

The Secret Files of

Section D

TASTER EDITION!

*IN THIS
INCREDIBLE
ISSUE*

A NEW SAVAGE TALE
FROM A WORLD
ON THE BRINK OF
WAR!



FOLLOW THE AGENTS AS
THEY SOLVE

TROUBLE
IN
TRIPOLI



The Secret Files of Section D

Taster Edition

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DEDICATION

The Secret Files of Section D is dedicated with respect and heartfelt thanks to all veterans and those who gave their lives so that we could have the freedom to play games.

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09/03/2020 17:45hrs
SIS Headquarters, Vauxhall Cross, London.

"What the bloody hell are you calling me down here for at this time of night?" McCoughie was frustrated. No, he decided he was actually angry. He had been fifteen minutes away from heading for the tube, an hour of sweating and breathing in the body odor of London's masses and he would be home. Kiss his wife, enjoy a meal with his family, put the children to bed and pour a glass of Merlot. But no, his phone had rung, and now he was marching through the bowels of the vast cream and green edifice the SIS called home, at the request of some bloody archive clerk. "Who the hell does she think she is?" he asked himself.

"I'm sorry, sir." she stammered. "It's just, I thought you should see this." Clara looked nervous, she was more than a little afraid of Alasdair McCoughie. She had worked for him for almost two years and he had never discussed anything other than work with her. She didn't even know his rank, only that he had one, and she called him sir.

McCoughie took a calming breath and was instantly contrite about his anger. Clara was a bright young thing he thought absently. Not cut out for field work but her attention to detail would, one day, make her an excellent analyst. She was standing by a stainless steel work table with a battered archive box at one end, it's contents spread out and lazily illuminated by an angle poise lamp. The box bore a tattered label on which the word 'Secret' could be seen in fading red ink. "I'm sorry, Clara. Now, what's so important it couldn't wait until morning?"

"Well, it's these files, sir. They were found at the back of a basement cupboard at Bletchley Park a few days ago."

"Yes, I remember the message and asking for them to be brought here." McCoughie recalled the urgent communique from the curator of the Bletchley Park Museum. They had moved one of the Colossus frames in the cellar of the old house, and discovered a small cupboard lost to living memory. In among a pile of rusting dials and cracked thermionic valves was an archive box from the time in the late 30s when the SIS had a number of staff at Bletchley.

"So, you haven't read them yet, sir?" Clara tentatively inquired.

"There are rather more pressing matters for me to deal with Clara. Your point?"

"Yes, sir. These are After Action Reports from a unit called Section D. And they're mostly signed off by a D. McCoughie. Any relation?"

"My Grandfather, Duncan. He was a Naval Officer in World War One, then worked for the Intelligence Service through the Second World War. He was a desk man though, no field service that he ever talked about."

Clara slid an old photograph across the cold surface of the table towards her superior. McCoughie lifted it and drew in a sharp breath. It was in remarkable condition and showed what could only be described as a flying saucer. Only this one had Luftwaffe markings. In the top corner, was written 'Peenemünde, April 2nd 1938'.

"As I said, sir," said Clara, some confidence returning to her tone, "I thought you should see this."



INTRODUCTION

The Secret Files of Section D is a *Savage Worlds* powered spy action Roleplaying Game that opens the highly classified files of the British Secret Intelligence Service of the late 1930s.

Players take on the roles of agents who have been recruited from all walks of life, to SIS Section D, for very specific purposes. As far as most civil servants and a select few public officials know, Section D's mission is to gather intelligence on threats to the Empire and prepare for clandestine operations in the event of war.

Section D also has a much more secretive and dangerous agenda though.

Nazi Pseudo-Science is real, magic is real, and miracles happen. Aliens have not only visited Earth; some are still here. Atlantis didn't sink into the sea, it flew away. A long, long way away. Yetis and Sasquatch stalk high mountains while the ancient beast beneath Loch Ness gets careless in her old age and was photographed in 1934. Secretive and sinister organizations influence the world, politically and financially, without holding power anywhere, and ancient pharaohs were buried deep for a reason.

The British Government needs information on these phenomena and the Secret Intelligence Service has been tasked with gathering it.

Our heroes have been selected for the most secretive of these missions. Why? Because some of them have seen things they can't explain, some can do things nobody can explain, and others have the uncanny ability to simply disappear when it matters most.

The Secret Files of Section D is an irreverent, tongue-in-cheek roleplaying experience where agents investigate not just the Nazis, but all manner of threats to the security of the British Empire and even the world.

WHAT'S IN THE TASTER EDITION?

- *Examples of the new Rules, Edges and Hindrances written to help you recreate the Savage adventures of SIS Section D*
- *An insight into the SIS and Section D itself*
- *An adventure with some pre-generated characters so you can jump right in.*

The full version of the game includes more new Edges and Hindrances, rules for using Morse Code and Cryptography, rules for Demolitions and slightly modified Chase rules to add a little flavor to foot chases, to name just a few.

Game mechanics aside, the Secret Files of Section D presents the world as it was in early 1938. This includes detailed sections on key world powers, historically accurate gear and weapons lists and an Intelligence Report on the potential enemies to His Majesty's Empire!

**LOOK FOR THE SECRET FILES OF SECTION D
ON KICKSTARTER SOON.**

Set against the backdrop of a world on the brink of a tumultuous conflict, the agents travel to incredible locations, take on larger-than-life villains, and learn the answers to questions conspiracy theorists will ask for decades to come.

Recruited because they have skills of interest to the intelligence community, our heroes know little or nothing of the things they will encounter as operatives of SIS Section D.

They might be an archaeologist, a linguistics expert, a master thief or a deniable gun-hand. Regardless of where they come from, they all have one thing in common; Nobody will ever know their stories.



SETTING RULES

MODIFIED SETTING RULES

The following Setting Rules are slightly modified from the *Savage Worlds* core rules.

ARCANE BACKGROUNDS

For thematic reasons, Arcane Backgrounds Magic and Super Powers are not recommended for Player Characters.

The premise of The Secret Files of Section D is that, while strange abilities exist and are acknowledged by the intelligence community, they are jealously guarded by their wielders and widely debunked whenever there is a public display of power. It's essentially a form of reverse propaganda and is the key reason why Nazi Pseudo-Science is so widely ridiculed.

As far as Section D is concerned, they are anxious to learn more about these phenomena and how they can be used. More importantly, the upper echelons in Government and the Armed Forces need to know how they can be stopped. People who display such talents are actively sought by Section D but must use their abilities subtly. This is, after all, a clandestine intelligence gathering operation and not a combat unit. That's the official line anyway.

Weird Science, Miracles, Gifted and Psionics are allowed at the GM's discretion.

MULTIPLE LANGUAGES

Section D actively seeks and trains candidates with the ability to blend in on operations in foreign environments. All Wild Card agents gain the Linguist edge for free and begin play with half their Smarts in Languages at d6. Taking the Linguist Edge again gives the agent Languages equal to their Smarts.

Note: Morse Code can be taken as a language option making your agent a communications wizard! See Languages on page 9 in the **Creating Your Agent** section.

CRYPTOGRAPHY

Cryptography replaces the Hacking skill from the core *Savage Worlds* rules. For the purposes of this Taster Edition of the game, Cryptography is handled by an opposed roll between the person who encrypted a message and the person attempting to decipher it. Without the proper Cipher Key or equipment, the character making the decipher attempt rolls their Cryptography skill dependent upon the method used to encrypt the message. -2 for a basic letter swap cipher, -4 for a complex number replacement cipher, or -8 when something like an Enigma Machine has been used. These rules are greatly expanded in the full game.

STANDARD SETTING RULES

The following standard Setting Rules from *Savage Worlds* are in use.

- Conviction
- Creative Combat
- Dumb Luck
- Fanatics
- Fast Healing
- Unarmored Hero
- Wealth
- Wound Cap

Details for the standard Setting Rules can be found in the *Savage Worlds* core rulebook.

NEW SETTING RULES

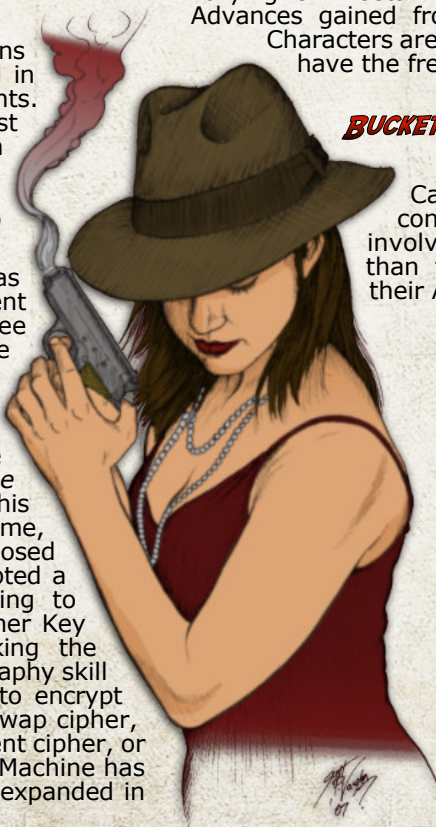
The full version of The Secret Files of Section D includes the new Setting Rules below, plus a few more including Blaze of Glory and The Never Empty Six-gun School of Armed Combat.

A HERO IN WAITING

Historically, the SIS has always recruited from diverse backgrounds and cultures with widely varying skill sets. Characters start with four Advances gained from their previous careers. Characters are created as normal and then have the free advances applied.

BUCKETS OF BENNIES

All Player Character Wild Cards receive a Benny at the conclusion of any combat involving foes greater in number than the Player Characters and their Allies.



"A woman is like a tea bag. you never know how strong she is until she gets in hot water."

Eleanor Roosevelt

EDGES AND HINDRANCES



EXCLUDED HINDRANCE

The Hindrance Young (Minor or Major) is excluded from The Secret Files of Section D.

NEW HINDRANCES

Here are two of the new Hindrances written for The Secret Files of Section D. The full version includes a lot more.

BEFORE YOU DIE! (MINOR)

This character is compelled to reveal their plans before dispatching an enemy in some dastardly fashion. This happens in small scale encounters where the character believes he has an enemy at his mercy. If the character causes a Shaken, Vulnerable, Stunned, or Distracted effect on a foe, they must divulge some element of what they intend to do next, or reveal a part of their overall plan to their hapless foe, before attempting to put them out of the fight.

GLASS JAW (MAJOR)

Your hero hates fist fighting, and for good reason. He's no good at rolling with the punches and is often easily beaten.

When the Glass Jawed hero is fighting an unarmed enemy, all successful hits affect him one way or another. Any hit which does not Wound or Shake your character makes him Distracted instead. Once any sort of weapon is drawn against him, this hindrance is ignored.

Example: Montana Smith is duking it out with a Henchman of evil genius, Gerhardt Rinsch. He has a Toughness of 6 and the Glass Jaw Hindrance. The thug hits Montana with a stinging left cross and does 5 damage. Not enough to give Montana a Shaken result but, surprised he has been hit at all, he's Distracted until the end of his next turn.

EXCLUDED EDGES

For thematic reasons, Arcane Backgrounds Magic and Super Powers are excluded to Player Characters. The Edges Artificer, Gadgeteer and Wizard are also excluded.

Note: The Edges mentioned above are excluded to Player Characters but not necessarily to the bad guys! If the GM wishes to use these edges to create villains, he should do so!

SIS staff displaying proficiency in the Artificer or Gadgeteer edges are immediately recruited into Q Division which does not deploy field agents.

NEW EDGES

Here is a small selection of the new Edges available to Section D Operatives. Look out for more in the full version of the game.

ESSENTIAL GEAR

REQUIREMENTS: Novice, Trapping

BACKGROUND EDGE

To the untrained eye, the mundane item at the bottom of the kit bag is a roll of duct tape, a bullwhip, a Swiss Army Knife or an old tobacco tin packed with hair clips, thumb tacks, buttons and random nuts and bolts. To the agent, this little piece of Essential Gear has helped him out of many scrapes.

Through inventive use, usually not the intended purpose, Essential Gear gives +1 to a Trait roll to get an agent out of a desperate fix.

To gain the bonus, the player tells the GM exactly how the Essential Gear is helping, and the GM must allow its use.

The player should write a Trapping stating what the piece of essential equipment is. This Edge applies to one piece of equipment only, it cannot be a weapon, but could be something such as a Swiss Army Knife. Essential Gear may be taken multiple times.

Example: Dash McKenzie is wrestling with the controls of an aircraft that has lost an engine and a crash is inevitable. He needs to keep the aircraft flying straight while he moves to the rear to grab a parachute and bail out of the stricken plane.

The GM rules if Dash leaves the controls, he has two actions to move, find a chute and bail out before the aircraft spins out of control. Dash needs more time.

Reaching into his backpack, Dash pulls out his trusty roll of duct tape and jury rigs a harness to hold the control yoke straight. The GM rules this to be an acceptable use of Essential Gear and gives Dash a +1 modifier to a Piloting roll. Dash succeeds and bails out of the aircraft with moments to spare.

MAGIC LAUNDRY

REQUIREMENTS: Novice

WEIRD EDGE

It doesn't seem to matter what scrapes this suave hero gets into or what he is wearing, his clothing is always immaculate with minimal effort. This agent can take a crumpled shirt from a saddle bag, give it a shake, and it will look as though it has just been pressed. Had a tussle with some cultists on your way to dinner? No problem. Just give that jacket a wipe down with a handkerchief and it will look as good as new.

Agents with Magic Laundry gain +1 to Persuasion and Taunt rolls when appearance is a factor, +1 to Stealth rolls when blending in to a crowd is important and looking dirty or unkempt would make the agent stand out, and +1 to Stealth rolls when using **Vanishing Act**.

Magic Laundry also gives +2 to Repair rolls to mend items of clothing. With a Raise, the repair is so good, the item looks like new.



VANISHING ACT

REQUIREMENTS: Seasoned, Stealth d8

PROFESSIONAL EDGE

The art of using moving objects, people or vehicles, as cover to make good a getaway. This operative is practiced in crossing the street at just the right moment, timing a dash across the rail tracks or maximizing a distraction in order to vanish into thin air.

To use this edge, the agent must make a successful Notice roll as an action to spot an opportunity to vanish. When a vehicle, two men carrying a sofa, or some other cover comes between the agent and his pursuer, the agent can make a clean getaway with a successful Stealth roll. Vanishing act may only be used to escape when the agent is on foot.

In a Chase situation, the agent may perform a Flee action with a distance of two cards between himself and his pursuer at -4 to the maneuver roll and escapes if successful. The penalty is reduced to -2 at a range of three cards and 0 when there are four cards between the agent and his pursuers.

CREATING YOUR AGENT

CHARACTER CONCEPT

Section D recruits are experienced in many things, being a spy is usually not one of them. Recruitment to Section D typically happens in one of two ways. Most often, a person is "invited" to become an operative because they have a particular set of skills the SIS needs. This includes those with abilities conferred by Arcane Backgrounds, all of which are of special interest to the government as a whole. Often, service in the SIS is the best way to preserve the secrecy of those abilities while allowing a person to serve their country. On occasion, a person will apply specifically to serve with the SIS and they are allocated to Section D due to their background or success in training. Due to its secretive nature, it is impossible for a civilian to apply directly to work with Section D.

Players are encouraged to create characters with a solid background and a reason why the intelligence community are interested in them. Chisel jawed action hero looking types, with a crew cut and a .45 Automatic, are very noticeable, Section D recruiters look for people who blend into the crowd.

Consider a previous career for your character with a skill set that would draw the attention of the SIS. If the new recruit is a gun hand, then a military or police background could be appropriate. Did the recruit serve in the Great War perhaps? Or is he a former archaeologist who has seen strange things in Egyptian tombs. Things he thought he should report to the Government but nobody would believe him. Nobody apart from the nice recruitment officer anyway. Maybe she isn't a hero at all. Maybe she's an Italian artist and socialite who has traveled Europe, speaks many languages and knows important people in Rome, Paris, Madrid, Berlin and London. She hates what is happening in her home country and has vowed to oppose the Fascist regime.

Devising a backstory for your new spy encompassing their Hindrances, Skills and Edges makes playing the character a lot easier and more enjoyable. A selection of example characters is included later in this book.

RACE

All Player Characters in The Secret Files of Section D are human and gain an Edge for being Adaptable.

HINDRANCES

Characters can have up to four points of Hindrances (Major Hindrances are worth 2 points, Minor are worth 1 point) as per the *Savage Worlds* rulebook. For 2 Hindrance points a character can raise an Attribute one die type or choose an Edge. For 1 Hindrance point your character can gain one skill point or additional starting funds equating to one die type on their Wealth attribute.

ATTRIBUTES

All Player Characters in The Secret Files of Section D are human, so all Attributes start at d4. There are 5 points to distribute among your Statistics. Attributes may not be raised above d12 unless the character has an Edge which allows this.

SKILLS

Core skills which start at d4 are Athletics, Common Knowledge, Notice, Persuasion and Stealth. Characters have 12 points to allocate to the core or to new skills. Each die type in a skill costs 1 point up to and equal to the linked Attribute, and 2 points per die type thereafter.

EDGES

Any leftover Hindrance points may now be spent on Edges at the cost of 2 Hindrance points per Edge selected.

LANGUAGES

All Player Characters begin play with the Linguist Edge and should apply it and choose their languages before moving to the next stage of character creation.

Agents who use a Language slot for Morse Code ignore up to 2 points of penalties when encrypting or decrypting messages.

A HERO IN WAITING

Player Characters in Section D start at Seasoned Rank giving them four Advances immediately. All usual requirements apply.

For each advance a character may:

- Gain a new Edge
- Increase a skill that is equal to, or greater than its linked attribute, by one die type
- Increase two skills that are lower than their linked Attributes by one die type each (skills the character didn't have before can be gained at d4).
- Increase one Attribute by a die type. This option may only be taken once per Rank (see Rank table in the core rules)

Note: The Advances given for A Hero in Waiting cannot be used to remove Hindrances taken at Character creation. These can be removed, as per the core rules, when the character advances normally.

DERIVED STATISTICS

Standard Pace is 6" per turn but this may be modified by Hindrances or Edges

Parry is 2 plus half of Fighting

Toughness is 2 plus half of Vigor, plus any armor worn.

GEAR AND GADGETS

STARTING EQUIPMENT

The Secret Files of Section D has relaxed rules for starting equipment. Characters are assumed to have had a working life prior to their recruitment to Section D and hence own certain things: Several sets of clothing, footwear appropriate for formal, work or leisure situations, a set of luggage, general household items etc. If it's a mundane item, your operative can have it.

Mission equipment is issued to operatives when they are going on an operation and should be listed on the Character Sheet.

MISSION EQUIPMENT

Section D, and in particular Q Division, provide all an agent needs when going into the field. This typically includes appropriate clothing, documents, travel arrangements specialist equipment and weapons. This section contains a small selection of the equipment available to spies and is greatly expanded in the full version of the game.

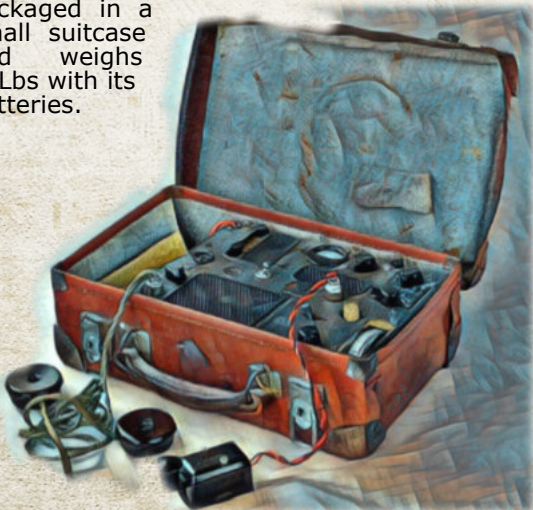
COMMUNICATION

Type III Suitcase radio (prototype)

The Type III Suitcase Radio becomes a mainstay of espionage operations across Europe in the years to come. That radio, the Type III MkII (ultimately designated the B2 Radio Set), is currently in development. The prototype version, the MkI, is available to Section D.

The MkI uses short wave radio frequencies and with a range of around 1000 miles can communicate with an HQ in Britain from most of Mainland Europe.

The unit cannot transmit voice messages and relies on Morse Code for communication. The Type I Radio is packaged in a small suitcase and weighs 30lbs with its batteries.



CAMERAS

Minox Riga

Invented by Walter Zapp in 1936 and available from early 1938, the Minox Riga fast became a favorite with intelligence operatives the world over. Constructed of brass and stainless steel, the Riga was around 3"x1"x5/8" when compacted for storage and can take up to 50 images on a single film cassette.



VEHICLES

The 1930s are a golden age for the motor industry in Britain. In the aftermath of the great depression, Britain has almost 60 car manufacturers. Innovation is around every corner and by 1932, Britain was Europe's largest producer of cars and commercial vehicles. A position it retains until the 1950s.

Mass production techniques and economic recovery across the country bring motoring to the masses and in 1938, car ownership is within the reach of more and more families. There are some three million cars on UK roads and close to half a million vehicles produced in 1937.

The 1936 MG SA Two Liter is popular among those with a high disposable income and looks simply stunning in British Racing Green



MG SA Two Liter

Size: 4 (Large)

Toughness: 8(1)

Crew: 1+3

Notes: Six cylinder sports saloon

Top Speed: 85 Mph

Handling: 1

Cost: £415

SIDEARMS AND SMGS

Browning Hi-Power

Type: 9mm Pistol **Range:** 12/24/48
Damage: 2d6 **AP:** 1
ROF: 1 **Shots:** 13
Min Str: d4 **Weight:** 2.5Lbs



Cost: £6/-/-

Notes: In use with the SIS since 1935

Enfield No 2

Type: .38" Revolver **Range:** 10/20/40
Damage: 2d6 **AP:** —
ROF: 1 **Shots:** 6
Min Str: d4 **Weight:** 2Lbs



Cost: £5/-/-

Notes: Common British Forces sidearm

Webley MkIV

Type: .455" Revolver **Range:** 12/24/48
Damage: 2d6+1 **AP:** 1
ROF: 1 **Shots:** 6
Min Str: d4 **Weight:** 3Lbs



Cost: £5/-/-

Notes: Common British Forces revolver after WWI

Thompson Submachine Gun

Type: .45" SMG **Range:** 12/24/48
Damage: 2d6+1 **AP:** 1
ROF: 3 **Shots:** 32
Min Str: d6 **Weight:** 13Lbs



Cost: £28/-/-

Notes: Imported from the USA due to the lack of a comparable British weapon. The British chose not to adopt the available 50 round drum due to reliability issues.

RIFLES

Lee Enfield MkIV

Type: .303" Rifle **Range:** 24/48/96
Damage: 2d8 **AP:** 2
ROF: 1 **Shots:** 10
Min Str: d6 **Weight:** 9Lbs



Cost: £10/-/-

Notes: Snapfire, Standard issue British Army infantry rifle.

Lee Enfield MkIV Sniper

Type: .303" Rifle **Range:** 24/48/96
Damage: 2d8 **AP:** 2
ROF: 1 **Shots:** 10
Min Str: d6 **Weight:** 10Lbs



Cost: £14/-/-

Notes: Snapfire, Scope fitted.

DARTS

Q Division has devised tiny darts capable of delivering small doses of poison or tranquilizer. The darts are 0.177" caliber and are fired from a standard air pistol. They can also be fired from a small tube, like a pea shooter, disguised as a pen and supplied with six darts.

The dart must hit bare skin (requiring a called shot with appropriate penalties), and damage must exceed the target's base toughness to penetrate the skin and take effect.

Range for the air pistol is 3/6/12 and 2/4/8 for the tube. Damage for the dart is 2d4, AP 0, ROF1, Shots 1, Min Str d4.

Darts can also be fired from any air rifle with a 0.177" bore. Range increases to 10/20/40 and damage to 1d6+1d4 due to the increased air pressure given by an air rifle.

Darts come in three variants, Lethal Poison, Paralyzing and Knockout. The strength of each poison is 2 (subtracting 2 from the Target's Vigor roll) but because of the smaller dose they are not as effective as those in the Savage Worlds core rules.

- Knockout: The target is incapacitated for 2d6 minutes (twice that with a Critical Failure)
- Lethal: The target is Stunned, takes a Wound (2 with a critical failure) and dies in 2d6+6 rounds
- Paralyzing: The target is Incapacitated for 2d6 rounds.

THE SIS AND SECTION D

Separating fact from fiction



THE FACTS

ORIGINS

The Secret Intelligence Service, or SIS, traces its beginnings to 1909 when, at the order of Prime Minister Herbert Asquith, the Secret Service Bureau was founded. The Bureau was created due to government concern and growing public fears that German spies were operating in Britain and her Empire. These rumors ultimately proved to be unfounded.

Split into Home and Foreign sections, the Foreign section of the Secret Service Bureau was headed by former naval officer Mansfield Cumming. He was given the title 'C' after his manner of only signing off documents with an initial in green pen. All Chiefs of the service have since carried this moniker and adopted the same way of signing off documents.

During the First World War the service gained a strong reputation for gathering intelligence on enemy troop movements and numbers. As their usefulness grew, a network of agents, mostly foreign and many of them female, was established across Western Europe. The intelligence they supplied was vital to the war effort.

In the post war period, the service continued to operate with Russia and the rise of Bolshevism a key concern for the British Government. One operative was so deeply embedded in Russia, he served in the Russian army and provided intelligence on the strength of the Baltic fleet.

BECOMING THE SECRET INTELLIGENCE SERVICE

Around 1920, after the organization being known by several different names including 'The Secret Service', 'The Foreign Intelligence Service' and even 'C's Organization' the name Secret Intelligence Service was officially adopted. The MI6 moniker, only adopted during the Second World War, was an easy way to show the close link to MI5, the Security Service. Worth noting is that The Security Service and the Secret Intelligence Service are closely linked, but ultimately separate organizations.

Historical Note: *Shortly after the Second World War, the name MI6 was officially dropped but has been perpetuated in media and fiction. Today the SIS uses an MI6 logo even though it officially doesn't have to.*

Mansfield Cumming passed away shortly before his retirement in 1923 and Rear Admiral Hugh Sinclair was installed as the new 'C'. At the same time, Sinclair was given responsibility for the Government Code & Cipher School (GC&CS). Despite its operational success, SIS had never had a permanent home, residing in four separate locations in the first seventeen years of its existence. Sinclair changed this in 1926 when SIS and GC&CS moved to Broadway Buildings, just south of St James Park in London. This would be the service's HQ until 1964 although there is the more famous residence at Bletchley Park which begins in September 1938.

By the late 1930s the rise of Fascism across Europe was alarming. Most countries, including Britain, France and the Netherlands for example, had openly far right political movements. Germany and Italy had Fascist governments and Spain was in the throes of a brutal civil war. This would eventually be won by General Franco's Nationalist movement, backed by Germany and Italy among others. Added to this, the Soviet Union underwent massive change under Josef Stalin. Despite the failure of the collectivization of agriculture and the purges, production of war materiel in the Soviet Union increased dramatically. It seemed another massive conflict across the continent was inevitable.

In late 1937, Hugh Sinclair and his Assistant Chief, Claude Dansey, discussed the need to recruit specialist saboteurs. It was agreed these should be 'agents we have used before who are more suited to this type of work rather than intelligence gathering'. By January 1938 the concept had been endorsed by several SIS sections, crucially including Naval Intelligence. On March 12th 1938, Germany annexed Austria in the Anschluss and the formation of Section D was secured.

THE FOUNDATION OF SECTION D

Officially established under Major Laurence Grand in April 1938, the unit did not officially begin operations for almost a year. Section D's primary mission was to plan, prepare and execute sabotage and other clandestine operations. Sinclair added a wider remit to Section D to include propaganda and political warfare. Targets were 'Anticipated Enemies' which were fairly obvious at the time. 'Anticipated Enemies' often meant operation in countries not considered directly hostile but potential allies to those who were.

Laurence Grand was a soldier and leader of considerable experience. He served in the Great War in France, Russia and Kurdistan, where his time with the Iraq Levies earned him an MBE (a low ranking Knighthood). His accumulated knowledge of 'Irregular Warfare' was a key reason for his selection to lead Section D.

Almost immediately, Section D was viewed with distaste due to the seemingly un-British tactics it intended to employ. Added to this, two further departments were under formation as part of a wider response to perceived threats to the Empire. The General Services (Research) division under the Ministry of Defense and the

Department of Publicity in Enemy Countries. The latter became known as Electra, Electra House or EH after the building they occupied. GS(R) eventually became Military Intelligence (Research) or MI(R) and was also tasked with research into clandestine operations. A key difference between MI(R) and Section D is that the SIS section was a civilian force, albeit led by primarily military personnel.

We know Section D recruited from many countries and from all walks of life. Candidates were expected to meet high levels of physical fitness although it is also known that some exceptions were made where other, potentially more valuable, skills were on offer. The unit was created to carry out unsupported, deniable, clandestine operations in politically hostile environments. If a person was known to have skill with languages, weapons and ingenuity, they became perfect targets for recruitment into Section D.

THE END OF SECTION D

When Winston Churchill succeeded Neville Chamberlain as Prime Minister in May of 1940, Britain had been at war with Germany for over eight months. Just two weeks later, the allied forces were defeated in France, culminating in the Dunkirk evacuation of over 300,000 British Expeditionary Force troops along with large contingents of French and Belgian forces. The battle for mainland Europe was over.

One of Churchill's first actions was to order the increase of resistance, espionage and sabotage operations in Nazi occupied Europe. Section D was merged, along with MI(R), EH and some other auxiliary elements to form the Special Operations Executive. Their first order from the Prime Minister; Set Europe Ablaze.

History books would have us believe Section D was not very successful which contributed to it being merged into the SOE. The section became a footnote in the history of the much better known organization which has had books, films and TV series made about it. The facts are different though. Section D agents formed the backbone of the SOE field presence in the beginning. The bravery, ingenuity and tenacity of these selfless men and women made huge contributions to the success, and ultimate fame, of the unit which was often referred to as The Baker Street Irregulars.

Most of the official records of Section D have been destroyed in one way or another. For example, many Section D documents were considered so secretive, they were destroyed almost as soon as they had been read. After the Battle of France, when an invasion of Britain seemed inevitable, many SIS documents were destroyed. A fire at the Baker Street HQ of the SOE in 1946 destroyed an unknown number of records and a further purge of documents in 1949 resulted in over 100 tons of archive material being destroyed.

Of the surviving Section D documents, many are still classified as Most Secret (the term 'Top Secret' was not used by the British until after WWII). Those that are not classified are heavily redacted.



THE FICTION

TIMELINE

For the purposes of The Secret Files of Section D we have stretched the truth a little to give wider scope for operations outside of the Second World War. As we know, the idea for Section D was first discussed in 1937, we have taken this as the point at which the SIS started to recruit and train agents for their new section.

History tells us Section D began operations in March 1939. We decided it would be a lot more fun if 'unofficial' operations were begun sooner. Hence the start point for The Secret Files of Section D is April 1938, just after the Anschluss.

When Section D effectively becomes part of the SOE in 1940, the game will continue as The Secret Files of Section D where the 'special' operatives of the new SOE division are retained by the SIS as a separate entity.

MISSIONS

Since there is so little official information on the activities of the real Section D, we have taken a few liberties so we can create fantastic adventures. We figured the first records to be destroyed would be the ones detailing the most amazing missions. The missions nobody is ever to find out about. We've also made the game not just about the war. This is why the characters in The Secret Files of Section D are able to take on an amazing selection of enemies with astounding abilities and equipment.

ARCANE BACKGROUNDS AND POWERS

The premise for the game is that certain extraordinary abilities exist which are beyond the comprehension of most people. The higher echelons of the government, military and intelligence communities around the world have knowledge of these supernatural abilities and want to learn more. Those able to wield these powers, or maybe even know their origins are highly prized by all.

PERSONALITIES

To the best of our knowledge, The Secret Files of Section D does not use the names or personas of real people connected to the SIS or Section D as Non-Player Characters for the purposes of creating fictional stories.

HUMOR

The Secret Files of Section D is intended to be a lighthearted and irreverent take on a troubled time in history. The backdrop is deadly serious and the world is presented as it was in the pre-war years. But, at the forefront of the game, there are larger than life villains with crazy names, unbelievable gadgets and a never ending desire to take over the world! Taking on these villains is a wisecracking group of brave men and women with equally stunning gear and abilities. Welcome to:

The Secret Files of Section D

SECRET

Trouble In Tripoli

GM Eyes Only

SIS Section D

After Action Report

File D140438

Archive, do not destroy

D. McCoughie

10/03/2020 03:20hrs

SIS Headquarters, Vauxhall Cross, London.

The mug of tea was as cold as the stainless steel table it had sat on for over two hours but he drank it anyway. Placing the drained mug back on the table he contemplated the cheeseburger, it had been there longer. Looking nothing like the beautifully constructed culinary masterpiece promised by the online menu, this sorry excuse for food reminded him of the Army mess kitchens of the 1980s. It took dedication and skill to treat food so badly but the Army always seemed to find capable candidates. Now it appeared those same chefs were working in the takeaways of central London.

The previous evening he had been a few minutes from leaving his desk when Clara had called him requesting he come down to the archives as a matter of urgency. Seven stories and three security check points later, a furious Senior Director McCoughie had been presented with a battered archive box. It had been brought by a military courier from Bletchley Park earlier in the day and contained After Action Reports from Secret Intelligence Service Section D, one of the units used to form the Special Operations Executive in 1940.

Now it was after three in morning and Alasdair McCoughie had been sat in Vault Twelve for about nine hours. His eyes felt gritty and he was bone weary but the report he was reading totally engrossed him. It detailed a mission undertaken over 80 years ago, before the Second World War, in April of 1938. McCoughie knew from the published history of the service that Section D had existed, but they weren't supposed to have been operational in April '38.

"Have you read this one Clara?" He asked the young archivist at the far end of the table, tilting the cover of the yellowed file towards her as he spoke. Clara, lost in another of the reports, snapped back to the present at the sound of her name spoken in McCoughie's faint Scottish burr.

"Yes, sir, it's incredible. The technology was decades ahead of its time but what happened to it?" Clara paused for a moment, wondering whether she should ask the next question but decided she must. "Sir, have you noticed this man Rinsch is named in several of the reports? But I've never heard of him."

McCoughie nodded, "Or me, and I've read all kinds of intelligence reports from the time. I'll speak to my contact with the BND in the morning and see what they know. Bloody hell! It is the morning!"

"I have a good contact with the Bundesnachrichtendienst, sir. We archivists stick together and I'm cleared for access to all but the Most Secret documents?"

"Fine. I'll let you speak with our German counterparts. I didn't realize the time, Clara, we must go home. I missed dinner with my family last night, let's see if I can at least be there for breakfast. I'll organize a couple of cars. I don't want to see you in the building until at least midday, get some rest. The first thing you do when you get back here is cross reference missions from the time from every source you can lay your hands on. NKVD, US Naval Intelligence, Bureau Deuxieme, all of them."

"But that's Analyst grade work, sir, I'm not sure I'm authorized to make those requests."

McCoughie smiled at her. "I'm looking for another Analyst, Clara. Interested?"

"Well, yes. Thank you, sir." Clara shuffled towards the door unable to conceal her broad smile. "I'll see you later, sir." And she was gone.

McCoughie turned back to the file now open on the desk. "So, what happened to you then?" He said aloud as he lifted another photograph.



THE GERHARDT RINSCH STORY

THE MAKING OF A SUPERVILLAIN

The plot for Trouble in Tripoli centers on the machinations of Herr Gerhardt Rinsch. He is an exiled German scientist, an engineer, a genius, a fanatical Nazi and quite insane. This chapter details his early years and descent into madness.

THE EARLY YEARS

Born in 1900 in Munich, Gerhardt is the only son of Otto and Marga Rinsch but he does have an older sister, Magda. A highly intelligent child, Gerhardt excelled at school and wanted to go to University but was fearful of being called up to the army. Fortunately for him, the great war ended before he was conscripted but in a cruel twist of fate his father, Otto, was killed in the final days of fighting in France.

Otto's Army pension and death in service payment funded Gerhardt when he attended the Technical University of Munich where he also became an advocate of the alternate scientific theories some call Pseudo Science.

He was a member of the Thule Society from its inception in Munich in 1918 and in 1920, he and many other society members were present at the birth of the NSDAP (Nationalsozialistische Deutsche Arbeiterpartei), commonly known as the Nazi Party. The young Gerhardt, robbed of his father by an unjust war, worshiped the charismatic Adolf Hitler and fully supported his dream of a strong and united Germanic race.

WORKING FOR ZEPPELIN

Gerhardt is an engineering savant and came to the attention of Ludwig Dürr, Head of the design team for Luftschiffbau Zeppelin GmbH. When Germany's restrictions on aviation were relaxed in 1925, Dürr recruited Gerhardt to work on the design team for the Graf Zeppelin and later The Hindenburg.

Now hailed as one of the leading engineers in airship technology, Rinsch's main project on Hindenburg was to solve the lift gas problem. Helium, the preferred lighter-than-air gas for airships as it is non-flammable, was very hard to come by since the United States of America's 1927 Helium Control Act outlawed sale for export. Without an alternative, the Hindenburg, the largest vessel ever to fly, would do so on highly flammable Hydrogen.

Knowing Helium is a by-product of the oil and gas industry, Gerhardt started looking for alternative sources and the operations of the Royal Dutch Shell company in the Dutch East Indies were of interest. He pulled some strings, secured a secondment as a research scientist, and worked for the company between 1931 and 1933. While in the Dutch East Indies, Gerhardt discovered that volcanoes, as well as producing large amounts of Sulfur Dioxide, also produced small amounts of Helium mixed with it. If he could somehow collect and refine the Sulfur

Dioxide, he would be left with Helium. It wasn't pure, but it was lighter than air, non-flammable and would work. His bosses at Zeppelin were less convinced, however. They were scared of the cost of building such a refinery, never mind finding a spare volcano!

Construction of the Hindenburg had been underway since 1931 and, needing to prove himself, Gerhardt took an innovative approach to solving the lift gas issue. Mindful of his employer's reluctance to spend money, he started looking for alternate sources of volcanic gasses in myths and legends. Eventually he stumbled across an account of the discovery of the island now recognized as Santa Maria, part of the Azores Archipelago. In 1427, Portuguese navigator Diogo Dos Silves discovered an island which had been rumored to be in an area of the Atlantic to the North West of Madeira for over a hundred years.

Ilha Dos Lobos, the island of wolves, was not named after the canine creature of legend but the Monk Seal, often known as the Sea Wolf, and widespread on the island. Silves' crew gave the island a different name though. Ilha Dos Ovos, Egg Island. The name was given due to the sulfurous smell in the air. Knowing there were other volcanic islands in the Atlantic, Gerhardt reasoned the smell could be caused by Sulfur Dioxide and decided he needed to investigate this little known, remote place and found a map from 1899 in a library in Lisbon. The map showed a small island with a volcano. There was hope.

HE WHO LAUGHS LAST

While on his secondment Rinsch had also pursued his pseudo-scientific interests and studied the religions, rituals and legends of the Pacific Ring. He found himself drawn to one deity in particular, the God of Mischief, Plots and Revenge, He who Laughs Last, Mua Haha! A minor deity, Mua Haha took a back seat to the standard gods repeated the world over in pantheistic religions. Gods of Earth, The Sun, Fire, Water and War. Goddesses of Love, The Harvest, The Moon and Stars. All standard in ancient civilizations, but no other had a God of Revenge, a God of Conquest!

The more he looked into Mua Haha, the more he began to believe in the power of this God. In all the legends, those who sought divine power to smite their foes praised his name as they took their decisive action. Trusting unto Mua Haha, they would call his name to heaven and be victorious. Furthermore, Gerhardt had found an ancient Tahu'a who taught him the ritual of embodiment. The placement of the spirit of a god into a human body.

He was forming a plan to elevate himself and Adolf Hitler to greatness. Now the Nazi Party, led by his beloved Führer, were in power in Germany, Rinsch was one step closer to it.

SANTA MARIA

By the time Gerhardt had identified a plentiful source of Sulfur Dioxide it was the summer of 1935. Hindenburg was scheduled for flight testing in March of 1936 but still there was no consistent supply of Helium.

Rinsch had been invited to join the newly formed SS Ahnenerbe Division, and he hatched a scheme to get the German Government to fund his research. After all, isn't that what the Ahnenerbe was for? He met with his old friend Heinrich Himmler explaining that a Hindenburg with Helium as its lift gas would be a huge benefit to the Reich. Not only could airships built by Zeppelin be awesome weapons of war, the Germans could break the hated American's stranglehold on Helium sales across the world. Himmler was convinced and Gerhardt was given one last chance to solve the problem. An expedition to Santa Maria was authorized.

When he arrived on the sparsely populated island, the first thing he noticed was the unmistakable smell of Sulfur Dioxide. Rinsch found a local guide who took him to the West of the island where the caldera of an ancient volcano stood, a vast fissure releasing the stinking answer to Gerhardt's dreams. All he had to do now was test his refining technology.

Fame and fortune would be his, more importantly the Führer would recognize his genius and he could take his place at the Führer's side, just like Albert Speer.

Then he could reveal his master plan; Make Adolf Hitler the 1000 year Führer of the 1000 year Reich.

Gerhardt submitted the plans for his refinery but the cost was astronomical. Even though he was on the verge of providing the Reich with an endless supply of Helium and the government had funded his research expedition, his project was stopped. The Zeppelin company decided Hydrogen was the only cost effective way to proceed. He was thwarted.

Rinsch was furious and vowed revenge on Zeppelin. He promised one day, his airships would rule the skies and dwarf the best the Zeppelin company could ever make. He resigned and immediately started using his contacts to create his own business, Rinsch Luftfahrttechnik (Rinsch Aviation Technology)

REFINING THE PLAN

Through his Ahnenerbe connections and friendship with Himmler, Rinsch had access to senior officials who manipulated government funding to his projects. Himmler ensured a blind eye was turned to Rinsch's activities because he thought there was merit in his technology and wanted to score political points from its success.

From late 1935, consignments of steel and building materials were mysteriously redirected to the tiny island in the Azores. Scientists and engineers bound for Kummersdorf found themselves on ships instead of trains and Rinsch recruited men. Lots of men.



He needed an armed force to protect his interests on Santa Maria but Himmler drew the line at that point. Rinsch instead turned to the Nazi Party, specifically the SA. Until July 1934, the Sturmabteilung (Brownshirts) had been the paramilitary arm of the Nazi Party. With over three million members under Ernst Röhm, the SA had been seen as a major threat to the party leadership and was purged in "The Night of the Long Knives". Röhm was accused of treason and executed while most of the members were absorbed into the Wehrmacht (Armed Forces).

Those who were not offered positions in the armed forces were bittered and, just like in the days of the Weimar Republic, unemployed. Rinsch offered them a lifeline and before long he had a private army, inadvertently funded by the Reich.

THE DESCENT

All the while, Rinsch was maintaining his public front as a senior member of the Ahnenerbe and had begun to introduce his global pantheistic theories into the organization. He searched Germanic and Norse legends for a God like Mua Haha but no exact match could be found. Instead he set about convincing the Ahnenerbe that there must be an equivalent to Mua Haha and only when he were summoned would the Germanic version of the God reveal himself. His ambition to summon Gods unnerved some of his colleagues but his most bizarre theory was yet to come.

By summer 1937, the refinery on Santa Maria was complete and ready to begin Helium production. Rinsch had also begun construction of a massive airship, eclipsing the Hindenburg by an astonishing fifty meters. The RL300, also known as the Führerhimmelversteck (Führer's Heaven Lair) is 300 Meters long and 60 meters high. Rinsch wanted to present the airship to his Führer as a Birthday Present in April 1938 along with an extra special gift. Immortality!

Outlining his plans to Heinrich Himmler in November 1937, Rinsch explained he had a way of making Adolf Hitler a living god. He told the SS leader he could imbue the Führer with the spirit of Mua Haha but there was one minor flaw in the plan. For the transformation to work, the Führer needed to be dead. Only then could the souls of Adolf Hitler and Mua Haha be merged into the Führer's human body.

This was a step too far, even for Himmler, it was practically treason! Turn Adolf Hitler into a god that isn't Germanic? Never! Himmler had to find a way to remove Rinsch but he was too invested politically in the new technology not to mention complicit in the siphoning of funds for it.

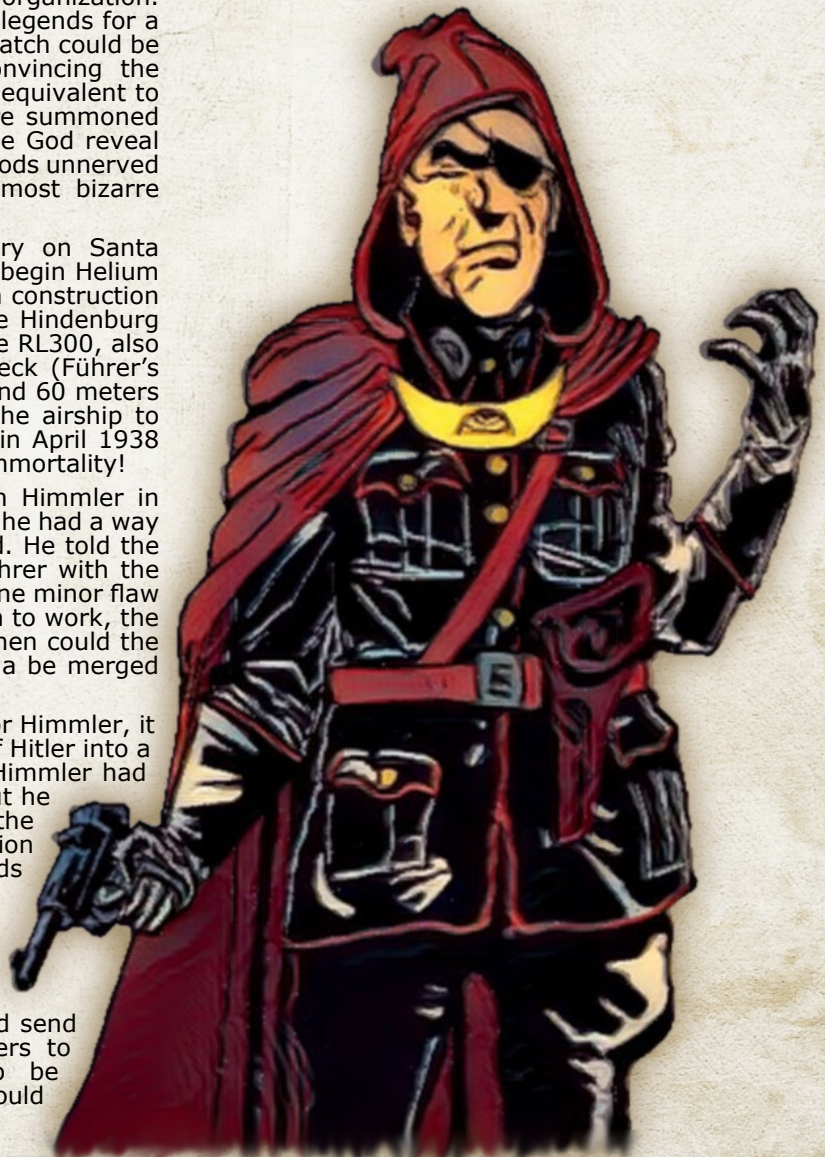
Ultimately Himmler came up with a plan. He would expose Rinsch as a traitor and claim he had nothing to do with the siphoning of funds. Then he would send a bogus squad of Gestapo officers to arrest him, intending them to be overpowered and Rinsch would escape.

Rinsch would be a fugitive from Germany but with the opportunity to win back favor.

Rinsch liked the plan, to a point, but told Himmler he needed some time. He decided if Himmler wanted his technology, he must pay dearly for it. His first move was to secretly transfer the assets of Rinsch Luftfahrttechnik to Switzerland, well out of reach of Himmler. Then he moved a large number of his men to Santa Maria and the rest to France and Libya. Only then did he tell Himmler he was ready.

In the bungled arrest attempt, Rinsch was injured, suffering damage to his left eye where he now wears a patch, but he escaped to Santa Maria and completed his airship. Now he has a plan of his own. Make a statement with his new airship technology, discredit Heinrich Himmler, and take his place as loyal head of the SS.

Next, make Adolf a God and take over the world in the name of Mua Haha!



TROUBLE IN TRIPOLI

INTRODUCTION

Trouble in Tripoli is a mission for characters recently recruited to Section D who have just completed training. The adventure is designed for four to six player characters of Seasoned Rank and plays out in two or three sessions.

A selection of pre-generated characters is supplied and can also be downloaded from the Imaginarium Games website along with blank character sheets.

SCALING ENCOUNTERS

Most encounters are designed with a number of Henchmen or similar Extras per agent and scale very easily if the team is larger or smaller.

For more experienced characters, add three extra Henchmen or Extras to each encounter for every Wild Card Rank above Seasoned.

Gerhardt Rinsch's foot soldiers, the Rinsch-Jäger, operate in a Sechsertrupp (six troop) comprising five soldiers and one Rottenführer (Corporal). Hence in any encounter with them, every sixth man is an Rottenführer. Any time there is an incomplete Sechsertrupp at the beginning of an encounter, one of the additional soldiers is an Rottenführer.

Example: a team of five Veteran agents encounters Boris the Beast (a Wild Card enemy) and a group of Rinsch-Jäger. The encounter calls for two Rinsch-Jäger per agent so the total number encountered is thirteen, two for each hero plus three because the this is a Veteran team. Of the thirteen, three are Rottenführers. This could be tough!

PLOT OVERVIEW

Monday 4th of April 1938, London, England. Civil war rages across Spain, Austria was annexed to the German Reich a few weeks ago and France's government is in turmoil. Again. On a lighter note, Oxford won the University Boat Race at the weekend. It was the 90th running of the race and the first time it has ever been televised.

Our heroes, freshly returned to London from various training cadres around the country, have been told they are unofficially operational and are awaiting orders. They are quartered in the plush St Ermin's Hotel in Westminster when they each receive a message to report to Broadway Buildings, headquarters of the SIS.

The new agents are ordered to investigate a robbery. Not a job normally considered worthy of involving the SIS but this robbery is different. It was carried out at the British Museum, by a team of well trained and motivated thieves, using a huge, silent airship.

The Prime Minister himself has ordered Section D to investigate this matter. He feels

anybody who can fly a huge, silent airship over London and carry out such an audacious robbery, on a site of national importance, is surely a threat to the King and the Empire.

Little do they know at this stage, but our intrepid Spies are about to embark on a mission that introduces them to a recurring nemesis and explains why many evil geniuses laugh they way they do.

At the British Museum, our heroes discover the only thing stolen was a seventeen foot statue of an, as yet, unidentified Polynesian god. Further investigations reveal some clues to the perpetrators but things take a turn for the better when they discover one of thieves was left behind.

Act one closes with a high speed chase across London and the gaining of information leading the team to Tripoli, and a huge International Trade Fair. Dispatched with all haste, our heroes now have orders to understand the significance of the statue and capture or destroy the amazing airship.

Tripoli in Italian Libya. A cosmopolitan city of history and wealth and home to the African continent's largest trade fair. Exhibitors come from all over the world to sell their goods and open trade links to Africa. Here the team learns the robbery at the British Museum was nothing but a publicity stunt for the Rinsch Luftfahrttechnik RL300, the largest and most technologically advanced airship ever built.

Act two sees the team networking their way around the impressive exhibition to find out where the airship is. What they uncover is a plot to sell the amazing technology to the highest bidder, in an auction to take place on a remote volcanic island in the middle of the Atlantic Ocean. Now in a desperate race against time, the agents find themselves embroiled in international intrigue, diplomatic affairs and ultimately the theft of shiny new military hardware as they track their quarry to the Azores.

The final act of Trouble in Tripoli takes place on the tiny island of Santa Maria where Gerhardt Rinsch has his base of operations. With facilities spread across the West of the island, the team must make new friends, and acquaint themselves with old adversaries, as they finally track down the astounding technology the British Government has ordered them to capture or destroy.

The team is faced with a myriad of choices and ways to complete their mission. Amazing discoveries, chilling insights, every pulp trope in the book and an epic showdown with the evil genius and his battalion of henchmen are all on the cards.

Ultimately, our intrepid heroes make an enemy they cannot afford to have and learn exactly why evil geniuses laugh the way they do!

ACT ONE – MUSEUM MISCHIEF

SCENE ONE - THE PM'S NEW PANTS

It is 8.00am on Monday 4th of April 1938 and it's raining. It's been raining for two days. An hour ago, each of our heroes was awakened with a gentle tap on the door of their hotel rooms. They are staying at the St Ermin's Hotel in Westminster having recently returned to London from training cadres at various country houses around Britain. So far, life in SIS Section D has been quite glamorous, when not crawling through mud, field stripping a Browning in the dark or being yelled at by an Army Physical Training Instructor that is. The tap at the door brought with it a message, a rather curt message as it stands. Report to Broadway Buildings 07:45 for 08:00 briefing.

Broadway Buildings, Broadway, London: SIS Headquarters. After a brief walk in the rain, the agents are shown to a briefing room on the first floor with no word as to why they have been summoned so abruptly. Off the main corridor, an oak paneled door opens to reveal what the sign calls 'Briefing Room 3'.

The room is nicely appointed, and recently decorated. The smell of fresh paint lingers in the air, the furnishings and royal blue, deep pile carpet are clearly new. A large oval table, easily accommodating eight people, sits in the center of the room surrounded by leather upholstered conference chairs. In the center of the table, a silver salver sits with two jugs of water and accompanying lead crystal tumblers. Against the wall, a double doored cupboard sits locked. More crystal glasses and a decanter on the top giving hints to the contents.

Allow the players a few moments to introduce their characters. They have all been through various stages of selection and training over the last few months so it is perfectly reasonable for characters to know one another

Read to players:

Following a brusque two knocks on the door a well-appointed man around 5'8" tall comes into the room. In his early forties and clearly physically fit, he is clean shaven and his red hair is well groomed. The man wears a Naval uniform and although it carries no rank insignia there is a collection of medal ribbons on his jacket. There is a presence about him, an aura of undeniable confidence. Without saying a word, the man pours himself a glass of water and takes a sip while positioning himself at one end of the table. Eventually he speaks with a broad Scottish accent.

"Ladies, Gentlemen, please be at ease and take a seat." He remains standing.

"My name is Duncan McCoughie and I am to be your Section Head. Some of you know me from training, some do not. Now, we're all new to Section D but I've been with SIS for over five years and I know the ropes. You put your trust in me, I'll do the same for you, and we'll all get

along just fine. For the purposes of rank, you call me Mr McCoughie or Sir and that's all you need to know. Do you understand?"

He pauses for responses to his question.

"Thank you. Now, after all the training we can at last get down to business. The Major has assigned you your first operation.

This morning, best guess is around zero three thirty hours, the British Museum was robbed. Not usually a case for SIS, but the manner of this particular robbery has scared the living daylights out of Mr Chamberlain and he has personally asked for us to investigate. Rumor has it, he needed to change his underwear twice this morning. The reason for the PM's concern is that the robbery was apparently carried out by a team of thieves who used a gigantic, silent zeppelin."

McCoughie pauses for the last statement to sink in.

"As far as we know, this thing has only been used for a high value robbery, although we have no idea what's been stolen as yet. The fear is, this giant zeppelin flew across London and was completely, and I do mean completely, undetected. It could have dropped bombs on Buckingham Palace or Downing Street! SIS has precisely zero information on the machine and we need some. Find out where it came from, who built it, and most importantly, where it went."

McCoughie, now quite animated, pauses for a sip of water before continuing.

"The police are currently at the scene and the investigating Officer in Charge is Detective Inspector Eric Mather."

If the pre-generated character Franco 'The Lily' Giovanni is in play, the next comment is addressed to Franco directly. See the text box on the following page.

"DI Mather heads up the Yard's Organized Crime team. He has been informed that Crown Officers are on their way to assist in the investigation and my clerk has a letter of introduction and authority for you. This should ensure full cooperation from the Police. Once you've completed your investigation, report back to me here. Any questions?"

McCoughie is as much in the dark on the situation as everybody else at present so is not able to answer many questions. If the team requests vehicles they are allocated up to two Hillman Fourteen cars. Drivers with Driving d6 are assigned if none of the team can drive. (see page 84 for vehicle stats).

As they leave the Broadway Buildings, the team is issued with the letter of authority promised by McCoughie. Anybody reading the letter notices it is signed by Sir Samuel Hoare. With a successful Common Knowledge roll, the agent remembers this is the Secretary of State for the Home Department, also known as the Home Secretary.



SCENE TWO - SWINGIN' IN THE RAIN

Driving to the British Museum takes around fifteen minutes from Broadway and the team is soon standing in the rain before the world's first public national museum. Several Police cars are parked outside the gates on Great Russell Street and uniformed Constables are turning the public away from the impressive porticoed entrance.

On showing their letter of authority and introducing themselves, one of the Constables takes the agents into the main building and introduces them to DI Mather.

GM Note: The pre-generated character, Franco 'The Lily' Giovanni, has previously worked with Detective Inspector Eric Mather as a freelance adviser on organized crime. The two know each other reasonably well and there is mutual respect despite Franco's dubious background. In the following scene, DI Mather is polite and cooperative with the agents raising to friendly if Franco is a part of the team. Mather understands the nature of this crime makes it important to powers higher than the Police and wants to make sure it is solved.

Detective Inspector Eric Mather is a professional Police Officer, and has been all his working life. Starting as a Constable in 1920, he successfully applied to join the Criminal Investigations Department in 1927 after serving two years as a uniformed Sergeant.

Promoted to Detective Inspector in 1935 and still under 40, he now leads one of Scotland Yard's many CID teams. Eric is always smartly dressed and well-mannered but his demeanor hides a tough, no-nonsense officer who isn't above cracking a few heads to get the job done.

As the agents are brought to DI Mather, he is talking to another man in a long gallery on the second floor of the building. A bookish looking character, he is introduced as Professor Barnett, Curator of Asian Antiquities.

Professor Richard Barnett is a well-spoken man in his mid-fifties. Dressed in corduroy trousers with a tweed jacket over a flannel shirt, he looks every inch the archaeology professor. Barnett is Curator for the whole of the Asian Antiquities section of the museum but

freely admits his specialism is China and Japan. The professor was in the process of researching the mysterious totem pole when it was stolen.

Any agent with a background in history, archaeology or similar can make an Academics roll to see if they know of Professor Barnett. Success means they know of his work and expertise in ancient Far Eastern culture, religion and artifacts. A Raise indicates they have met the Professor before, as a peer or possibly as a student, and he is more friendly to them.

The only other person the agents gain useful information from is **Ralph Tanner**, the head night watchman. Ralph is a plain speaking veteran of the Great War from London's East End. Having served in the Infantry in France, he has retained much of his Army discipline and always calls those he feels worth of respect 'Sir'. He is in his early forties, a little overweight, tired and very grumpy. Ralph is quite ashamed the robbery took place on his shift.

INVESTIGATIONS AT THE MUSEUM

The team now has the opportunity to look around and question people to discover what has happened. The only people with any real information are DI Mather, Professor Barnett and Ralph Tanner.

If the agents speak with anybody other than the three above, their questions are met with a polite "darned if I know gov'nor." Or similar.

The available information and clues are given below in no particular order of discovery. Letters in parenthesis after each item indicate who can give the information, this may be more than one person:

M — **Eric Mather:** see page 80

T — **Ralph Tanner:** see page 80

B — **Professor Richard Barnett:** see page 81

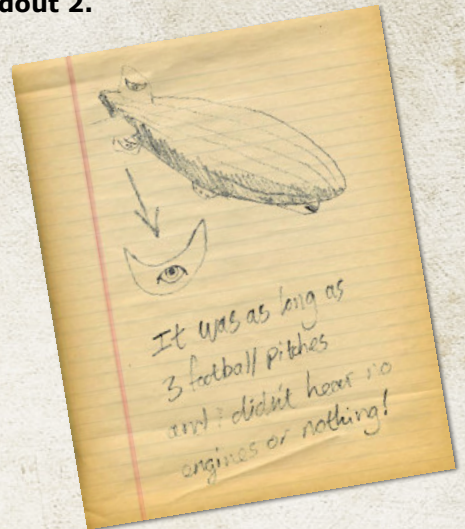
- The theft took place between 3.30am and 4.00am while there were four night watchmen on duty. Two for the ground floor and one for each of the upper floors. **(M, T)**
- The thieves rappelled down ropes from a giant airship, and entered through a large skylight window on the second floor of the west wing. The skylight (not the same one where Otto Kramer's hood is later found) is five feet square and was left open. It has now been closed and a cut rappelling line was found in the corridor. **(M, T)**

- The watchmen on the upper floors were rendered unconscious, then the thieves brought two large wheeled trolleys in through the skylight and went for their target. The trolleys were left by the skylight when the thieves left the building. **(M, T)**
- The watchmen who were beaten were taken to hospital, the other has been sent home after being interviewed by the Police. **(M, T)**
- The only item stolen is a large totem pole, believed to be of Polynesian origin. It had only recently been displayed in the Asian Antiquities exhibit area. The statue is around seventeen feet in height and four feet in diameter at its base. **(B)**
- One of the thieves dropped red hood with a black crescent and eye symbol during the raid. If one of the agents thinks to investigate the roof, they find it on a skylight. If the players don't think of this, it has been recovered and is given to the team by the police at the museum. **(M or agent find).**
See Handout 1



- The raid started after 3.30am. The night watchmen have a check-in protocol where each of the upper floor guards telephones the main security station on the ground floor every 30 minutes. The 3.30am call was made, the 4.00am call was not. This prompted Head Night Watchman, Ralph Tanner, to investigate and he found his unconscious colleagues bound and gagged. **(M, T)**
- After raising the alarm, Ralph discovered the open skylight and cut rappelling line then glimpsed the airship pulling away. **(T)**

- Ralph quickly sketched the airship and has handed his drawing to the police. **(M, T)**
See Handout 2.



- Ralph is adamant the airship made hardly any sound. A low whining noise is all he could hear above the rain and after a few minutes it vanished into the cloud and was gone. "I've seen them Zeppelins before, sir, when was in France like. You can 'ear 'em a mile away." **(T)**
- The totem was mysteriously donated to the British Museum in December of 1937. It just turned up one day, in a huge box, with a letter saying it had been discovered dangerously close to an active volcano in Sumatra. The letter, addressed personally to Professor Barnett, requested only that the totem pole be kept safe, and was initialed 'with thanks, GR'. The letter has since been lost. The totem was placed in the storage vaults beneath the museum and was only removed in the last month for inclusion in a new exhibit on the pantheistic religions of the world. Professor Barnett has a sketch of the totem pole but there are no photographs. **(B)**

See handout 3.



THE STATUE OF MUA HAHA

What Professor Barnett doesn't know.

The statue was donated to the museum by Gerhardt Rinsch towards the end of 1937, specifically so he could steal it back. Stealing the statue as a publicity stunt is an integral part of Rinsch's plan to discredit Heinrich Himmler and ingratiate himself back into the upper echelons of the Nazi hierarchy.

The stolen totem pole is of Mua Haha, but Professor Barnett doesn't know this yet. He is an authority in the ancient cultures of China and Japan and while he has some knowledge of Polynesian culture, he is not an expert. The professor has recently been studying the totem to identify the deity it represents.

An agent wishing to try and identify the deity from Professor Barnett's sketch can make an Occult or Academics check at -2. If they have specifically studied Polynesian religions, the check is made with no penalty. With a success, the agent knows the deity is definitely of the Pacific Rim region (although Sumatra is quite far west for this type of iconography) and likely to be regarded as evil, the skulls on the base are something of a giveaway. With a Raise, the scholar recognizes Mua Haha, the god of plots, mischief and revenge, he who laughs last. It is said that whenever somebody reveals a plot or plan, chanting the name of Mua Haha guarantees its success.

CLUES TO THE NEXT STAGE

The hood:

The team should easily make the visual connection between the statue and the hood found on the roof. An agent examining the hood can make a Common Knowledge roll at -4, or -2 if they have a background in aviation, engineering or similar. If successful, they recognize the crescent and eye motif as being very similar to the logo of German aviation technology company, Rinsch Luftfahrttechnik (Rinsch Aviation Technology). Success with a Raise and the agent remembers the name, Gerhardt Rinsch. Previously one of the lead designers at Luftschiffbau Zeppelin GmbH. This information can also be discovered later if required, perhaps when the team reports back to Duncan McCoughie.

SIS Information on Gerhardt Rinsch:

SIS has had a file on Gerhardt Rinsch for several years. He became a person of interest when he worked as a designer on the Graf Zeppelin and later as a lead designer on the Hindenburg. The File details his work on those projects and tells that he formed his own company, Rinsch Luftfahrttechnik, in 1935.

The last note in Rinsch's dossier implicates him in a plot to embezzle funds from the Third Reich. As a result of this, he was exiled from Germany in disgrace in November 1937.

Inquiries into his current location reveal his whereabouts is unknown but an SIS operative in Libya recently reported that Rinsch Luftfahrttechnik is exhibiting at the Tripoli International Fair.

Otto Kramer:

At the end of Act One, team and the police discover one of the thieves was left behind. **Otto Kramer** is the airship's Last Meister (payload master) and was charged with ensuring the totem pole was correctly fastened to the lifting gear before it was hauled up to the vessel. He is supposed to be the last man to go back aboard but when the alarm was raised, the pilot panicked, ordered the rappelling line cut, and pulled away leaving him behind.

Otto removed his Rinsch-Jäger hood (the one found on the roof) and found a place to hide. His intention was to wait for the turmoil to die down and simply walk out of the front door once the museum reopened. The arrival of Government officers has spooked him though and he has decided to make a break for it. Stealthily making his way back to the roof and towards the rear of the building, Otto sees only two police officers and a car.

The police officers are facing the street as Otto climbs down the outside of the building. Surprising the officers he renders one of them unconscious with a cosh and fights briefly with the other. Making a break for their car, Otto speeds off down the street as the other officer raises the alarm by blowing repeatedly on his Police whistle.

Capturing Otto Kramer alive gives solid leads to Tripoli. He has some Italian Lira bank notes in his wallet, but these were issued in Italian Libya. His wallet also contains German citizenship documents and more cash in Reichsmark notes.

SCENE THREE - HUNS ON THE RUN

Otto Kramer has overpowered two Police Constables and stolen a Wolseley Six Wasp Police car (Vehicle stats on page 84). To make good his getaway, Otto is heading East and ultimately South to get out of London as quickly as possible. The team has two options: Let the Police handle it or chase Kramer themselves.

If the team decide to let the Police handle it, base the outcome of the pursuit on what they have already learned. If they have enough information to lead them to Tripoli, Kramer makes a clean getaway. If the team needs a little more information, the Police capture him and he can be questioned. See the **Interrogating Otto Kramer** section.

If the team decide to give chase, run a **Chase** scene using the rules in *Savage Worlds*.

GM Note: As with letting the Police handle chasing down Kramer, base the outcome of this scene on the information the team has gathered so far. If they already have enough leads to take them to Tripoli, let the chase run its course with Kramer either escaping or not. If the team still needs a strong clue to take them forward, have Kramer fail at a dramatically appropriate moment. Perhaps he fails at some outrageous stunt on a famous landmark thus ensuring his capture.

CHASE SETUP

The chase is over nine cards with the last card representing Tower Bridge, if it gets that far. As the chase approaches Tower Bridge, it is somewhat predictably, starting to raise to allow a ship to pass underneath.

Otto isn't a great driver, is in an unfamiliar vehicle and doesn't know the city. He starts on card four while the pursuers start on card one.

Otto uses Change Position as an Action (gaining +2 to his Maneuvering roll) unless there is an enemy vehicle on his card when he attempts to Ram the opponent off the road. He attempts a Flee Action as soon as he can to make good his escape.

When the Chase reaches the ninth card, the vehicles turn on to Tower Bridge, crashing through flimsy safety barriers, and scattering the tourists waiting to see the bridge raising. Otto sees his last chance to escape and goes for broke, attempting to jump the widening gap.

First, have the drivers of each vehicle entering the bridge make a Spirit roll. Failure means the driver chickens out of attempting the jump across the bridge. Success with a Raise gives a surge of adrenaline and a +2 bonus to the Maneuver roll to clear the gap.

Making the jump is a Maneuver roll. Critical Failure results in the driver completely misjudging the required speed to clear the gap and the car plummets into the Thames. If the roll is failed, the vehicle just about clears the gap but takes a beating, make two rolls on the **Vehicle Critical Hits** table in the core rules and the Driver is Shaken. With a success, the car clears the gap but takes some damage, make one roll on the **Vehicle Critical Hits** table in the core rules. Success with a Raise results in a clean jump and landing with no ill effects to vehicle or passengers.

If a vehicle falls into the river, a successful Athletics roll allows the passengers to get free of the car and swim to safety

Enemy: Otto Kramer

See page 79

SCENE FOUR - QUESTIONING OTTO

Otto Kramer is a proud working class German and National Socialist approaching his 40th Birthday. He is fit and healthy, stands at 5'9", clean shaven and dark haired. He narrowly avoided conscription in 1918 and spent his post-education years working, when he could, as a laborer, in an impoverished Weimar Republic.

When the NSDAP formed, Otto was immediately captivated by the entrancing speeches about a reborn and greater Germany, although he never subscribed to the Anti-Semite sentiments. He joined the SA in 1923, primarily for a steady paycheck, but also because he believed the party could address the injustices of the Treaty of Versailles and make everybody's lives better.

Otto served happily in the SA, seeing the party rise to prominence and then power, he was earning money and could afford a comfortable life. On July 1st 1934, everything changed. Literally overnight the SA was torn apart, its leadership eliminated and its role changed. Otto was one of over one million men suddenly out of a job. He applied, like many SA members did, to enlist with the Wehrmacht but was judged too old at 36. Once again he was unemployed and felt rejected by the country he wanted to serve.

He returned to laboring and worked on the Autobahn project for over a year until he heard about the man, Gerhardt Rinsch, who was recruiting former SA members. Otto has worked for Rinsch since November of 1935 as a security guard and occasional driver and was absolutely loyal to him until he was abandoned.

Otto is a prime candidate for turning into a double agent. If the team can manage it, he becomes a useful asset for future missions.



Otto has the following items on his person when he is captured:

- A wallet containing cash in both Reichsmarks and Lira (with a successful Notice roll, one of the agents spots they are from Italian Libya rather than Italy)
- A wooden cosh (d4+Str damage)
- German Citizenship documents and passport
- Half a packet of cigarettes and a book of matches from the Grand Hotel Tripoli

Interrogating Otto Kramer is a **Social Conflict**, use the rules in *Savage Worlds*. Each round of questioning is opposed by Otto's Spirit (d8). He responds better to reason and rhetoric than Intimidation and talks freely if handled correctly. Information gained depends on the number of tokens scored as follows:

- 0 Otto Remembers his Vow to serve Rinsch and answers all questions with "No comment"
- 1-3 The team gains the basic information to lead them to Tripoli in yes or no answers
- 4-5 Otto is furious at being abandoned yet again and lets the interrogator have all the information below
- 6+ Otto makes a "What's in it for me?" offer and as well as giving the information below, agrees to become an informant, at a price.

Information available from Otto:

- He joined the Rinsch-Jäger (Rinsch's private army) as a security guard in 1935 after serving in the Sturmabteilung (Also known as the SA or Brownshirts) from 1923 until the summer of 1934. Many of his old friends had joined Rinsch and it was one of these who told him of the opportunity.
- He is embittered that his age at the time (36) prevented him from consideration for the Wehrmacht. Otto is a committed National Socialist but does not agree with the way things have gone recently and does not consider himself a Nazi in its fullest sense.
- His duties for Rinsch in Germany were basic guard details and occasional driving, usually accompanying items being shipped abroad. He does not know what the shipments were or where they were going. "That information is above my pay grade".
- He only ever served Rinsch in Germany until recently when he was moved to Tripoli a few weeks ago as part of the security detail for the Tripoli International Fair. His main task for the fair was to protect a man called Hans Neisenthos (SIS has no record of Hans).
- Hans is engaging "top brass types" for an auction of the airship technology and "some other things I'm, not sure of, something to do with Helium I think". He assumes the auction itself is to take place in Tripoli.

- He does not know where the airship is kept or where it was built but is convinced it is not in Germany.
- The first time he ever saw it was three days ago when he boarded the vessel in the desert outside Tripoli. He does not know where he was when he boarded. All he knows is he was taken by truck to a location with a makeshift tethering tower and boarded the airship by rope ladder.
- His job on the airship was Loadmaster even though he had never performed this duty before. He was given training on using the gantry crane in the cargo hold while en-route to London.
- He knows the zeppelin is designated RL300 indicating its 300 meter length. He has also heard it called the Führerhimmelversteck, literally translating to Führer's Heaven Lair.
- The craft can fly almost silently using repurposed U-Boat technology. In normal flight, the RL300 uses diesel engines but the diesels also charge large batteries. These allow the craft to run almost silently for four to five hours. With the low cloud and rain in the early hours of the morning, the huge craft was undetected.
- The men selected for breaking into the museum were only briefed once the airship was en-route to London. They were allocated tasks and given copies of tourist maps of the museum.
- They made refueling stop "*Somewhere off the coast of Southern France. We met a ship and refueled from it.*"
- He knows that from London, the airship was headed "*to an island somewhere to drop off the statue. We were told we would be back in Tripoli on Wednesday.*"
- The man who briefed the Rinsch-Jäger and led the robbery is only known to the men as Boris the Beast due to his size. Neither Rinsch nor Hans Neisenthos were on board the zeppelin. Otto knows Hans is still in Tripoli and thinks Rinsch "*must be on the island waiting for the statue.*"

LET'S MAKE LIKE A MUMMY AND WRAP THIS UP

By the time the agents have finished their inquiries at the museum and questioned Otto Kramer they have a good idea an overseas trip is on the cards.

Before anything can happen, the team must report to Duncan McCoughie and tell him of their findings. Act Two starts in-media-res but give the players the opportunity to tell their story and maybe earn a Benny.

If the team used firearms as they chased Otto Kramer across London, they receive a 'Stern Bollocking' (a Military term for being told off, a lot, really loudly, probably with the use of colorful language) from Mr McCoughie.

Once the agents have made their report, they can rest, receive first aid if needed, and prepare for the next part of their mission.

ACT TWO - TROUBLE IN TRIPOLI

GM INFORMATION

Goals:

The team's ultimate goal is to track down and either capture (the SIS doesn't like to 'steal' things) or destroy Rinsch's airship technology. The auction is the key to locating those things. The obvious solution is to try and secure an invite to the auction directly from Rinsch Luftfahrttechnik but they soon discover this to be almost impossible.

While attempting to secure an invite and watching other delegates, there are plenty of opportunities for the team to discover where the auction is. There are five delegates at the fair who are going to the auction and each receives a letter detailing the location and itinerary. Obtaining or at least getting a good look at the one of these letters tells the spies all they need to know.

Act two picks up the pace towards the end with a fight between the operatives and some Rinsch-Jäger. After an unscheduled visit with the Carabinieri, the team must find a way of chasing down the elusive airship but an opportunity presents itself in the form of two Italian stunt pilots seeking political asylum. This in turn necessitates the 'capture' of a prototype aircraft to reach the final showdown

Running the investigation at the Tripoli International Fair:

This segment of Trouble in Tripoli focuses on roleplaying, networking and investigation. There is a tangled web of intrigue and espionage at the Tripoli International Fair and there are many options for uncovering it. Encourage the players to spread out and make some connections and they will quickly track down the leads they need.

Each stand in the Grand Pavilion of the fair is detailed along with important Extras and Events connected to those stands. It is important to be familiar with each stand and the Extras and Events the team can encounter so information is gained from the right sources. The investigation phase allows each of your players and their characters to have a few moments in the spotlight.

Some stands have encounters marked as an **Event**. This is a story driver and happens no matter what. Some encounters are marked **Event (Optional)** and happen if the stated criteria are met, a certain character being present for example.

GM Note: If you are running Trouble in Tripoli as a convention game or a one-shot, or if your players prefer a more action centered game, you may want to condense the investigative section into **Networking** or a **Dramatic Task** to save time. In this case, ask which stand each operative is investigating and make sure they have the information from the location if they are successful. It should be made clear that

infiltrating the auction from Tripoli is practically impossible due to the security and selection measures. Pick up the action with the Franz Klipp **Event** at the Rinsch Luftfahrttechnik stand on page 38.

WHAT'S HAPPENING AT THE FAIR?

All Gerhardt Rinsch wants is to clear his name (see **The Making of a Supervillain**) and get back to Germany in a senior position at the side of the Führer. Rinsch is using his stand at the exhibition to recruit interested parties to come to his Santa Maria island base where he intends to sell his airship technology to the highest bidder in an elaborate auction ceremony. Should the Third Reich show enough interest, he will cancel the auction and return home a hero. If this plan fails, at least he banks a tidy sum of money along the way.

Below is a summary of the mission relevant information and leads the team gain at the Tripoli International Fair with where the information might come from. More detail is given in the description of each stand in the **Mission Exhibition** section.

- **Publicity Stunt:** Gerhardt Rinsch's raid on the British Museum was a publicity stunt to show the infiltration capabilities of his airship. Did he set up the theft by sending his own statue of *Mua Haha* to the museum months ago, purely so he could steal it back? If so, the plan worked. The story of the audacious robbery is front page news on every broad sheet from New York to New Delhi. **Hans Neisenthos, Rinsch Luftfahrttechnik; Ruben Van Zijl (Royal Dutch Shell).**
- **The technology being auctioned is:**
 - Technical plans for the airships
 - Data on Muahanium and its production
 - A flight ready airship awaiting internal fit-out

More detail on the technology is on page 29

Hans Neisenthos, Rinsch Luftfahrttechnik

- **Security Deposit:** To even be involved in the auction, parties must lodge one million Swiss Francs (around £42,000) with Rinsch Luftfahrttechnik. The invites and deposits are brokered by Hans Neisenthos of Rinsch Luftfahrttechnik at their stand. **Hans Neisenthos, Rinsch Luftfahrttechnik**
- **The money man:** The man handling the financial side of the deal is Hugo Disweg. The segregation of duty between the invite and the transaction adds an extra layer of security making the forgery of an invite impossible. **Hugo Disweg, Rinsch Luftfahrttechnik**
- **How much?:** The team cannot raise the deposit through Section D. The department simply do not allow the budget for it. If **McCoughie** is asked, he orders the team to find another way of following the airship and prioritize capturing it or the technical data.

- **Getting an invite:** There is a set process for securing an invite to the auction:

- Initial meet with Hans at exhibition stand
- Negotiation 1-2-1 in meeting room
- Delegate meets Hugo Disweg to receive instructions for payment of deposit
- Once the transfer is confirmed, Hugo checks with Rinsch Luftfahrttechnik bankers
- Assuming receipt is confirmed, Hugo issues the invite letter to the delegate.

• **Rinsch Luftfahrttechnik stand**

Who's bidding: At the start of the day there are four people suspected of being involved in the process by contacts available to the team. Each has been observed liaising with the Rinsch Luftfahrttechnik stand and receiving letters. The four are:

- **Gunther Rhet** - Luftwaffe
- **Guy Sandolles** - French Air Force
- **Sandro Stalliterni** - Regia Aeronautica
- **Ivan Astikov** - Russian Air Force

Ada Lithgow, Rolls Royce; Giulia Palazzo, Delegate Services

- **A new bidder:** Over the course of the day a new bidder, Herz Van Renthal of Royal Dutch Shell, becomes apparent as she hurries to complete the deposit transaction. **Herz Van Renthal, Royal Dutch Shell**
- **Mail call:** Each of the auction delegates can be observed at various times of the day receiving official invitation letters from Hugo Disweg. The letter is detailed in Handout 4. **Hugo Disweg; Auction Delegates; Locations such as the bar, cafe or meeting rooms as required**
- **Santa Maria:** The tiny Azores island of Santa Maria is named in the invitation letter and is mentioned by **Herz Van Renthal** and **Bruno Brandt (Rinsch Luftfahrttechnik)** in possibly overheard conversations
- **Traveling:** The auction delegates will be collected from the Grand Hotel Tripoli at 7.00pm this evening for an overnight flight to Santa Maria. **Hans Neisenthos, Rinsch Luftfahrttechnik; Auction invite**
- **Traveling:** It takes the RL300 17.5 hours to cover the 3500 KM (2175 miles) distance to Santa Maria but it makes the journey non-stop, at a speed of 200 KPH (125MPH), almost twice the speed of the Zeppelin Hindenburg. This information is only gained if the specific question is asked. **Hans Neisenthos, Rinsch Luftfahrttechnik**
- **Mua Haha:** Ruben Van Zijl previously worked with Gerhard Rinsch and is aware of the statue he found near the volcano in Sumatra. The statue went missing but Ruben is convinced it is the same one which was stolen from the British Museum two days ago in such spectacular fashion. **Ruben Van Zijl, Royal Dutch Shell**

INVESTIGATING THE GRAND HOTEL TRIPOLI

Rinsch Luftfahrttechnik staff and Rinsch-Jäger have taken over much of this historic Tripoli landmark. Between them there are over 100 people connected to the organization staying here. Openly armed Rinsch-Jäger patrol the perimeter and public areas and a number of cars and Rinsch Luftfahrttechnik trucks (2.5 tonne Opel Blitz) are always on site.

Getting into the hotel requires either a guest card (a slip signed by the guest at check-in which can then be used to add items such as meals and drinks to the room bill) or a Rinsch identification. Non residents are temporarily excluded from the hotel at the insistence of Hans Neisenthos which partly explains why the Al Waddan is so busy.

Any agent trying to infiltrate the Grand Hotel needs to succeed in opposed Stealth rolls for each area of the building passed through.

If alerted, the Rinsch-Jäger challenge the intruder once and then use force to remove the interloper from the building.

GOING DIRECTLY FOR THE AIRSHIP

There is a chance the team will make an attempt to locate and board the airship before it leaves Tripoli. This is difficult but not impossible.

The Airfield:

The airfield is an abandoned facility from the days when Libya was two separate Italian colonies. It is around 15 miles West of Tripoli and has been legitimately rented from the authorities by Rinsch Luftfahrttechnik.

There is a grass runway, now largely overgrown, a couple of old hangars where the Rinsch-Jäger assigned to guard duty are stationed, and a two story control tower. Most importantly, the airfield has a ten foot high perimeter fence which has been repaired and topped with barbed wire.

Rinsch's engineers have built a makeshift tethering tower using scaffolding and beneath it an embarkation platform has been constructed.

Locating the Airfield:

Otto Kramer was brought here in the back of an Opel Blitz truck. He genuinely does not know the location of the airfield. Hans Neisenthos and the Rinsch-Jäger who have been in Libya for a over a month know the location but won't divulge the information. The team must follow a Rinsch vehicle to find the airfield.

Where is the Airship?:

From London, the RL300 went to Santa Maria to drop off the statue. It arrives at the airfield at 18:00 and begins refuel and resupply.

Assaulting the Airfield:

If the team is in a position to assault the airfield, it means they have avoided the trap set for them by Franz Klipp at the Al Waddan Hotel. In this case, Franz has taken the precaution of telling the Carabinieri it is the airfield that is in danger. The end result is the same as the end of Martini Melee on page 43.

THE TECHNOLOGY BEING AUCTIONED

Rinsch is selling three things: The mostly complete RL301, an airship identical to the RL300 but has not yet had its interior fit-out, his new lighter than air gas, Muahanium, and his hybrid diesel electric propulsion and lift system.

Muahanium can be manufactured anywhere a significant concentration of Sulfur Dioxide can be found in the atmosphere, this happens a lot around volcanoes. Rinsch invented a processor for extracting and storing the small amounts of Helium found naturally occurring in such places. Unfortunately, huge amounts of Sulfur Dioxide must be processed and the by-product of extracting the helium is a concentrated form of Sulfur Dioxide. This creates a stink like the worst rotten eggs and can cause severe nausea.

The hybrid engine system is a development of the power plants used on the Kriegsmarine's new U-Boats, details of which are a great prize for British Intelligence. Normally the RL300 is propelled using diesel turbines turning newly designed, eight bladed propellers. As well as turning the propellers, the diesels also charge vast battery banks laid under the floor of operational areas of the airship. The batteries serve two purposes; they either extend the range of the vessel or provide virtually silent running for strike missions.

One of the most radical features of the craft is that the lift method is also a hybrid system. Exhaust gas from the huge diesel engines is directed into the cavernous central envelope of the airship, creating a hot air balloon effect, and augmenting the Muahanium gas in the outer envelopes. The result is greater lift control at reduced cost and risk.

The items being auctioned are the RL301 airship, technical plans for both technologies and the secondment of experts to train personnel. Rinsch has no intention of giving up his own airship or his Santa Maria processing plant.

Deck plans and full statistics for the RL300 start on page 58.

Al Waddan Hotel Tripoli



Auction Delegates

At the start of the day at the exhibition, the following four people are confirmed delegates for Rinsch's technology auction.

Sandro Stalliterni: Generale Di Divisione Aerea, Regia Aeronautica. A high ranking officer in the Italian Air Force.

Günther Rhet: Generalmajor (Brigadier General) of the Luftwaffe.

Guy Sandolles : Armée de l'Air, Général de division aérienne. A senior ranking officer in the French Air Force.

Ivan Astikov: Officially a Captain in the Air Force of the Soviet Union, actually a GUGB Department VII Operative.

A New Bidder

Herz Van Renthal: Business Development Executive for the Oil Exploration division of Royal Dutch Shell receives permission to attend during the day the agents are there.

Locating the Delegates

Herz Van Renthal and Sandro Stalliterni spend most of their day in the Grand Pavilion. If the team actively seeks out the other delegates, have them show up in the bar or Café Tripoli, otherwise they are in one of the other exhibition halls.

SCENE ONE - TRIP TO TRIPOLI

Read to Players:

Tired and a little apprehensive, you are now on the last leg of your journey to Tripoli in Italian occupied Libya. After leaving Croydon International Airport just after dawn, your flights over the last 14 hours have taken you via Paris, Marseilles and Tunis. Duncan McCoughie's briefing, which was mercifully short, is still replaying in your minds.

"OK team, well done so far. We now know who we're looking for and have a start point on where to find him. Gerhardt Rinsch could quite easily have bombed London in his little escapade at the museum and Section D has been given the task of eliminating that threat. Your orders are as follows:

One: Find out more about the auction mentioned by Otto Kramer. That's the key to finding the airship. We need to know where it is, when it is, and whether we can get somebody into it.

Two: If you can, either capture or destroy the airship technology he has invented. Get plans and technical intelligence if you can. We can't let a vehicle with so much potential get into the wrong hands.

Three: Find out what's so special about the statue that Rinsch took such a risk to steal it.

Your destination is the Tripoli International Fair. As you know, Libya is an Italian colony and has been doing well under their rule for many years. The Italians have invested a lot of money in the area and are well thought of despite their military ambitions in other parts of Africa and the ruthless suppression of a resistance movement back in '34. The Tripoli International Fair started 10 years ago as a showcase, primarily for Italian business, but many nations are now represented, including Britain. It's a good opportunity to sell to African and Middle Eastern states and plenty of business is done.

Your cover is you are a Research and Development team from Rolls-Royce motor cars. The Rolls-Royce staff manning the stand are mostly salespeople and pretty girls, they have been told you're from the engine division and are expecting you. Q Division has arranged identity papers, local currency and delegate passes which you can collect at the Al Waddan Hotel in the port district of Tripoli. That's also where you'll be based while in-country. The Al Waddan has a telegram service, there is another at Delegate Services at the exhibition and you can use the telegraph station at the British Embassy or the telephone if you absolutely must.

The embassy has arranged for cars and drivers to meet you at the airport and get you to the hotel. A driver from Rolls-Royce is collecting you in the morning.

We have an operative stationed at the embassy in Tripoli who may only be contacted under extreme circumstances. Should you need assistance, contact reception at the embassy and tell them you must speak with Kingfisher.

Right, last but by no means least, pay very close attention to what I'm going to say next. I've been briefed that the Foreign Secretary Lord Halifax and Lord Perth, our ambassador to Italy, are currently negotiating a diplomatic pact with Mussolini which you absolutely must not jeopardize.

Under no circumstances are you draw arms against, or harm any member of the Police, Italian armed forces or Italian citizens. Is that crystal clear?

Outside of that wee caveat, you have permission to do whatever is necessary to complete your mission.

GM Options:

Traveling to Tripoli in the passenger aircraft of the 1930s is a long and arduous affair. The GM may wish to call for a Vigor check from the team with failure resulting in a level of Fatigue from the journey.

Traveling for such a long time provides a great opportunity to run an **Interlude** and give players a chance to expand on their characters and earn a Benny. See the *Savage Worlds* core rules for Interludes.

KINGFISHER



The agent codenamed Kingfisher is Beverly Erridge, one of McCoughie's most trusted spies (and known to several of the pregenerated characters supplied with this adventure).

Purely by coincidence, she has been in Tripoli for a few weeks supporting the Consul while negotiations take place between Britain and Italy for a diplomatic agreement. The agreement involves the reduction of of Italian troops in Libya and Miss Erridge is here to assist the Consul with accurate intelligence on their military strength.

If called upon, Beverly can assist the team by acting as a conduit between them and McCoughie or perhaps to give the operatives a gentle prod in the right direction if they get stuck. Beverly makes a significant appearance at the end of the act to save our heroes' skins.

Read to players:

It is around midnight when you arrive at the Al Waddan hotel. What the Al Waddan lacks in size, you estimate 75 to 100 rooms, it more than makes up for in grandeur. It is clearly quite new and in a North African architectural style but with Italian influences in the fine detail. Surprisingly, the hotel is busy and as you enter the spacious lobby, piano music can be heard coming from a well-lit courtyard on the far side where people are enjoying cocktails around a shallow decorative pool. At the far end of the courtyard, the entrance to a small casino can be seen through a porticoed walkway and white jacketed waiters mingle easily among the crowd serving drinks and canapes.



You are greeted by the Concierge who introduces himself as "Lorenzo Varabia, at your service". Lorenzo is Italian, around forty years old, and dressed in an impeccably tailored dinner suit carrying the hotel's crest (an eight pointed gold star on a circular field of blue) on the breast pocket. He assists you with checking in, hands each of you a delegate pass for the exhibition and arranges for porters to take your luggage to your rooms.

As the porters leave with your baggage, Lorenzo says "I have received a message from Rolls-Royce for your party. Their driver is collecting you at Eight-Thirty tomorrow morning. Shall I ask Reception to make alarm calls for you?" Lastly he reminds you "should you wish to take cocktails or visit our casino, evening dress is required".

GM Note: There is a detailed description and larger map of the courtyard and casino area on page 43 if required.

If the agents wish, the casino and bar stay open until the last person leaves. The casino has Roulette, Blackjack, Poker and Baccarat tables. The minimum stake is 100 Lira (just over £1 or around \$5, a large sum of money in 1938). Use the Gambling rules from *Savage Worlds* if required. The Al Waddan Hotel is a renowned haunt of Tripoli's rich and famous and attracts international stars from time-to-time although none are here at present. Drinks are expensive and require a Wealth check if the agent doesn't think to add them to the company tab.

There are no people of interest to the mission at this time in the hotel but anybody socialising has the chance to make a contact who is useful later. Two Italian demonstration pilots, **Luigi Lupadelupa** and **Bernardo Barrellirolle** are staying at the hotel. These committed ladies men are carousing the bar and casino and try to introduce themselves to any female members of the team. They are harmless enough, happy to buy drinks and simply want to brag a little about how good they are. To be fair to Luigi and Bernardo, being Italian stunt pilots does give them an advantage when it comes to romance.

Although not declared at this time, Luigi and Bernardo are looking for contacts to help them defect from Italy. Lorenzo Varabia, the Concierge, knows the pilots are looking for a chance to defect and is talking to them in the lobby at the end of the evening. Lorenzo thinks the operatives are with the British Diplomatic Corps. With a successful Notice roll, An agent who has engaged with Luigi and Bernardo spots the conversation taking place. Success with a Raise, and assuming the agent speaks Italian, they overhear Lorenzo telling them "I've seen those cars before, they belong to the British Consulate. Our new British guests are not from Rolls-Royce but are diplomats I feel". If an agent overhearing does not speak Italian, they still make out the words "Rolls-Royce".

Luigi Lupadetupa &
Bernardo Barrellivolle



Read to players:

As the Rolls-Royce pulls into the exhibition site you cannot fail to be impressed by the Grand Pavilion. Constructed in a Romanesque style, a semi-circular stairway leads to a huge gateway. Square pillars guard the gateway with an Imperial Eagle standing on one and a copy of the Capitoline Wolf atop the other.

The gateway itself is over fifty feet high topped with a statue of Minerva, a goddess of many aspects, one of which is trade.

As he drops you at the bottom of the stairs, Edward tells you the Rolls-Royce stand is in the grand pavilion "on the right hand side" and takes the car to the parking area. On entering the pavilion, you are immediately impressed by the scale of the exhibition. A plush carpeted reception and delegate services area is raised by two steps above the exhibition floor itself. To your left an informal bar area stands empty while to your right, a restaurant area is busy serving breakfast at booth style tables.

From your slightly elevated position you can see the Rolls-Royce just where Edward said it was. You can also see exhibits from Alfa Romeo, Royal Dutch Shell, and BMW among others. Perhaps most impressive, at the back of the hall you see a twin engined aircraft with an Italian flag on its tail. This is no elaborate showpiece, it is an actual aircraft. Despite the early hour, the hall is busy and an excited buzz is in the air mixed with the heady aroma of fresh coffee.

At the Rolls-Royce stand, you are introduced to salesmen Patrick 'Pat' Daly and Henry Bennet, and also Ada Lithgow. Edward explains "Ada is my general assistant, acts as hostess to prospective customers, and coordinates demonstration drives. Her role is to ensure the salespeople spend as much time as possible with those most likely to make a purchase. She's made it her business to know as many people as possible and her research is meticulous. If you want to know who's who around here, ask her"

Rolls-Royce have two cars on display, the Phantom III Drophead and the Wraith. Both are immaculately presented on raised platforms elevating them above the other vehicle stands in the pavilion. A not so subtle but very effective marketing technique. The stand has plush carpets, large desks for the salespeople and a wooden bookcase with pamphlets and technical manuals for the cars.

SCENE TWO - MISSION EXHIBITION

The next morning, Wednesday 6th of April, any team members who stayed up drinking and/or gambling must make a Vigor check. Failure means they do not recover any Fatigue gained while traveling. Critical failure results in an additional level of Fatigue.

The team is met at the hotel by Rolls-Royce representative, **Edward Forster-Oak**, who drives them to the Tripoli International Fair. He has arrived in a Rolls-Royce demonstration car, the latest model Phantom III Limousine. The car comfortably seats six plus the driver and turns the short journey to the fair into an experience. Edward is polite enough to the agents but is somewhat aggrieved that his accommodation is in the conference block on the exhibition site whereas these "Hoity toity head office types" get the VIP treatment.

Edward tells the team the exhibition has been running for a couple of weeks and is set to run for another ten days. Business has been steady as there are plenty of wealthy people in Libya itself and across North Africa. The biggest deal they are pursuing at the moment is a dealership agreement to open showrooms in Egypt and he is meeting with Egyptian trade delegates over the next few days.

He also explains the Grand Pavilion at the fair is the premium space. Stands are large, extravagant, and very expensive to hire for the exhibition. The Grand Pavilion is one of four exhibition spaces in use.

GM Note: The Egyptian deal is a red herring but Edward Forster-Oak is a useful future contact for the team if they can cultivate the relationship.

There is an expectation for somebody in the team to talk engines both on the car journey and at the Trade Fair. A successful Persuasion or Performance roll is required from the agent doing the talking. Allow modifiers to the roll for skills in Electronics or Repair and for Edges such as McGyver or Mr. Fix It.



THE GRAND PAVILION, TRIPOLI INTERNATIONAL FAIR, 1938



- | | | |
|-----------------------------|---------------------------------|--|
| 1. Lavazza Coffee Company | 8. The United Africa Company | 15. Security Station and Lost property |
| 2. Tapis Berber Authentique | 9. Rolls-Royce Motor Cars | 16. Meeting rooms |
| 3. Società Italiana Caproni | 10. Caterpillar Tractor Company | 17. Bar |
| 4. Giacomo Conterno Wines | 11. Royal Dutch Shell | 18. Reception and Delegate Services |
| 5. Lagonda Cars | 12. Rinsch Luftfahrttechnik | 19. Cafe Tripoli |
| 6. Bayerische Motoren Werke | 13. Forze Armate Italiane | |
| 7. Trade Ministry of Libya | 14. Alfa Romeo | |

GRAND PAVILION STAND GUIDE

Location 1: Lavazza Coffee Company

Established in Turin in 1895, the Lavazza Coffee Company is at the fair to showcase its products and grow an export business into the colony and other North African countries. There are no clues to the mission here but a counter in one corner of the stand is giving away plentiful free samples.

Location 2: Tapis Berber Authentique (Authentic Berber Carpets)

A French owned business operating from Morocco. The company sells wildly expensive authentic Berber rugs and carpets. They have a number of exquisite samples and are looking for individual orders and import deals with other countries. This stand has no importance to the mission.

Location 3: Società Italiana Caproni (Caproni aircraft company of Italy)

Aircraft manufacturer and aeronautical researcher Caproni is demonstrating its latest **Ca310p Libeccio** model. The stand is staffed by Sales Manager **Gianluca Longo**, his assistant **Arturo Bianchi**, (an Engineer by trade and here to handle the technical aspects of selling the aircraft), and the pilots **Luigi Lupadelupa** and **Bernardo Barrellirolle**.

The Ca310 Libeccio, a reconnaissance and light bomber type, is currently in operation with Italy, Norway and Hungary. Despite being a very recent model, it has gained a reputation for lacking engine power. (An operative with an aviation background or similar know this with a successful Common Knowledge roll). Caproni are trying to change this reputation and the model they are demonstrating, the Ca310p (p for prototype), has one major modification. The 470hp Piaggio engines from the original aircraft have been replaced with Asso 750 engines from manufacturer Isotta Fraschini, part of the Caproni group. Engine power has increased from 470hp each to 940hp each. While this means an increase in straight speed, the improvements in climb rate, acceleration, maneuverability and load capacity are more salient points to prospective buyers. The engine replacement has turned the Ca310 from a mediocre to an excellent aircraft.

In this particular aircraft, the upper gun turret has been disarmed and is used as an observation bubble on demonstration flights. The cargo / bomb bay area has been converted to a seated cabin for demonstrating the plane to a maximum of 10 people at a time. The machine guns mounted in the wing stubs remain in place.

Demonstrations are flown by the two pilots the team might have met the previous evening, Luigi Lupadelupa and Bernardo Barrellirolle. The aircraft is kept in the Grand Pavilion most of the time. When a demonstration flight is booked, the plane is towed out to an open area behind the Grand Pavilion serving as a makeshift airstrip.

Luigi and Bernardo previously served in the Regia Aeronautica and flew combat missions in the Italian conquest of Ethiopia between late 1935 and early 1937. They realized during the conflict they were carrying out missions against civilians and virtually defenseless troops and vowed to leave the service as soon as possible. Securing test and demonstration pilot roles with Caproni suited both men well. No wars, lots of travel and girls, good pay, no downside. Recently though, they have seen former colleagues recalled to the service and they want no part of it. Their solution is to find a way to defect to Britain or America. With the status of political refugees they would be safe from extradition back to Italy.

At least one of the pilots watches the 'diplomats' movements whenever possible, a successful Notice roll detects this. Luigi and Bernardo are simply looking for an opportunity to make an approach and request political asylum from somebody they believe is a diplomat. If challenged they make their request there and then.

An operative visiting the Caproni stand and talking to Luigi or Bernardo becomes very interesting to the two pilots. Whether or not a team member met them the previous evening, the pilots have been told about the agents by their friend Lorenzo Varabia. All three now believe the team are connected to the British Diplomatic Corps and have no idea of their true mission in Tripoli.

Event:

Once Luigi and Bernardo are confident they have identified the person in the team most likely to help them, they approach and ask for help getting to Britain and securing Political Asylum. They offer information on the Regia Aeronautica and the Caproni aircraft in return for asylum in Britain.

The agents recall from their training this is exactly the type of intelligence contact they have been instructed to cultivate. They can try to help directly or send them to the British Consulate. Either way, Luigi and Bernardo invite their new friends for a drink in the Casino Bar at the hotel at 6.00pm. Making friends with Luigi and Bernardo becomes useful later in the day when the team needs a fast aircraft!

From Luigi or Bernardo, the agents learn their former Commanding Officer, **Sandro Stalliterni**, is at the fair and has shown interest in the Rinsch Luftfahrttechnik stand. They have seen him receiving a letter from Hans Neisenthos via "*one of the other Rinsch people*". The pilots served under Stalliterni in the Regia Aeronautica and know him to be a high ranking individual. He has a reputation as a no-nonsense officer who follows orders from above, even if it means harming non-combatants.

Luigi Lupadelupa & Bernardo Barrellirolle: See page 80

Gianluca Longo & Arturo Bianchi: Use the Expo Expert profile on page 81

Sandro Stalliterni: See page 83

Caproni CA310p Libeccio: See page 84

Location 4: Giacomo Conterno Wines

An exclusive wine producer from the Piemonte region. Here to establish business links in North Africa rather than sell individual bottles of wine. The staff on the stand are courteous and happy to hand out small samples of wine but they are not interested in talking business with anybody outside of the hospitality or wine wholesale industries.

Location 5: Lagonda Cars

The up market British car manufacturer is here selling its LG45 and LG6 models. Both are high performance cars aimed at wealthy clients. They are targeting wealthy individuals for sales and have demonstration cars at another part of the exhibition site for test drives. The car on display is the latest LG45 model.

Location 6: Bayerische Motoren Werke

Bayerische Motoren Werke AG, better known as BMW, is one of Germany's premier car builders. BMW also build aircraft engines and motorcycles but it is only the car business being represented at this stand. They have three cars on display, the 328 Roadster (shown below), 326 4 door sedan, and the 327 Grand Tourer. Demonstration vehicles of each car at another part of the exhibition site for test drives.



Two salesmen, **Jürgen Schmidt** and **Kurt Inamosch**, are selling to individual buyers while their boss, **Max Dietrich**, is brokering a large import deal with the Libyan Trade Ministry. Other staff are there to hand out literature and book appointments with the sales team. Of the three key staff on the BMW stand, two are not what they seem.

Max Dietrich is a Sicherheitsdienst (SD) informant keeping tabs on German nationals at the fair and reporting any suspicious activity to the Gestapo. If one of the team speaks with Max, he is very professional and keeps the conversation to cars as long as the agent isn't German or starts asking non-vehicle related questions. He asks probing questions of any he suspects of having anti-Nazi sentiments and reports them either to his Gestapo contact or to **Kurt Inamosch** as appropriate.

Max is seeking intelligence on the fugitive Gerhardt Rinsch, particularly his whereabouts, and was very surprised to find the Rinsch Luftfahrttechnik stand at this event. The capture of Rinsch would be a huge boost for Max's career and when he is not with a customer, he watches the comings and goings at the Rinsch Luftfahrttechnik stand. Max spots the new Rolls-Royce people almost immediately and informs Kurt Inamosch. Should Kurt positively identify one of the team as a British agent, he informs Max who may try to gain

some intelligence on Rinsch from the team after watching them also take an interest in the Rinsch Luftfahrttechnik stand (see below).

Intelligence supplied by Max helped Gunther Rhet, the Luftwaffe Brigadier General, to get involved in technology auction. Max is unaware of the officer's orders from Hermann Göring. See **The Bidders** on page 64 for more.

Kurt Inamosch is a deep cover Abwehr Gruppe III (counterintelligence) operative on a mission to identify foreign spies but not engage unless in self-defense. His focus is the British and French presence at the fair and he tries hard to engage people of those nations in conversation. Kurt is looking for signs of involvement in SIS, Bureau Deuxieme or other intelligence services and secretly photographs any he suspects with his Minox Riga camera. He suspects the Russian, Ivan Astikov, is more than he appears but has no proof yet.

An agent conversing with Kurt picks up on his line of questioning with a successful Spirit roll, or spots him taking photographs, with a successful Notice roll. If the agent realizes they are being pumped for information, a successful Performance roll allows them to feed false information to Kurt.

Max and Kurt are aware of each others roles and, while the two are professional and courteous to one another, they are not friends. Generally speaking, the SS (of which the SD is a part) serves the party and the Abwehr serves the country. There are often differences of opinion between the organizations.

Event (Optional): If the pregenerated character **Rudolph Miesel** is in play and approaches the BMW stand, Kurt thinks he recognizes him if he succeeds with a Notice roll at -4. If successful he then attempts to verify Rudolph's identity by simply walking up behind him and saying "Herr Miesel?" Count this as a Persuasion Test resisted by Rudolph's Smarts. Failure by Rudolph means he responds to hearing his name, Kurt simply smiles and walks away. He informs Max as well as his Gestapo colleagues of Rudolph's presence. Rudolph left Germany quite legitimately and while not a fugitive, he is a person of interest. Use this event to heighten tension or facilitate a combat encounter with some Nazi goons (use the Rinsch-Jäger profile) if needed.

Event (Optional): While there are currently political tensions between Britain and Germany, there is no open hostility. If Max Dietrich somehow learns the team are SIS operatives also seeking Gerhardt Rinsch, he offers an exchange of information working on the assumption "The enemy of my enemy is my friend." Max recounts Rinsch's history with airships and remembers he has history with Royal Dutch Shell suggesting talking to Ruben Van Zijl. He knows Rinsch was involved in a scandal involving misappropriated government funds and this is why he is sought by the SD.

Max Dietrich: See page 82

Kurt Inamosch: See page 82

Jürgen Schmidt: Use the Expo Expert profile on page 81

Location 7: The Trade Ministry of Libya

This elaborate stand is slightly raised above the exhibition hall floor by two steps onto a beautifully constructed wooden platform. Two large circular tables sit diagonally across a central podium containing all manner of government pamphlets on trading in Libya.

The Trade Ministry is the organizing force behind the Tripoli International Fair and their key objectives are the promotion of Italian rule in Libya and the growth of trade with and through the country. The Ministry staff on the stand are courteous to delegates from such a prestigious brand as Rolls Royce but have no information relevant to the mission other than confirmation that BMW and a number of other companies are trying to secure import deals.

Location 8: The United Africa Company

A subsidiary of Unilever, the United Africa Company has a trading fleet of 16 large merchant vessels traveling between various African ports and Great Britain. Sitting in the middle of their impressive stand is a huge model of one of their older sailing ships.

UAC's mission at this trade fair is twofold: Firstly, they are selling Unilever products to wholesalers in the Northern part of Africa and opening up new markets in Italy and France. Secondly, they are building trade routes and brokering shipping deals with businesses wanting to export from North Africa to Great Britain. The UAC stand has no bearing on the team's mission but, if the GM chooses, there may be useful future contacts for the agents here as they build their intelligence networks.

Location 9: Rolls-Royce Motor Cars

The stand for Rolls-Royce is as impressive as the motor cars sold by the quintessentially British company. Two cars, a Phantom III Drophead (the convertible version of the car the team arrived in) and a Wraith (a luxury tourer) are displayed on a stand raised some four feet above the exhibition hall floor. The stand is accessed by a bespoke wooden staircase and a burr walnut desk sits behind each car.

Rolls-Royce has four staff on the stand: **Edward Forster-Oak** is the Sales Manager and has worked for the company since the early 1920s. He takes his role very seriously and is essentially in Tripoli purely to facilitate a dealership agreement in Egypt. If successful, the reduction in import duties to Egypt should result in significant sales growth for the region.

Patrick 'Pat' Daly, an Irishman with patois and good looks in equal measure, is one of two sales people on the stand. He is a true motoring enthusiast and has taken great interest in the other manufacturers at the fair even though he doesn't see any of them as competition for Rolls-Royce. Pat is making sales, earning good money and making sure he enjoys the cosmopolitan nightlife on offer in Tripoli.

Henry Bennet, the second salesman, is almost the polar opposite of Daly. Henry is a family man from Surrey who has worked for Rolls-Royce for four years. A competent and effective sales person, Henry lacks Pat's flair

but makes up for it in solid professionalism and encyclopedic product knowledge. Henry can't wait for this trip to be over. He doesn't like the heat, can't get on with the 'foreign' food and just wants to be home with his family.

Ada Lithgow is introduced as 'the *unsung hero*' of the Rolls-Royce operation at the fair. Edward goes on to explain "Ada's role is to ensure the salespeople spend as much time as possible with those most likely to make a purchase. She's made it her business to know as many people as possible and her research is meticulous. If you want to know who's who around here, ask her" All initial inquiries regarding sales go to Ada and her judgment is respected by all.

Ada is a useful contact for the team because she has made it her business to research the other exhibitors. From her elevated position near the Rinsch Luftfahrttechnik stand, Ada has seen all of the successful auction delegates, has seen some of them receive letters, and can name them although she is unaware of Ivan Astikov's involvement with the GUGB.

Although the staff on the stand have been told the team is from the Engine Division of the company, none of them actually believe it. They think they're from the personnel department, there to assess the performance of the staff.

Edward Forster-Oak: see page 80

Patrick Daly, Henry Bennett and Ada Lithgow: Use the Expo Expert profile. Patrick and Henry have d10 Persuasion, Ada has d10 Common Knowledge and d8 Research

Location 10: Caterpillar Tractors

The American machinery company is making a big impact at the exhibition in 1938. They are exhibiting their new Caterpillar D2 model and have a demonstration vehicle with them. The Italian government's investment to improve civil infrastructure in Libya means large scale construction projects and Caterpillar equipment is ideally suited to the sandy environment. Sales are going well and the Caterpillar staff are enjoying themselves.



Location 11: Royal Dutch Shell

The Royal Dutch Shell stand is a display of goods and services with some impressive models of oil extraction and refining equipment. Joint owned between Britain and the Netherlands, Royal Dutch Shell is among the largest companies in the world providing fuel, lubricants and chemical products on an industrial scale.

Their objectives at the Tripoli International Fair are threefold: Firstly, they are working with the Trade Ministry on a deal which includes their increased use of Tripoli as a Mediterranean port for their East Indies shipping fleet. Secondly, they are expanding sales opportunities to North African states. Lastly, they are looking to form relationships with other African nations to gain exploration rights for potential oil fields.

The most senior technical person on the stand is Engineer turned Liaison Officer, **Ruben Van Zijl**. He assists the salespeople in technical matters and acts as an adviser to the Trade Ministry during discussions regarding the company's proposed increased port facilities.

Ruben was working in Sumatra between '29 and '35 and for a time he mentored German scientist, Gerhardt Rinsch. He is surprised to see the Rinsch Luftfahrttechnik stand at the fair and has inquired about his old friend but was told Herr Rinsch is not attending the exhibition. Ruben remembers how excited Gerhardt was when he found the totem pole in the old volcano and wondered what became of it. He thinks it might be a lesser deity called Mua Haha but isn't sure. All he knows is it was put in a crate and shipped but never arrived in Amsterdam. He now thinks it is the same totem stolen from the British Museum two days ago.

Senior Business Development Officer **Herz Van Renthal** is here primarily to carry out negotiations for oil exploration rights in Africa. She has, however, spoken at length with Hans Neisenthos and is trying to get permission from headquarters to be involved in the technology auction. If Shell obtains Rinsch's refinement technology there are huge financial gains to be had in the ability to sell a lighter than air gas when the Americans won't sell their Helium.

Event:

During the afternoon, Herz gets permission from HQ to attend the auction and hurries to complete the wire transfer. Agents succeeding with a Notice roll observe her rushing excitedly between the Rinsch Luftfahrttechnik and Delegate Services stands as she arranges her travel to Santa Maria. A spy following Herz closely can make a second Notice roll at -2. Success means they overhear the phrase "Santa Maria", success with a Raise and they get a glimpse of the letter. **See Handout 4.**

The agent seeing the letter can make a Common Knowledge roll at -4. Success means the agent recalls Santa Maria is a small island in the Azores.

Herz Van Renthal: See page 83

Ruben Van Zijl: Use the Expo Expert profile

Handout 4



Rinsch Luftfahrttechnik

Dear Sir / Madam,

You are cordially invited by Gerhardt Rinsch, President of Rinsch Luftfahrttechnik, to attend a demonstration of the RL300 Airship and the production of our new lighter-than-air gas, Muahanium.

Following the demonstration, the knowledge required to recreate these technologies will be sold by way of auction.

The demonstration will take place at the Rinsch Luftfahrttechnik facility on the island of Santa Maria where you will be taken by the RL300. Departure for Santa Maria is at 7:00pm prompt on Wednesday the 6th of April 1938 from the Grand Hotel Tripoli. Auction delegates are permitted to bring one valet or aide and can expect to return on the evening of Friday the 8th of April.

Your itinerary for Thursday the 7th of April is as follows:

- 08:30: Breakfast in the Banquet Saloon of the RL300
- 09:30: Delegate tour of the Bridge and Engineering sections of the airship.
- 10:00: Arrive at Sao Pedro, Santa Maria.
- 10:30: Transfer from Sao Pedro to the Muahanium Production Facility.
- 11:00: Tour of the Muahanium Production Facility.
- 12:00: Return to the RL300 for lunch.
- 14:00: Auction of technology in the Banquet Saloon of the RL300.
- 16:00: Cocktails and dinner followed by evening entertainment.
- 00:00: Departure for return flight to Tripoli. Arrival in Tripoli circa 20:00 local time on Friday the 8th of April.

We trust that you will enjoy our hospitality and wish you every success in the auction.

On behalf of Gerhardt Rinsch,

Hans Neisenthos

Location 12: Rinsch Luftfahrttechnik

This impressive stand is constructed of Duralumin, an Aluminum and Copper alloy developed in Germany in the early part of the century and used extensively in building the Hindenburg (an agent with a background or skills in aviation can make an appropriate skill roll to know this). In the center of the stand, a huge scale model of the RL300 is apparently floating freely. Close inspection reveals the model is held in place with fine fishing line but it looks very impressive. Sitting on top of the display case, a copy of yesterday's London Evening Standard shows a front page headline of the robbery at the museum. The only unimpressive thing about the stand is the faint sulfur smell hanging in the air.

The only other display piece on the Rinsch stand is a pressurized air tank with a mock laboratory table complete with Bunsen burner in front of it. Standing by the table, a man in white laboratory coat is giving demonstrations of Rinsch Luftfahrttechnik's new airship lift gas, Muahanium. He fills a balloon with the gas and lets it float on a string for a short while. After this he unties the balloon and lets the gas out over a Bunsen burner and, nothing happens! Triumphant he declares

"And now you see my friends, a lighter than air gas, safer than Hydrogen, and as effective as Helium. Available only from Rinsch Aviation Technology. Muahanium makes the RL300, the beautiful craft you see here, an airship that dwarfs the mighty Hindenburg, not a possibility but a magnificent reality."

After concluding his demonstration, the man hands inflated balloons to any children present before starting his routine again.

The man doing the demonstrations is **Bruno Brandt**, a slight man in his fifties standing just over five and a half feet tall. He wears a pristine white laboratory coat, bearing the Rinsch Luftfahrttechnik logo on the breast pocket, over an ill-fitting and cheaply made suit. Bruno actually has nothing to do with the development of Muahanium and is an out of work actor hired by Hans Neisenthos to do the non-flammable gas demonstrations. If he is asked about the gas, Bruno simply defers the potential customer to Hans. His role is to create the illusion of the Rinsch stand being more than a recruitment device for the auction.

If questioned, Bruno freely owns up to having nothing to do with the company. He's here because his management agency offered him 20 Reichsmarks per day plus expenses and he hasn't worked for a while. It's a decent wage for easy work and he gets a month in the sun into the bargain.

Any further information gained from Bruno depends on a Persuasion roll. Bruno starts the conversation as Neutral on the **Reaction Table**. Changing Bruno's Reaction level to Cooperative or Friendly reveals the following:

- He's not sure what is going on at the stand because Hans Neisenthos only seems to be trying to sell some sort of ticket, not the airships. He's only interested in speaking to high ranking military or corporate personnel.
- Bruno isn't allowed to discuss the airship with anyone. He also gets reprimanded if he uses the word 'Zeppelin', "*like a child would for swearing.*"
- He has overheard the phrase 'Santa Maria' mentioned a few times. Usually when Hans speaks to Hugo Disweg.

Hans Neisenthos is the key man for Rinsch Luftfahrttechnik at the exhibition. He has known and worked with Gerhardt Rinsch for several years and is one of his most trusted Lieutenants. Hans' role is to identify and engage delegates for the auction of the airship technology. These may be military officers, government representatives or senior corporate executives but they must be high ranking people with access to money and procurement responsibility. Hans is happy to discuss the airship with interested parties who, in his eyes, might be a potential bidder. He even freely tells people the technology is for sale by auction. Nodding towards the newspaper he says "*I cannot possibly say whether one of our airships was used but when the British Museum in London is robbed by a silent airship, the world takes notice. We expect the price to be very, very high.*"

Anybody attempting to secure an invite to the auction must convince Hans they are the type of person Rinsch is looking to engage. Once Hans feels he has a viable bidder to speak with, he invites them to one of the meeting rooms in the Grand Pavilion (location 16). Agents watching Herr Neisenthos for a while see him taking several of these meetings, but all are short and don't go well for the prospective bidder.

Before any negotiation starts, Hans informs the potential delegate of the one million Swiss Francs deposit to be paid "*assuming this discussion goes well*" and explains the deposits of all unsuccessful bidders will be returned. Hans does not allow a group inside the meeting room; this is strictly a one-on-one discussion. If the team push for more than one member in the room, Hans simply thanks them for their interest and walks away.

The negotiation with Hans, uses the **Social Conflict** rules from *Savage Worlds*.

The negotiating agent must achieve four or more tokens over three rounds to secure their invite. Furthermore, Hans must be convinced of three things, one for each round. These are:

1. The negotiator represents an organization Rinsch is interested in selling to
2. They personally have the authority to make the purchase
3. They can pay the one million Swiss Francs deposit

Gaining 1-3 tokens results in a polite but forceful declination of the invite. Gaining zero tokens results in Hans uncovering the spy's true mission and he immediately calls a squad of Rinsch-Jäger to deal with the interloper.

If the negotiator achieves the four successes required, Hans is convinced he has identified a genuine bidder. He invites them to the technology auction and tells them to speak with his associate **Hugo Disweg** to arrange payment of the deposit. He lets the potential buyer know that collection is from the Grand Hotel Tripoli, this evening, at 7.00pm prompt. He does not divulge the location of the auction until the deposit is paid and confirmed and even then, only in the invite letter. He also instructs his security staff to keep a close watch on the team.

On hearing the location for pickup, the agent can make a Notice roll. Success means they remember seeing the Grand Hotel Tripoli on their trip to the exhibition site that morning. A Raise and they estimate the distance from their hotel, the Al Waddan, and the Grand Hotel Tripoli to be around 700 yards.

When the negotiating spy approaches Hugo Disweg for details to pay their deposit, he provides them account details for Rinsch Luftfahrttechnik's bank in Switzerland, a telegraph number and the code word 'Überwelt'. He explains "*this is a unique code word and only my colleague in Switzerland knows the correct response.*" Once he receives a confirmation telegram from his contact with the correct coded response, the official invite to the auction is issued.

Gaining this information is not too difficult but under no circumstances will Section D sanction the Team using government money for the one million Swiss Francs deposit.

The team should now realize infiltrating the airship for its flight to Santa Maria is virtually impossible. Convincing Hans Neisenthos to invite them is hard, the added security level of Hugo Disweg handling the wire transfers ensures forgery is extremely difficult and

raising the cash for the deposit is a significant challenge. The delegates who have been accepted are allowed take an assistant with them, but none are willing to substitute their aide for a team member.

Event:

At some point during the day, an agent following Hugo Disweg observes him briefly meeting Generale Stalliterni, Italian Air Force General, in one of the meeting rooms. Hugo then goes to Delegate Services where he receives a slip of paper which he takes to Hans Neisenthos. The slip is confirmation of the transfer of the Generale's deposit. In return Hugo receives an envelope from Hans and takes it to the Italian Armed Forces Recruitment stand where he discretely hands it to the Generale.

Watching Hugo for longer sees him delivering envelopes to other delegates in similarly brief meetings either at the bar, Café Tripoli or Delegate Services. See the information box on page 29 for the other delegates.

The envelopes contain letters confirming the delegate's place in the auction and departure instructions for 7.00pm this evening from the Grand Hotel Tripoli. **See Handout 4**

An agent getting a look at one of the letters can make a Common Knowledge roll at -4. With success, they recall Santa Maria is a small island in the Azores Archipelago.

The other six members of staff on the Rinsch Luftfahrttechnik stand are **Rinsch-Jäger**, there purely for security. If approached they politely direct inquiries to Hans Neisenthos. The Rinsch-Jäger are smartly dressed in tailored suits and carry concealed coshes which they are willing to use on Hans' order.

In addition to the security detail of six on the stand, there are enough Rinsch-Jäger patrolling the Grand Pavilion to make three per agent in the team (for example, If the team is five agents then an additional nine men are on patrol). These men, all ex Sturmabteilung troopers, are keeping a good eye on the exhibition crowd and doing a thorough job of identifying potential threats to Gerhardt Rinsch and his organization. They notice the Team arrive and observe them as they make their way around the pavilion, noting who they speak with and reporting back to Hans Neisenthos. With a successful Notice roll at -2, an agent who is interacting with another delegate becomes aware they are under observation.

The Rinsch-Jäger on patrol and observation duty are under orders to avoid physical confrontation inside the Grand Pavilion, using Intimidation and weight of numbers as their weapons if called upon for a security matter. Should a more forceful approach be required, an invitation to 'step outside' is forthcoming.

The event has its own security force who are much more noticeable in black paramilitary style uniforms (see Location 14 for details). **Franz Klipp**, a brute of a man and a Rinsch-Jäger Rottenführer, has infiltrated the event security team. He ensures Hans Neisenthos has information on delegates who are either a perceived threat or potential auction attendee.

Franz was aware of the new Rolls-Royce engineering team and informed Hans Neisenthos of their arrival within half an hour of the exhibition opening this morning.

Towards the end of the day, Hans has received enough reports on the teams activities to know they are not what they appear to be, a group of Engineers from Rolls-Royce. Deciding they need to be dealt with, he orders a group of Rinsch-Jäger to handle it.

Event:

Hans Neisenthos, having spoken with Franz Klipp, sets up a trap for the spies. He orders Klipp to approach one of the spies and claim to be able to get access to the airship for them, arrange a meeting, then make sure the inquisitive Brits cease their meddling. Getting them arrested would do the trick, and buy Hans the time he needs to get his genuine auction delegates away from Tripoli.

It is close to 5.00pm (or sooner if it looks like the team is going to leave the exhibition) when Klipp, still wearing his Security Guard uniform, approaches one of the agents saying:

"Listen to me, my name is Franz, I know the Rinsch people, I know what you want, and I can help you. I can get you onto the airship. I cannot speak here. Meet me in the Casino Bar at the Al Waddan Hotel at 6.00pm, I will explain all."

If questioned further, Klipp simply says *"I have watched you and I am being watched myself, I know what you seek, and I can help. No more here, meet me later."*

With that, Klipp returns to the Security Station and does not go near the Rinsch Luftfahrttechnik stand. Before he leaves the Security Station, Klipp calls the local Carabinieri. He informs them there may be trouble at the Al Waddan Hotel that evening and to have a squad of officers on standby.

If followed, Klipp is seen leaving the Grand Pavilion in plain clothes just after 5.30pm, he hails a taxi and travels alone to the Al Waddan Hotel arriving just before 6.00pm. He meets with some colleagues outside the hotel and heads straight through the lobby to the courtyard and casino beyond.

By now the team also have a lead for the Grand Hotel Tripoli at 7.00pm. The two hotels are around 700 yards apart and they can easily make both meetings.

If the team decides to reconnoiter the Grand Hotel, they find it swarming with Rinsch-Jäger and it appears they are providing security.

The encounter at the Al Waddan is detailed in Scene Three.

Bruno Brandt: Expo Expert with d8 Performance

Franz Klipp: See page 78

Hans Neisenthos: See page 79

Hugo Disweg: See page 79

Rinsch-Jäger: See page 79

Location 13: Forze Armate Italiane

Forze Armate Italiane is the collective name for the armed forces of Italy and comprises:

- Regio Esercito Italiano - Royal Italian Army
- Regia Marina - Royal Italian Navy
- Regia Aeronautica - Royal Italian Air Force
- Carabinieri - Military Police

This stand serves two main purposes for the Tripoli International Fair. Primarily it is a recruitment function with mid-ranking officers and high ranking Non-Commissioned Officers from each branch selling the advantages of a career in the military. Libya has a sizable ex-pat Italian population to recruit from and things are going well. The second function for the stand is a public relations (in other words propaganda) exercise. The Italian military are strongly considering following France's lead in allowing indigenous populations to join the military to serve their own country. The bait in this case is Italian Citizenship and great interest is being shown by the local population.

Generale Di Divisione Aerea (Air Division General) **Sandro Stalliterni**, of the Regia Aeronautica, is in overall command of the military staff on the stand. He is distracted by his involvement in the auction being held by Rinsch Luftfahrttechnik and is under orders from Rome to secure the technology if he can. The Generale has been allocated a budget of ten million Swiss Francs.

At some point during the day, Sandro is observed receiving a letter from **Hugo Disweg**. See the **Event** under the Rinsch Luftfahrttechnik stand for details.

Stalliterni is a handsome forty-something who is well suited to the military. He neither gives nor accepts excuses, follows orders to the letter and expects others to do the same without question. During the 1935 Ethiopian campaign, this attitude earned him a reputation as something of a brute. Many times as a Squadron Leader, when executing orders from high command, they were thought to be his own by those he led. Frequently his orders involved harming civilians but Sandro feels no guilt at what he sees as military professionalism.

Sandro knows the test pilots Luigi Lupadelupa and Bernardo Barrellirolle are working for the Caproni aircraft company since they served under him in Ethiopia. He knows they don't have a high opinion of him and while he remains professional and courteous, he is not friendly towards them.

None of the other staff on the stand are aware of Sandro's involvement in Rinsch's auction or have any information relevant to the mission.

Sandro Stalliterni: see page 83



Location 14: Alfa Romeo

One of the first exhibits to be seen when entering the Grand Pavilion, the Alfa Romeo stand is impressive with two sports cars gently revolving on raised platforms. One is the current 8c Mille Miglia model, a two-seat tourer with performance to match its astonishing looks. The other is a replica of the P2 Formula One car of the late 1920s. Alfa Romeo are racing at the Tripoli Grand Prix in about a month.

Alfa Romeo staff are on hand to give out literature on their various models and test drive vehicles are available at another part of the exhibition site.

There is no connection between Alfa Romeo and the mission.



Location 15: Security Station

This area, unlike the other display stands, is fully enclosed and is a semi-permanent structure. It serves as the main Security Station and Lost Property office for the Tripoli International Fair site.

The organizers ensure there is a high profile uniformed presence in each of the four pavilions in use. Typically, there are ten Security Guards patrolling each pavilion, a floating detachment of ten patrolling the grounds in pairs, a gate detachment of ten manning the entry and exit gates to the site and a standing staff of six at the security station.

The staff in the security station rotate their duties between the inquiries desk, the lost property desk and covering others for break times etc.

One of the staff in the Security Station is **Franz Klipp**, a Rottenführer in the Rinsch-Jäger, who signed on for security duty at the fair via a work agency before the fair opened for business. He carries out his normal security tasks with due diligence and raises no suspicion among his colleagues. Franz's duty for Hans Neisenthos is to watch the attending delegate records and keep him informed of parties of interest when they attend the exhibition. Franz informed Hans of the arrival of the new technical staff at the Rolls-Royce stand as soon as the Section D Team arrived on site.

The Security Station has four key areas:

- A Reception / Inquiries desk
- A Lost Property desk with a small secure storage area behind it
- A rest area for the guards including tables and chairs and a small kitchenette. This area doubles as a briefing room at shift change time.
- Four small cells for holding troublemakers for collection by the local Police should that be necessary.

The Security Guards (with the exception of Franz Klipp) have no idea what is happening at the Rinsch Luftfahrttechnik stand. Their role is mostly reactionary and largely involves dealing with delegates who have overindulged at the bar.

Franz Klipp: See page 78

Security Guard: see page 81

Location 16: Meeting rooms

Three temporary meeting rooms have been erected to serve the needs of delegates and companies needing a private meeting space.

Constructed of pre-fabricated panels, some with small windows, and a suspended ceiling, these spaces are mostly secluded from the bustle of the fair outside. Each room contains a boardroom sized meeting table, comfortable chairs, a sofa, and a refreshments cabinet. The meeting rooms are booked via Delegate Services at the entrance to the Grand Pavilion.

Some Delegates and businesses use the rooms on a casual basis for a few minutes if needed. A blind eye is turned to this practice as long as there is no firm booking for the room to be used.

Location 17: Bar

The bar in the South West corner of the Grand Pavilion is a permanent fixture of the exhibition space. Built on a slightly raised platform, it serves hot and cold soft drinks and alcoholic drinks, usually of adequate quality and at hugely inflated prices. There are stools around the bar and three booth tables.

Last orders at this bar is 4.45pm but there are additional bars in the conference center accommodation block and around the site.

Location 18: Reception and Delegate Services

Facing the main door to the Grand Pavilion is the Reception Desk. Delegate passes are issued here and the staff also deal with minor queries, directions etc. To the right of the main doors is the Delegate Services desk, essentially a concierge service for the exhibition. The staff here deal with more complex inquiries from delegates, arrange meeting spaces, liaise with the Security Station, and even handle hotel and restaurant bookings if needed.

A key function of the Delegate Services team is the telegraphy service. Delegates can arrange for Telegrams to be sent via Delegate Services and received messages are also held here.

The telegraph equipment is in another building and runners constantly move between the two areas.

The head of Delegate Services is **Giulia Palazzo**, a very useful contact for the agents if they can get on her good side. Giulia is a striking lady in her early thirties, immaculately turned out with a highly professional demeanor. She stands out in any crowd and commands respect. Giulia manages her staff very well and always knows the gossip surrounding the fair, particularly in the Grand Pavilion where she spends most of her time.

Befriending Giulia requires a roll on the **Reaction Table**.

Giulia is highly professional and is Neutral towards all trade fair delegates regardless of rank or company. Her Curious Hindrance can be taken advantage of as she loves to hear gossip from the stands. If the agent increases Giulia's Reaction Level to Helpful, they gain +1 to Networking rolls while attending the exhibition. In addition, Giulia lets her new friend know she has seen a lot of communication between Rinsch Luftfahrttechnik and other stands and also some intriguing letters being passed around.



Giulia Palazzo: See page 80

Location 19: Café Tripoli

Located in the South East corner of the Grand Pavilion, Café Tripoli is a table served restaurant with booth tables seating up to six diners. The service area is in the corner of the café and the large kitchen is accessed through a double door behind this.

Café Tripoli serves a mixed menu of Italian and North African cuisine of a good standard but above average pricing. Speed is crucial for Café Tripoli so waiters typically work four or five tables each and aim for table turnover in less than an hour. The restaurant is frequented mostly by Delegates working on the exhibition stands or visiting the fair but members of the security team can often be found here as well.

Last orders for food at Café Tripoli is 4.00pm and options for less formal eating can be found in the other exhibition halls.

WC Block

This large, permanent block is the only amenities facility in the Grand Pavilion. Separated into male and female sections, each is well appointed and regularly cleaned.

SCENE THREE - MARTINI MELEE

The fair closes at 5.00pm and delegates make their way out of the hall, mostly to find an evening meal and some entertainment.

By this stage, the Team know where Rinsch's auction is going to take place and the invitees are being collected from the Grand Hotel Tripoli at 7.00pm. Their meeting at 6.00pm with Franz Klipp at the Al Waddan Hotel is a short walk from the Grand Hotel Tripoli, a matter of 700 hundred yards or so.

A reconnoiter of the Grand Hotel reveals it to be swarming with barely concealed Rinsch-Jäger, some of whom are openly carrying automatic weapons. It turns out Rinsch has based his senior staff here and they are detailing their own security.

Now it is time for the Rinsch-Jäger to show their true colors.

Hans Neisenthos has ordered the Team be dissuaded from further investigations and has dispatched three Rinsch-Jäger per agent to make his point. This scene happens in a public place with onlookers who call the Police as soon as trouble starts.

Setting the scene:

Franz Klipp started sending men to the Al Waddan Hotel as soon as he received his orders from Hans Neisenthos. They have been arriving in twos and threes since before 5.00pm and have spaced themselves out well. There is one Rinsch-Jäger per team member in the courtyard and one per Team member in the Casino Bar before Franz arrives. The men are professionals and the groups do not interact with each other. As the Tripoli International Fair is in full swing, the guests at most of Tripoli's top hotels make for a cosmopolitan crowd so blending in for a group of Germans is easy. If the Team decides a reconnoiter of the Casino Bar is needed, a Notice roll at -4 is required for them to spot the ambush. Each success and Raise allows them to identify one small group of Rinsch-Jäger.

Franz arrives just before 6.00pm, meets more men outside the hotel and goes straight to the Casino Bar.

The end result of this encounter is the arrest of some or all of the spies by the Carabinieri (Italian Military Police) delaying their departure from Tripoli and allowing Rinsch's airship to slip through their fingers.

Read to players:

The lobby of the Al Waddan Hotel is a grand affair. Not overly large but high ceilings with hanging chandeliers and fans make the space feel light and airy. The reception and Concierge desks are to the right side as you enter from the street, a pair of elevators and a carpeted staircase to the left. Citron scented candles provide a sweet aroma and keep flying insects to a minimum, the only buzz comes from outside, and that is a human creation. On the far side of the lobby from the main door is a stairway down to an open courtyard where those who wish can breakfast or lunch at small

tables set around an elegant ornamental pool. A porticoed walkway runs around three sides of the courtyard providing shelter from the African sun and framing the entrance to Al Waddan's famous Casino Bar at the far end from the staircase. In the center of each of the long sides of the courtyard is a corridor leading to guest rooms and other areas of the hotel.

By 5.00pm, the courtyard is an entirely different space. Ornate wall lights compliment pole lanterns at each end of the pool to bathe the scene with a welcoming glow. Piano music from inside the Casino Bar is piped into the courtyard at a discreet volume by a state of the art public address system and white jacketed waiters mingle with high net worth guests providing for their every need.

The Casino Bar opens at 5.00pm each evening for cocktails and the bar area and gambling tables tend to fill up very quickly. A red carpeted walkway takes you through the portico, down a few steps to the lower ground floor of one of the hotel's main buildings and into a subtly lit bar area. A stunning parquet floor is covered with Berber rugs here and there with tables, chairs, and leather sofas around the edges of the room. The only windows are narrow horizontal vents near the high ceiling.

To your right as you enter, you see a grand piano being expertly tended by a morning suited maestro playing soft jazz and swing melodies and further down is the bar. Surrounded by stools, some occupied but most not, the bar is a hub of activity and is already busy as you enter. A waiter politely informs you that all drinks are waiter served unless you are seated at the bar. He suggests you take any free table and he will be with you shortly.

To your left, up a short red carpeted stairway, is the casino area. It is smaller than you imagined it to be, having just seven gaming tables. Two for Blackjack, two for Baccarat, two for Poker and a Roulette wheel. A red jacketed croupier stands at the top of the stairway politely informing guests of the games on offer and the stakes.

Casting around, you can't see Franz but you spot Luigi Lupadelupa and Bernardo Barrellirolle seated at a table near the bar. The only free tables in the lower bar area are the ones closest to the bar while on the upper casino level the seats by the Blackjack (octagonal) tables are unoccupied. The gaming tables themselves all have players but none are full.

As the clock strikes its sixth bell, Franz enters the bar flanked by a few bruisers who remove familiar looking hoods from their pockets. Slipping them over their heads, they move purposefully in your direction.

"Time to teach you a lesson about interfering in somebody else's business my friends. You will meddle no more in the plans of Mua Haha!"

Before the action starts have the agents make a Notice roll. Those who succeed spot more thugs rising from tables and slipping hoods over their heads on hearing the name of Mua Haha!

GM note: The Rinsch-Jäger who arrived before Franz Klipp are there to close the trap and are on Hold at the start of the encounter. As soon as Franz engages the team they take up positions to prevent an easy escape. Any operatives who are waiting in the courtyard are immediately engaged by the thugs there.

Franz Klipp: Franz has the same stats as a Rinsch-Jäger Rottenführer but is a Wild Card. See page 78

Rinsch-Jäger: 3 per hero. see page 79

Rinsch-Jäger Rottenführer – One per full squad of Five Rinsch-Jäger plus one if there is a partial squad. See page 79

Carabinieri: 2 per agent. See page 81

Example: A team of five in this case encounters 15 Rinsch-Jäger, 3 Rottenführers and Franz Klipp. A team of four encounters 12 Rinsch-Jäger, 3 Rottenführers and Franz Klipp. The Carabinieri number 10 or 8 respectively.

Organization:

The Rinsch-Jäger groups in the courtyard and those spread around the bar have a Rottenführer with them and Franz Klipp leads the group he came into the hotel with.

Tactics:

The thugs are here to rough the team up, get them into trouble and let them know to stay well away from Rinsch's activities. They are not carrying firearms and allow their fists and coshes to do the talking.

Franz and the other Rottenführers are carrying Walther P38 pistols, loaded and with one spare magazine, but only use them if absolutely necessary.

The goons gang up on their opponents whenever possible and some use Intimidate tests (Resisted by Spirit) while others make their attacks. The Rinsch-Jäger always make their opponent Vulnerable when an Intimidate Test is successful.

Terrain:

The courtyard has a tiled floor and contains the ornamental pool, several marble topped, round tables, and two large planters with palms growing in them.

The water is a foot deep, surrounded by a low wall 2 feet high and one foot across. Movement into the water carries no penalties, moving through the water and leaving the pool costs 2" of Pace per inch.

Tables (Toughness Bonus +4) provide Light Cover (-2)

The planters are 3 feet high and built from sandstone bricks. They provide Medium Cover (-4) or Near Total Cover (-8) for a character who is prone.

The Bar area is fairly open but Medium Cover (-4) can be gained by upending the large tables or sofas (toughness bonus +2). Hiding behind the bar (Toughness bonus +4) gains Heavy Cover (-6)

The raised casino area is two feet above the bar floor level and accessed by three steps. Running from the staircase to the walls on either side is a wooden spindled handrail providing no cover. Climbing over the handrail requires a successful Athletics check and is considered Difficult Ground.

The gaming tables are built well (Toughness Bonus +4) and provide Medium Cover (-4) or Near Total Cover (-8) to a prone character.

Exits:

The only true exit from the Casino Bar is the main door. There is a locked door leading to a storeroom near the bar and the door near the piano leads to a short corridor with ladies and gents bathrooms off.



The Carabinieri (Polizia Coloniale)

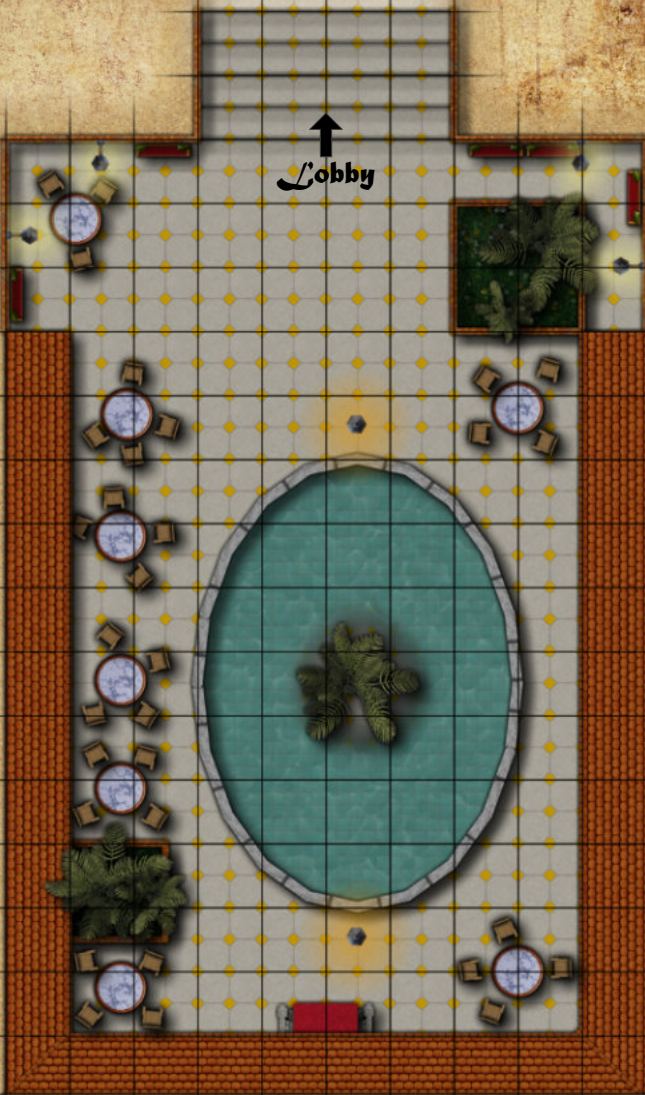
As soon as the fight starts, the casino staff call the Carabinieri. Thanks to Franz's earlier tip off, there are two squads of fully armed Carabinieri close by. Time the Officer's arrival for maximum tension, or saving the team's hides. Either way, the show of force from the Carabinieri ends the brawl when the Rinsch-Jäger stop fighting and hold their hands up.

All participants are arrested, the Carabinieri are simply not interested in "who started it". Claims of innocence are met with a simple "The judge can decide that in the morning".

The Carabinieri are armed with Beretta MAB 38 Submachine guns and given the agents are under orders not to engage Italian troops, they should give up without a fight.

If the team decide to fight on, the Carabinieri shoot to wound rather than kill and do not target anybody who has surrendered.

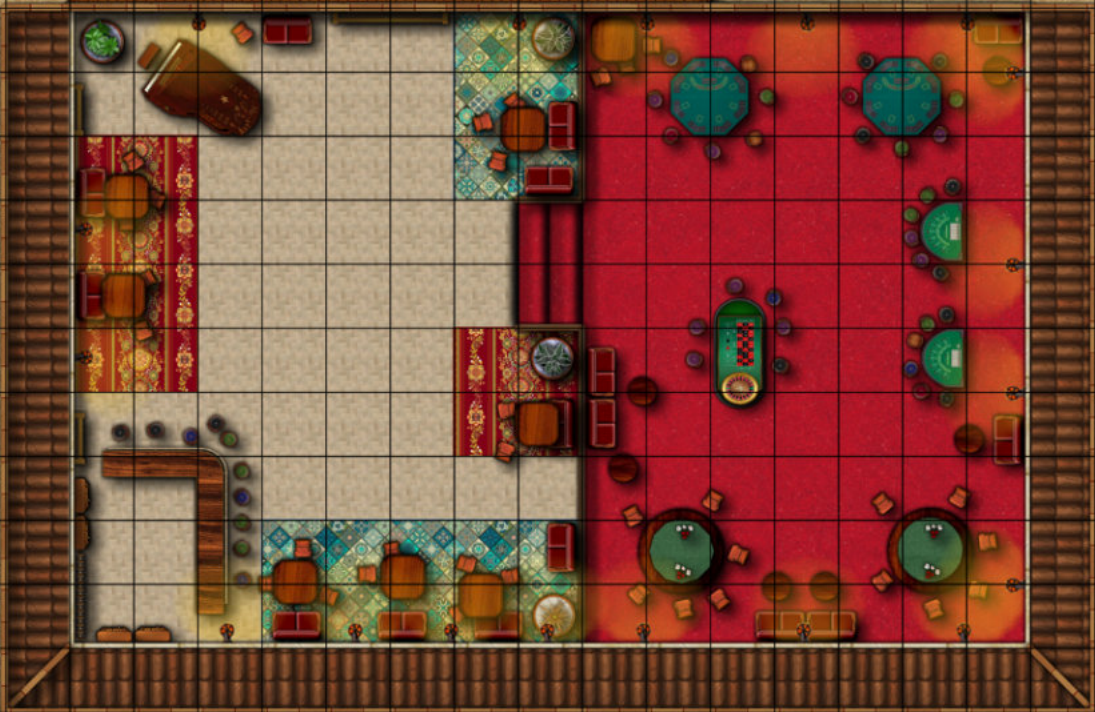
Al Waddan Hotel Tripoli, Libya Courtyard & Casino



LIBYA

TRIPOLI

Scale: 1 square = 2 Yards



SCENE FOUR - LIBYAN LOCK-UP

8.00pm Wednesday 6th of April 1938. The team has been arrested for their involvement in a brawl in one of Tripoli's top hotels and are languishing in cells at the Carabinieri station. Injured characters are given medical attention by an on-call doctor at the station (Healing d8) and the team is split into holding cells as they wait to see what happens next.

An agent paying attention (a successful Notice check) as they are brought in to the Carabinieri station realizes escape is not a viable option. The holding area is in the basement. Locked doors at the top and bottom of a straight stairway lead to a large room divided into four cells on each side of a walkway. The eight cells are simple but strong cages with no solid dividers, just bars. Each cell has a latrine bucket, steel sink with a cold water tap and two basic bunks. There is no consideration for female prisoners. The only way out of the holding area is the stairway and an alert guard is stationed by the door.

The arrested Rinsch-Jäger were put into separate vehicles and taken to a different location. If they ask, the agents are told this is because there were too many of them for the cells at this station.

Running this scene:

This is essentially a roleplaying scene but getting out of jail is a **Dramatic Task**. The team needs a total of two Task Tokens per team member to secure their release, so a team of four agents needs a total of eight Tokens, for example. Two events occur before the agents are questioned individually.

Event:

The Carabinieri are aware at least some of our heroes are British Citizens and have sent for a member of the consulate staff. It takes an hour for her to arrive and around 9.00pm, one member of the team is allowed to speak with Miss **Beverly Erridge**. Beverly is the SIS operative, Kingfisher, mentioned by McCoughie in the team's briefing. She is masquerading as a Consular Secretary and has been told by HQ in London via telegram who the agents really are. She listens to the story and tells the representative of the team she will do all she can with the Consul to secure their release and promises to return as quickly as possible. Her orders are to secure the release of the team and make sure they continue with their mission.

Event:

Italian pilots Luigi Lupadelupa and Bernardo Barrellirolle spot an opportunity to help the team and advance their plan to escape Italy. They visit the Carabinieri station soon after the team is brought in and give sworn statements the British were not the aggressors in the bar fight and were merely defending themselves. They are hoping their military connections count for something. The Carabinieri act as the main police force, or Polizia Coloniale, in Italian Libya but are a branch of the military and not a civilian force.

Getting out of jail:

Each agent is questioned individually by the Carabinieri Captain, **Paolo Sofziorro**, and asked to explain their part in the brawl. Roll Persuasion (or Performance if the agent prefers) with the following modifiers:

- +1 for good storytelling / roleplaying
- +1 if the team has befriended Luigi and Bernardo
- +1 if none of the team resisted arrest
- +1 for speaking Italian
- -1 to -4 if any Carabinieri officer was harmed by a Section D operative depending on injury
- -2 if the agent offers a bribe of any sort, which is firmly declined
- -2 if firearms or bladed weapons were used by any member of the team
- -4 if any of the Rinsch-Jäger were killed.

If the Dramatic Task is passed, the agents are released just before midnight and find Luigi and Bernardo waiting outside for them. The RL300 has around five hours head start.

"So," says Luigi, "I'm thinking you might need a fast plane to catch the bad guys yes?"

If the Dramatic Task is failed, it takes the British Consul most of the night to negotiate with his Italian counterpart and secure release papers. A disheveled and very disgruntled Miss Erridge arrives at the station at 10.00am and the same team member who represented the group initially is taken to an interview room to speak with her.

"Just so you are aware," she starts, "His Majesty's Consul has been negotiating with the Italian authorities for most of the night. You are free to go and Captain Sofziorro has received orders to release you on one condition; You are to leave Libya as quickly as possible and not cause any more trouble. The Consul is offering you no more assistance, he's rather pissed off actually. Oh, and I've received a telegram for you from Mr McCoughie in London, It simply states, 'D to resume, secure primary targets at all costs' do you understand that? Well, good luck with your mission." She gives a wink and leaves the room.

In this case, the team is now some 17 ½ hours behind the RL300 which is nearing its destination. Our heroes need to find a plane, and fast!

GM Note: If the team is 17 ½ hours behind the RL300, they miss the auction happening on Santa Maria but still have the opportunity to secure the information. If they seek Luigi and Bernardo they can be found at the exhibition.

If they are 5 hours behind, they are approached by Luigi and Bernardo and the Caproni aircraft is fast enough to catch up with the airship as it arrives at Santa Maria.

Carabinieri officer: See page 81

Paolo Sofziorro: Wild Card Carabinieri officer

SCENE FIVE - CAPTURE A CAPRONI

With our heroes released from jail, they need to find a way to follow the RL300 to Santa Maria island. The phrase 'Santa Maria' has been heard several times but if the team has not yet made the connection to The Azores they may now make a Common Knowledge roll at -4 or a Research roll if they can access somewhere or someone who might know. If the agents are speaking with Luigi and Bernardo, give them a +2 modifier to their roll.

SANTA MARIA - INITIAL INFORMATION

- Santa Maria is a tiny volcanic island, on the southern edge of the Azores Archipelago in the Atlantic Ocean.
- A Portuguese territory, the island is believed to be very sparsely populated.
- It has previously been known as Ilha Dos Lobos (The Island of Wolves) and Ilha Dos Ovos (Egg Island).
- Santa Maria is around 2200 miles from Tripoli. Around 11 hours flight time.
- Its volcano is believed to be dormant

TRANSPORTATION

The British Consul refuses to help the team, he has been embarrassed enough by them already. Contacting the RAF doesn't help much either, they can supply an aircraft but it will be 24 hours before they can get one to Tripoli. Scheduled services would take far too long to reach a place as remote as Santa Maria.

If Luigi and Bernardo are part of a discussion on how to get to Santa Maria, they volunteer the Caproni aircraft at the exhibition center in return for passage to Britain at the conclusion of the mission. The same offer is made by the Italian pilots if the team approaches them.

The team should reach the conclusion the only viable way to go after Rinsch is to steal the Caproni aircraft. Once they have Luigi and Bernardo on side there is one final obstacle to overcome, fuel.

The aircraft's range is about 1100 miles and the distance to Santa Maria is twice that. An agent or one of the Pilots Succeeding with a Common Knowledge roll remembers Gibraltar is just within range from Tripoli and has a large British Military presence. If the team think ahead and contact Beverly Erridge or have already told her about Santa Maria, she arranges a refueling stop and tells the team to use call sign "Broadway". If not, some fast talking is required when the Italian aircraft nears Gibraltar.

CAPTURING THE PLANE

The aircraft can be obtained in two ways; Going onto the exhibition site at night and stealing it or using deception to obtain a demonstration flight and simply flying away. It is likely the former will be the option if the team secured an early release from jail as the latter option requires waiting until the exhibition reopens at 09:00 the following day.

Stealing:

The team need to access the Grand Pavilion at the exhibition site, open the large doors at the rear of the hall, use a tractor to take the aircraft outside, refuel it from a bowser parked outside the rear of the pavilion, and then leave.

With the site locked each night, the Security Compliment is reduced compared to daytime operation. Two pairs of guards patrol the outside areas and each of the exhibition halls has four guards. In the Grand Pavilion, two of these are always in the Security Station. There are always two guards manning the main gate to the site.

Stealth rolls are required for the team to approach the pavilion undetected. If the team decide to try and bluff their way on site, use Persuasion rolls opposed by the Guard's Spirit. The guards are not expecting any trouble and are in a relaxed mood.

The guards main role is to raise the alarm in case of intrusion or emergency. They only fight if they outnumber the opponent and can make an arrest or are attacked themselves. Guards are armed with pistols but do not fire unless fired upon, preferring to use the gun as a tool for Intimidation.

Excessive noise such as gunfire attracts the security detachments from other areas of the site with the exception of the main gate. The guards here call for the Carabinieri and stay on their assigned position.

As soon as the aircraft's engines are started, all on-site security is alerted. The team has 15 rounds before the Carabinieri arrives.

Use the Exhibition hall map on page 34 to run this scene if required.

Security Guards: See page 81

If the team decides not to involve Luigi and Bernardo, all Piloting rolls are at -2 for the flight to Gibraltar while the pilot familiarizes himself with the aircraft. The team is also unaware of the fuel bowser outside the pavilion. In this case, a Piloting roll is required to realize the aircraft is not fully fueled and a successful Notice roll from one of the team spots the fuel bowser. A successful Repair roll is then needed to refuel the Caproni.

Not spotting the lack of fuel results in a tense situation somewhere over Tunisia or Algeria involving spluttering engines and the need to buy fuel after landing a stolen aircraft.



Deception:

Despite their uncomfortable evening in the hospitality of the Carabinieri, there are no barriers to the team going back onto the exhibition site once the fair is open for business. Anybody paying attention (a successful Notice roll) or thinking to check realizes the Rinsch Luftfahrttechnik stand is deserted.

Assuming Luigi and Bernardo are in on the scheme and the operatives have come up with a good plan, have the agent leading the deception make a Persuasion or Performance roll as they speak to Gianluca Longo with the following modifiers.

- +1 for including Luigi or Bernardo in the deception
- +1 for good role playing and masquerading as a potential buyer
- +1 for speaking Italian

Failure means Gianluca isn't convinced the potential thief has the authority to buy the aircraft and rejects the request. Success means a test flight is secured but Gianluca wants to come along to discuss commercials further, how the team deal with this could make for some interesting roleplaying. Scoring a Raise means sufficient trust is earned for Gianluca to authorize a flight with the just the pilots.

Gianluca Longo: Use the Expo Expert profile.

Note on timing: It takes two hours for the team to retrieve their gear from the Al Waddan Hotel, contact the Italian pilots if needed, then make and execute their plan for stealing the Caproni aircraft. The longer they delay, the further the RL300 gets away from them.

OLD MAPS, RED DOTS, AND COOL MUSIC

Once the Caproni is airborne, the 5½ hour trip to Gibraltar is uneventful but there is a choice to be made because Gibraltar is close to the limit of the CA310's range. The maximum speed of the aircraft is 225 Mph but the suggested cruising speed is around 200. The team can shave an hour off the flight time to Gibraltar if they choose but there may be consequences. When the team gets close to the famous rocky outcrop, they have two simultaneous issues to deal with.

Event:

Fuel becomes an issue. When the stolen plane is close to Gibraltar, have a Piloting roll from the Character at the controls to check how they have managed their fuel during the flight. If the pilot has pushed the aircraft to its maximum speed, this roll is made at -2.

Critical failure results in fuel running out with some distance to go before reaching the airstrip. A further Piloting roll at -4 is required to glide the aircraft in. With a Failure on the fuel management roll, one of the engines coughs, splutters and dies as the aircraft makes its landing approach. A Piloting roll at -2 is required to land safely. Success indicates a professional job is done in flight management and the stolen aircraft lands as normal.

Event:

Any pilot in the team, or one of the Italians, knows to contact an airfield by radio when approaching. If Beverly Erridge has arranged the refueling stop for the team, the call sign "Broadway" results in immediate permission to approach and land.

Miss Erridge had to brief the airfield's Commanding Officer of the team's destination for appropriate fuel supplies to be drawn. She also told him they are an SIS team and requested full cooperation but has not divulged any other mission information.

In this case, the aircraft is met by a small contingent of six troops and refueling bowser. It takes around 30 minutes for aircraft to be ready for the final leg of the journey.

If the plane is approaching the airfield without advanced warning, one of the team must convince the air controller the Caproni is not a threat. Use the **Reaction Table**. The Air Controller starts at Unfriendly and demands the stolen aircraft identify itself. The person speaking must raise the Air Controller's reaction level to Cooperative and has two rounds of talking to do so. Have the radio operator make a Persuasion roll (Support from other team members is permitted) with each success and Raise increasing the Reaction Level of the Air Controller by one step.

In this case, The contingent of troops meeting the new arrivals is larger (2 per hero) and ground service is delayed while the Commanding Officer contacts London to verify the team's identity, destination and story. It takes 1 hour for this to happen including refueling.

THE LAST LEG

If the fuel situation results in a wrecked aircraft the team need to scrounge up another ride. The Fleet Air Arm (the Air Force for the Royal Navy) has a Beechcraft Model 18 on Gibraltar but some serious strings must be pulled to gain use of it. Ultimately the team get to use the aircraft if they need it but make them work for it. It costs two hours of wrangling and negotiating before the journey can resume.

GM option: At this point, Luigi and Bernardo could exit the adventure and let the team use the Beechcraft 18 to complete their journey assuming they have a capable pilot. The Italians and their plane are now on British sovereign territory so the team's obligation to the stunt pilots is fulfilled.

Just before the team departs Gibraltar, an orderly runs out to the aircraft and hands one of the passengers a map. **See Handout 5**

"We thought this might be useful, sir, it's old but it's the only one we've got of Santa Maria. Good luck, sir."

Give the players the handout version of the map of Santa Maria. A copy showing Rinsch's installations on the island is on page 50.

Once the team is back in the air, it's another five or so hours to Santa Maria.

ACT THREE - AUCTION STATIONS



GM INFORMATION

The finale of Trouble in Tripoli depends on when the team got out of jail in Tripoli. If they negotiated an early release, they arrive at the island of Santa Maria not long after Rinsch's airship. If they languished in jail for a few more hours, it is late into the evening of Thursday 7th of April before the operatives arrive at the island's only airstrip near Cascata Do Aveiro.

A gazetteer of the island is on the following pages allowing the final act to run either as a mini sandbox adventure or with staged set pieces. Either way, the team have opportunities to gather the intelligence they need. There are several options for getting a final showdown with Rinsch, if that's what the team decides to go for. Remember, Gerhardt himself is not a mission priority.

Gerhardt Rinsch is written to be a recurring nemesis for the team (hence his Vanishing Act Edge) but this is entirely the GM's decision. Rinsch escaping at the final scene may be viewed as an anti-climax to the adventure by some players. Others may relish the opportunity to lock horns with him again.

THE RINSCH CYCLE

Assuming one of the agents either stole or saw one of the invitation letters at the exhibition, the infiltrators have a good idea of where Rinsch and his guests are, and when. Unless the team intervenes, the following events happen as listed below.

Gerhardt's guests arrive over Santa Maria just after 10.00am on Thursday 7th of April 1938, aboard the RL300 airship. The flight to Santa Maria from Tripoli has taken over 17 hours but the guests have traveled in the lap of luxury and are refreshed and relaxed. The previous evening a sumptuous dinner was followed by cocktails and entertainment from one of Austria's top opera stars, Gertrude Acoras, accompanied by piano impresario Ivor E Tinkler.

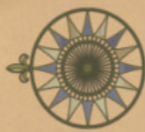
After a night in a luxurious stateroom, breakfast was served this morning in the glass walled banqueting hall in the forward gondola of the airship. After breakfast, a tour of the command and control facilities was undertaken followed by a visit to the engineering deck. Lastly, a demonstration of the RL300's Silent Running capability was given as the craft glided elegantly in to land at the purpose built docking facility at Sao Pedro in the shadow of Santa Maria's dormant volcano.

The auction delegates are very impressed with the airship and anxious to experience the next stage of the demonstration, a tour of the Muahanium production facility. After which, lunch is taken back on board the airship and then the auction starts. Rinsch has set out the following itinerary for the delegates (this itinerary is also in the confirmation letter received by the delegates in Tripoli):

All times are local (GMT-1 hour)

- 08.30: Breakfast in the Banquet Saloon of the RL300
- 09.30: Delegate tour of the Bridge and Engineering sections of the airship
- 10.00: Arrive at Rinsch's purpose built dock facility at Sao Pedro
- 10.30: Transfer from dock to the Muahanium production plant by car
- 11.00: Tour of the Muahanium production facility in the heart of the volcano
- 12.00: Transfer back to the RL300 for lunch
- 14.00: Auction of technology in the Banquet Saloon of the RL300
- 18.00: Cocktails and dinner followed by evening entertainment
- 00.00: Departure for return flight to Tripoli. Arrival in Tripoli circa 20.00 local time Friday 8th of April

CARTA CHOROGRAPHICA
Da
Ilha De Santa Maria
Cm
1899



SANTA MARIA GAZETTEER

The Santa Maria volcano dominates the geography of the island and, at over 500 feet high, can be seen from a great distance. Though believed to be dormant, thin wisps of steam are often seen drifting lazily from the small caldera at the summit.

The island is just under eight miles East to West and four miles North to South (the map scale is 2 miles per square). According to the map the players have, there are few roads and five villages. The roads marked on the map are dirt roads but are well used and maintained. There are smaller unmarked tracks but none are suitable for a motorized vehicle.

Because of its volcanic origins, the ground on Santa Maria is dry and sandy though some areas in the East of the island have been cultivated into farmland. Much of the island is forested, though the ancient volcano itself is not.

Two years ago, the Rinsch-Jäger came and built a fence from Sao Pedro in the North to just west of Vila Do Porto. Rinsch and his men claimed they had bought the entire Western end of the island and it was private property. Now the entrance to the mine is behind the fence and the southern slopes of the mountain are closed to the goat and sheep herders. The proximity of Rinsch and his private army forced the Governor, **Carlos Eduardo Silva**, to move his office to Cascata Do Aveiro on the East coast and around 20 families went with him.

The village follows a small stream which flows off the mountain and into the sea where a quayside extends East and West. On the East side of the stream, adjacent to the quay, is a town square with a few shops and tavernas alongside the former administrative buildings. The village's only road terminates here and the square hosts a small market on weekdays.

A highlight of Vila Do Porto, is Casa De Cunha, a quayside restaurant serving superb local seafood. It is one of only two eateries on the island serving non-Portuguese beer and wines and a meal here is expensive but well worth the money.

ALMAGREIRA

A tiny hamlet centered around the junction of the island's two main roads. Almagreira houses just 48 people within the village itself but represents a wider parish of farmland covering much of the central area of the island. Almagreira has a modest church, a general store and an always lively cantina. This doubles as a fuel station and is the only place outside of Cascata Do Aveiro to buy fuel on the island.

Until two years ago, the people of Almagreira who weren't involved in agriculture were engaged with the pumice stone cooperative in some capacity or other. These days, the people here trade with Gerhardt Rinsch's men, selling mundane items at inflated prices, simply because they can. Cristiano's Cantina serves cold beer, local wine and cheap food unless you're a Rinsch-Jäger, in which case they serve local beer, cheap wine and cold food.

Cristiano's is the only place outside of Sao Pedro where the occasional small group of Rinsch-Jäger can be found socialising when not on duty. For the most part, the Germans are quiet and respectful when sober. They are trying to gradually ingratiate themselves with the locals but so far it hasn't worked. Their presence is tolerated in Almagreira because of their money but elsewhere on the island, the Rinsch-Jäger are made to feel very unwelcome.

VILA DO PORTO

Vila Do Porto is the only village on the Southern coast. Nestled at the end of a steep sided valley on the South face of the volcano, the small harbor town is now home to around 200 people and a flotilla of small fishing boats.

Until around two years ago Vila Do Porto was the administrative center for the island and employment came from fishing, livestock or extracting pumice stone from a mine near the volcano. Before Gerhardt Rinsch and his cronies arrived, the peoples of Vila Do Porto and Almagreira had a cooperative business collecting and exporting pumice. A warehouse by the harbor housed the porous stone and every few months a broker would come from Sao Miguel (the Capital City of the Azores) and buy the stock with the profits being shared.

SAO PEDRO

Sao Pedro has suffered most at the hands of Gerhardt Rinsch since he came to the island. When he first arrived, Rinsch offered to buy the homes of the locals, even offering good prices. He hadn't figured on the fact these were ancestral homes and had been owned by the same families for generations. Where largess failed, brutality won through. The Rinsch-Jäger, no strangers to intimidation tactics from their days in the SA, gradually ran most of Sao Pedro's one hundred and fifty or so residents out of the area. Now only the baker, the owner of Cantinho Do Pimentel, and a handful of fishermen remain.

Sao Pedro's naturally deep harbor is perfect for Rinsch to bring in the shipments of equipment needed for his refinery and airship building operations. Even before the local population had been forced out, Rinsch had built a dock and a huge supply warehouse to the North West of the village. Next came the vast hangar to the South East where he began work on his airship, last there was the accommodation block for the hundreds of workers and guards he was shipping in. He connected his buildings up with the only asphalt roads on the island and then built a fence from North to South, shutting the other villages out.

Sao Pedro is now the headquarters for all of Rinsch's activity on the island. With a few exceptions, no locals live here since Rinsch flattened many of the houses for his huge constructions. One taverna remains open, run by Gerhardt's people, and Cantinho Do Pimentel. The remaining houses of the village are allocated to higher ranking members of the Rinsch-Jäger and Rinsch Luftfahrttechnik and the once thriving fishing port now hosts only a few fishing boats alongside the cargo vessels. For the most part, the off duty workers socialize in Sao Pedro but occasionally they travel to Almagreira to drink or Cascata Do Aveiro for shopping.

South East of Sao Pedro is the vast hangar where Rinsch builds his airships. At almost 500 yards long, 200 yards wide and 70 yards at its apex, it is one of the largest buildings ever constructed. Within the hangar lies RL301, a second airship mostly completed and awaiting flight trials. RL301 is exactly the same as RL300 but hasn't yet had her staterooms and banqueting areas fitted out. She is part of Rinsch's technology auction and will be fitted out to the specification of the winning bidder.

Next to the hangar is the accommodation block, an Art Deco masterclass which would be a large and impressive building but for its neighbor. The building is six floors, a little over 300 yards long and houses over 600 Rinsch Luftfahrttechnik staff and Rinsch-Jäger.

The block has a hairdressing salon, games room, restaurant, library, gymnasium with Handball court, and a small convenience store all within a communal area in the western end of the ground floor. The elevator and staircase lobby is in the center of the building and beyond this are the medical facilities. There are Doctor and Dentist surgeries and a small hospital in this area. The remaining five floors each have



64 apartments arranged 16 on each side of two corridors leading away from the central elevator and staircase lobby. Each apartment has two small bedrooms, a bathroom and a lounge / kitchen area and accommodates two or three people. The apartments are small but well appointed and comfortable.

On the Western side of the village is the enormous warehouse facility which provides a number of functions for Rinsch's operations on the island.

- Storage and distribution of equipment and parts for the airship factory
- Storage and distribution of equipment and parts for the Muahanium production facility
- Storage tanks for processed Muahanium for shipping
- Storage and distribution of food and other consumables
- Vehicle garage, fuel store and maintenance facility

The cavernous interior of the warehouse is filled with storage racks serviced by a small fleet of forklifts using the recently standardized pallet system. A pair of gantry cranes facilitate the lifting of very heavy or bulky items.

Outside the warehouse, a newly constructed loading dock allows cargo ships to berth just a short distance from the warehouse and two dockside cranes ensure swift unloading.

The tethering station for RL300 with embarkation, refueling and loading facilities is at the Southern end of the village square (when moored, the airship sits parallel to the hangar). The dock, hangar and warehouse are constantly in use and always alive with the hum of machinery and ribald humor of the workers.

CASCATA DO AVEIRO

Cascata Do Aveiro now has the largest harbor on the island open to the locals. It has also become the administrative center of Santa Maria since the Rinsch-Jäger built their fence very close to Vila Do Porto. Previously the second largest town on Santa Maria, Cascata Do Aveiro has prospered since Rinsch and his cohort arrived. Home to almost 500 souls, the village has doubled in size in the last two years since many of the fishermen from Sao Pedro and Vila Do Porto now operate from here.

Cascata Do Aveiro sits at the southern end of a bay adorned with a wide beach of white sand. Two jetties, one old and stone built and a longer one newly constructed of wood, make up the expanding harbor area of the bustling village. Most of the new residents live in hastily constructed shacks, or tents close to the beach, but construction of permanent homes is ongoing and employs a significant amount of Santa Maria's displaced people. The harbor side of the village doubles as the town square and has a number of tavernas, a hotel, and an excellent seafood restaurant. There is a market on the quay most days selling fresh produce but little else and the island's only large general store is one street away.

All general shipping for Santa Maria now comes through Cascata Do Aveiro since the deep port at Sao Pedro was closed off to the islanders.

All of Santa Maria's official functions are now based in Cascata Do Aveiro having previously been in Vila Do Porto. The island's Governor, **Carlos Eduardo** (shortened to Cadu) **Silva**, fills the roles of mayor, chief of police and judge for local legal matters. **Joao Barbosa** is the sole customs official for the entire island. He spends his time between the airstrip and the two ports still bringing general goods onto Santa Maria. The island's compliment of five police officers officially operate from here but are usually spread out around the island and maintain contact via radios in their cars. All official functions are currently carried out at the old Harbor Master's office on the quay which has been hastily extended to copewith the influx of officialdom.

Half a mile North West of Cascata Do Aveiro, close to the Santa Barbara road, lies the island's airfield. In truth, "airfield" is something of a misnomer since it is a strip of closely cropped grass alongside a rusty tin shack built next to a windsock. The shack houses a desk for the single customs official on the island, a ride-on lawnmower, a half full fuel drum, and a generator for the beacon light on the roof. The island has two scheduled flights per week from Ponta Delgada on Ilha de Sao Miguel, the administrative capital of the Azores. These flights arrive on Monday and Friday mornings, depart for the return journey an hour later and represent the only times the airfield is staffed. It is around 70 miles to Sao Miguel so commercial flights do not refuel at Santa Maria. Ticketing and baggage check-in is handled by the airline so the only staff at the airfield are Joao Barbosa, sometimes a police officer and

whoever he can persuade to help with the baggage loading with a few Escudos. Usually one of the local teenagers.

Unscheduled arrivals at the airfield are met either by Joao or one of the islands five police officers if he is unavailable, sometimes both.

Joao Barbosa: See page 81.

Police Officer: Use the Carabinieri profile on page 81.

SANTA BARBARA

Santa Barbara is a tiny village on the North coast of the island. Sitting in the middle of a large shallow bay, the village boasts a long beach, a church, a cantina, a long wooden jetty and very little else. Fishermen in this part of the island prefer small, shallow draft boats that can be easily hauled onto the beach, the evidence of which is scattered along the golden sand. Santa Barbara is home to just over 100 people but most of them live in the extended parish area rather than the village itself. This part of the island has been largely unaffected by the arrival of the interlopers but the fishermen are warned off by patrol boats if they stray too far West along the coast.

THE MINE

Sitting at the bottom of an almost vertical wall of rock on the Eastern side of the volcano is a deep fissure leading underground. For more years than most care to remember, locals have gathered pumice stone from this area for sale to the chemical and healthcare industries. A Cooperative was formed between the people of Vila Do Porto and Almagreira and they shared the profits each time a shipment sailed from Vila Do Porto. There is enough pumice here for a few locals to make a decent living but not so much that it attracted the attention of larger companies, or so they thought.

Gerhardt Rinsch used the presence of Pumice Stone in the area to put forward an offer to buy the land the volcano sat on claiming he would increase mining activity and bring professional careers to the local population. It was, of course, all lies. The land was sold to Rinsch Luftfahrttechnik but no money has ever been seen. Governor Silva is ashamed of his actions but too scared of Rinsch to do anything. Meanwhile the locals, expecting to see money injected into the local economy, have only seen land and livelihoods taken away. Governor Silva is under immense pressure from the people of the island to act but feels his hands are tied.

The mine head building at the foot of the mountain is mostly an empty shell, built much larger than it needed to be for deception and intimidation purposes. The largest section of the building houses pumps for transferring the processed Muahanium from underground tanks to trucks for transportation to Sao Pedro. The rest of the building is given over to vehicle storage and maintenance and a rest area for on-duty Rinsch-Jäger. The building is mostly a cover for the real activity deep in the mountain where Rinsch has his Muahanium production facility.



The Mine (continued):

Armed and hooded guards patrol the huge fence, the mine head building, and the entrance checkpoint into the mine. Meanwhile trucks drive the dirt road at all hours of the day and night bringing workers and guards for the eight hourly shift changes and transporting the precious gas to Sao Pedro for storage.

High on the caldera of the ancient volcano there are four gigantic vent stacks. Rinsch's underground refinery draws in all the gasses created within the volcano and separates out the small quantities Helium he actually wants. This Helium is mixed with trace elements of other gasses and isn't pure, so Rinsch decided to honor his deity and called his new gas Muahanium. The excess from the refining process passes out through the vent stacks and is largely Sulfur Dioxide, which stinks. A smell of rotten eggs permeates the air around the volcano and with a Westerly wind, the entire island can smell it.

ENGAGING THE LOCALS

The team quickly realize there is no love for Rinsch or his staff on Santa Maria. If the agent's explain they are there to do something about the situation, they find the islanders to be open, hospitable, and helpful. Keeping information to

a minimum brings the exact opposite. The team is viewed with suspicion, prices for goods and services are inflated, everything takes longer and nobody even attempts to speak English.

A few of the locals have associated themselves with the newcomers, mostly in Sao Pedro. The baker, a few of the fishermen and the owner of the largest cantina in Sao Pedro, Cantinho Do Pimentel, are all doing very nicely thanks to the new residents. These few are largely excommunicated from the rest of the population and are seen as collaborators.

In Almagreira, some of the local miners initially worked as guides for Rinsch when he excavated deeper into the old volcano. They earned money and the disrespect of the other villagers in equal measure. At least one of these miners can usually be found in Cristiano's Cantina and may offer to act as a guide for the agents for 25 Escudos per day.

The island has a church in each village but only one priest. **Padre Nuno Cardoso** lives in Vila Do Porto, close to the island's biggest church, Igreja Santa Maria. He still conducts services at each church on Sundays and additional duties as required. The Padre is often seen on one of the island's tracks riding in in his horse drawn buggy.

TRAVELING ON SANTA MARIA

Santa Maria is a small island, around eight miles long and four miles wide. The whole island is crisscrossed with footpaths and cart tracks but only two roads suitable for motorized vehicles. The roads are hard packed earth and well maintained with ample room for vehicles to pass one another.

The road between Santa Barbara and Almagreira is well traveled but a mile beyond Almagreira towards Sao Pedro the road is closed. This is the crossing point into the land now controlled by Rinsch Luftfahrttechnik. The fence itself is formed of two rows of timber cross beams connected with barbed wire. The first row, on the Eastern face of the fence, is five feet high. After a gap of five feet, a second row of connected crossbeams stands eight feet high on the volcano side. A sentry box, raising barriers and openly armed Rinsch-Jäger guard the road at all times. No access is allowed to any vehicle or personnel other than those of Rinsch Luftfahrttechnik.

The road from Almagreira to Vila Do Porto runs close to the fence and another checkpoint blocks the road to the mine just off the main road junction.

Many islanders use boats to travel between Vila Do Porto, Cascata Do Aveiro and Santa Barbara but Rinsch-Jäger now patrol the waters to the West of the island. Approaching Sao Pedro by water is virtually impossible and any boats straying too close to the deep port are aggressively warned off.

It takes around 30 minutes to travel from Santa Barbara to Cascata Do Aveiro by boat and around an hour from there to Vila Do Porto.

Motorized vehicles are not common on the island. Each of the five Police Officers has a car as do the main officials and the wealthier residents. Travel between villages is mostly done by boat, horse, bicycle or on foot.

The Section D unit gets the opportunity to rent a vehicle not long after their arrival on Santa Maria. See Scene One for details.

Rinsch Checkpoints: Any person or vehicle approaching a checkpoint is challenged by trained and disciplined guards. The Rinsch-Jäger are under orders to speak German only when on guard duty, even to locals, and must see identification papers from all people passing through a checkpoint. The few locals who are allowed in and out of the Rinsch facilities have been taught the correct phrases in German for passing the gates. There are so few of them they are recognized by the guards anyway.

The Checkpoints have a full Sechsertrupp on guard duty at all times and telephone communication with the headquarters in the hangar at Sao Pedro. Guard shifts are eight hours but their locations are rotated every four to maintain alertness.

COMPLETING THE MISSION

Act Three of Trouble in Tripoli has just one scene that must happen, the arrival of the team at the island's tiny airfield. In scene one the team has a great opportunity to gain a valuable contact, learn more about Rinsch's operations on the island and obtain the use of a vehicle.

How the adventure progresses from there depends on the time of the team's arrival, how they respond to the intelligence gathered and the timetable they obtained in Tripoli.

MISSION OBJECTIVES

The team's primary objectives are:

- Secure or Destroy the airship and capture technical information on it and Muahanium
- Gather intelligence on the statue and Mua Haha

A MATTER OF TIMING

If the team was initially five hours behind the RL300, their arrival at the Santa Maria airstrip is 11.00am local time or 10.00am if they team has successfully pushed their aircraft to its limits.

If the team was released late from jail, their arrival at Santa Maria is 11.00pm, or 10.00pm if they pushed their aircraft.

In Scene One, the meeting with Joao Barbosa and securing the vehicle from Cascata Do Aveiro takes an hour. This takes longer if the team has to walk to the village before obtaining a vehicle.

There is a chance the team misses all of Rinsch's agenda for his auction delegates and will be ready to move just as the RL300 makes a noisy departure for its return journey. If this is the case, all is not lost.

Rinsch does not leave the island when the RL300 returns to Tripoli, the technical data for the airships and the Muahanium refinery is stored in the hangar in Sao Pedro and there is also another airship.

LOCATION, LOCATION, LOCATION

The next section details the locations where the events for the auction guests take place. Each event happens as described with the location information unless the agents intervene.

- RL300 Airship
- Sao Pedro Dock Facility
- Muahanium Production Facility (the Mine)

ENCOUNTERING GERHARDT RINSCH

Gerhardt Rinsch himself accompanies his guests from 10.00 in the morning until around 21.00 when he retires to his villa overlooking Sao Pedro. If the team is smart, they can use the itinerary to avoid Rinsch rather than encounter him. Should they encounter Rinsch, his Body Guard, Boris the Beast, is always with him plus two Sechsertrupps of Rinsch-Jäger.

See page 75 for more detail.

SCENE ONE - ARRIVAL

The aircraft approaches Santa Maria from the East and the airfield by Cascata Do Aveiro is spotted with a successful Notice roll. If the aircraft is arriving in darkness, the roll is made at +2 because the beacon on the roof of the shack at the airfield is lit.

Contacting the airfield by radio at any time results in contact with the harbor master at Cascata Do Aveiro as the airfield is unmanned. The harbormaster, speaking in English, tells the team to land their aircraft and remain with it. He informs them the Customs Authority will attend them in due course.

The pilot of the team's aircraft is aware the flight from Gibraltar to Santa Maria is a one way trip and must manage fuel accordingly. If the pilot pushes for a faster arrival, make a Piloting check at -2 as before. If the aircraft has been flown without pushing for speed, no roll is required for flight management.

Critical failure results in fuel running out with some distance to go before reaching the airstrip. A Piloting roll at -4 (-6 in the dark) is required to glide the aircraft in. With a Failure, one of the engines coughs, splutters and dies as the aircraft makes its landing approach. A Piloting roll at -2 (-4 in the dark) is required to land safely. If fuel has been managed correctly, a Piloting roll at -2 is required only if landing in the dark.

Once the airfield is identified, the pilot may decide to take a reconnaissance flight around the island. It takes just a few minutes to fly around the island and the following features are identified and can be marked on the players map if required:

1. The vent stacks on the volcano (there is always a wisp of "smoke" coming from the vents)
2. The mine head building (it is floodlit at night)
3. The fence (make a Notice roll at -4 to spot the fence at night)
4. The buildings around Sao Pedro and the tethered RL300 (these areas are lit at night)
5. There are no other suitable landing sites for an aircraft this size. (The Caproni and Beechcraft planes are very similar in size).

If the result of pushing the aircraft for speed results in running out of fuel, no reconnaissance circuit is possible.

The Rinsch-Jäger have lookouts near the vent stacks on the volcano with a clear view over most of the island. In addition, the Police and the customs official, Joao Barbosa, always keep an open eye and ear for approaching aircraft.

Make notice rolls for each group. Modify the rolls as follows:

- -2 for approaching at night
- -2 if the aircraft has run out of fuel and is gliding in.
- +2 if the pilot makes a reconnaissance circuit

If the Rinsch-Jäger lookouts are successful, they spot the aircraft and raise the alarm. The lookouts know the arrival times and airline livery of the scheduled flights so all unscheduled arrivals are reported. All Rinsch-Jäger sentries are now considered to be on a higher alert level and gain +1 to Notice rolls for the following eight hours.

If the Police are successful, **Joao Barbosa** is alerted and an officer accompanies him to the airfield. If Joao himself is successful with the Notice roll, he calls on an officer to accompany him immediately to the airfield. The aircraft can be heard from some distance away and it is only a short journey from Cascata Do Aveiro to the airfield. Joao and his accompanying officer arrive to investigate the unscheduled arrival as the new arrivals are disembarking.

Read to players:

"As the aircraft comes to a halt, you hear the sound of an engine and see a saloon car with what you assume to be Police markings pulling on to the airfield. It parks next to a tin shack by the windsock with a landing beacon on the roof and two men emerge. The driver is clearly a Police Officer and is wearing navy blue trousers over military style boots, and a light blue shirt with epaulets. He puts on a peaked cap and quickly glances in the vehicle's mirror to check it is straight. At his side, an automatic pistol hangs in a clipped holster.

The passenger is more official looking. He stands just under six feet tall and is slightly overweight. With thinning hair and a mustache that were at one time black but are now graying, you estimate him to be in his mid-forties. He steps confidently from the car and you note he dressed similarly to the Police Officer but not exactly the same. Unlike the Police Officer with him, he is unarmed, but you do spot a rather official looking clipboard as he swings a blue jacket on. As he walks towards your aircraft, you see the badge of the Portuguese Customs Authority on the left breast pocket.

'Bom dia. Você fala Português?'

Any Character who speaks Portuguese translates this as 'Good day. Do you speak Portuguese?' If one of the agents does, Joao continues in his native tongue. If not, he switches to English which he speaks very well (d8) despite it being a second language.

If the team arrive in the Caproni aircraft, Joao is Neutral towards them (see the **Reaction Table** in *Savage Worlds*). He doesn't know the plane is stolen but is suspicious of the unscheduled arrival of an Italian, civilian marked aircraft and wants to know more.

If the team arrived in the Beechcraft 18, it carries the markings of the Fleet Air Arm and is instantly recognizable as a British service aircraft. Joao is Friendly to the crew and passengers but still wants to know why they are on Santa Maria.

Faced with a larger, and probably more heavily armed group than he has available, Joao remains professional and confident in his demeanor but is very curious. Firstly, he does

his job. He records the aircraft landing, requests identity papers from the passengers and crew and inquires about cargo and the purpose of the visit to Santa Maria.

Cooperating with Joao Barbosa

At this point, it is better for the team to be at least a little honest with Joao. As soon as he feels the team has nothing to do with Rinsch, he offers assistance, and asks if they are there to help the islanders. Telling Joao they are there to do something about Rinsch nets the team some useful intelligence and a vehicle. He immediately has a short discussion in his native tongue with the Police Officer, then sends him back to the village to fetch an Opel Blitz 1 Tonne pickup truck for the team to use.

Joao goes on to explain all that has happened over the previous two years and the effects on the islanders. He sympathizes with Governor Silva, explaining the Governor felt he was doing the best thing for the island when he sold the land in the west. There was no expectation of Rinsch's actions in cordoning off the west of the island. This may come as news to the team if they didn't get the opportunity for a reconnaissance flight. He also explains Governor Silva has tried to have Rinsch and his operation removed through official channels but his pleas fell on deaf ears. Officials in Lisbon have no desire to anger the Germans, particularly with a large German force stationed in Spain fighting in the civil war there.

If the team ask about the possibility of meeting the Governor, Joao explains this is extremely difficult. *"Herr Rinsch has people watching the Governor. It may not be safe for you or for him."*

After the conversation, the Police Officer arrives with the pickup for the team to use if they choose. If Luigi and Bernardo are still with the team, they decide at this point to stay with the aircraft as they have no desire to be potentially involved in combat. If requested, the Italians try to gather more intelligence on Rinsch's activities from the island's population but they make it clear that engaging the enemy is not an option.

Trying to bluff the officials

If the team manages to bluff their way past Joao (an opposed Persuasion roll), the only assistance he offers is to tell the team it is a half mile walk to Cascata Do Aveiro where they can seek lodgings and maybe rent a vehicle (see below). If the team's negotiator fails the Persuasion roll, Joao still lets the team go about their business because he lacks the means to arrest a large, heavily armed group. In this case he immediately telephones his superior in Sao Miguel who dispatches a reinforcement unit of 12 men. This arrives by transport aircraft in two hours and the Police immediately try to catch up with the team. If this happens, the team has the opportunity to be honest and talk the extra police into helping them. Otherwise they are arrested, returned to their aircraft and asked to leave.

Renting a vehicle in Cascata Do Aveiro is impossible if the team arrived late at night but one of the quayside tavernas has rooms available. A successful Networking roll the following morning identifies a local baker, **Camila Tavares**, who has a delivery truck she is prepared to loan to the team for a price (Camila is the wife of the Police Officer who met the team as they landed). The price is 100 Escudos per day or part of. At just short of £1, this is a high price indeed. Negotiating with Camila is an opposed Persuasion roll (she has d6 Persuasion) with each success and raise either increasing or decreasing the price by 10 Escudos (There are 110 Escudos to the Pound in 1938). If the person negotiating the rental of the truck mentions going after Rinsch, Camila immediately offers its use for free. The truck is the same Opel Blitz pickup Camila's husband would have loaned the team the previous evening.

Joao Barbosa: See page 81

Officer Tavares / Portuguese Police: Use the Carabinieri officer profile on page 81.



RINSCH LUFTFAHRTTECHNIK

RL300 AIRSHIP

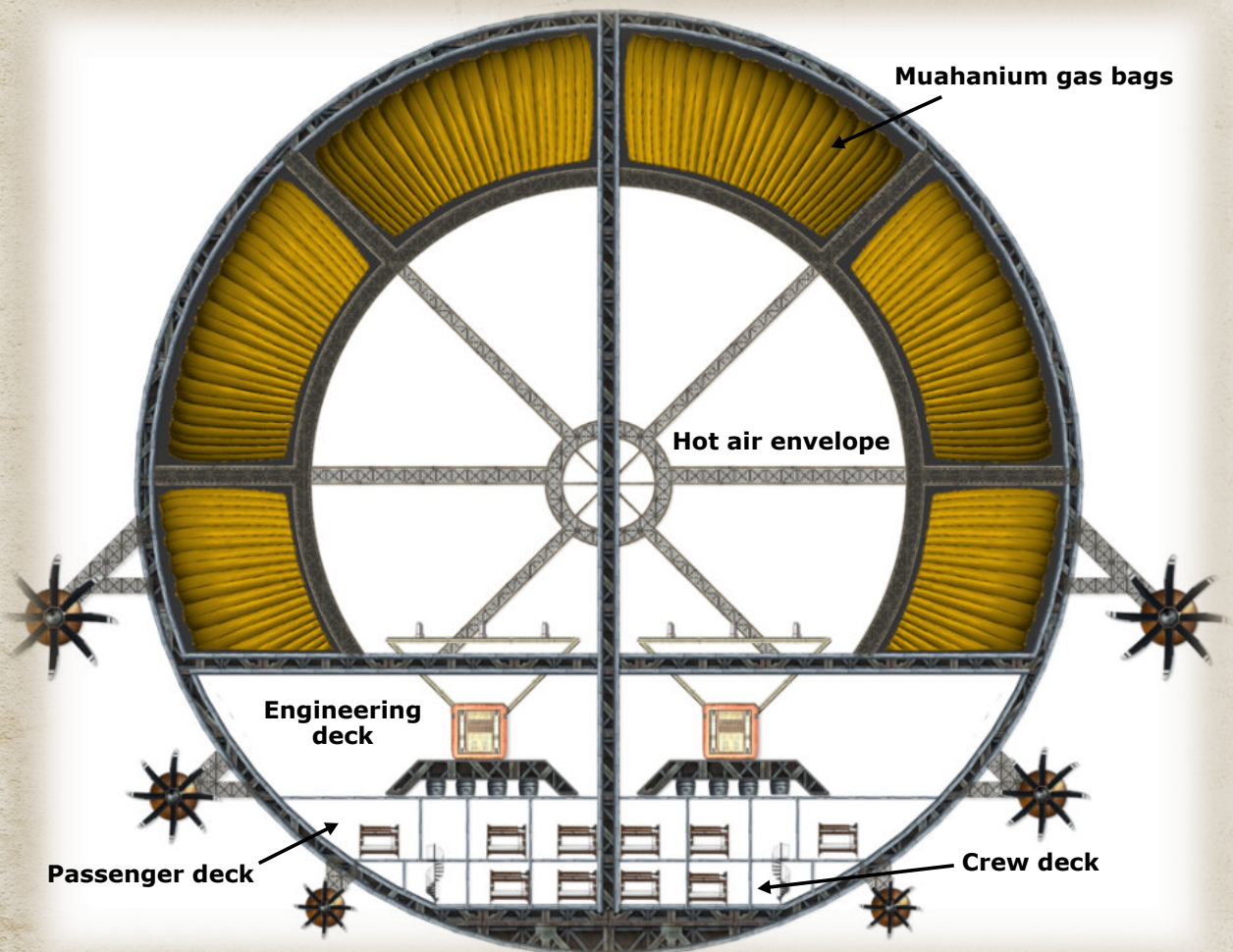
The Rinsch Luftfahrttechnik 300 is a vast, modern, hugely impressive aircraft. Designed by Gerhardt Rinsch himself and heavily based on the Hindenburg (for which Rinsch was on the design team), the RL300 is 300 meters long and, at its widest, has a 60 meter diameter.

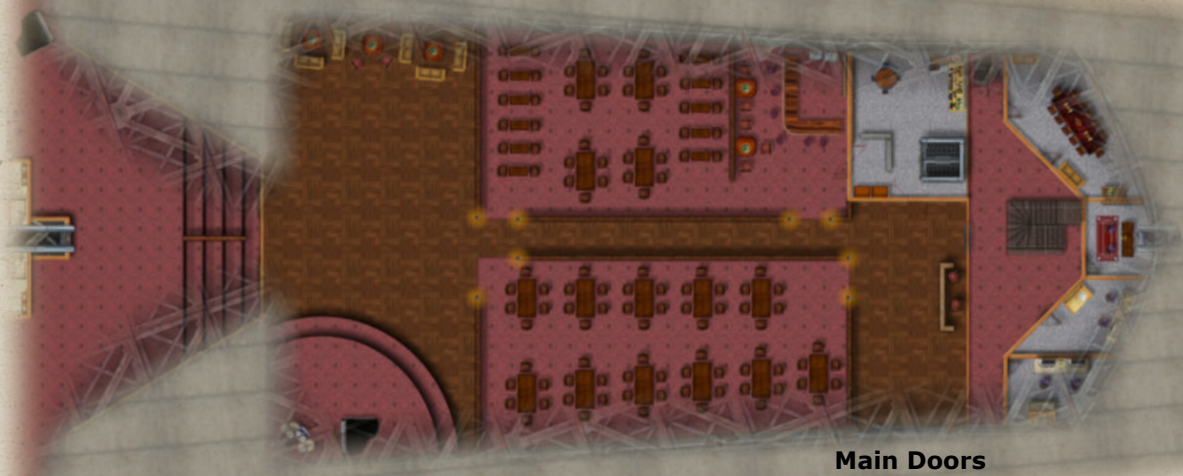
Rinsch took design cues from contemporary airships which either had accommodation within the airframe or in gondolas slung underneath it. Bringing these accommodation standards together, he created internal spaces for 110 two passenger cabins and large front and rear communal areas. These spaces give the spectacular vistas afforded by gondola style accommodation but are built into the underside of the airframe rather than being underslung. The end result is a connected passenger area, much larger and more luxurious than any aircraft before it.

RL300 Section View

The Muahanium lift gas is in large inflatable chambers in the upper section of the airframe while the lower section houses the passenger and crew areas and large battery arrays for silent running. Two huge diesel engines are fitted internally with a complex system of drive shafts, gearboxes and constant velocity joints transferring power to the huge propeller pods. The Maybach engines, similar to those used in railway locomotives and submarines, allow quick and easy switching between diesel and battery power. The exhaust gasses from the twin Maybachs are sent via a complex manifold system into the core of the vessel. Here, the warmed air works just like a hot air balloon and provides additional lift.

Removing the bulk of six or eight engines from outside of the airframe allows the RL300 to be more streamlined and increases stability. This along with Rinsch's revolutionary propeller design means she can attain speeds never thought possible in an airship. An added advantage of the internal engines is noise reduction, helping the massive vessel operate very quietly under engine power and virtually silently when using her batteries.





Main Doors



Forward Gondola

Aft Gondola

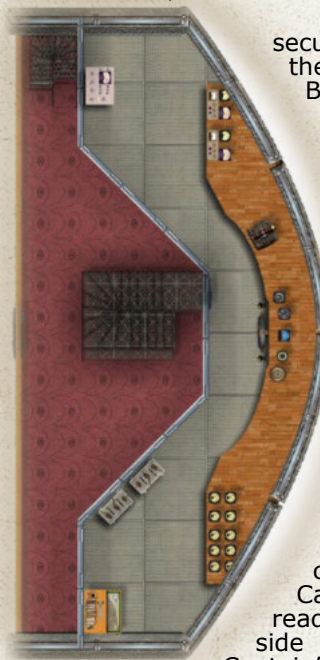


Rear Doors

Bridge area-lower deck



Bridge area- Mezzanine



The Bridge:

Accessed via the secure bulkhead door in the reception area, the Bridge lobby is an impressive, spacious affair. The Bridge lobby has a staircase leading to the main Bridge on the mezzanine level, a staircase down to the crew deck on the port side and doors to the four crew rooms which lie beneath the main Bridge mezzanine. The radio room is on the starboard side with the chart room next to it. Centrally on the lower command deck is the Captain's office and ready room and the port side of the area is the Captain's dining room. This is where the Captain entertains fellow officers and up to 11 selected guests.

The mezzanine floor houses the main bridge and all command and control functions for the enormous vessel. Any time the RL300 is in the air, the bridge hosts either the Captain or the First Officer, a Pilot, a Senior Engineer and a Navigator as a minimum. The panoramic front windows are virtually floor to ceiling on the main Bridge and in the crew rooms below the mezzanine level.

The Bridge itself, the crew rooms in the bridge area and the bulkhead door leading to the main reception and the rest of the vessel are all secured with locked doors.

Aft Gondola:

The aft gondola of the RL300 is a casual space for passengers to relax in. Accessed down a flight of stairs from the main deck, the Port side of this area is mostly taken up by an informal dining area with a waist high wood panel wall around it. Seating just under 100 guests, this restaurant serves lighter meals and snacks without the fuss of the fine dining at the other end of the airship.

The starboard side here has lounge style seating, a piano and some gambling tables. As with the forward gondola, the outside walls of this impressive space are mostly glass.

The rear of the gondola is dominated by the panoramic windows which have an array of sofas and comfortable chairs in front of them. A cocktail bar provides refreshments to the guests while another service kitchen tends to the needs of the diners.

Forward Gondola:

The main forward doors lead into a reception area with a desk on the right hand side. Behind the desk is a full height wall with a secure bulkhead door leading to the bridge area. Directly opposite the main doors are swinging doors leading to the forward service kitchen. When the craft is resupplying, many of the food and drink supplies are taken here before transfer to the lower deck via the service elevator.

Turning left from from the main doors, passengers are greeted by a large restaurant area with seating for over 100 people. Waist high wood paneling separates the dining area from the walkways and huge windows along each side of the banqueting space afford magnificent viewing opportunities and dining in real style. The restaurant at this end of the airship is designed for a fine dining experience with lager tables and more space per person than the restaurant in the rear gondola. A small bar area backs onto the service kitchen which is merely a relay point for the waiting staff. Very little food preparation is done in the service kitchen as all dishes come from the main kitchen below via the elevator.

Through the banquet space there is a large dance floor with lounge style seating by the port side windows and a grand staircase leading up to the main passenger level and cocktail lounge. A raised circular stage on the starboard side of the dance floor boasts a drum kit and, more importantly, a Blüthner grand piano as permanent fixtures. A Blüthner piano was also installed on the Hindenburg but this one is, of course, larger and more impressive.



Main Passenger Deck:

The Main Deck of the RL300 is contained entirely within the superstructure of the aircraft and is mostly passenger accommodation.

Down the port and starboard sides are the luxurious First Class cabins. These spacious wood paneled rooms would not be out of place in the top hotel of any major city. Each room has a full sized doubled bed, wash hand basin, a small table for dining, a chest of drawers, and a reading chair complete with side table and Tiffany lamp. The outer wall of the cabin is gently sloped to the profile of the vessel and has a small view port. First Class passengers have access to the larger bathrooms with private showers which separate the cabins down each side of the deck.

Running either side of the keel spar are the Standard Class cabins. While still being well appointed, the Standard Class cabins are much smaller and more functional than those of First Class. Each two person cabin has bunk beds, a small desk, an arm chair, and a side table with lamp. A single WC with wash hand basin serves four rooms while showers are situated at the forward end of the passenger block for the Standard Class passengers. Ladies to the port side, gentlemen to starboard.

The keel spar runs the length of the vessel and effectively splits the passenger deck down the middle. There is a bulkhead door through the spar just aft of the Standard Class bathrooms. In the communal areas in the forward and rear sections of the main deck, the keel spar has been shaped to allow free access port to starboard. At each corner of the passenger deck, in the communal areas, there is a spiral staircase to the crew deck. These are for crew use only and facilitate housekeeping and room service etc.

The forward section of the main deck is given over to passenger entertainment and relaxation. On the port side, a well stocked bar is surrounded by comfortable seating while on the starboard side, a reading room provides a quiet escape for those who need it. This section has two sunken lounge areas where welcoming sofas are arranged by large viewing windows allowing passengers to sip a cocktail and literally watch the world go by.

Staircases at each end of the main deck give access to the forward and aft gondolas. The forward staircase is wider at the top and takes passengers into the dance floor area of the forward gondola. The staircase to the aft gondola is simpler but affords an astounding view out of the panoramic window at the rear of the aircraft.

The fit and finish levels in the passenger areas of the RL300 are of the highest quality. From expertly crafted parquet flooring to carpets weaved with the Rinsch Luftfahrttechnik logo. Everything is designed to impress and nothing disappoints.

Crew Decks - General:

The crew decks are accessed via the spiral staircases in each corner of the main deck, the elevators in the service kitchens, the staircase in the Bridge Lobby of the forward gondola and the staircase on the port side of the bar in the rear gondola. The main cargo hold has large doors opening to the underside of the vessel and a rail mounted gantry crane allows easy loading of bulky or heavy items. From here, provisions are moved to their appropriate storage area by porters with wheeled trucks.

Access to the Engineering Deck is via the staircase from Bridge Lobby or via the two elevators situated port and starboard just behind the forward gondola. The crew decks in the forward and rear gondolas are slightly lower than the main deck and a staircase with a ramp alongside provides access.

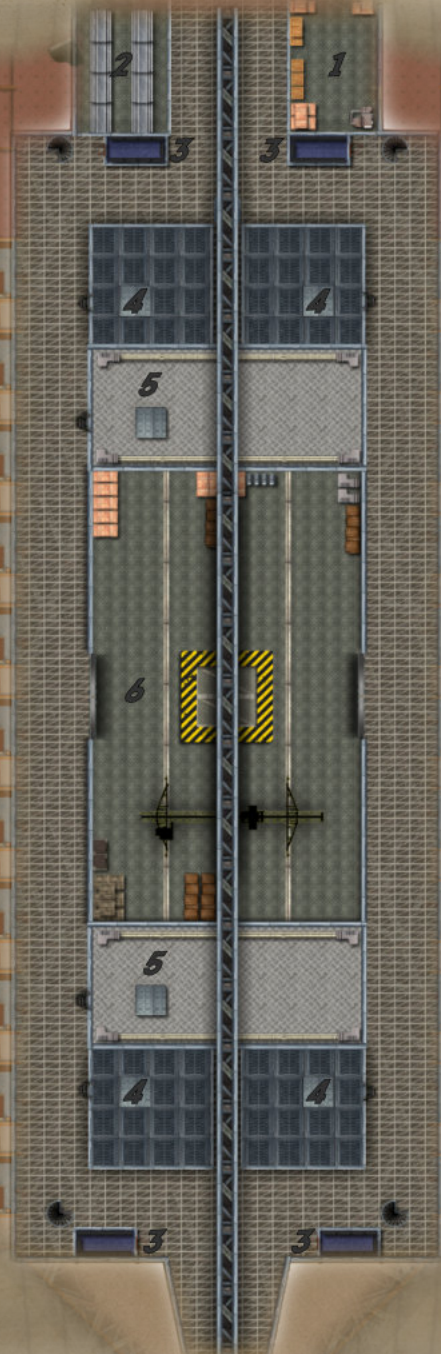
The crew decks are almost as big as the passenger decks but are more cramped and not as grand as those above. Flooring in the crew areas is mostly metal grating allowing the superstructure to be seen but the functional areas are properly floored. Ceilings in the crew areas of the forward and rear gondolas are eight feet high. The main crew deck offers a little more space and the ceilings here are ten feet high.

The crew decks are provide everything a full crew compliment of 60 staff needs. As well as fulfilling crew needs, this level provides storage for all the provisions, spare parts, water and ballast needed by the aircraft in operation.

Crew Deck - Main

- 1. Engineering Storage Locker:** Situated just aft of the starboard Engineering elevator, this locker is used for larger spare parts and complete assemblies such as pumps. Most items are stored in crates.
- 2. Engineering Storage Locker:** This locker has a floor to ceiling rack system with small bins for spares including nuts, bolts, washers and every small part for repairing most things on the airship.
- 3. Housekeeping Storage:** Placed by each spiral staircase, these rooms contain the linens and consumables needed by the passenger cabins and washing facilities on the main deck.
- 4. Ballast tanks:** These huge tanks hold water for use as ballast. The water can be pumped between tanks to ensure level flight or jettisoned to allow the airship to gain altitude. The tanks are eight feet high and have a small inspection hatch in the top.
- 5. Fresh water tanks:** Four pumps on each tank ensure fresh water is provided to all areas of the airship. Like the ballast tanks, the water can be moved or jettisoned if required. There is an inspection hatch on the top of each tank.
- 6. Main cargo bay:** Port and starboard sliding doors allow access to the ship while large loading doors in the floor open below the vessel. A rail mounted gantry crane makes loading heavy items easy.

Crew Deck - Main



Crew Deck - Forward Gondola



Crew Deck - Forward Gondola

1. **Forward Kitchen:** Prepares food for the main restaurant on the passenger deck and the crew canteen. Also houses a service elevator
2. **Crew Canteen:** Main rest area for general crew includes bench tables, refrigerators and a buffet style food counter
3. **Officers Quarters**
4. **Crew Quarters and Washrooms**
5. **Stairway and Ramp to Main Deck Level**
6. **Forward Ballast Tanks**
7. **Engineering Deck Elevators**

Crew Deck - Rear Gondola

1. **Stairway and Ramp to Main Deck Level**
2. **Rear Ballast Tanks**
3. **Crew Quarters**
4. **Crew Rest Area and Washroom**
5. **Aft Storage Hold:** Most of the vessel's food and drink provisions are stored here
6. **Aft Kitchen:** Prepares food for the Aft Gondola Restaurant



Crew Deck - Rear Gondola

RL300 EVENTS

The breakfast and Engineering / Bridge tour items on the itinerary (see handout 4) happen while the airship is in transit so it is highly unlikely the agents can influence them. The first chance they have to board the vessel is when it is docked at Sao Pedro.

The auction delegates and their aides along with Hans Neisenthos and some other senior Rinsch-Jäger have been birthed in their own First Class cabins on the main deck. A reduced crew has taken care of their every need on the 17 hour journey from Tripoli. For this trip, the staff have only used the forward kitchen and while the rear gondola is open to the passengers, no food or drinks have been served there.

Transfers from the RL300 to the Muahanium production facility at the volcano is done using Mercedes 260d saloon cars. Gerhardt Rinsch himself travels in a Mercedes 770 Großer with Hans Neisenthos, and a truck full of Rinsch-Jäger at the front and rear of the convoy.

BOARDING THE AIRSHIP

Hans has no reason to believe there are British secret agents hot on his heels. As far as he is concerned, the scheme to have them detained in Tripoli worked and he is confident the plans for the rest of the day can proceed.

Being well aware of the security measures already in place on Santa Maria, Hans does not feel it necessary to increase security further. If he receives a report of an aircraft circling the island (see Act Three, Scene One) he orders sentries to be extra vigilant and report anything unusual immediately.

Security around the landing platform at Sao Pedro remains normal unless something happens to raise the alert level. See page 66 for more detail on the Sao Pedro facilities.

When docked, the airship is opened for maintenance and replenishment crews to operate freely. This means the main doors in the forward and aft gondolas and the large double doors into the main cargo bay on the underside of the vessel are all open.

When landed, the RL300 sits on retractable wheels in the gondolas and ramps are extended to transit the three foot descent from the main doors to the ground. The entrance to the cargo bay is around five yards above ground level and the Last Meisters use rope ladders for direct access to the hold while the gantry crane handles the heavy lifting.

LUNCH

12:30 - RL300 Banquet Saloon

Returning from their tour of the Muahanium facility, the guests are given time to refresh themselves before lunch is served in the forward gondola restaurant. The meal is served with copious amounts of wine in an attempt to loosen the inhibitions and consequently the purse strings of the bidders. Neither Rinsch or Neisenthos partake of the wine.

THE AUCTION

14:00pm - RL300 Banquet Saloon

The stage area in the forward gondola is set up with elaborate displays of models and technical diagrams illustrating the technology on offer and a ring of chairs is situated just before the stage. At 14:00 prompt, Gerhardt Rinsch takes position behind a small lectern and, with a gentle tap of the microphone, calls the auction to order.

"Ladies and Gentlemen, colleagues, guests, friends. I bid you welcome to the Rinsch Luftfahrttechnik RL300. Isn't she magnificent? The time has come to see which of you will have the right to use our technology, build the best airships ever to take to the skies and beat the American's at their own game by proving we don't need their Helium!

And so we begin. Who will start the bidding with one million Swiss Francs?"

The Bidders:

- **Sandro Stalliterni**, the Italian General, has a budget of ten million Swiss Francs and orders to legitimately secure the technology if he can.
- **Günther Rhet** of the Luftwaffe is deeply impressed with Rinsch's operation and feels the technology would benefit the Luftwaffe hugely. However, he is not keen on paying for the privilege. Günther is here on the orders of Hermann Göring to assess the airship, locate Gerhardt Rinsch, and dig up some dirt on Göring's political rival Heinrich Himmler if he can. He has a budget for bidding but has orders only to increase the price for others. Göring intends to raid the island and steal everything once he knows its location. Rinsch however is insane, not stupid, and he has no intention of letting Günther leave the island if he is not the successful bidder.
- **Guy Sandolles**, representing the French, is a serious bidder with a budget of twelve million Swiss Francs. He is impressed with the technology but unsure of its strategic value. Twelve million francs buys a lot of standard aircraft.
- The Russian, **Ivan Astikov**, is a deep cover GUGB Dept VII spy and high ranking air force officer. GUGB Dept VII is the Foreign Intelligence section of the NKVD and is primarily charged with obtaining military and industrial secrets. Ivan bows out of the bidding for the technology early but is laying plans for its theft in the near future. If he gets the opportunity, Ivan attempts to steal the technical manuals from the bridge. See pages 60 and 65.
- **Herz Van Renthall** is the only serious contender to the Italians for actually buying the technology. Royal Dutch Shell want Rinsch's refining technology as they see a huge profit in the lighter-than-air gas. The airship is secondary but could prove useful in their view. Herz's budget is twelve million Swiss Francs.

Who Wins the Auction?:

There are many factors to consider with the outcome of the auction. If the spies do not interfere, the logical winner is Herz Van Renthal. She has the strongest combination of budget and interest while the Russians and Germans are planning more nefarious actions.

The GM is free to choose a winner based on whether the technology is going to form part of an ongoing campaign. Remember, the auction is for the technical knowledge and the incomplete airship only, not the RL300 or the Muahanium processing facility on Santa Maria.

Stopping the Auction:

Infiltrating the airship while it is docked at Sao Pedro is not easy but not impossible (see page 64). If the team manage to board the airship, any fighting breaking out in the forward gondola area stops the auction.

Rinsch has two Sechsertrupps of Rinsch-Jäger plus Boris the Beast as his body guard. If confronted, Rinsch commands his troops while making for the nearest exit. If it looks like the fight is going badly, Boris performs a rearguard action allowing Rinsch to use his Vanishing Act and make a getaway. Rinsch heads for the mine in this case where his Statue of Mua Haha has been installed.

Organization:

One Sechsertrupp is placed in the Reception area by the main doors, one at the top of the wide staircase to the main deck and one in the port side restaurant area opposite the stage.

There are other staff on board the RL300 at all times. Waiting staff, chefs, porters, engineers and flight crew for example. When faced with heavily armed insurgents, these staff either run or surrender without a fight.

Tactics:

In this encounter, the Rinsch-Jäger are fully armed but fight according to the weapons the agents use, responding in kind. Rinsch isn't too pleased about a gunfight on board his airship but needs the troublesome Brits dealt with. If using guns, the Rinsch-Jäger prefer their MP34s and always fire 3 shots.

Terrain:

The stage and dance floor areas of the forward gondola don't offer much in the way of cover but an upended table gives Toughness Bonus +4 and provides Light Cover (-2).

The bar, reception desk and waist high wooden dividers around the restaurant give Medium Cover (-4) and Toughness Bonus +4.

Boris The Beast: See page 78

Gerhardt Rinsch: See page 78

Hans Neisenthos: See page 79

Rinsch-Jäger x 10: See page 79

Rottenführer x2: See page 79

Staff: Use the Expo Expert profile with d8 or d10 in appropriate skills such as Performance. See page 81

APRÈS AUCTION

The auction takes around an hour after which the attendees have free time to explore the airship, enjoy drinks or return to their rooms to prepare for the evening's entertainment. The guests are politely persuaded to remain on board the airship should they try to leave.

18:00 - RL300 Banquet Saloon

At 18:00, cocktails are served in the main deck lounge followed by a sumptuous banquet prepared by Chef Philip Otzenpans. Mr Tinkler and Ms Acoras once again provide the musical accompaniment. Gerhardt Rinsch stays with the guests on board the airship until around 21:00 when he retires to his villa.

Assuming he didn't win the auction, guests at dinner notice Günther Rhet and his aide are not present. The guests are told Herr Rhet requested to stay a few days on the island and this request had been granted. Actually, they have been taken at gun point and are currently prisoners in the mine. Rinsch plans to sacrifice them to Mua Haha at midnight.

As soon as dinner is completed the RL300 is prepared for the return journey to Tripoli and leaves at midnight unless the agents have done something to prevent this.

MISSION OBJECTIVES

Technical data for the airship:

A full set of technical manuals for the airship is stored in the Captain's ready room. The six books are locked in the desk and cover all aspects of operating and maintaining the vessel. Ivan Astikov is aware of the books and is seeking an opportunity to steal them.

Capturing the airship:

Piloting the huge vessel is an art form as it is a blend of aircraft and ocean going liner. Any piloting rolls are made with a -4 penalty for the first hour of flight and -2 for the next hour. After that, the pilot has become used to the RL300.

The airship needs an engineer to be with the main engines at all times. A Repair roll at -4 is required to start the engines and ensure the power transfer to the propeller pods and a Repair roll at -2 is needed for every 30 minutes in flight to keep a check on the complex mechanics. After two hours of flight, the engineer has familiarized himself with things and the penalty is removed.

Destroying the airship:

Because Muahanium is non-flammable, destroying the RL300 is much more difficult than it may seem. A fire throughout the passenger or crew decks would certainly cause significant damage but the best way to utterly destroy the craft is to crash it.

Rinsch Luftfahrttechnik RL300

Size: 17 (Gargantuan) **Top Speed:** 125 Mph

Toughness: 12(1) **Handling:** -2

Crew: 60 **Cost:** —

Notes: 300 meter long airship. Unarmed.

SAO PEDRO FACILITIES

The Dock and Warehouse:

To the North West of the village, a hastily constructed concrete bridge carries the asphalt road to the enormous concrete dock which dominates the bay. Rinsch had deep water channels dredged and the dock can now berth four cargo ships although only two may be unloaded at a time. The rail mounted gantry cranes spanning each of the main docks take goods from ship to warehouse door in a few minutes where fork lift trucks take over.

Adjacent to the dock is the main warehouse with large, hangar style doors at ground level. An asphalt truck apron gives vehicles access to the two loading docks where the trucks are refueled when needed. The warehouse is around 200 yards long and fifty wide with more than half of the space given to high storage racks for palatalized goods. The remainder is a vehicle workshop, small parts stores and a fuel store. Refueling is done via hand pumped fuel bowsers with the exception of the airship which uses an internal pump to refuel.

On the North Western end of the warehouse, the Muahanium storage tanks sit in protective steel frames. Four of these colossal tanks hold around one month's worth of Muahanium production. A fifth tank is situated at the airship dock by the hanger. It takes two full tanks to completely fill the Muahanium gas bags of an RL300 airship.

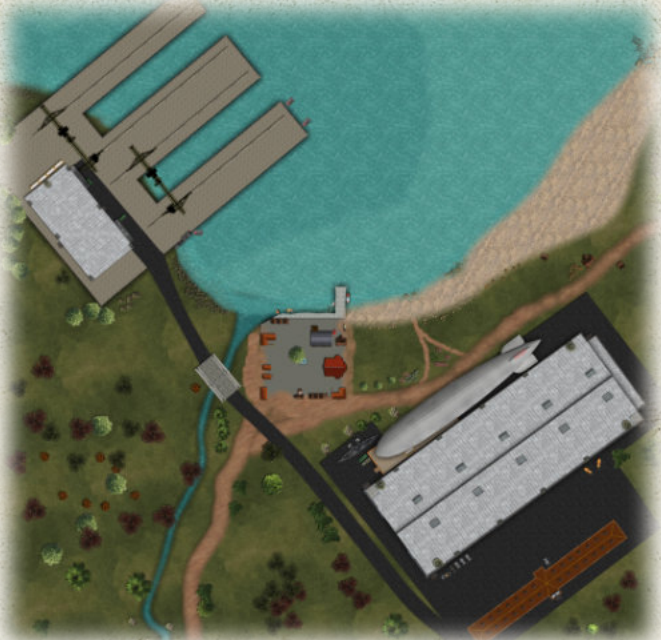
The dock and warehouse always have two sechsertrupps of Rinsch-Jäger patrolling outside and a further sechsertrupp in reserve in the warehouse. The guards rotate duties every two hours and change shifts every eight hours.

The Hangar:

The only word to describe the vast hanger is breathtaking. Almost 500 yards long and 200 wide, it is a true feat of construction genius. Within the building, RL301 nears completion. She has been flight tested and is just waiting for a buyer to specify passenger deck and gondola requirements for final fit out.

Along the South East wall of the hangar are office and staff areas housing a canteen, administration and drawing offices, and the HQ for the Rinsch-Jäger. Communication with all Rinsch Luftfahrttechnik facilities, both on Santa Maria and elsewhere in the world, are handled from here. The site has an internal telephone network connected to the wider world via Santa Maria's trunk cable while radio communication across the island is delivered via an antenna array at the top of the tethering mast.

The side of the building closest to the sea has the Airship docking platform. Raised ten feet above ground level, the platform is a wooden construction with a staircase at the Western end. The platform does not run the full length of the aircraft stopping just short of half way to allow easy access to the main cargo bay and its crane. There is a Muahanium tank on the platform itself to replenish the gas bags as needed and diesel is refueled via the cargo bay.



Standing next to the platform is the tethering tower. Standing at over 60 yards high and constructed of Duralumin, the tethering tower is the second highest structure on the island next to the hangar. Static electricity build up is a major problem for airships so the tethering tower has a copper conductor at its core which grounds the aircraft when docked. The tower also houses a communication antenna array on its summit. Additional tethering points are on the platform and the external hangar wall.

Four sechsertrupps of Rinsch-Jäger always patrol the hanger perimeter and landing platform while a fifth is in reserve in the Rinsch-Jäger's crew room in the office section.

The Accommodation Block:

The recently completed Accommodation Block is the final piece of the Rinsch Jigsaw in Sao Pedro. It was a shame those quaint houses had to be demolished but this magnificent building houses over 600 people in comfort when the same space previously accommodated just forty. With every possible amenity in easy reach, many of those living in the block have it better than they did back in Germany.

The block has electricity, hot running water and air conditioning for the warm summers. On the ground floor a convenience store, hair salon, Handball court, library and restaurant cater for almost every need. The Eastern wing of the ground floor houses the medical facilities. The block is busy at all times of the day and night with operations on the island running constantly.

Two sechsertrupps of Rinsch-Jäger are always on duty around the block. One team watches the ground floor lobby and communal areas while the other patrols the perimeter. The guards are always fully armed but not always fully alert when on 'block duty'. They know the locals are unlikely to try anything rash and they have confidence in their comrades guarding the road checkpoints and more obvious targets.

Main Hangar

Outer Wall



Main Hangar

Hangar Offices:

Constructed of cinder blocks on the three internal sides, the office section runs along 75 yards of the South Eastern side of the hangar. A wide central corridor runs the length of the structure with double doors at each end opening into the main hangar itself. A half sechsertrupp of Rinsch-Jäger is always stationed at each end of the central corridor. The offices have two doors to the outside, one in the Rinsch-Jäger crew room and one at the reception area. This door is usually locked as visitors are extremely rare.

- 1. Communications Room:** This room is the hub for all Rinsch communication on and off the island. It houses multiple radio sets for close communication and a telegraph set to send and receive messages over longer distance. The Rinsch-Jäger shift commander is always in this room and in constant contact with his troops on the ground.
- 2. Rinsch-Jäger Crew Room:** This room is effectively the Guard Room for Sao Pedro. It has a door directly the the outside, one to the Communications Room and another to the main corridor. Typically there is at least one sechsertrupp in this room and there may be more depending upon the time of day. Any time a Rinsch-Jäger squad is on reserve duty they spend most of their time here.
- 3. Kitchen:** This kitchen prepares meals for all on-duty staff and is in operation 24 hours per day. Meals are served from the buffet counters in the canteen.
- 4. Staff Canteen:** The canteen seats around 75 people comfortably. On occasion the canteen is turned into a makeshift cinema showing new releases from Hollywood and Germany.
- 5. Main Reception:** One of two doors into the office section from the outside is here. The reception area is typically unmanned and the doors locked.
- 6. Hangar Stores:** Accessed only from the main hangar, this stores department is mostly for small items held in low racks. Some boxed items and spares for the airships are stored here also.
- 7. Meeting Room:** This small room is for design and administrative staff meetings. It seats six in comfort around an oblong table.
- 8. Drawing Office:** One of the most important spaces in Rinsch Luftfahrttechnik. All design work is carried out and stored here. As well as the drawing boards and shelves of technical manuals, there is a microfilm library and three Microfiche readers on a bench at one end.
- 9. Administration Office:** A small, dedicated team of typists and secretaries look after the day-to-day running of the Rinsch operations on Santa Maria from here.

MISSION OBJECTIVES

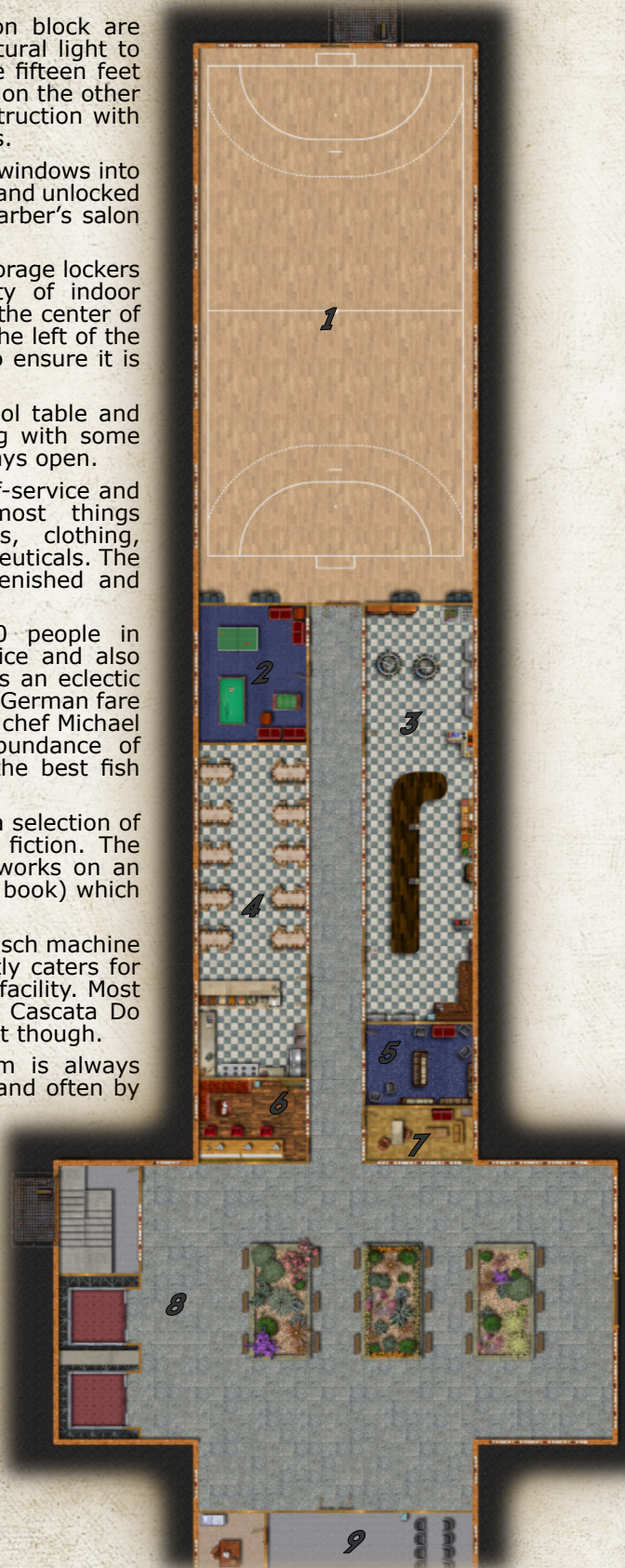
The microfilm library in the Drawing Office has full sets of blueprints for the airships and the Muahanium refining technology.

The Accommodation Block:

The outer walls of the accommodation block are brick with plenty of windows allowing natural light to flood in. On the ground floor, ceilings are fifteen feet high whereas the ceiling height is ten feet on the other floors. Dividing walls are of wooden construction with light wood paneling on decorative surfaces.

The corridor in the communal area has windows into each of the facilities. Doors are lightweight and unlocked with the exception of the store and the barber's salon which close between 8.00pm and 6.00am.

- 1. Gymnasium And Handball Court:** Storage lockers hold exercise equipment for a variety of indoor sports. A fire escape door is located in the center of western most wall. A small window to the left of the main door allows viewing of the hall to ensure it is safe to enter.
- 2. Games Room:** A Ping Pong table, Pool table and Fußball table can be found here along with some comfortable couches. This room is always open.
- 3. Convenience Store:** A mixture of self-service and counter-service. The store sells most things including food and beverage items, clothing, domestic hardware and minor pharmaceuticals. The choices are limited but stock is replenished and rotated regularly.
- 4. Restaurant Klinsmann:** Seating 40 people in comfort, Klinsmann's has waited service and also offers takeaway meals. There is always an eclectic mixture of menu items from traditional German fare to hamburgers and pasta dishes. Head chef Michael Klinsmann recently embraced the abundance of local seafood and now has some of the best fish dishes available on Santa Maria.
- 5. Library:** A small and quiet room with a selection of comfortable seats and books, mostly fiction. The unstaffed library is always open and works on an honesty system (take a book - leave a book) which is respected by all.
- 6. Barber:** A small yet vital cog in the Rinsch machine on Santa Maria. This small salon mostly caters for the male employees but it is a unisex facility. Most of the female staff prefer to travel to Cascata Do Aveiro where clippers are less prevalent though.
- 7. Guard Room:** The small guard room is always manned by at least two Rinsch-Jäger and often by a full sechsertrupp. There are always two sechsertrupps on duty at the block with one patrolling outside. The units swap duties every hour of their eight hour shift. The guard room has windows onto the main lobby and corridor as well as an external window.
- 8. Elevators And Stairs:** Two large elevators service all six floors of the block. An enclosed stairwell runs alongside with exits to each floor and fire exits in case of emergency.
- 9. Medical Facilities:** This wing of the ground floor is given over to the medical care of all Rinsch staff on the island. General Practice and Dental surgeries are nearest the lobby along with a pharmacy while the eastern end of the wing has a small hospital and trauma facility.



Apartment Section:

The floor plan below is typical for each wing of the upper floors of the accommodation block. Each apartment can sleep three people but is usually only occupied by two. The apartments are comfortable but quite small resulting in most staff spending their downtime in the communal areas or elsewhere on the island.

Doors from the lobbies to the apartment wings are locked and each resident has a key. At the end of the carpeted corridor there is a fire escape door.



SAO PEDRO EVENTS

None of Gerhardt's events actually take place in Sao Pedro but since it is the transport hub for his operations on Santa Maria, the auction delegates and Rinsch himself pass through here a number of times.

TRANSFERS

10:00 - Docking Platform

Demonstrating the RL300's silent running capability, the airship arrives over Sao Pedro at precisely 10:00 just after the bridge tour for the delegates is concluded.

The guests are taken from the docking platform, through the main doors and into the hanger where they get their first glimpse of RL301. They proceed to the office area and take refreshments in the Rinsch-Jäger crew room before being shown to their cars for the drive to the mine facility.

12:00 - Docking Platform

When the auction delegates return from the Muahanium production facility, the cars take them straight to the docking platform. The guests are requested to board the airship and remain there until the auction. The reserve sechsertrupp of Rinsch-Jäger, normally on standby in the crew room, is deployed to the docking platform to police this request.

RAIDING THE WAREHOUSE

The warehouse is heavily guarded and contains little of any intelligence value apart from spare parts. Most of the stock in the warehouse is mundane items such as food, fuel and raw materials such as aluminum and steel. No technical information is kept here.

MISSION OBJECTIVES

The accommodation block contains no information whatsoever regarding the airship, the refinery or Mua Haha. It is, however, a good location to infiltrate to obtain items such as keys, uniforms, shift rotas and such.

Samples of Muahanium can be obtained from the storage tanks at the dock and on the docking platform assuming a suitable collection vessel can be obtained.

Locals who remained in Sao Pedro should be treated as friendly to Rinsch and hence hostile or at least suspicious of the agents.

THE MINE

The arid, rocky ground around the mine is a complete contrast to the lush green of the coastal areas just a few miles away. The road from Almagreira rises steadily and follows a steep sided valley, cut over the centuries by a narrow stream. As the mountainside becomes steeper, so does the valley and the road ends at the opening of a wide fissure where Rinsch has his mine head facility.

Deep in the fissure, Rinsch found a cave leading into the volcano and was able to begin drilling downwards. Several hundred feet below the surface he found exactly what he was looking for. A huge cavern, still with a small lava flow, full of concentrated Sulfur Dioxide.

Rinsch began to build; An access tunnel was excavated first allowing heavier equipment to be brought in. The filtering and refining tanks were installed, pumps and controls added, and a network of steel walkways connected it all together. A pipeline was constructed to take the processed gas to the surface and the mine head building where it is now stored before transit.

Rinsch needs to maintain secrecy over his real activity in the mine so, although a pipeline all the way to Sao Pedro was possible and indeed preferable, the gas is currently moved to Sao Pedro using tanker trucks.

The pipeline was covered by a walkway and now represents the only known way in or out of the mine. It leads from the mine head building into the cave and the head of the access shaft. The shaft is now home to a stairway and a large elevator which both descend some 350 feet to the cavern. The access shaft was also extended upwards and four venting stacks were built at the edge of the ancient caldera. The Rinsch-Jäger have an observation platform near the vent stacks providing excellent views over most of the island.

Unknown to many, Gerhardt had a second elevator shaft constructed. It leads from a smaller cave just off the Muahanium production cavern to the top of the volcano and is accessed through a disguised door in the cavern wall near the main control panels. Within the smaller cave, as well as Rinsch's private elevator, a shrine to Mua Haha proudly displays the 17 foot high totem of He Who Laughs Last.



The Mine Head Building:

The packed clay road from Almagreira terminates at a large wooden gate which opens onto a concrete apron with a loading dock. The building and apron are surrounded by an eight foot wall with barbed wire on the outside and two units of Rinsch-Jäger patrol the gate and perimeter at all times.

- 1. Loading Dock:** Raised four feet above ground level, the loading dock allows the easy transition of supplies to the storage area beyond. The large doors are rail mounted and operated with a hand crank. They are closed unless a vehicle is loading or unloading.
- 2. Staff Areas:** This small section, created with light partition walls, provides the staff with bathroom and canteen facilities. There is also a small bunk room where up to eight people can sleep if required. The short corridor in this area has doors to the outside at the front of the building and into the main area of the facility.
- 3. Storage Area:** Raised above the main floor by four feet to match the loading dock height, this area stores a small amount of palatalized supplies and spare parts.
- 4. Office:** The Duty Manager for the mine facility works from here when on-site. All production, gas transfer and vehicle maintenance requests are handled from this office. The Duty Manager also in commands the on-site Rinsch-Jäger.
- 5. Vehicle Maintenance Area:** A small team of vehicle technicians keep every type of wheeled machine in good order from here. A full selection of tools can be found within the large work bench and an inspection pit allows for easy access to the underside of vehicles.
- 6. Muahanium Tank:** Processed gas from the mine is stored here, facilitated by the three large pumps alongside. The same pumps are also used to transfer gas from the storage tank to vehicles for transfer to Sao Pedro.
- 7. Hangar Doors:** The large hangar style doors are rail mounted and slide easily with a hand crank at each side. They are normally kept open during the day time as vehicles regularly come in and out of the facility.
- 8. Mine Entrance Walkway:** A heavy door leads to a steel platform, up some steps and onto the walkway above the pipeline. The walkway is 50 yards long and opens out into a simple vestibule with the stairway and elevator. The walkway always has a sechsertrupp of Rinsch-Jäger allocated to it and they typically deploy three at the mine end and three in the mine head building.





The Muahanium Production Facility

1. **Entrance Gantry:** This 10 yard walkway leads from the elevator and staircase vestibule and terminates at a bulkhead door. The door is typically closed and sealed but not locked.
2. **Main Gantry:** Plates of solid steel form the main gantry running from the entrance to the far side of the cavern. Perched upon a series of Duralumin piles, the gantry is 50 feet above the cavern floor and 40 feet above the lower platforms where the bases of processing tanks are. The main gantry has a waist high barrier constructed of steel panels on all sides with gates and ladders to access the lower platforms when needed. Note, the access platform to the processing tank nearest the entrance is at the same level as the main gantry. The barriers provide Medium Cover (-4 to hit) and a Cover Bonus of +4. A sechsertrupp of Rinsch-Jäger patrol the area at all times.

3. **Processing Tanks:** These huge silos are almost 20 feet in diameter and 40 feet high. The tops of the tanks are at the same level as the main gantry. The paired tanks to the left side of the gantry are the extractors and draw the concentrated Sulfur Dioxide in from the surrounding environment. The other two tanks are the filters. The white tank by the main control panel gathers the recovered helium which retains traces of Sulfur Dioxide. Rinsch named the gas Muahanium since it is not 100% pure helium.
4. **Main Control Area:** The control desk here operates all of the processing tanks in the cavern (the controls on the gantry are duplicates for safety purposes). The main controls for the pipeline are also here and are duplicated in the Mine Head Building. At the rear of the gantry are some sample tanks. A sample is taken for testing every hour to ensure the quality of the product. Four technicians operate the machinery.

- 5. Doorway:** This is the only point in the cavern where the main gantry meets the rock wall. A sliding door is set into the wall leading to a short walkway and then a step down onto a platform constructed with steel mesh plates. The door is usually closed but not locked and takes a round to slide open.
- 6. Private elevator:** The large private elevator is key operated and goes to the rim of the ancient caldera over 800 feet above. The elevator was specially constructed to bring the statue of Mua Haha to this place and is two yards on each side and five yards high. (The statue just about fits into the elevator without its stone plinth). There are four keys for the elevator. Three are held by Gerhardt Rinsch, Boris the Beast and Hans Neisenthos. The fourth is kept in a locked drawer in the captains desk on board the RL300.
- 7. Shrine:** On the far side of the cave from the door, the steel platform has been extended over a small lava pool. Here stands Mua Haha in all his fiery glory. Surrounded by burning torches and with a small altar before him, He Who Laughs Last presides over a shrine with bench seating for around 20 people.

Sulfur Dioxide: The environment from which Muahanium is extracted must have high concentrations of Sulfur Dioxide (SO₂). While not flammable, SO₂ is highly toxic. A small amount released into an enclosed area creates the stink bomb effect much beloved by mischievous children. Exposure to SO₂ in its concentrated form can be life threatening. Symptoms include shortness of breath, severe irritation of the nose and throat, and nausea. Ultimately, excessive build up of fluid in the lungs (Pulmonary Edema) is possible.

Agents succeeding with a Science roll know the dangers of SO₂ (Academics at -2 or Common Knowledge at -4 are acceptable).

Rinsch Hoods: All Rinsch-Jäger operating on Santa Maria are issued with hoods capable of fitting an internal filter mask. The mask slips into a pocket inside the hood and covers the nose and mouth. Technicians and other staff are issued with gas masks.

All Technicians and guards operating within the mine are ordered to wear their protective equipment and staff rotate every two hours to prevent over exposure.

Exposure: All characters in the mine must make a Vigor check each round they are without a protective mask. Failing the Vigor check results in a level of Fatigue and the character becoming Vulnerable. Should a character become Incapacitated through Fatigue, they are unconscious and take a Wound each further time the Vigor test is failed. Make the Vigor test as normal once the Wound level reaches that which would normally Incapacitate the character. If a roll on the **Injury Table** becomes necessary, treat the Injury as being to the Guts.

MINE EVENTS

TOUR OF THE MUAHANUM PRODUCTION FACILITY

10:45 - Mine Head building

The auction delegates travel in a convoy of cars flanked by Rinsch-Jäger. The convoy comprises two saloon cars for the delegates, Rinsch, Neisenthos and Boris The Beast traveling in an open top Mercedes and a 2½ tonne Opel truck in the lead and rear. Each truck has a sechsertrupp of Rinsch-Jäger on board.

The vehicles drive straight into the main building through the hangar style doors. After a tour of the building the delegates are given a safety briefing in the office and issued with gas masks. The delegates are then taken along the pipeline walkway and into the mine itself.

If the agents haven't alerted the enemy to their presence at this point, the Rinsch-Jäger accompanying the delegation is stood down. They retire to the staff canteen allowing the on-site team to provide the security for the visit.

If Rinsch suspects the possible presence of the British spies, his two sechsertrups go ahead of the delegate party to the main cavern.

11:00 - Muahanium Production Facility

Gerhardt himself leads this part of the tour, demonstrating the the filtration technology and explaining the process. He takes questions from the delegates and answers them honestly. Boris The Beast and Hans Neisenthos accompany Rinsch and the delegates at all times.

Unless the team make an appearance in the production facility, Rinsch does not open the doors to the shrine and personal lift area. If the agents make a move here and it's going badly for his side, Rinsch uses his Vanishing Act edge to slip through the doors and escape to the top of the volcano. The elevator is always at this level and takes several minutes to ascend to the caldera. He leaves all others to their fate.

THE SACRIFICE

00:00 - Muahanium Production Facility

Unless the agents have done something to stop Rinsch, he sacrifices Günther Rhet and his aide to Mua Haha at midnight. This is partly revenge for his humiliation and partly because Rinsch wants to take Himmler down himself. He can't allow Göring to know about Santa Maria and use the knowledge to further his own political agenda. Rinsch knows Günther is expendable in Göring's eyes and his loss would be covered up.

Günther and his aide are chained to the altar with filter masks on. In a grisly ceremony watched by a select few members of the Rinsch organization, the pair are exposed to the SO₂ within the cavern until unconscious. Then their bodies are thrown into the lava pool at Mua Haha's feet.

Rinsch has one sechsertrupp of guards in the main cavern and ten high ranking members of his organization in the shrine. Boris The Beast is with Rinsch at all times.

Organization:

If there is one sechsertrupp in the mine, they deploy three men by the main entrance and three (one of which is the Rottenführer) by the door to the shrine (location 5).

If three sechsertrupps are present, they deploy a full troop at the entrance, and another by the door to the shrine (location 5). The third spreads out around the main gantry.

Rinsch, Boris The Beast and Neisenthos are in the main control area (location 4) with the auction delegates.

Tactics:

Any attack in this area is met with full force from the Rinsch-Jäger who use their MP34s to full effect.

If Rinsch is present he boosts his troops with the Powers listed in his profile. Any troops by location 5 help Rinsch to escape to his private elevator and provide covering fire.

The Rinsch-Jäger use the cover of the steel barriers around the gantry whenever possible.

Boris The Beast loves a tussle and tries to close with an enemy for a melee attack with his axe. Wherever possible he seeks out and challenges the enemy he believes most capable in a 'fair' fight to a contest without firearms.

Terrain:

The barriers around the main gantry are tubular steel frames infilled with thin steel plate and provide Medium Cover (-4 to hit) and a Toughness Bonus of +4.

The main gantry is around 50 feet (17") above the cavern floor. A fall from the gantry to the cavern floor causes 5d6+5 damage. Characters landing in the lava flow take 3d6 damage from the fall and 5d6 fire damage per round until they are free of the lava.

The Muahanium processing tanks and the pipeline are made from stainless steel and are Hardness 12. If enough damage is caused, the tank or pipe ruptures causing an immediate release of concentrated Sulfur Dioxide. All characters in the main cavern must make a Vigor roll at -2 each round or suffer the effects of Exposure as given in the sidebar on page 73.

Rupturing the white tank near the main control desk (location 4) results in a large Muahanium leak which raises the voice pitch of everybody in the cavern by two octaves. All characters must make a Smarts check or become Distracted as they forget about fighting and start laughing at one another. If anybody mentions the Sulfurous smell, the Smarts check is made at -2.

Boris The Beast: See page 78.

Gerhardt Rinsch: See page 78.

Hans Neisenthos: See page 79.

Rinsch-Jäger: See page 79.

Rottenführer: See page 79.

Staff: Use the Expo Expert profile with d10 Science and d8 Repair.

USING THE PRIVATE ELEVATOR

The heavy duty elevator is slow and takes a little over three minutes to complete its journey. One of four keys is required to unlock the control panel inside the elevator and the call buttons at each end. Three of the keys are held by Gerhardt Rinsch, Hans Neisenthos and Boris the Beast and the fourth is kept aboard the RL300 in the Captain's desk.

It is possible to jury rig a way to use the controls with a successful Repair roll or pick the control panel lock using Thievery.

The elevator is always at the mine level when not in use. At the crater level, a small concrete building houses the winding gear and a lobby area and very little else. The building is close to the vent stacks, within sight of the crater lookout post and patrolled regularly.

Infiltrating the mine can be achieved from here but the noise of the winding gear attracts the attention of the sentries on the caldera unless a Critical Failure is rolled on a Notice check. The descent to the shrine cave in the mine takes around three minutes so if the agents use the elevator without neutralizing the sentries, there is a welcoming committee waiting for them at the bottom.

The opposite is true at the shrine cave if the team manages to use the elevator to descend without the alarm being raised. The shrine is seldom used and not regularly patrolled by the guard detachment in the main cavern. The sliding door between the two caves is usually shut, but not locked, and the elevator is virtually silent being so far away from the winding gear.

If the team is using the elevator and the alarm has not been raised from the crater rim, draw a card from the Action Deck. If the result is a Club, there is a guard patrolling the shrine cave and the door is open. The guard must still succeed with a Notice roll to detect the imminent arrival of the elevator. Any other result on the card draw and the shrine cave is empty and the door to the main cavern is closed.

MISSION OBJECTIVES

Destroying the refinery:

The agents need explosives or some other method of collapsing the platform to completely destroy the refinery. Using firearms to destroy controls or rupture the tanks and the pipeline is possible but this damage is repairable.

Capturing samples:

The barrels near the main control station (location 4) contain samples of Muahanium. Each barrel is three feet high, two feet in diameter and weighs 100Lbs. It is possible to extract a smaller sample with a successful Repair roll at -4. Having Science at d4 or better negates the penalty.

Mua Haha:

If Rinsch is present, his Before You Die Hindrance compels him into a monologue about He Who Laughs Last and his plan to deify Adolf Hitler. See page 77 for details of Mua Haha.

ENCOUNTERING GERHARDT RINSCH

Gerhardt Rinsch is a single-minded and embittered man. One of his strengths is that he sees the wider picture and has goals far beyond his operation on Santa Maria. With this in mind, Gerhardt is prepared to make all necessary sacrifices to further his long term goal of replacing Heinrich Himmler at Hitler's side and deifying the Führer.

Anybody encountering Rinsch in a social situation finds him to be quite intense but good natured, articulate and highly intelligent. He becomes very animated when discussing new technology ideas and particularly aviation.

In a hostile situation Rinsch fights only when absolutely necessary, preferring to use his *boost* / *lower Trait* and *smite* Powers to bolster his troops and his *fear* Power to unsettle foes.

Rinsch is a firm believer in the motto "Live to fight another day". As soon as he feels a fight may be lost (typically when half of his men are out of action) he uses his Vanishing Act Edge to escape.

Gerhardt never misses an opportunity to gloat, threaten revenge or praise Mua Haha. Typical of many super villains, he launches into extensive monologues about his plans before dispatching an enemy who is at his mercy.

LOCATIONS

The most likely places for a showdown with Gerhardt are the Mine, the airship or during transfer from one to the other.

The Mine:

Outside of the scheduled events in Handout 4, Gerhardt can often be found at the mine facility either meeting with the Duty Manager or praying for the guidance of Mua Haha in the shrine cave. Occasionally he makes trips to the caldera to inspect the guard and admire his domain.

Boris the Beast is always at Rinsch's side but his two Rinsch-Jäger sechsertrupps are usually stood down unless there is a reason for a higher alert status.

The Airship:

When Rinsch is on board the RL300 he uses the Captain's ready room and dining room when not attending a scheduled event. He rarely ventures below decks but can often be found admiring the views from the Bridge or the Rear Gondola.

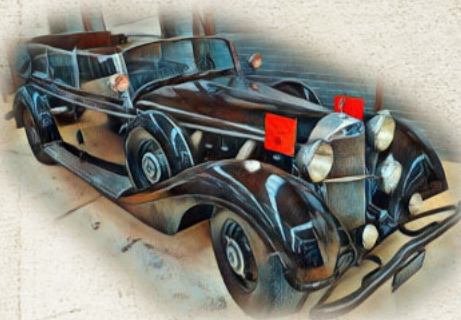
If traveling overnight, Gerhardt uses one of the First Class staterooms on the Passenger Deck while his personal guard of Rinsch-Jäger use the Second Class rooms.

Transfers:

Whenever Gerhardt travels to the mine he always has Boris the Beast plus a driver with him. His vehicle, a convertible Mercedes 770 Großer, always travels with two Opel 2½ Tonne trucks with a sechsertrupp of Rinsch-Jäger in each. The trucks are always at the front and rear of any convoy.

The only route from Sao Pedro to the mine goes through Almagreira at the moment. Rinsch is looking into constructing a tarmac road inside the fence but this is only at the planning stage at present.

Gerhardt never travels anywhere else on the island but has no objections to his staff venturing to the villages as long as they behave themselves.



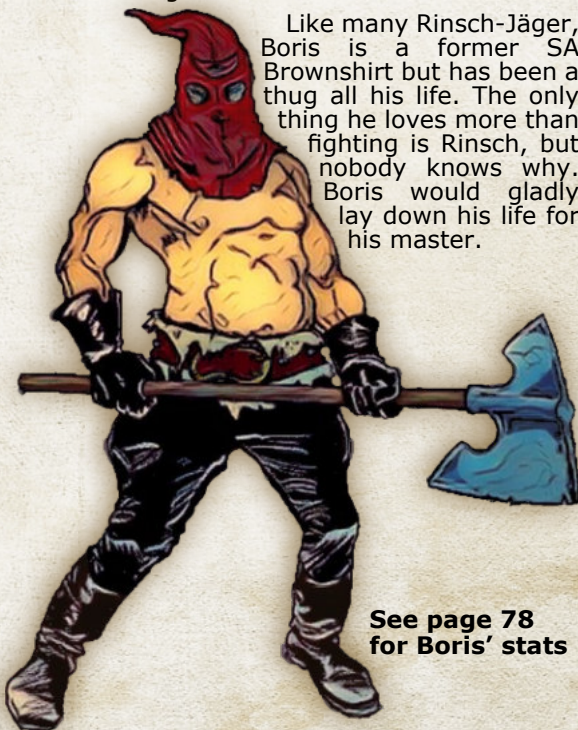
GETTING CAPTURED

Gerhardt loves to get revenge! Any spies who surrender or get captured are hand cuffed and held prisoner in the shrine cave at the mine with a sechsertrupp of Rinsch-Jäger for company.

Gerhardt visits his prisoners and, as part of an extended monologue, explains how he intends to sacrifice them to Mua Haha at midnight. See **The Sacrifice** on page 73 for details on how this happens.

BORIS THE BEAST

Boris the Beast is Gerhardt's strong and mostly silent bodyguard and is never far from his master. He rarely speaks unless it is to give or acknowledge an order.



Like many Rinsch-Jäger, Boris is a former SA Brownshirt but has been a thug all his life. The only thing he loves more than fighting is Rinsch, but nobody knows why. Boris would gladly lay down his life for his master.

See page 78
for Boris' stats

CONCLUDING THE MISSION

MISSION OBJECTIVES

The mission is considered a success for the agents if they have achieved the capture or destruction of the RL300, the capture of the design blueprints for the airship and the gaining of technical knowledge on the production of Muahanium gas.

Learning about Mua Haha and Rinsch's plans is valuable information but learning why villains laugh the way they do is priceless intelligence.

If the team captures Rinsch and returns him to Britain, he is tried for masterminding the theft from the British Museum.

Bringing Luigi and Bernardo along with the Caproni aircraft to Britain is considered an intelligence coup but a political nightmare. Any trace of the team's activity in Tripoli is quickly covered up while the diplomats work on making sure the pair are not forced to return to Italy.

GETTING HOME

Capturing the RL300 is the obvious option but there are possibly two Italian refugees and a stolen plane to consider as well. It is just over 2,500 miles to London, within range for the airship with a full fuel load but the Caproni or the Beechcraft need somewhere to refuel.

Gerhardt does not have any aircraft other than airships on the island and has no Anti Aircraft weaponry. At the GM's choice, some of Rinsch's men chase the captured airship using the Caproni or Beechcraft plane for a dramatic final scene.

There is a chance the team have performed a great service for the people of Santa Maria and Governor Silva shows his gratitude by arranging a refueling stop in Lisbon if required.

If the team borrowed the Beechcraft from Gibraltar and leave it on Santa Maria, another 'stern bollocking' is administered by McCoughie.

RINSCH AND REPEAT

Gerhardt has several ways to escape Santa Maria if he chooses. If he successfully uses his Vanishing Act Edge he has the following options:

- The RL300 or the RL301 airships
- One of the near shore patrol boats moored in Sao Pedro
- The aircraft the agents arrived on. (Rinsch either assumes the team arrived by plane or has received a report about their arrival as detailed in Scene One of Act Three)

Rinsch takes a few men with him if possible but is more than happy to save his own skin and leave others to their fate. Whether captured or not, this won't be the last the team sees of Gerhardt Rinsch. Mua Haha!

REWARDS

All agents completing Trouble in Tripoli are awarded an advance and the eternal gratitude of the Prime Minister's laundry maid.

THANK YOU

We truly hope you have enjoyed Trouble in Tripoli and look forward to bringing you more of Section D's Secret Files very soon.



HE WHO LAUGHS LAST

THE LEGEND OF MUA HAHA

Mua Haha is a misunderstood god of the Polynesian pantheon. Some say he is evil and while this is not necessarily true, it is fair to say most of his followers have evil intentions.

Some say he is not a god at all but a Trickster. These mercurial beings appear in pantheistic mythologies the world over and, if the legends are to be believed, they often greatly benefit mankind by tricking the greater gods into giving gifts they might normally have kept for themselves. Prometheus' theft of fire to give to mankind is one such example. Maui, Loki and Hermes (the Greek counterpart of Mercury) are others. The word Mercurial springs from the ability of the Roman deity to rapidly change his mood and demeanor and he has aspects as both messenger and thief.

Mua Haha is the creation of a forbidden tryst between Tu, the god of war and Pele, the goddess of fire. Because neither could take outward responsibility for their son, he grew up to be unruly and mischievous. He reveled in spiteful, malicious and vindictive acts and loved nothing more than making others look foolish with pranks. Always he took his revenge and always he laughed last.

Mua Haha knew that, because of his heritage, he would never be truly recognized as a god in his own right and so he came to earth to build himself a legion of followers. He could not take the aspect of a war god as that would be a direct challenge to his father, instead he promised his disciples he would help them take vengeance on their enemies.

Using cunning and guile, he would bring club and fire for all who would chant his name. When Mua Haha helped a tribal chief prevent a war by sending an assassin against another chief, Tu became tired of his son's interference and blamed Pele for his fiery nature. As punishment, Mua Haha was condemned to be close to his Mother at all times and he must now always live near the earth's own fire lest he have no magic.

The reason Mua Haha is relatively unknown is mostly down to the lack of ancient followers. Acts of vengeance were normally credited to the direct action of the war gods rather than the more subtle ways of Mua Haha. But some Tahu'a (priests) knew of Mua Haha and praised his name. It was they who preached that revenge was not complete unless the victim knew why they were being punished. Thus it became doctrine, when invoking the power of Mua Haha, the devotee must call his name. They must tell Mua Haha why they seek vengeance and chant his name until their boon is granted.

ARCANE BACKGROUND INFORMATION

Names: Mua Haha, The Vindicator, He Who Laughs Last.

Aspects: Cunning, guile, plots, revenge, pranks.

Symbol: The crescent eye, representing the moon and vision in the darkness.

Description: Mua Haha rarely took an earthly form but if he did it was of a man of slight stature, not weak, but more adept at stealth. His totems tend to show him laughing, his crescent eye giving him knowledge of all who move in the shadows.

Using Powers: Mua Haha has two requirements of his followers when he grants them his magic: Firstly they must praise his name as they call upon his power (one chant of Mua Haha for every Power Point being used). Secondly, the victim must know why the power of Mua Haha is being called upon them (Character must take the Before You Die Hindrance).

When the caster is in the presence of a statue of Mua Haha (Smarts range) in a fiery setting such as the heart of a volcano, all Powers cost one less PP subject to a minimum cost of one.

Signature Power: Smite.

Trappings: Tahu'a of Mua Haha are free to use any trapping but fire is a favorite of their god.



THE SUPPORTING CAST

THE BAD GUYS

(WC) GERHARDT RINSCH

Genius, super villain, and priest of Mua Haha.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Academics d10, Athletics d6, Common Knowledge d10, Cryptography d6, Electronics d8, Faith d8, Fighting d6, Healing d6, Intimidation d8, Notice d8, Occult d8, Performance d6, Persuasion d8, Piloting d6, Repair d8, Research d8, Science d10, Shooting d8, Stealth d4, Taunt d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Before You Die, One Eye, Vengeful (Major)

Edges: Arcane Background (Miracles), Charismatic, Command, Fervor, Scholar (Aeronautics), Vanishing Act

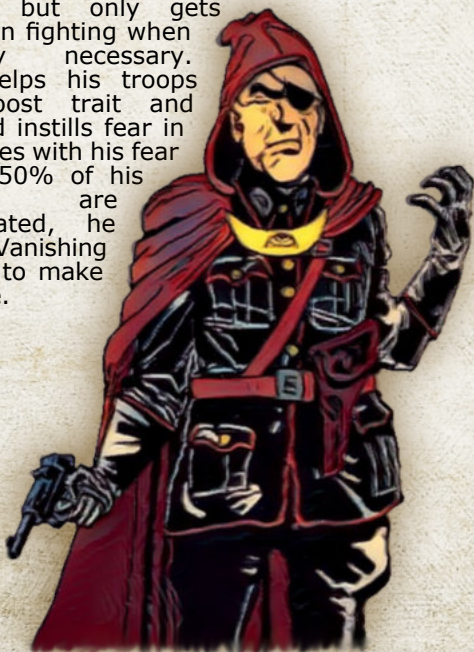
Powers: *Boost/Lower Trait* (The Power of Mua Haha), *fear* (Kneel before He Who Laughs Last), *smite* (The Vengeance of Mua Haha).

Power Points: 10 (Rinsch uses his Bennies to recharge Power Points as needed)

Trappings: Show of strength. Weapons appear larger, manipulation of physical features to reflect boosted or lowered traits etc. Must chant the name of Mua Haha as powers are cast. One chant of the name for each power point used.

Gear: Walther P38 Pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 1, Shots 8)

Notes: Rinsch is as ambitious as he is insane. He wants to see the deification of Adolf Hitler and make him the 1000 year Fuhrer of the 1000 year Reich. He inspires fanaticism in his followers but only gets involved in fighting when absolutely necessary. Rinsch helps his troops using boost trait and smite and instills fear in his enemies with his fear spell. If 50% of his forces are incapacitated, he uses his Vanishing Act edge to make an escape.



(WC) BORIS THE BEAST

Gerhardt Rinsch's personal bodyguard

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Driving d4, Fighting d8, Healing d4, Intimidation d10, Notice d6, Persuasion d6, Repair d4, Shooting d4, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 7

Hindrances: Arrogant, Overconfident (Believes he doesn't need a gun), Quirk (Removes shirt to fight whenever possible), Vow (Major — To serve Gerhardt Rinsch)

Edges: Brawler (+1 Toughness, Str+d4 Damage with fists), Command, Soldier, Trademark Weapon (Great Axe, +1 Fighting and +1 Parry when in use)

Gear: Cosh (Str+d4 Damage), Great Axe (Str+d8 Damage, AP2, Parry -1, two hands)

Notes: A brute of a man standing over six feet tall and almost as wide. He normally wears a loose fitting shirt but when a fight is apparent, he removes it.

Boris believes in "the old ways" and always fights hand-to-hand or with melee weapons, favoring his huge Great Axe. When firearms are in use, he directs lesser ranks while seeking an opponent to challenge to a proper fight.

(WC) FRANZ KLIPP

Rinsch-Jäger squad leader masquerading as a Tripoli International Fair security guard.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Driving d4, Fighting d8, Healing d4, Intimidation d8, Notice d6, Persuasion d6, Repair d4, Shooting d6, Stealth d4,

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Ugly (Minor — -1 to Persuasion rolls), Vow (Minor — To serve Gerhardt Rinsch)

Edges: Brawny (Size and Toughness +1), Command,

Gear: Cosh (Str+d4 Damage), Walther P38 Pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 1, Shots 8), Rinsch-Jäger hood

Notes: A big, ugly brute who loves a tussle and is happy to be Hans Neisenthos' strong arm.



Rinsch-Jäger MP34



Walther P38

(WC) HANS NEISENTHOS

Loyal Lieutenant to Gerhardt Rinsch. Chief Negotiator at the Tripoli International Fair

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Athletics d4, Common Knowledge d10, Driving d6, Electronics d6, Fighting d4, Intimidation d8, Notice d8, Occult d4, Performance d6, Persuasion d8, Piloting d6, Science d8, Shooting d6, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Arrogant, Ruthless, Vow (Minor — To serve Gerhardt Rinsch)

Edges: Charismatic (Free re-roll when using Persuasion), Command, Elan (+2 when spending a Benny to re-roll a Trait roll), Rapid Fire

Notes: A Rinsch-Jäger who leads from the back and rarely gets involved in fighting. Relies on smooth talking mostly, and threats when talking doesn't work.

HUGO DISWEG

Hans Neisenthos' Second in Command and money man. Former Rinsch-Jäger trooper

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Driving d4, Fighting d6, Healing d4, Intimidation d6, Notice d6, Persuasion d6, Repair d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Vow (Minor — To serve Gerhardt Rinsch)

Edges: Brawler (+1 Toughness, Str+d4 Damage with fists)

Gear: A sharp suit and a sharper pen.

Notes: A Rinsch-Jäger who operates as 2nd in command to Hans Neisenthos at the Tripoli International Fair. Hugo handles the financial transactions for the deposits the auction attendees must pay.

OTTO KRAMER

Stranded Rinsch-Jäger, RL300 Lastmeister

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Driving d4, Fighting d6, Healing d4, Intimidation d6, Notice d6, Persuasion d6, Repair d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Vow (Minor — To serve Gerhardt Rinsch)

Edges: Brawler (+1 Toughness, Str+d4 Damage with fists)

Gear: Cosh (Str+d4 Damage)

Notes: Left behind when the RL300 pilot panicked during the British Museum Robbery. Otto is a prime candidate for conversion to a double agent.

RINSCH-JÄGER

Typical Rinsch-Jäger foot soldier or guard

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Driving d4, Fighting d6, Healing d4, Intimidation d6, Notice d6, Persuasion d6, Repair d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Vow (Minor — To serve Gerhardt Rinsch)

Edges: Brawler (+1 Toughness, Str+d4 Damage with fists)

Gear: Cosh (Str+d4 Damage), Walther P38 Pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 1, Shots 8), MP 34 Submachine Gun (Range 12/24/48, Damage 2d6, ROF 3, AP 1, Shots 32)

Rinsch-Jäger stationed on Santa Maria have hoods which allow a filter to be fitted to the inside protecting them from the Sulfur Dioxide in the mine.

Notes: Most Rinsch-Jäger are former SA (Sturmabteilung) Brown Shirts who are now loyal to Gerhardt Rinsch's cause.

All Rinsch-Jäger are proficient in the use of firearms but rarely carry them unless they are on a specific mission or on guard duty at a Rinsch Luftfahrttechnik facility. Each encounter states how the Rinsch-Jäger are armed.

RINSCH-JÄGER ROTTENFÜHRER

Leads a Sechsertrupp (Six Troop) of Rinsch-Jäger

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Driving d4, Fighting d8, Healing d4, Intimidation d8, Notice d6, Persuasion d6, Repair d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Vow (Minor — To serve Gerhardt Rinsch)

Edges: Brawny (Size and Toughness +1), Command,

Gear: As Rinsch-Jäger

Notes: As Rinsch-Jäger

Hood detail



Collar badge



THE GOOD GUYS

EDWARD FORSTER-OAK

Sales Manager for Rolls-Royce Motor cars at the Tripoli International Fair

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d6, Vigor d4

Skills: Academics d4, Athletics d4, Common Knowledge d10, Driving d8, Electronics d4, Notice d8, Performance d6, Persuasion d10, Repair d6, Research d6, Riding d4, Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 4

Hindrances: Loyal (To Rolls-Royce)

Edges: Connections (Motor industry), Rich

Gear: —

Notes: Could do without the distraction of "guests" at his exhibition stand while he tries to broker a big deal with the Egyptian government.

DETECTIVE INSPECTOR ERIC MATHER

Long serving Police Officer and Detective with Scotland Yard.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d8, Driving d4, Fighting d6, Healing d4, Intimidation d8, Notice d8, Persuasion d6, Research d8, Shooting d6, Stealth d4, Thievery d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Driven (Minor — Uphold the law), Loyal (To his Police colleagues)

Edges: Alertness (+2 to Notice rolls), Brave (+2 to Fear checks, -2 to rolls on the **Fear Table**), Level Headed

Gear: Usually unarmed but carries a revolver in his car just in case

Notes: An experienced, no-nonsense officer. Always professional and polite but does what is needed to get the job done.

GIULIA PALAZZO

Head of Delegate Services at the Tripoli International Fair. Always Well dressed and well informed.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d4

Skills: Academics d6, Athletics d4, Common Knowledge d8, Driving d6, Intimidation d6, Language d10, Notice d8, Performance d6, Persuasion d8, Research d4, Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 4

Hindrances: Curious

Edges: Magic Laundry, Very Attractive

Gear: Always has a small bag with a change of clothes close at hand.

Notes: Giulia makes it her business to know what is happening at the exhibition. She is highly professional when it comes to customer service but can't resist a little gossip.



LUIGI LUPADELUPA & BERNARDO BARRELIROLLE

Italian stunt / test pilots. Looking for a way to defect from the Italian Fascist regime.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d6, Driving d6, Electronics d4, Fighting d6, Gambling d4, Healing d4, Notice d8, Persuasion d6, Piloting d10, Repair d4, Shooting d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Delusional (Minor — They think they're the best pilots in the world), Glass Jaw, Quirk (Ladies Men. Compelled to try and impress at every opportunity)

Edges: Ace, Attractive (+1 to Persuasion and Performance), Charismatic (Free reroll when using persuasion)

Gear: No weapons are carried by the pilots. Each has an extensive collection of clothes and grooming products.

Notes: Will assist any who can help them defect from Italy's Fascist regime.

RALPH TANNER

Head Nightwatchman at the British Museum, WWI Veteran

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Driving d4, Fighting d4, Healing d4, Intimidation d4, Notice d8, Persuasion d6, Repair d6, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Quirk (When was In the Army...)

Edges: Alertness (+2 to Notice rolls), Command, Streetwise

Gear: Flashlight, notebook and pen, Police style baton (Str+d4 Damage)

Notes: A proud Army veteran who speaks plainly and respects authority.

PROFESSOR RICHARD BARNETT

Mild mannered Curator of Asian Antiquities, British Museum

Attributes: Agility d4, Smarts d12, Spirit d8, Strength d6, Vigor d4

Skills: Academics d10, Athletics d4, Common Knowledge d10, Healing d4, Language d8, Notice d8, Occult d8, Persuasion d6, Research d10, Science d8, Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 4

Hindrances: Curious, Mild Mannered (-2 to Intimidation rolls), Quirk (Compelled to educate)

Edges: Connections (Academia), Scholar (+2 to Trait tests — Chinese and Japanese antiquities)

Gear: —

Notes: A dedicated and professional scholar. The totem of Mua Haha has him stumped

THE OTHER GUYS

CARABINIERI & (WC) PAOLO SOFIZIERRO

Italian Polizia Coloniale (Colonial Police)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Healing d4, Intimidation d6, Notice d6, Persuasion d6, Repair d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Overconfident

Edges: Rapid Fire, Soldier

Gear: MAB 38 Submachine Gun, (Range 12/24/48, Damage 2d6, ROF 3, AP 1, Shots 30)

Notes: The Carabinieri operate as Police but are actually one of the Italian armed forces. Hence they are usually better trained and equipped than their civilian counterparts.

Paolo Sofizierro: Paolo has the same profile as above but is a Wild Card with d8 Smarts and the Command edge

EXPO EXPERT

Apply a d8 and d10 to Smarts and Spirit to suit the individual. A Sales person is likely to have d10 Spirit and a high persuasion score, for example, where a technical expert has d10 in Smarts and in appropriate technical skills such as Repair, Science or Electronics.

Attributes: Agility d6, Smarts dx, Spirit dx, Strength d4, Vigor d6

Skills: Athletics d4, Common Knowledge d8, Notice d8, Persuasion dx, Stealth d4

Additional skills appropriate to the individual should be added with specialism at d8 or d10

Pace: 6; **Parry:** x; **Toughness:** 5

Hindrances: If appropriate to the individual

Edges: For sales people use Charismatic, Attractive or a Social Edge. For technical experts Scholar, Mr. Fix It or Jack-of-all-trades.

Notes: Some extras have suggestions for traits.

EXPO SECURITY GUARDS

On-site Security guards. Carry out gate and patrol duties at the Tripoli International Fair.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: —

Edges: —

Gear: Beretta M1934 pistol (Range 10/20/40, Damage 2d6-1, ROF 1, AP —, Shots 8), Cosh (Str+d4 Damage), handcuffs

Notes: The guards don't make aggressive moves and only fight when they outnumber an opponent or in self defense. Their primary function is to raise the alarm in case of trouble.

JOAO BARBOSA

Customs official on Santa Maria

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Academics d6, Athletics d6, Boating d6, Common Knowledge d10, Driving d4, Fighting d6, Healing d4, Intimidation d6, Language d8, Notice d8, Persuasion d8, Piloting d4, Research d8, Riding d4, Shooting d4, Stealth d4, Thievery d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious, Hesitant

Edges: Alertness (+2 to Notice rolls), Investigator (+2 to Research and some Notice rolls)

Gear: Smart uniform and official clipboard

Notes: Joao takes his role very seriously, more so since Rinsch and his cronies arrived on Santa Maria. He looks favorably on anyone willing to do something about Rinsch.



KURT INAMOSCH

Abwehr Gruppe III Counterintelligence agent

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d8, Cryptography d4, Driving d6, Fighting d8, Healing d4, Intimidation d6, Language d6, Notice d8, Persuasion d8, Research d4, Shooting d8, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 5

Hindrances: Vow (Major — Wehrmacht soldier)

Edges: Block, (+1 Parry, ignore 1 point of Gang Up bonus), Calculating (Ignore up to 2 points of penalties when action card is 5 or less), Level Headed

Gear: Walther PPK (Range 10/20/40, Damage 2d6-1, ROF 1, Shots 7)

Notes: Always wears a suit and very rarely unbuttons the jacket (due to the concealed weapon). Spends more time on his mission to identify foreign spies than he does selling cars

MAX DIETRICH

BMW Sales Manager and undercover Inland SD (Sicherheitsdienst) informant

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Academics d4, Athletics d6, Common Knowledge d8, Driving d8, Fighting d6, Healing d4, Intimidation d8, Notice d8, Persuasion d8, Research d4, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious (Major), Loyal (Minor, a dedicated servant of the Third Reich), Secret (Minor — undercover SD Inland Division informant),

Edges: Connections (Schutzstaffel), Magic Laundry (+1 to Persuasion rolls where appearance is a factor)

Gear: Walther P38 pistol carried in a briefcase. (Range 12/24/48, Damage 2d6, ROF 1, AP 1, Shots 8)

Notes: An immaculately dressed car sales professional by trade but has been an informant for the SD (A division of the SS) since 1932

CX REPORT

Date: 26.03.1938

Attention of: C, Grand.L, McCoughie.D

Distribute: D Section field ops

Report submitted by: Miesel.R

Sheet: 1 Of 4

Regarding: German intelligence gathering capability and units.

Abwehr:

The Abwehr is the intelligence section of the German military (the Wehrmacht) and should not be confused with the SD which is a division of the SS and a tool of the Nazi party.

Set up in secrecy in 1920, the Abwehr's primary mission is to gather military intelligence and defend Germany against foreign espionage. It carried on this task in an understated manner until 1929 when the intelligence branches of all military services were centralized under the Ministry of Defense. In 1935, the Ministry of Defense was renamed the Ministry of War and the Abwehr steadily grew.

In February 1938, with the Abwehr standing at around 1,000 operatives, the Führer reorganized the Ministry of War into the Oberkommando Der Wehrmacht (High Command of the Armed Forces) with himself as Commander in Chief. This allowed the Abwehr Chief, Admiral Wilhelm Canaris, to reorganize his own department and create a much more productive agency.

The Abwehr now has a central division which takes care of the day-to-day running of the department, the Amtsgruppe Ausland (Foreign Branch) which despite its name is primarily concerned with internal communication and the sharing of intelligence, and the Abwehr group itself which comprises the following:

Gruppe I - Espionage

Gruppe II - Sabotage

Gruppe III - Counterintelligence

The Abwehr has agents operating across the world in clandestine operations. Notable achievements include the spreading of Nazi doctrine in Austria prior to the Anschluss, and it is suspected Abwehr operatives are currently spreading dissent among Sudeten Germans in Czechoslovakia.

File status:

Classified

File No: 2X4B

CX REPORT - CONTINUATION

File No: 2X4B

Sheet: 2 Of 4

Regarding: German intelligence gathering capability and units.

Sicherheitsdienst (SD):

The Sicherheitsdienst was established in 1931, before the Nazi party came to power in Berlin, with Reinhard Heydrich as its head. The SD's initial remit was the gathering of intelligence on those opposed to the Nazi regime within Germany. The organization was also tasked with dealing with this opposition in any way it saw fit. The formation of the Gestapo in 1933, also under the leadership of Heydrich, clarified things a little. The SD would gather intelligence and the Gestapo acted upon it. The SD is also responsible for counter espionage and counterintelligence.

The SD is split into Inland and Ausland divisions with the Ausland division having a remit not dissimilar to the Inland division. They have operatives carrying out intelligence gathering and espionage activities in most European countries, Russia, Japan, the United States and Great Britain. This brings them into conflict with the Abwehr as many of the SD's operatives are time-to-time who have a loyalty to Germany and the Ministry of Defense rather than to the Nazi Party.

The SD works closely with the Ahnenerbe providing military intelligence when they are operating outside the Reich. In fact, many of the high ranking SD officers are also members of the Ahnenerbe.

Approved for distribution
to D sec as requested.
C

THE AUCTION DELEGATES

GUY SANDOLLES

A division General in the French Air Force (Armée de L'Air).

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Battle d4, Common Knowledge d8, Cryptography d4, Electronics d6, Fighting d4, Intimidation d4, Language d8, Notice d8, Persuasion d6, Piloting d8, Repair d4, Research d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Cautious, Glass Jaw

Edges: Command, Ace

Gear: MAB Modelé D .38 Pistol (Range 12/24/48, Damage 2d6, ROF 1, AP —, Shots 7)

Notes: Guy won't fight hand-to-hand unless he really needs to, preferring to stay out of a fight altogether or use his pistol.

GÜNTHER RHET

Luftwaffe Generalmajor (Brigadier General) and informant to Hermann Göring

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Battle d6, Common Knowledge d8, Cryptography d6, Driving d4, Electronics d4, Fighting d4, Intimidation d6, Language d6, Notice d8, Persuasion d8, Piloting d10, Repair d4, Research d6, Science d6, Shooting d6, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Overconfident, Vow (Major — To serve the Luftwaffe)

Edges: Aristocrat (Old Prussian family — +2 to Common Knowledge and Networking with upper classes), Command, Inspire

Gear: Walther PPK (Range 10/20/40, Damage 2d6-1, ROF 1, Shots 7)

Notes: A dashing "Officer and a Gentleman" from an old Prussian family. Fervently nationalistic.

HERZ VAN RENTHAL

A tough businesswoman competing in a male dominated sector.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d6

Skills: Academics d6, Athletics d6, Common Knowledge d8, Intimidation d4, Language d8, Notice d8, Performance d4, Persuasion d10, Repair d4, Research d8, Science d8, Stealth d4, Taunt d6

Pace: 6; **Parry:** 2; **Toughness:** 5

Hindrances: Driven (Minor — To prove she is as competent as men in the same role), Quirk (Perfectionist)

Edges: Charismatic, Retort, Strong Willed, Rich

Gear: High quality clothing

Notes: A successful and proud woman with an acerbic wit

IVAN ASTIKOV

Russian GUGB Department VII agent masquerading an Air Force General

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d8, Battle d6, Common Knowledge d6, Cryptography d8, Driving d4, Fighting d8, Healing d6, Intimidation d8, Language d6, Notice d6, Performance d6, Persuasion d8, Piloting d4, Research d6, Shooting d8, Stealth d6, Survival d4, Thievery d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Cautious, Secret (Major — Is a deep cover GUGB Dept VII agent, not an Air force General)

Edges: Alertness (+2 to Notice rolls), Charismatic (Free reroll when using Persuasion), Thief (+1 to rolls for Thievery, Athletics when climbing and Stealth in urban environments)

Gear: Tokarev TT-33 Pistol (Range 10/20/40, Damage 2d6-1, ROF 1, AP —, Shots 8), Minox Riga camera

Notes: Ivan's mission is to learn as much about the RL300 as he can without jeopardizing his deep cover. Dept VII are spies, not soldiers or assassins. Ivan calls on the services of Department III (Counterintelligence) or Department V (Military Counterintelligence) when more direct action is required.



SANDRO STALLITERNI

Experienced Regia Aeronautica pilot and Area Division General.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Academics d6, Athletics d6, Battle d8, Common Knowledge d8, Fighting d6, Language d6, Notice d8, Persuasion d6, Piloting d10, Repair d6, Science d4, Shooting d6, Stealth d4,

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal, Ruthless (Major — Follows orders to the letter and without question)

Edges: Ace (May use Bennies to Soak damage to a vehicle, Ignore up to 2 points of penalties regarding vehicle use), Attractive, (+1 to Performance and Persuasion rolls), Command

Gear: Beretta M1934 pistol (Range 10/20/40, Damage 2d6-1, ROF 1, AP —, Shots 8)

Notes: Sandro has spent all of his adult life in the armed services. He is disciplined and follows orders without question. He expects the same from those who serve under him

VEHICLES

CARS & TRUCKS



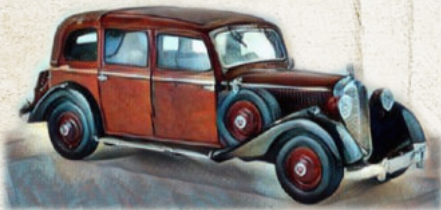
Hillman Fourteen Saloon

Size: 4 (Large) **Top Speed:** 75 Mph
Toughness: 8(1) **Handling:** 1
Crew: 1+4 **Cost:** £345/-
Notes: A fast and reliable saloon car



Rinsch Luftfahrttechnik 2.5 tonne truck

Size: 7 (Large) **Top Speed:** 50 Mph
Toughness: 12(1) **Handling:** —
Crew: 1+20 **Cost:** N/A
Notes:



Mercedes 260D (W138) Saloon

Size: 4 Large **Top Speed:** 60 Mph
Toughness: 9(1) **Handling:** 1
Crew: 1+4 **Cost:** £450/-
Notes: Diesel engined saloon car



Wolseley Six Wasp Police Car

Size: 4 (Large) **Top Speed:** 60 Mph
Toughness: 6(1) **Handling:** —
Crew: 1+3 **Cost:** £295/-
Notes: Insert notes about guns and stuff
AIRCRAFT



Mercedes 770 Großer

Size: 4 (Large) **Top Speed:** 99 Mph
Toughness: 10(2) **Handling:** 1
Crew: 1+5 **Cost:** N/A
Notes: Favored by high ranking German officials



Caproni CA310p Libeccio

Size: 9 (Huge) **Top Speed:** 225 Mph
Toughness: 12 **Handling:** +1
Crew: 2+10 **Cost:** N/A
Weapons: Linked Medium MGs fixed front
(Range 30/60/120, Damage 2d8+1, ROF 3, AP 2, Shots 300)



Opel Blitz 1t Pickup

Size: 4 (Large) **Top Speed:** 50 Mph
Toughness: 7(1) **Handling:** —
Crew: 1+1 **Cost:** N/A
Notes: 4 extra passengers can sit in the rear



Beechcraft 18

If the team uses the Beechcraft 18 aircraft from Gibraltar, use the stats for the Caproni but the Beechcraft is unarmed.

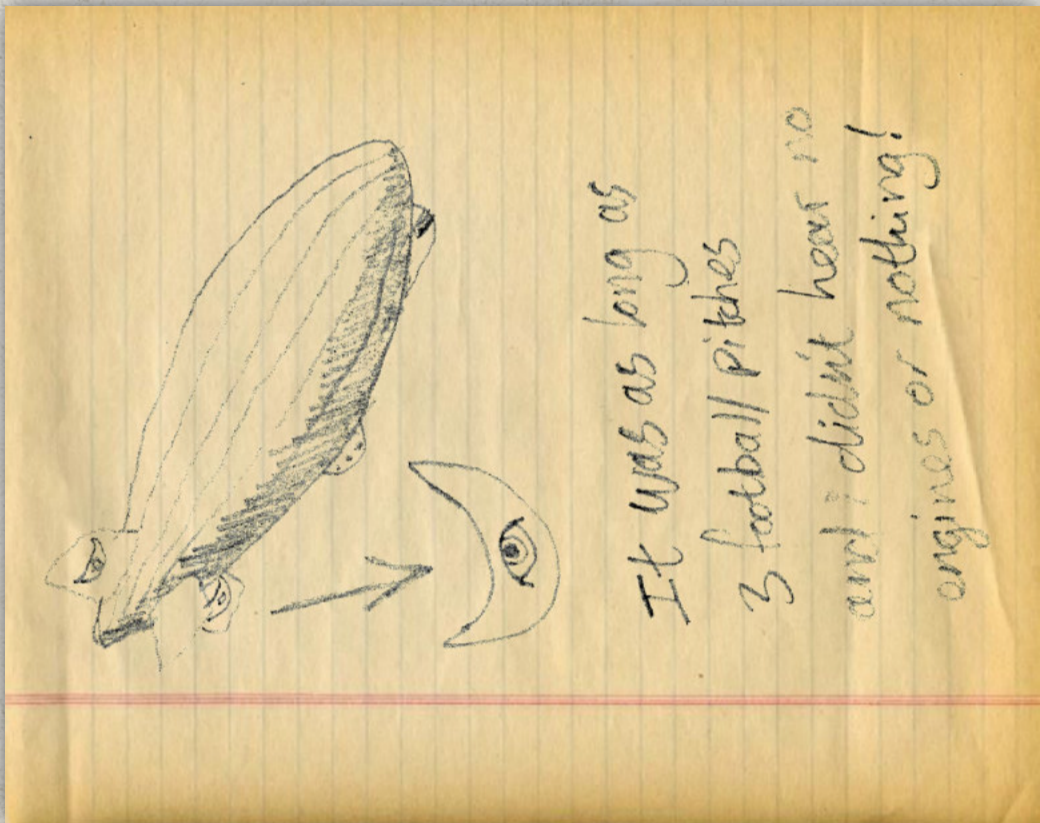
RL300 stats on page 65

PLAYER HANDOUTS

HANDOUT 1 - THE RINSCH-JÄGER MASK



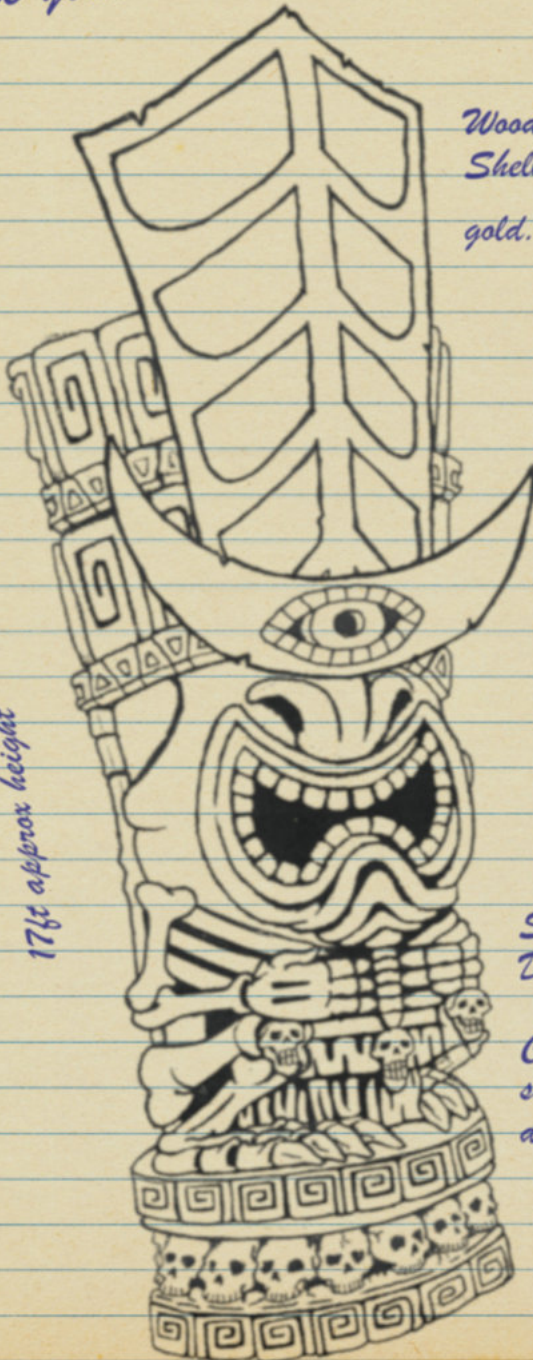
HANDOUT 2 - RALPH TANNER'S DRAWING



It was as long as
3 football pitches
and i didn't hear no
engines or nothing!

HANDOUT 3 - PROFESSOR BARNETT'S DRAWING

Who are you?

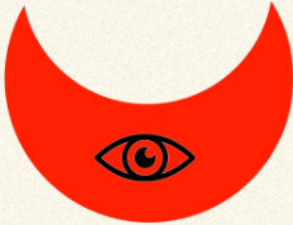


Wood covered with some sort of Shellac. Possibly mixed with gold.

17ft approx height

Stone plinth approx 4ft Dia.

Carving is Naive, suggests w/old or lesser developed culture



Rinsch Luftfahrttechnik

Dear Sir / Madam,

You are cordially invited by Gerhardt Rinsch, President of Rinsch Luftfahrttechnik, to attend a demonstration of the RL300 Airship and the production of our new lighter-than-air gas, Muahanium.

Following the demonstration, the knowledge required to recreate these technologies will be sold by way of auction.

The demonstration will take place at the Rinsch Luftfahrttechnik facility on the island of Santa Maria where you will be taken by the RL300. Departure for Santa Maria is at 7.00pm prompt on Wednesday the 6th of April 1938 from the Grand Hotel Tripoli. Auction delegates are permitted to bring one valet or aide and can expect to return on the evening of Friday the 8th of April.

Your itinerary for Thursday the 7th of April is as follows:

- 08.30: Breakfast in the Banquet Saloon of the RL300
- 09.30: Delegate tour of the Bridge and Engineering sections of the airship.
- 10.00: Arrive at Sao Pedro, Santa Maria.
- 10.30: Transfer from Sao Pedro to the Muahanium Production Facility.
- 11.00: Tour of the Muahanium Production Facility.
- 12.00: Return to the RL300 for lunch.
- 14.00: Auction of technology in the Banquet Saloon of the RL300.
- 18.00: Cocktails and dinner followed by evening entertainment.
- 00.00: Departure for return flight to Tripoli. Arrival in Tripoli circa 20.00 local time on Friday the 8th of April.

We trust that you will enjoy our hospitality and wish you every success in the auction.

On behalf of Gerhardt Rinsch,

Hans Neisenthos

HANDOUT 5 - PLAYER'S MAP OF SANTA MARIA



SECTION D OPERATIVES

Personnel Records

Most Secret

**Eyes only
Do not copy**

SIS Section D

Personnel Records

Anya Valtaya

Codename: October

Female, aged approximately 21. Former GUGB trainee, Russian exile and shapeshifter.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Focus d8, Healing d4, Performance d4, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Survival d6, Thievery d4, Wealth d6

Languages: Russian (Native), English, German, Cantonese

Pace: 6; **Parry:** 6; **Toughness:** 5

Hindrances: Enemy (Minor - Hunted by GUGB Dept XIII), Phobia (Minor, - 1 to Trait rolls in the presence of medical equipment and surgical paraphernalia), Secret (Major - Were cat)

Edges: Arcane Background (Gifted), Martial Artist, Vanishing Act

Gear: Lock picks, small suitcase, several changes of clothing, Browning Hi-Power (Range 12/24/48/, Damage 2d6, ROF 1, AP 0, Shots 13)

Powers: Changeling! (Shape Change - limited to Snow Leopard cross breed only). **Power Points:** 15



Description: Anya Valtaya is a true enigma. At the age of 21 she has seen more of the world and its unsavory elements than many people twice her age. Behind her youthful looks and cat-like grace lies a maturity and demeanor born from a life of true hardship. Standing at 5'10", Anya is tall and lithe. Her strawberry blonde hair frames a natural beauty somehow out of place with the functional Western clothing she typically wears.

Background: Taken from the streets of Ekaterinburg aged around three, she was given to Professor Ilya Ivanovich Ivanov to be a test subject. Ivanov, having made groundbreaking developments in artificial insemination with horses, made no secrets about his desire to create human/animal hybrids. His famous failed experiments in the late 1920s to inseminate chimpanzees with Human sperm were not his first attempt though. Anya, along with many other children, was part of a program organized by GUGB Department XIII. The experiment involved mixing genetic material in a living subject, many animals were involved. Wolves, tigers, orangutans and even eagles were tried. Anya was injected with the blood of a Snow Leopard.

One by one, the test subjects died until only Anya remained. Although showing no sign of the genetic meld having worked, she remained alive, and in captivity. Aged around seven (nobody knows her actual birth date) she began a program of specialist training including languages and physical conditioning. She was a natural athlete and as her dexterity and strength grew, she was taught combat techniques, the theory of infiltration and information gathering. Then, years after the infusions of snow leopard blood had ceased, and several years after the death of the man himself, one of Ivanov's experiments worked.

As she entered adolescence, Anya noticed changes in her physical abilities. She became able to transform her body at will, to manifest beastly characteristics, claws, teeth, incredible strength and speed. Married to her ongoing training as an assassin, she was now a formidable asset for the NKVD and, in particular, the GUGB Intelligence division.

The NKVD took an intense interest in Anya's condition but with Ivanov having died in 1932 they no longer had the skills or knowledge to recreate his gene melding technique. A new team of biologists was assembled with orders to identify and extract Anya's ability from her cells and transfer it into new test subjects. Although her training and conditioning continued, she was subjected to horribly painful procedures and treated as nothing more than a lab rat. A few months ago, after around five years in "The Academy", she rebelled.

Killing her captors and fleeing "The Academy", she headed west. Her espionage skills and natural, almost innate, ability to hunt, kept her one step ahead of her pursuers. In Berlin, with both the NKVD and Gestapo breathing down her neck, she entered the British Embassy and requested political asylum. After an extraction operation orchestrated by the SIS she found herself in London, a young lady with a peculiar skill set, who owes more than a few favors to the British for getting her out of Berlin alive.

Anya was made a one-time offer by the SIS. They were setting up a new unit specifically for espionage and sabotage operations. If she joined them, she just might have the opportunity to get some revenge on those who had treated her so badly.

Arthur Schimm

Codename: Scarab

Male, aged 28. Archaeologist and master of Breaking and Entering

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Academics d6, Athletics d6, Common Knowledge d6, Faith d6, Fighting d8, Notice d6, Persuasion d6, Research d6, Shooting d6, Stealth d6, Thievery d6, Wealth d6

Languages: English (Native), Arabic, Flemish, French, German

Pace: 6; **Parry:** 6; **Toughness:** 5

Hindrances: Curious, Outsider (Minor - Uncomfortable around non-academics -2 to Persuasion rolls with non-academics), Wanted (Minor - Egyptian Ministry of Antiquities)

Edges: Arcane Background (Miracles), Martial Artist

Gear: Satchel, crowbar, pocket knife (Str+1d4 damage), scarab beetle amulet, flashlight, work and formal clothes.

Powers: All powers are self only (-1 Power Point to cast) and require the Amulet of Khepri as a focus: Blessing of Khepri (Healing), Home of the Scarab (Burrow), Touch of the Scarab (Wall Walker). **Power Points:** 10



Description: Arthur Schimm is a curious character. Outwardly he is suave, good looking and well dressed. Despite his looks, Arthur is socially awkward unless he is among academics. Here he thrives with historians, archaeologists and scholars of all things ancient.

Background: Arthur was born in February of 1910 in Manchester, England to parents of Dutch descent. He enjoyed a privileged middle-class upbringing and excelled academically, always favoring history. In 1928, he was offered a place at Cambridge to read history where he studied ancient civilizations with Egypt being a particular favorite. While at Cambridge he met a young languages student called Beverly Erridge and though there was no romance, Arthur has carried a candle for her ever since and they have remained friends.

After graduating, Arthur was offered an extraordinary opportunity when he was selected to travel to Egypt to work as an archivist on the findings of the tomb of Tutankhamun. Although Howard Carter was no longer involved, having opened the tomb some ten years earlier, archaeologists were still finding items of interest. One such item came across Arthur's desk.

The item was unusual for things found in Tutankhamun's tomb in that it was quite plain. A scarab beetle, simply carved from jade, and set with a pendant hanger although no chain was present. Arthur was drawn to the object immediately. He knew there was something special about the pendant and that it did not belong where it was found. He was told it was found on the body of what they thought was a tomb robber, though there were no signs of robbery or indeed entry into the chamber where the amulet was found. Arthur put the pendant in his pocket and hoped the scholars would forget about it, they did. It is said though, certain members of the Egyptian Department of Antiquities are keen to speak with Arthur.

As he studied the pendant Arthur sensed it could do things, miraculous things. He started to wear the pendant around his neck, under his shirt, always out of site. In time Arthur learned the pendant was connected strongly to the minor sun god Khepri who has the body of a man and the head of a scarab beetle. The ancient Egyptians believed Khepri was the god of the morning sun, Ra midday sun, and Atum the setting sun. This resonated with Khepri's other aspects of rejuvenation and birth. As Arthur learned more about Khepri he found himself offering prayers to the ancient god and that is when the amulet showed him its powers. He learned he could use it to connect himself to earth and rock. At first, he just sank into the soil. Then he learned to control and dictate the movement. Next, he learned to apply the amulet's power to just his hands or feet and he found he could climb sheer surfaces, almost like a beetle.

Most recently he learned the true power of Khepri's aspect as a god of rebirth and rejuvenation when the amulet healed wounds he had suffered battling tomb robbers in Persia.

Arthur now earns his living in archaeology and has a reputation for having an uncanny ability to tell laborers exactly where to dig. He is also rumored to carry out some freelance work for the British government and his former collegiate friend Beverly, but he doesn't talk about that.....

Charles Cofton

Codename: Chimera

Male, aged 46. Technology expert and former soldier

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Fighting d6, Healing d8, Notice d6, Persuasion d6, Repair d8, Research d6, Science d6, Shooting d4, Stealth d4, Weird Science d8, Wealth d6

Languages: English (Native), French, German, Italian, Morse Code

Pace: 5; **Parry:** 5; **Toughness:** 5

Hindrances: Clumsy (-2 to Athletics and Stealth rolls), Slow (Minor), Ugly (Minor - Scarred from artillery shell explosion, -1 to Persuasion rolls)

Edges: Arcane Background (Weird Science), New Powers

Gear: Umbrella, cigarette lighter, flashlight, small suitcase, casual and formal clothing, toolkit, First-Aid kit, hiking boots, flying jacket, goggles

Powers: Powers are self only and are activated via Charles' prosthetics: Deflection (scales of brass armor along the arm), Extra Winding (Boost Trait, engages different gears. Boost only), 5th Gear (Speed), Jack-In-The Box (Smite, a knuckle duster appears on the prosthetic hand).

Power Points: 10



Description: Charles Cofton is essentially a cripple. His right arm and right leg were damaged beyond repair in an accident in the First World War and he now has mechanical replacements which he made himself. He also carries a scar to his face which runs brow to chin separating piercing blue eyes. He usually wears loose fitting trousers and a linen shirt beneath an old sheepskin pilots jacket to hide his mechanical arm and leg. A faint whirring sound accompanies Charles wherever he goes.

Background: Charles was born in London in 1892 to wealthy parents, Charles and Violet Cofton. Charles Cofton Senior worked in the banking sector in London and was able to afford a fine house and a good education for his only child. Charles Junior attended Harrow and then Oxford where he studied Engineering.

Upon his graduation in 1913 Charles was accepted into Sandhurst as an officer cadet and passed out with a commission as a Second Lieutenant in June 1914. He was posted to the Royal Artillery and within a few months was sent to France at the outbreak of war.

Charles' Engineering skills were put to use and he was tasked with creating more powerful artillery shells. When experimenting with a new shell in 1916 there was an accident. The shell exploded in the breach of a gun it was too powerful for. The explosion ripped away much of the right side of Charles' body but somehow, he survived. His right arm and leg were amputated, but he lived and returned to England to convalesce. In May of 1918 he met William Hopewell, an injured Royal Marine Lance Corporal. The two struck up an unlikely friendship with Charles being an officer and William an enlisted man, but the friendship lasted.

Stripped of two of his limbs but unbroken in spirit, Charles began to work out how to mend his broken body. The war ended in November of 1918 but Charles' personal battle was ongoing. In 1920 he traveled to Switzerland and learned clock and watch making. In 1922 he made a clockwork arm and hand enabling his work rate to accelerate. In 1923 he made a clockwork leg and walked for the first time in seven years. He was whole again.

Charles spent many years traveling the world learning new technologies and techniques and always he used the knowledge to grow stronger, faster and more capable. Since 1923, Charles has made significant improvements to his prosthetic limbs, even enhancing their performance. These days the arm and leg function as one unit replacing most of the right side of Charles' body.

In 1936, Charles was contacted by his old Commanding Officer and asked if he would undertake an information gathering mission in Nazi Germany. Charles accepted the mission and traveled to Germany where he saw first-hand the advances the Wehrmacht were making. Since then, Charles has undertaken several missions for the SIS, most recently at the request of former naval officer Duncan McCoughie.

Notes: If Charles loses his prosthetic limbs he has the One Arm Hindrance and his Slow Hindrance becomes Major until he repairs or replaces the limbs.

Franco Giovanni

Codename: The Lily

Male, aged 28. Former Chicago mobster, gun hand

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d6, Driving d4, Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Shooting d8, Stealth d6, Wealth d6

Languages: English (Native), German, Italian, Spanish

Pace: 6; **Parry:** 6; **Toughness:** 5

Hindrances: Driven (Minor - Find his wife's killer), Suspicious (Minor - Has trust issues), Vow (Minor - Never to return to a life of crime), Wanted (Minor - If he returns to Chicago the mob will seek him out).

Edges: Ambidextrous, Rock and Roll!, Steady Hands, Streetwise, Two-Gun Kid

Gear: 2 x .45" Colt M1911 (Range 12/24/48, Damage 2d6+1, ROF 1, AP 1), switchblade (Damage Str+d4), Thompson submachine gun (Range 12/24/48, Damage 2d6+1, ROF 3), casual and formal clothing, small suitcase, violin case (no violin)



Description: Standing at 5'11" and of slim build, Franco cuts a handsome figure in his well-tailored suits. He wears his hair short and a thin mustache is his only facial hair. Franco is always well groomed and rarely goes anywhere without a suit, his trench coat and at least one of his trusty .45s

Background: Franco is of Italian heritage, born in 1909 in Chicago to Italian immigrants Alessandro and Giulia Giovanni. Sandro, as he liked to be known, was an importer of Italian wines and spirits until 1920 when the prohibition laws effectively closed his business. Sandro used his connections back in Italy to carry on an import business but his goods were labeled as "Communion Wine" which was not restricted under prohibition. He sold his wine through the Chicago mob, initially under Al Capone and then under a succession of bosses.

Franco, a child when prohibition began, followed his father into organized crime when he came of age in 1930. He was a bodyguard and enforcer and quickly gained a reputation as a man who could be trusted. When prohibition ended in 1933, Franco's father moved quickly to legitimize his business once again, a move which angered his former bosses. Sandro was ordered to pay protection money to the mob, which he refused to do, feeling his years being tied to them was payment enough. In late 1935, the then mob boss grew tired of Sandro and ordered him killed. The execution was carried out by Johnny Barleish, an enforcer of Irish origin who was promptly killed by Franco in retribution.

After killing Barleish, Franco knew Chicago was no longer a safe place. He quickly arranged for himself, his wife, his mother and his sister Maria to move to England where they would start a new life. Franco also pledged he would never again serve the criminal underworld. Unfortunately, the criminal underworld would return to haunt Franco. His wife was killed in a botched hit on Franco when she was caught in the crossfire. Two of the three assassins were shot by Franco, the last got away. The two Franco had taken out were Irish.

Seeking ways to legitimately hunt his wife's killer, Franco offered his services to Scotland Yard as an independent adviser on organized crime. He worked alongside Eric Mather, a rising star of the Criminal Investigation Department and quickly helped them to make significant arrests. As yet, Franco has not identified the gunman he seeks.

As his reputation as an undercover operative grew, he attracted the attention of government organizations including the Secret Intelligence Service. Since 1937 he has carried out a number of deniable missions for the SIS as a freelancer, primarily operating in Italy and the Italian colonies in Africa. Franco's primary contact with the SIS is Beverly Erridge and it is she who invited Franco to join Section D.

Minh Li

Codename: Lotus

Female, aged 22. Hand-to-Hand combat expert

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Notice d6, Persuasion d4, Shooting d6, Stealth d8, Thievery d4, Wealth d6

Languages: Cantonese (Native), English, Mandarin

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Code of Honor (Major – Warriors Code, does not harm non-combatants, prefers hand-to-hand engagements), Pacifist (Minor), Outsider (Minor – Cultural differences and occasionally being thought to be Japanese rather than Chinese)

Edges: Acrobat, Brawny, Extraction, First Strike, Martial Artist, Two-Fisted

Gear: Throwing Pins (Worn in the hair, Minh Li has four pins doing Str+d4 damage. At GM's Discretion these can have the Dart effects given in The Secret Files of Section D Taster Edition **Gear and Gadgets** section), Selection of high quality clothing, lock picks



Description: What Minh Li lacks in physical stature, she more than makes up for in power. Standing at 5'2", she is diminutive but is all honed muscle and moves with a gymnastic grace that betrays her physical ability. Growing up in the bosom of the British diplomatic corps taught Minh to act with decorum and always be immaculately presented, but she has the ability to explode into action at any time.

Background: Minh's father Yuxuan has been in the service of the British Government in Hong Kong since being appointed as a translator at the age of eighteen by Sir Henry Arthur Blake in 1901. Though still two years from manhood according to Chinese culture, he excelled in his role and was quickly promoted. When he came of age, his position gave him his adult name. Yuxuan means 'High House', a reference to the Governor's residence in Hong Kong. In later years, his role as adviser on dealings with the Chinese population on political, cultural and business matters was instrumental in the colony's business success and growth.

War was raging across the world when Minh was born in late 1915 and with China itself in turmoil, the Li family tied itself ever closer to the British. When Minh's Mother died of Tuberculosis in 1917, Minh was unofficially adopted by the ladies of the Governor's household. She grew up in a happy environment, learning the English language, attending an unofficial finishing school with the household staff and learning the old ways from her father. Yuxuan also made sure Minh could take of herself. From an early age she practiced gymnastics and was a student of the martial arts from the age of seven.

Being a student of the martial arts from a young age gave Minh the skills needed to join the Governor's close protection team as a bodyguard when she was eighteen. Nobody suspected the young girl, looking like a lowly aide, of being able to protect the Governor of Hong Kong. On many occasions, Minh ensured the Governor stayed free from harm when danger was abroad. While nowhere near a master martial artist, Minh is a force to be reckoned with.

In early 1936, Minh was taken under the wing of Sir Andrew Caldecott, then the Governor of Hong Kong, after her father was injured saving his life. Sir Andrew and Yuxuan had been travelling to a meeting with bankers when their car was ambushed. Without thought for personal protection, Yuxuan threw himself across the Governor and took four bullets for his loyalty. Although never proven, it was believed to be an assassination attempt by the Japanese.

When Caldecott's tenure as Governor ended in October of 1937, Minh and her father were offered the opportunity to come to England as members of his staff. Her father, despite his injuries, maintains a position as a personal secretary and adviser to Sir Andrew. Minh remained in the role of bodyguard until her capabilities became known to an old friend of Sir Andrew, Claude Dansey. He was working with Admiral Hugh Sinclair, Chief of the SIS, on a new unit tasked with carrying out clandestine operations against potential enemies of the Empire. In early 1938, Minh was introduced to Sir Laurence Grand, head Section D.

Yuxuan taught Minh to be both a good daughter of the Empire, and to honor the skills and traditions of her ancestors. Both hate what is happening in China at the hands of the Japanese, feel the British Empire could do more, and Minh should be a part of that.

Nancy Watson

Codename: Alice

Female, aged 26. Grifter and femme fatale

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Notice d6, Persuasion d6, Shooting d6, Stealth d8, Thievery d6 Wealth d6

Languages: English (Native), French, German, Italian, Spanish

Pace: 6; **Parry:** 6; **Toughness:** 5

Hindrances: Driven (Minor – to serve King and Country), Habit (Minor – smoker), Loyal, Quirk (Workaholic)

Edges: Attractive, Magic Laundry, Thief

Gear: Walther PPK (Range 10/20/40, Damage 2d6-1, ROF 1, AP 0, Shots 7), handbag, cigarette case and cigarettes (Nancy NEVER carries a lighter), suitcase with formal, casual and evening clothes, lock picks, Minox Riga camera



Description: A slight 5'6", Nancy is an attractive girl, she knows it, and it is something she is more than willing to use to her advantage in her chosen line of work. She dresses to impress and is never without an opportunity for a gentleman to behave properly. Whether that is a cigarette to light, a door to be held open or a drink to be paid for.

All business with her fellow agents, Nancy's demeanor changes like the sky on a windy day when she is working a mark or playing a part to further the needs of king and country. She follows orders to the letter and always stays on task.

Background: Born in 1912, Nancy Watson was an Orphan by the age of five. Her father, an infantryman, died at Passchendaele, and her mother of Spanish Influenza a few months later. Nancy was taken into a government run orphanage where her intelligence and wit soon came to the attention of the board of governors. They made sure Nancy went to a good school and from there she was recruited into an academy for "Girls with special potential". Knowing she was, more or less, alone, Nancy decided at a young age that if she were to have a better life then she would need to fend for herself. The skills she learned at the academy covered many of the subjects all the very best finishing schools would. And many subjects they very definitely would not. The Academy also introduced Nancy to the concept of Government service. It was funded by the crown and loyalty to King and country was indoctrinated.

With a talent for romance languages, and romance in general, Nancy made her way from rich man to rich man. Always she was told to learn about these men, who they worked for, who they supported politically, where their loyalties lay. She became an expert at getting rich men to fund her lavish lifestyle until one day she was made an offer she couldn't refuse. She would use the skills she had learned to truly serve her country rather than rifling the pockets of the third and fourth sons of the gentry.

Ever a loyal subject, Nancy jumped at the chance, and went into training again, eventually joining a new government agency called Section D.

Rudolph Miesel

Codename: Randall Macey

Male, aged 32. Tailor, actor and exiled German Jew

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Academics d4, Athletics d6, Common Knowledge d6, Driving d6, Fighting d6, Performance d8, Notice d6, Persuasion d8, Shooting d6, Stealth d4, Thievery d4, Wealth d6

Languages: German (Native), Arabic, English, French, Hebrew, Italian, Spanish, Swedish, Russian

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Outsider (Minor – Sounding German in Britain can make life difficult. -2 to Persuasion rolls), Vengeful (Major – Seeks revenge on those who have harmed his family), Wanted (Minor – safe outside Germany but could be arrested if he returns)

Edges: Attractive, Charismatic, Essential Gear (Disguise kit), Linguist

Gear: Notebook and pencil, valet case, tailored clothing for most occasions, disguise kit including a selection of wigs and professional stage make-up, Switchblade (Str+d4 Damage)



Description: A little under six feet in height and of slim, athletic build. Rudolph is an attractive man with a dazzling smile, mousy brown hair and blue eyes. He dresses with impeccable style and carries himself with a confidence born of knowing he can talk his way out of almost any situation.

Background: Born in 1906 to Shimon and Rachael Miesel, Rudolph and his older sister Sarah enjoyed a privileged lifestyle in a suburb of Bremen. Shimon was a tailor of some repute and despite hard economic times, was able to afford the nice things in life and a good education for his children.

After graduating with a Business degree from the Goethe University, Rudolph joined his father's business. He is not a practical man, but he excelled at business and particularly buying and selling. Rudolph helped grow the business by securing strong trade deals with cloth manufacturers and improving sales. By 1931, Miesel and Son tailors were established in Berlin and Dusseldorf as well as Bremen. At this time, Rudolph also gained an interest in the performing arts after Miesel and Son were asked to provide costumes for a local play. He proved to be a natural actor, no doubt assisted by his good looks and confident demeanor.

Rudolph met Gertrude Hartmann when they performed together in a production of *The Three Musketeers*. Love blossomed and the two planned to marry but in early 1933 things changed. Adolf Hitler gained power and immediately implemented anti-Jewish policies. Gertrude's father, believing the Nazi propaganda, now disapproved of Gertrude's relationship with Rudolph. Although still in love with Gertrude, he hasn't seen her for many years.

In September of 1935, Hitler announced new laws stripping German Jews of citizenship. The writing was on the wall and the family decided to leave Germany. Rudolph's sister was already married and had emigrated to America with her new family, they were safe. Shimon sent Rudolph to London where he had arranged a job for him with an old friend. Rudolph was to establish a home while Shimon closed the business and then he and Rachael would follow. Rudolph left Germany in early November of 1935 and hasn't seen or heard from his parents since.

Rudolph worked with Moss Brothers of Covent Garden as a salesman but in late 1936 he applied to join the British Army. He felt he might be able to do something to help his parents as a soldier but because of his German heritage he was rejected. In early 1937 he received a visit from a young lady named Beverly Erridge. She worked for the British government and had a copy of the army application in her briefcase. She even knew Rudolph was a promising actor and had business connections in Germany. Rudolph was offered the opportunity to go to Germany in disguise and take photographs of the burgeoning Nazi war machine. She also offered to give Rudolph some time to try and seek his parents. Rudolph accepted and carried out the assignment successfully but was not able to locate his parents. Their home in Bremen had been vandalized and their business premises looted.

Rudolph has since received training in the use of firearms and unarmed combat and has perfected the art of disguise. He carried out several assignments as a freelancer for Miss Erridge and in January of 1938 was invited to join the newly formed Section D of the Secret Intelligence Service. He adopted the English name Randall Macey and began active service in April of 1938 vowing to seek revenge on the regime that ruined and imprisoned his family and stole his love from him.

William Fyfe

Codename: Drum

Male, aged 56. Engineer and demolitions expert

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Academics d8, Athletics d6, Common Knowledge d6, Electronics d6, Fighting d6, Notice d8, Persuasion d4, Repair d8, Research d8, Science d8, Shooting d4, Stealth d4, Thievery d6, Wealth d6

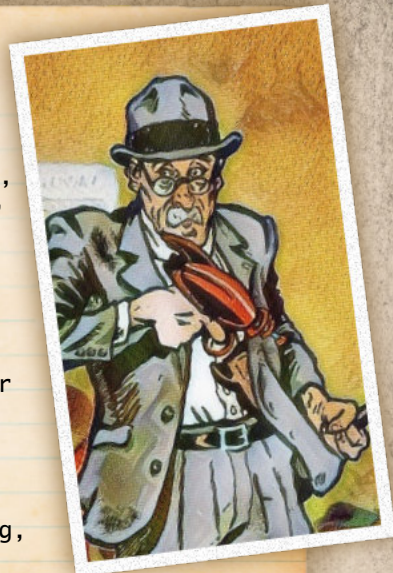
Languages: English (Native), French, German, Latin, Morse Code, Urdu

Pace: 5; **Parry:** 5; **Toughness:** 5

Hindrances: Elderly (-1 to Agility, Strength and Vigor rolls, +5 skill points), Code of Honor

Edges: Essential Gear (Walking cane), Martial Artist, Jack-of-all-Trades

Gear: Webley Mk IV Revolver (Range 12/24/48, Damage 2d6+1, AP 1, ROF 1, Shots 6), walking cane, carpet bag, toolkit and electronics kit, casual suit, pipe and tobacco.



Description: Standing 5'8" and a little stooped, "Drum" is a man old before his time, the rigors of the Great War having taken their toll on him. Still, his eyes twinkle with a fierce intelligence and, though it doesn't move as quickly as it once did, his body still shows signs of Drum's boxing history. Drum is a gentleman and always wears a suit and a hat. His only vice is his pipe often gripped firmly between his teeth.

Background: William Balgaire Gordain Fyfe was Born in 1883 in Calcutta, the son of a member of the foreign office. He was educated in Scotland at Robert Gordon's College in his father's home town of Aberdeen, and St. Andrew's University.

In his youth he was a strapping lad and keen sportsman, sharp of mind, and a consummate tinkerer - forever playing with one project or another. It was one of these 'projects' (attempting to repair and fire one of the muskets on display in the great hall) that earned him the nickname he uses to this day.

After getting caught red-handed with his repaired musket, one of the masters uttered two words "Musket, Fyfe?" The story goes that after his punishment was doled out, one of young William's classmates told him he had just earned his nickname. William was pleased, being known as William "Musket" Fyfe was surely a good thing? "He took that cane and beat your arse like a drum," said his friend, "so that's what we're going to call you."

At St. Andrew's, Drum studied Sciences and Engineering and also boxed for the University. His schooling was broad rather than deep though as his mind would flit from project to project, becoming something of a Jack-of-all-Trades but master of none.

After graduating, Drum stayed on at St. Andrew's as a researcher but when the Great War broke out he volunteered like so many other young men. Drum's education saw him selected for the Royal Engineers and they in turn sent him to Sandhurst for officer training. Ultimately he joined the corps as a 2nd Lieutenant and turned his hand to knocking down many of the things his education had taught him to build. These days he talks little of his experiences during the Great War, often getting a faraway look when others speak of their wartime escapades.

After the war Drum focused his efforts on communications technology. He believed better communication would have meant far better organization and thus, a war won more swiftly and with a much reduced human cost. His communications research would lead him to trouble.

He came to the attention of the SIS in late 1937 after being kidnapped by Nazis intent on forcing him to work on a scientific project for them. The SIS team sent to extract Drum found him sitting next to a pile of unconscious guards, smoking his pipe.

While he secretly feels he may be a little old for field work these days, he refuses to back down from a challenge, believing the benefits of his knowledge and experience far outweigh the physical failings that have come upon him as age begins to take its toll.

William Hopewell

Codename: Vagabond

Male, aged 38. Retired Royal Marines Captain and holder of the Conspicuous Gallantry Medal

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Battle d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d4, Persuasion d4, Shooting d8, Stealth d6, Wealth d6

Languages: English (Native), French, German, Swahili

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Heroic (Leads from the front. An Officer and a Gentleman), Poverty, (Wealth die reduced to d4), Stubborn

Edges: Command, Common Bond, Double Tap, Quick, Trademark Weapon (Browning Hi-Power)

Gear: Navy issue watch, 8x30 binoculars, compass, notebook and pencil, walking gear and rucksack, pocket knife, Browning Hi-Power (Range 12/24/48/, Damage 2d6, ROF 1, AP 0, Shots 13) and ammunition, small cosh, Navy issue personal hygiene kit



Description: Captain William Hopewell is in his late thirties and has had a full life serving in the Royal Marines. Old habits die hard and William is always clean shaven and keeps his brown hair cut short. Being used to the Navy providing all he needs has left William with little sense of style and he wears cheap, functional clothes, usually because it's all he can afford.

Background: William Hopewell was born in London into a military family in March 1900. William's father Malcolm had served in the Kent Regiment of foot and his grandfather William with the Household Cavalry. With this background, a career in the military was inevitable and William enlisted in the Royal Marines at the age of 16.

He excelled as a cadet and went to war in France not long after his 17th birthday having been promoted to Lance Corporal. On the 23rd of April 1918, William was involved in the ill-fated Zeebrugge Raid intended to blockade the port of Zeebrugge and protect British naval activities in the English Channel and North Sea. The raid went badly wrong with the Marines, tasked with capturing German shore based artillery batteries, taking heavy losses. During the action, William's platoon came under heavy fire. William was wounded and his officer killed. Despite being one of the younger soldiers in the platoon, and injured, he led a small group of marines to capture one of the batteries, preventing further fire on the ships and soldiers and saving many lives. William then led what was left of his men to safety by stealing a small boat and rowing, under fire, back to the ship which had brought them there.

He was decorated with the Conspicuous Gallantry Medal for his actions.

After the raid William was hospitalized and during his convalescence met Charles Cofton, an officer who had suffered terrible injuries in an accident with an artillery shell. Despite the fact Charles was officer and William was a young enlisted man, the two struck up a friendship which has lasted.

The war was over by the time William made a full recovery but he elected to stay with the Marines and was nominated for the officer training cadre. Again, he excelled in training and passed out as a 2nd Lieutenant in 1920. He went on to serve with the Royal Marines in all theaters until November of 1937 when, after 21 years of service, he retired with the rank of Captain and a Meritorious Service medal to hang alongside his other gongs.

Having been in the military all his adult life, William did not adapt well to civilian life. He squandered most of his savings and until recently had struggled to find work. In January of 1938 William was contacted by a Naval officer called Duncan McCoughie. McCoughie offered William a job, the chance to serve again, he accepted without hesitation. Now he carries out clandestine operations for the government under the direction of McCoughie. He still doesn't know what McCoughie's rank is, only that he has one, and William calls him Sir.

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