has a dislike for keeping explosives around. There is some plastic explosive (about 10g) and 32 sticks of dynamite, all in an airtight safe to which only McLaren knows the combination. (Rules for explosives can be found on pages 79-80 in the Players Guide.)

In the category of Other Ranged Weapons, McLaren can provide a Crossbow and a Composite Bow. He also has a supply of Mace Canisters and gas and smoke Hand Grenades.

Communications Devices and Tools of the Trade

McLaren can provide just about any Communications Device listed in the Equipment Inventory. He also has a powerful radio transmitter/receiver that can reach any location on the globe. The antenna for this radio is the flagpole flying the Texas state flag, of course.

Unless you decide otherwise, McLaren can always provide at least one each of every item on the Tools of the Trade list in the Equipment Inventory.

Vehicles

McLaren owns a Ferrari (use Sports Car statistics), a Jeep Cherokee (use 4 WD truck statistics) and a Kawasaki off-road bike (use Dirt bike statistics). All of these vehicles will be at the disposal of the PCs. McLaren's yacht and cigarette speedboat, described above, can also be used by the PCs.

On ten minute's notice, the PCs can get access to McLaren's Bell helicopter (use large helicopter statistics). The pilot is a Generic 30 agent.

Web Headquarters

People staring enviously out from the cliffs call it the "floating castle." A glistening, pure-white, 225-foot luxury cruiser with helipad and swimming pool. The ship sits so easily at anchor in the harbor of Monte Carlo that one cannot imagine it anywhere else. But it travels the Mediterranean and the east coast of Africa, its owner enjoying the many ports of pleasure of two continents.

So white, so lavish, so sinister.

The Hunter

Welcome aboard The Hunter, a sea-going mansion whose owner is Karl Bremmer.

The Bremmers are not as well known as the Krupps, but they are in the same business: manufacturing pistols, rifles, automatic weapons and other ordnance. While the Krupps were the principal arms makers for the Nazis, the Bremmers did not do too badly. And by staying out of the limelight, they avoided any harassment or legal persecution after the war.

The company has been family owned for centuries. A Bremmer sword or saber was the mark of an excellent soldier or nobleman. Their blades hang in the finest museums and private collections around the world. Bremmer muskets were used by Louis' Musketeers in France. For a time, the company's main source of income were their dueling pistols, it was considered a honor to be killed with one of their weapons.

Even with the advent of automation and mass production, Bremmer weapons never lost their quality. To be sure, the pistols and rifles they make for mass distribution are not of the same caliber as their private orders, but they are highly prized by hunters and international competition shooters.

Hunting, in fact, is a family tradition with the Bremmers. The walls of the ancestral home in the Black Forest are lined with the heads of the animals they have bagged.

The current head of the family, Karl is no excep-

tion. In his mid-thirties, he has achieved world renown as a big-game hunter, though in recent years he has turned to bagging the animals with dart and drugs, keeping them still just long enough to have his picture taken. Then he keeps watch on the helpless animal until it recovers and returns to the wild.

His decision to stop killing animals has won him a measure of international favor with environmentalists and celebrities who champion the cause of endangered species. They hold him up as a prime example of how a man can grow from a "killing beast" to a "humanitarian" without giving up his favorite pastime.

No, Karl Bremmer does not kill animals anymore ...just people.

Karl Bremmer

STR	INT	REF	WIL	CON	MOV	DEX
50	58	75	70	45	63	67

Sex: Male
Race: White
Nationality: German
Native Language: German
Age: 37

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

Advantages: Acute Hearing, Acute Smell, Acute Taste, Acute Touch, Acute Vision, Attractive Appearance, Sensuality, Sixth Sense, Wealth

Disadvantages: Ego Signature

Skills: Blowgun (3), Knife Throwing (3), Spear Throwing (1), Bow and Arrow (2), Pistol (4), Rifle (4), Shotgun (2), Knife (3), Oriental Martial Arts (3), Survival-Jungle (4), Tracking (4)

Languages: German (8), English (4), French (4)

It is rumored that Bremmer's father gave him a Mannlicher-Shoenauer 9mm machine pistol instead of a rattle, that he cut his teeth on the barrel of a Ruger and, while other young men were discovering soccer, he was discovering the joys of plinking cans thrown by his father.

When Bremmer graduated from the University of Heidelberg, people expected him to enter the family business. He did...sort of.

He accepted a nominal position as an executive in the Research and Development department. His idea of helping the company, though, was to "field test" the new designs. He took valuable prototypes on safari to see how they would work under "real conditions."

When his parents were killed in an accident on the Autobahn, people expected him to continue just dabbling in the family's business as a resource of new firearms.

He surprised everyone again.

Bremmer returned and took over the company. He threw himself into the workings of the company. Some say he was just protecting his inheritance, lest he be forced out. Others say it was the shock of his parent's death that brought him around.

When asked, Bremmer has a slightly different explanation: "Father was an excellent businessman. I had no reason to take a very active interest. Now that he is gone, I must make sure the inept and incompetent don't ruin the company's reputation."

During this time, Bremmer was approached by a Monsieur Frontiere who wanted to order a large consignment of automatic and semi-automatic weapons. He was very vague about the weapons' final destination.

Bremmer was cordial during the meeting, but immediately had his security chief put a tail on Frontiere.

The next time Frontiere came to negotiate, Bremmer was all smiles and told him he would be glad to furnish all the weapons Frontiere needed, at three times their price.

When Frontiere protested, Bremmer played his trump card. Investigations had revealed that Frontiere was actually buying weapons for a terrorist group and that they would be dispersed around the world. Bremmer didn't care who got his weapons, he just recognized a chance to make a lot of money. If Frontiere would not buy the

weapons from him, he would expose Frontiere's affiliations and quash any deal he might try to make.

Frontiere said he had to report this "new development" to his superiors and he would be in touch. Bremmer might not have been so cavalier about letting him go if he knew that Frontiere was actually working for Web.

Instead of his superiors eliminating Bremmer, as Frontiere expected, they approached Bremmer with a special deal. Bremmer would manufacture special armaments for Web, at a reasonable price, and Web would bolster his business by eliminating certain competitors.

Bremmer had a counter offer. He would provide mundane and special weapons. In exchange, he would be set up in a richer lifestyle and become head of all Web operations in the Mediterranean.

This bravado impressed Web and they agreed. Of course, they were ready to kill Bremmer if he ever proved unreliable or mercenary, but their partnership has been a profitable one.

To protect his public image, Bremmer gave up big-game hunting and took to the photography method. He also purchased The Hunter from an Arab who was being squeezed by the drop in oil prices.

But Bremmer never really gave up hunting. He just changed the nature of his quarry. He now hunts men.

Bremmer soon discovered that the best hunters were in the world of espionage. Clever, resourceful agents, trained to live off their wits and the land make for a challenging hunt.

He uncovered an agent on his ship just as he was docking at his ranch in Africa. He gave the agent a slim chance for survival. The agent would be set free on the large ranch (over 120 square miles, listed as an animal preserve) and be given an hour's head start. If he managed to escape and get off the ranch, it was possible the agent could make it to the city and save himself.

Bremmer found him after only two days and killed him.

Since then, Bremmer has had many such outings at the ranch. Every time an enemy proves to have superior skills and survival instincts, Bremmer has them captured and transferred to the ranch where the hunt begins as soon as the enemy is in good health. "There is no sport in hunting a wounded leopard," according to Bremmer.

The Hunter

Visitors are always taken aback at the splendor of The Hunter. From shore it is a marvelous sight, but somehow still unreal. Once they set foot aboard, there is the customary disorientation of being thrust into a dream.

Bremmer basks in the reflected glory.

The main deck has a built-in pool aft and plenty of deck chairs for guests. There is also a skeet launcher. Often, after making sure that there are no innocent bystanders in the line of fire, Bremmer comes back here and will shoot at clay pigeons for hours, keeping his skills well-honed.

The foredeck is a party area. Lights can be strung and there is a dance floor. The enclosed section off the main deck contains lounges, bar, private screening room and exercise and sauna rooms.

The enclosed promenade deck, above the main deck contains a number of lounges, a dining room and a solarium. Forward on this deck is the bridge and ready rooms where some of the bridge personnel sleep when not on duty.

The upper deck is all open and people can sunbathe or play shuffleboard or badminton. Here is also the antenna and radar towers and the helipad. There are also several motorboats in case of emergency and one speedboat that is often lowered and used for water skiing.

Below decks are the staterooms and guest rooms, the main lounge and bar, and captain's (Bremmer's) quarters and office. The rear wall in Bremmer's office slides away, allowing him to look through a glass wall into the pool. On nights when his guests are enjoying a refreshing dip, he will

slip down here and just watch them. The office is dark and the lights in the pool arranged so that no one in the pool will notice they are being watched.

The next deck is the crew's quarters and below that, the engine room and storage.

The belowdecks do not extend the full length of the ship. Below the captain's quarters and office and only accessible through Bremmer's office is the communications room, the first stop on the secret life of The Hunter. The equipment is manned 24 hours a day and puts Bremmer in immediate touch with any of his operatives, the weapons compound, his ranch or Web headquarters.

The equipment is also designed to pick up on satellite transmissions and can tap into computer data bases around the world. Monitoring businesses and governments has proven very useful to Bremmer in the past.

Through a hatch on the far aft end of the communications room, crewmen can reach the .50 caliber heavy machine gun (page 5, Equipment Inventory). A section of the aft deck hinges upward and the machine gun and crew rise up to discourage any pursuers.

Bremmer has never had occasion to use this particular weapon on an enemy. But, out of sight of land, he does have his men practice on passing schools of fish.

Below the communications room is weapon storage. The actual number and type of weapons here is up to you, but there should be an ample number of Submachine Guns and Military Weapons here. After all, the villains always have heavier weapons than the heroes who must live by their wits.

Here are also any Tools of the Trade you decide Bremmer is carrying.

Bremmer

When you introduce Bremmer to your campaign, the PCs should have no inkling of his connection with Web or his activities. They can easily find out

about his weapons company and his hunting hobby, but that should be it.

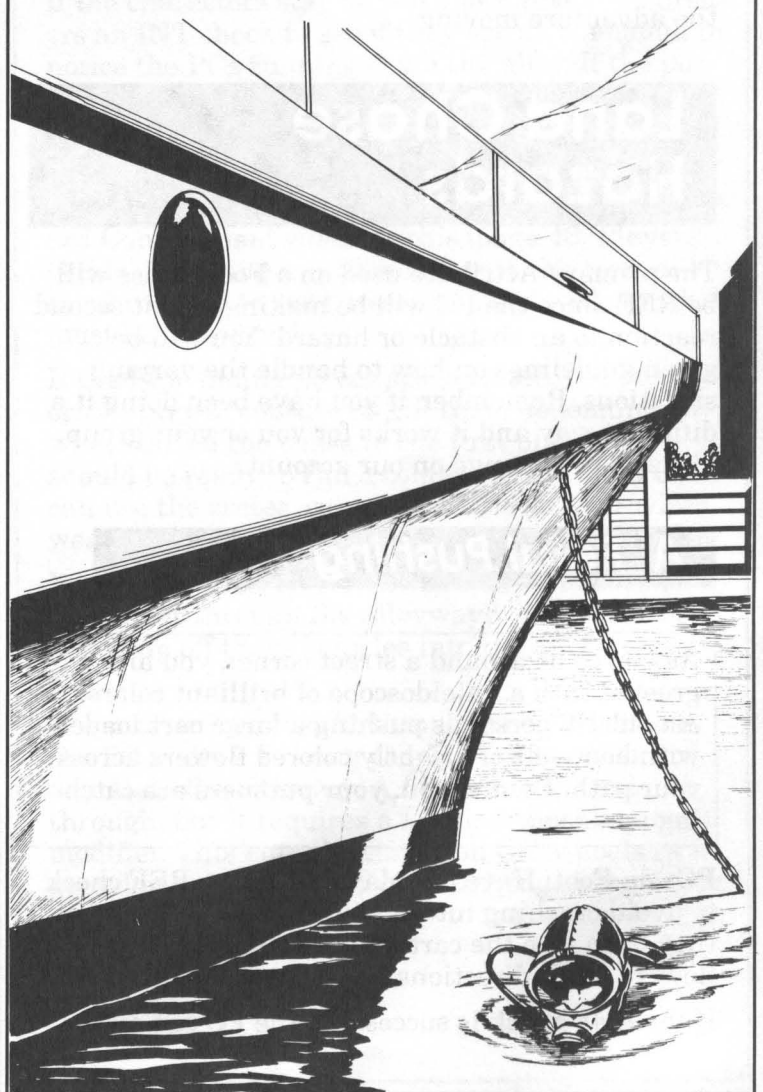
The best way to introduce him is just as a millionaire playboy. Do not give the players any reason to suspect him. He is the top man in the Mediterranean and while he will be overseeing the adventures outlined in Book Three, he will not be taking an active part in them. Only after the characters have encountered him a number of times should you run an adventure where he is personally in charge of the Web operation.

This is not a case of fooling or deliberately lying to the players—just one where a clever NPC has evaded identification.

Even when they discover his real activities, there should be little the PCs can do to stop him. Bremmer will always make sure no direct evidence points to him. Orion can have him watched, but he is very clever and will continue to plan and execute operations in the Mediterranean, seeing it as a cat and mouse game between himself and Orion.

A logical place to meet Bremmer is the Casino. He likes to play and allows himself one night during each visit when he will gamble for up to \$250,000. He is not a bad loser, but he is a better winner. He accepts gambling defeats gracefully so long as he is not made to look foolish.

He is always accompanied by a lovely young lady (or several). He enjoys their company and considers a seduction in the same terms as hunting, maneuvering his prey into his trap and then going in for the kill. He loses interest in women very quickly and always wants the ones who do not appear interested, they are a challenge.



Gaming Monte Carlo

The following hazards can be used for any chase run in Monte Carlo. They are broken down to Land Chase Hazards and Water Chase Hazards. Under the Land Chase Hazards, you will find a breakdown for descriptions and results for vehicle and foot chases, where applicable.

The hazard may lead the PCs into a specific type of building. When this happens you will be directed to another lists of hazards and given further instructions.

Refer to the chase flow charts in Book Two to determine when the PCs encounter the particular hazard. Of course, you can pick and choose a hazard that would best suit your purposes and keep the adventure moving.

Land Chase Hazards

The primary Attribute used on a Foot Chase will be REF, since the PC will be making a split second reaction to an obstacle or hazard. You will be given guidelines on how to handle the varying situations. Remember, if you have been doing it a different way and it works for you or your group, please don't change on our account.

A. Petal Pushing

As you come around a street corner, you are greeted with a kaleidoscope of brilliant colors. An elderly person is pushing a large cart loaded with bouquets of brightly colored flowers across your path. Behind you, your pursuers are catching up.

PCs on Foot: Have the players make a REF check to avoid crashing into the flower cart. If they fail, they bash into the cart and are stopped, strewing flowers in all directions.

If the REF check is successful, the PC can either

move around the cart or stop and use it to his advantage. He can upturn it with a successful 1/2 STR check into the faces of his pursuers as they come around the corner, or strew the moist flowers on the street. When the pursuers come around the corner they will have to make a 1/2 REF check to keep from slipping on the bouquets.

PCs in Vehicles: The PCs must make a Driving check or crash through the cart.

If they crash through the cart, the PCs must make a second Driving check at a -20 modifier to make sure they do not skid on the crushed flowers and crash.

B. Stair Struck

You knew that last turn was a mistake. Ahead of you is a flight of outdoor stairs.

These stairs are scattered all over Monte Carlo so strollers can get around the city and the cliffs with ease. Check the chase flow chart to see if the stairs are going up or down.

PCs on Foot: The stairs are not a major Hazard. If the PCs are flat out running, have them make a REF check. If successful, they have negotiated the stairs. If it fails, the PCs have lost their footing and must make a second REF check to keep from falling.

The result of a fall depends on whether the PC was going up or down the stairs. Falling while going up means the PC tumbles down the stairs, closing the gap between himself and his pursuers. Falling while going down will increase the distance.

To determine if a PC is hurt in the fall or can stop his fall, use the rules detailed in the section detailing the Jardin Exotique in Chapter 2, page 5 of this book.

PCs in Vehicles: PCs in automobiles must stop and take off on foot or fight it out, with one exception. PCs with sports cars can try to go down these stairs, but they must make a Driving check (-40

modifier). There is no way for them to drive up a flight of these stairs.

PCs on a two-wheeled vehicle can try to negotiate the stairs. If they are descending, they must make a Driving check at a -20 modifier. If they are going up, the modifier is -40.

If the pursuers cannot follow the PCs, it is up to you whether they will take a few shots at the PCs as they escape.

C. Casino

You come around the bushes into a driveway, just dodging a black limousine. Ahead you can see the Casino de Monte Carlo, laughing gamblers coming and going in large crowds. You can keep going down the street or go into the Casino.

PCs on Foot: If the PCs go for the casino make a REF check for them. If it fails, the pursuers saw them go into the Casino. If it is successful, make an INT check for the pursuers.

If the pursuers fail the INT check, they did not see the PCs duck into the casino. Chase over.

If the INT check is successful, the pursuers saw the PCs go into the Casino and the chase is still on.

PCs in Vehicles: Must abandon their vehicle if they wish to enter the Casino. They may make a Bootleg Turn to get out of the driveway and get back into the streets.

There may be an occasional player who will decide that his PC will enter the Casino on a two-wheel vehicle. It can be done, but will be frowned upon by the Casino management, who will have their own security people try and stop the PCs. Continue to the Casino Hazards section and adjust the encounters accordingly.

In either case, if the chase continues, go to the Casino Hazards section of this chapter and use the Casino/Museum chase flow chart in Book Two of this supplement.

D. Alley Oops?

Just ahead is a narrow alleyway leading off the open street.

PCs on Foot: The PCs may try to duck into the alleyway and throw off their pursuers. If they do so, read them the following.

Ahead is a narrow 75' alleyway, just ahead of you are a pile of empty crates, trash cans and debris.

If the characters stay on the move, give the pursuers an INT check to see if they are alert enough to notice the PCs running down the alley. If the pursuers fail, they have lost the PCs and the chase is ended.

The PCs may also duck into the alley and hide amidst the boxes, cans and other items. Use standard Concealment rules for this (page 43, Players Guide), applying a -10 modifier to the concealment roll due to the necessary speed with which it must be performed.

If the PCs' hiding places are detected, the pursuers will try to capture or kill them depending on what started the chase in the first place. You should be ready to run a combat where the PCs can use the crates, cans and debris as improvised weapons.

PCs on Vehicles: Any two-wheeled vehicle can maneuver through the alleyway with ease. PCs can jump off these vehicles into the debris for cover.

A sports car can just fit through the alley. Have the PC make a Driving check, -20 modifier, to negotiate the alleyway. A larger car can get through, but it requires a Driving check at a -50 modifier. This puts the car up on two wheels as it goes down the alley. Another Driving check is necessary at the end of the alley to make sure the car rights itself properly.

E. Don't Moped About It

As you head down the narrow alley you see coming toward you three people on mopeds. They are closing fast and there is no convenient door or window to jump through.

The exact nature of this Hazard is up to you. The people on the mopeds (use statistics for dirt bikes on page 13 of the Equipment Inventory) can be innocent bystanders or enemy agents. If they are innocent bystanders, they will be Generic 20 types and try to avoid hitting the PCs.

PCs on Foot: They always have the option of dodging the mopeds, by succeeding at a 1/2 REF check.

Innocent bystanders will try to swerve away from the PCs. Make a Driving check for the NPC on the moped.

If a crash situation occurs that throws the NPCs from their mopeds, the PCs can commandeer the mopeds. More than one person can ride a moped, but at a -20 modifier.

If the PCs commandeer the mopeds and all pursuers are on foot, the PCs will automatically escape and the chase is over.

PCs in Vehicles: Two-wheeled vehicles can avoid an accident by succeeding at a Driving check.

Automobiles have a problem. Sports cars must make an emergency stop. Larger autos must be crashed with a successful Driving check to avoid hitting the mopeds. If the check is successful, no one in the auto is hurt. If it fails, consult the Crash Table to determine what happens to the auto.

At your discretion, the people on the mopeds may be extra enemy agents, armed however you wish, and ready to do serious hurt to the PCs. This may lead to the PCs using the crates, cans and debris as weapons against the cyclists and then commandeering the mopeds.

F. Snap Shots

PCs on Foot: "On your right you can see the breathtaking view of the Mediterranean that is part of the charm and attraction of Monte Carlo." (A din of motorized cameras snapping picture after picture.) "While on your left you can see the cliffs from which the monks would watch for enemy ships." (Another cacophony of whirrs and clicks as another seven rolls of film are used up.)

Yes, you are headed for a group of tourists who are taking a leisurely guided stroll around the city enjoying the sights and overexposing themselves.

PCs in Vehicles: Crossing the street in front of you, clicking away with their cameras, is a group of people all wearing loud, mismatched shirts and shorts.

PCs on Foot: PCs may skirt the tour crowd or try to blend in and fool their pursuers. Skirting the crowd is no problem and requires no checks.

Blending in is another matter. The PCs will have to move into the crowd and grab a hat or sunglasses from someone. Or don their own, if they have any, and try to look as if they fit in.

Assume the tourists are Generic 20 types and make a general reaction roll (page 25, Administrators Guide) for each PC. If the PC takes an item from the Tourist (like a hat or camera to make a disguise), apply a -15 modifier to his WIL roll to influence the tourist.

Then make an Acting check for the character as per the rules on page 48 of the Players Guide. (Disguise will not work here since that skill requires more time and a more elaborate costume and cosmetic work.)

If the pursuers fail their checks, the PCs have eluded them and the chase is over.

Of course, if a PC is chasing an enemy agent and this hazard is encountered, it is likely the enemy agent will take one of the tourists hostage to try to make good his escape.

PCs in Vehicles: Aside from stopping completely or making a bootleg, PCs may try to skirt the group by making a Driving check.

First make a REF check for the tourists. If this check is successful, most of the tourists have jumped aside and the Driving check for the PCs is made normally. If the REF check fails, there are still tourists in the way and the Driving check is made at a -40 modifier.

G. Jardin Exotique

PCs on Foot: You scramble over a rocky outcropping and feel something sharp poke through your pants and scratch your leg. Looking around you see you are on the cliffside surrounded by cactus-like plants.

PCs in Vehicles: As noted on the chase flow chart, no auto can enter the gardens. PCs on two-wheeled vehicles can do so.

PCs on Foot or in Vehicles: The PCs have stumbled into the Jardin Exotique. Here they can engage in a game of cat and mouse. Or they may encounter a tourist crowd (see "Snap Shots", above).

If any roll results in a crash situation refer to the description of the Jardin Exotique on page 5 and 6 to see if the hapless victim falls and to determine how much damage he or she takes.

H. Underground Grottos

PCs on Foot: The beckoning cave mouth of the grotto looms before you. So far, you have not been able to evade your pursuers. Perhaps in the caves, with their large chambers and covering stalagmites and stalactites, you might have better luck.

PCs in Vehicles: No vehicles can be taken into the grotto, they must be abandoned at the mouth of

the cave and the PCs continue on foot.

Once inside refer to the rules for Stealth and Concealment checks in the description of the Jardin Exotique on page 5 and 6.

I. Grant Us Grace

PCs in vehicles: Sweat breaks out on your hands as you struggle to maintain control of the vehicle. A quick glance shows that your pursuers are still very close. You must lose them.

PCs on Foot and in Vehicles: As you come around the next corner a sedan convertible is coming straight at you. The blonde woman driving the sedan is flushed with the excitement of going so fast. Her male passenger looks a bit worried but maintains his composure.

Beyond the sedan, you can see another auto that appears to be chasing it.

Use the compact sedan statistics (page 13, Equipment Inventory) for the car being driven by the blonde; full-size sedan for the second auto.

PCs on Foot: Two successful REF checks mean the PC has dodged both of the oncoming cars. If either fails, the driver of that auto must make a Driving check (assume the blonde is a Generic 20, the driver of the second auto is a Generic 30). If these checks fail, the PC has been hit by the respective auto.

Make similar checks for the pursuers.

Check below for information on who the people in the cars may be.

PCs in Vehicles: The PC must make two Driving checks (using the Driving skill that is appropriate to the vehicle they are driving) to avoid hitting the two cars, as must the pursuers. If the pursuers hit either of the two cars, the chase is over.

If the PCs hit the convertible and are stopped, you must be ready to run a bit of pandemonium.

The blonde will be outraged. She is a millionaire heiress from the United States. She and her com-

panion were headed for a ride in the countryside. She will be very upset by what has happened to her rental. She is used to getting her way but will not fly into a tantrum. She will assume that right is on her side and that the PCs are totally at fault.

Whoever is pursuing the PCs will be able to catch up, whether they start shooting or try to capture the PCs is up to you.

You will determine who the blonde's companion and the men in the second auto are. You may choose from the following options or make one up yourself.

Thief: Her companion is a jewel thief who has been insinuating himself into her confidence so that he can discover where she hides her jewels and relieve her of the responsibility of taking care of the valuables. The men following in the second auto are police detectives who are tailing the thief.

Secret Agent: The blonde does not know it, but her date is a secret agent. The men in the second auto are after the secret agent and now he and the characters are caught between enemy forces. It is very likely that close combat or gun play will ensue.

Depending on how the PCs handle the situation they could come out with the thief or secret agent and the heiress as allies who will help them, or enemies who can make a wreck of their mission.

J. A View to a Thrill

Ahead is a tourist cul-de-sac. The road ends in a circular parking area where tourists can park their cars and take in the view of the Mediterranean. There are tourists taking in the view. There is one standing by the wooden guard rail staring at you wide-eyed as you speed towards him. He does not look terribly sanguine about the prospects of having a pleasant day.

PCs on foot: Aside from the obvious options of stopping and fighting or turning on their pursu-

ers, the PCs do have the option of jumping over the guard rail and diving into the ocean. Refer to the rules on Falls (page 8, Administrators Guide) for the guidelines on diving into water.

PCs in Vehicles: The PCs have a number of options here.

They can do a Bootleg (page 84, Players Guide), doubling back on their pursuers which can result in a Chicken maneuver (page 85, Players Guide).

Or they can try Ramming their pursuers (page 85, Players Guide). The nudger is at a -20 modifier to keep from hitting the tourists and bringing his vehicle to a stop. If the nudger fails to bring his vehicle back under control, do not bother to check the Crash Table. The vehicle has made an irregular three point dive into the Mediterranean.

If the nudger fails so badly that you would consult the Crash Table, don't. He would have gone over the edge. You would determine if the PCs have a chance to get out of their sinking vehicle or jump from their two-wheeled vehicle.

Superfluous to say, the chase is ended.

K. Life's a Beach

PCs on Foot: With the footsteps of your pursuers close behind you, you come to a stairway leading down to the beach. You can continue straight down the paved street or try to lose yourself among the frolickers on the beach.

PCs in Vehicles: Is there no end to these stairs around the city? This one leads down from the street to the beach.

PCs on Foot: Refer to "Stair Struck", above for rules on getting down or up the stairs.

PCs in Vehicles: See rules under "Stair Struck", above for guidelines on vehicle use on stairs.

L. Hit the Beach

You are going downhill on a dead end street. Beyond the guardrail at the end of the street, you can see the glittering sandy beach. People are lazing on their blankets, soaking up the sun. You might consider making some noise to warn them aside, since sun-soakers are currently out of season.

PCs on Foot: The options here are the same as under "A View to a Thrill." The distance from the road to the beach is 40'. Consult the rules on Falls (page 8, Administrators Guide). The loosely packed sand is considered a soft surface like snow, hay or tall grass.

PCs in Vehicles: Same options as "A View to a Thrill", above. However, if either or both cars go through the barricade, make a Driving check at a -40 modifier. If the check is successful, the vehicle has landed safely and can continue driving along the beach.

M. Keep on Trucking

Just when you thought you were home free. Ahead is a 14-wheeler backed up against a delivery dock and closing off almost the entire street.

PCs on Foot: Diving under the truck, rolling and coming out on the other side can be accomplished by a successful 1/2 REF check.

PCs in Vehicles: PCs in automobiles must make a Driving check at a -40 to get up on two wheels to get around the truck.

If the PC is on a two-wheeled vehicle, he or she can make a Driving check to go around. If you wish to make this a little more exciting, you can decide that the truck blocks the entire street. Then any PC on a two-wheel vehicle who makes a Driving check at a -20 modifier can skid his vehicle under the truck and then upright it on the other side.

N. Tour de Farce

You are about to enter a group of 35 racing bicyclers. They are speeding along intent on winning the competition.

PCs on Foot: Must make 1d6 + 3 REF checks to get through the cyclists. In case of a Crash, the PC and the cyclist both hit the ground. Under these circumstances, the PC can commandeer the bicycle and take off. The pursuers will try to forcibly unseat another cyclist and continue the pursuit.

PCs in Vehicles: PCs in automobiles are definitely at a disadvantage here. All their checks are made at a -30 modifier. (Assume the PCs do not want to hit and injure any cyclist, no matter what the players say.) The PCs must make 1D6 + 3 checks to make it through the cyclers safely.

PCs on two-wheeled vehicles do not get the negative modifier but must still make 1d6 + 3 checks.

PCs on bicycles can try to blend in with the cyclists and throw off their pursuers. Make an Acting check for the character as per the rules on page 48 of the Players Guide. (Disguise will not work here since that skill requires more time and a more elaborate costume and cosmetic work.)

If the pursuers fail their checks, the PCs have successfully blended in and the chase is over.

O. I Want Your Pects

Ahead is a well-preserved example of Cro-Magnon man. Well-oiled body glistening in the sun and showing off by lifting a bikinied girl with each arm.

PCs on Foot: A successful REF check will allow the PCs circle around the muscleman. If the check fails, the PC has sprayed sand onto the muscleman which does not sit well on his small, but slightly functioning, brain. He will drop the young ladies and take off after the PC.

If the PC is male, the muscleman will want to exact retribution for the "insult." (Assume a STR of 60 for the muscleman; Generic 20 otherwise, but very low in INT.)

If the PC is female, the muscleman will catch up and scoop the PC by the waist, making it into a macho display. He will then try to impress her with his feats of strength, which may include beating up the pursuers if she asks nicely.

PCs in Vehicles: Any maneuver on the beach during the day in any auto is done at a -30 modifier to avoid hitting the crowd. Also, people on the beach will get the license number on the vehicle and the PCs will have to answer to the authorities later if the number can be traced. Of course, the pursuers will be driving a stolen car so they cannot be traced.

Of course, the muscleman will be hard-pressed to catch the vehicle. However, he should show up later in the mission to make the PC's life miserable.

P. Down in the Volley

Is there anything as exhilarating as the sight of about a dozen trim, young tanned people engaged in good sport? Can you resist stopping to watch them at play volleyball? Well, considering your current circumstances, I suppose you can.

PCs on Foot: Circling around the players is a simple matter of making a successful REF check. If it fails, a player is leapt out to reach a tough shot and Crashed into the PC. Another REF check means the PC has not been knocked to the sand. If the failure is really bad, the PC will have crashed directly into the game and become entangled in the net. At your discretion, this could result in some very angry players who will make the PC's life miserable.

If the pursuers are far enough behind, the PC may try to blend in with the group by making a REF check. If successful, the pursuers get an INT check

to notice the maneuver.

If the pursuer's INT check fails, have the PC make an Acting skill check to blend in. This is resolved as per the Acting skill description on page 48 of the Players Guide.

PCs in Vehicles: To avoid driving straight into the game requires a successful Driving check. (Remember the -30 modifier applied to all beach checks during the day.) A failure breaks up the game and wraps the volleyball net around the car. Not debilitating, but it does make the vehicle more recognizable.

A Crash result means one of the volleyball stakes has punctured the engine block and stopped the car.

The PCs try to blend in with the players and throw off their pursuers. Make an Acting check for the character as per the rules on page 48 of the Players Guide. (Disguise will not work here since that skill requires more time and a more elaborate costume and cosmetic work.)

If the pursuers fail their checks, the PCs have successfully blended in and the chase is over.

Water Chase Hazards

These hazards can be used whenever PCs are in a boat, motor or sail, or any other seagoing craft. They are not meant to be used on swimming characters as they stand. However, you can use them as the basis for such an encounter.

For example: The first hazard involves a waterskier crossing the bows of the craft the PC is piloting. This can be turned around so that a swimming PC will be in imminent danger of being run down by a motorboat and water skier.

There is no chase flow chart to accompany these hazards. Since the water is basically open, without T, Y or any sort of intersections, there are no such choices to give the players. Instead, roll a d10 to determine which hazard the PCs encounter.

1. The Ski So Blue

A motorboat has just crossed your bows. You are in no danger from it except for the lift of its wake on your boat. Your relief is short lived, though. A taut rope plays out behind the boat. Following the rope with your eye, you find a comely young lady who, up until a few seconds ago was laughing with the thrill of water skiing. She is now looking very worried...perhaps about your speedy approach.

A Bootleg turn is always an option here. However to just go around the skier requires a successful Driving/Boat check. The skier must then make a 1/2 REF check or fall into the water, perhaps to be hit by the boat pursuing the PCs (up to you).

If the PC wants to circle out and avoid giving the skier any problems, apply a -30 modifier to the Driving/Boat check.

If a Crash occurs, the tow line to the skier got caught on one of the davits of the motorboat and the PCs are now dragging the skier. Give the skier a REF check. If successful, the skier will remain upright on the ski. If it fails, he will fall into the water and may be in danger from the pursuing vehicle (up to you).

2. Pop Up Anytime, Part I

Clear water is ahead, plenty of room to lose your pursuers. You start to speed up, ready to burn out the engine if you have to to get away. Suddenly, a ripple appears in the water then the surface breaks and a head appears. You see the light glint off a face mask.

A successful Driving/Boat check at a -20 modifier will get the PCs around the surfacing scuba diver.

However, at your discretion, the surfacing diver can be one of the enemy who is holding a grenade

and will try to lob it into the cockpit of the boat the PCs are in.

Give the PCs an INT check to notice the diver's throwing action. If successful, they can try to maneuver away from the grenade at a -20 modifier. If they do not notice, the grenade will land in the boat. Ask the players if they wish the PCs to get rid of the grenade or abandon ship.

To abandon ship, a PC must succeed at a 1/2 REF check. Success means they have dived over the side of the boat into the water. But now may be at the mercy of their pursuers.

To get rid of the grenade, the PCs must succeed at a 1/4 REF check. Success means they have grabbed the grenade and thrown it over the side of the boat. It is up to you if you wish to give the PCs enough time to throw the grenade specifically at their pursuers or the enemy scuba diver.

2A. Pop Up Anytime, Part II

This is an alternate hazard to the one above, you must decide which one to use.

Clear water is ahead, plenty of room to lose your pursuers. All you have to do is go between two boats at anchor. One boat holds a fisherman, while the other is from Tourist Authority. They are repairing a ski-jump ramp. You start to speed up, ready to burn out the engine if you have to to get away. Suddenly, a ripple appears in the water then the surface breaks and a head appears. You see the light glint off a face mask.

Same as Part I, above. Except it will require a Driving/Boat check at a -40 modifier. If successful, the PCs have used the ski ramp to go over the Tourist Authority boat. A crash means the PCs have collided with either boat, your choice.

The same variation of the enemy scuba diver described above can be applied here.

3. Ship Ahoy

You're on a collision course with another boat.

PCs can use any reasonable maneuver to get around the oncoming vehicle. The trick in this hazard is your decision whether the oncoming vehicle is neutral or enemy.

Neutral means that the boat is being manned by a Generic 20 civilian and the PCs must only avoid the collision to stay alive.

Enemy can mean the driver of the boat is either on the side of the pursuers or someone the PCs have angered. (Remember the muscleman from "I Want Your Pects" above?)

If you decide there is an enemy in the oncoming vehicle, determine how he is armed and what action he will take against the PCs.

4. Yacht

You should have watched where you were going. Dead ahead is a 100 foot sailboat. The owner does not look happy.

PCs can make an emergency stop or try a bootleg. But if they wish to maintain their distance, they will have to make a Driving/Boat check at a -35 modifier.

If a Crash situation occurs, the PCs will crash into the side of the sailboat and definitely incur damage. However, they have one small chance at survival. If the driving PC can make a final Driving/Boat check at a -50 modifier, he will have given the boat a final burst of speed off a convenient wave and crash through the sailboat's midships coming out on the other side.

The sailboat owner will not be happy. But the pursuers will be so astounded by this magnificent bit of driving, they will stop dead in the water and the PCs can escape. They have earned it.

5. Red Sails in the Sunset

You've got to start checking the calendar of events list the tourist office provides. You didn't know there was a sailboat regatta set up for today. Ahead, slicing through the water like lovely swans is an entire flotilla of sailboats.

The PCs must swerve around $1d6 + 3$ sailboats. The modifier for these swerves varies between -20 and -40 (you decide or roll $2d10$ and the sum is the negative modifier).

6. Pier Into Your Future

A glance back over your shoulder shows your pursuers are still hot on your trail. You've got to do something drastic. When you look forward you are sure something drastic is going to be done to you. Ahead is a docking pier extending out into the bay.

Emergency stops and bootleg turns will keep the PCs from a crashing defeat, but close the gap between them and their pursuers. There is no way to swerve around the pier, speed must be reduced drastically to avoid a crash.

The only other alternative is to jump the pier. A successful Driving/Boat check at a -40 modifier means the PCs have found some half submerged object to launch the boat over the pier. Any pursuers must perform the same maneuver or lose the PCs.

If the pursuers are close enough, PCs can try to ram the enemy vehicle into the pier.