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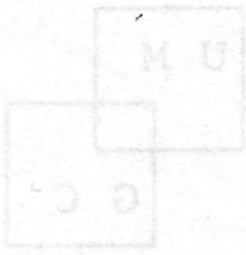
G C

T H E
D A R K N E S S
H O L D S
N O
F R I E N D S

The official Topsecret® module
of Win-Games V. Written by Randy
Cambell.

U of M Gaming Club
P.O. Box 80 University Center
University of Manitoba
Winnipeg, Manitoba
R3T 2N2

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THE
BARNESS
HOLDS
NO
FRIENDS

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THE DARKNESS HOLDS NO FRIENDS

Introduction

This module is for six characters of intermediate level and experience. The first part, the investigation, is to test the reasoning ability of the party, as well as the ability to make decisions once evidence is gained. Once the danger becomes evident, the party should stick together on any missions to ensure player survival.

The first part of mission will revolve around Athens, Greece, with the finale in their own embassy! Clues gathered at the embassy will link the characters to the second part of the module. Here the characters will travel back to jolly old England to stop the ultimate villain of their organization, their own administrator. With the evidence in hand, the players will have to get buy the police, the army, and their own agents and hit men to prove their innocence to Margaret Thatcher. From there, with the full alert still on for the capture of the characters, (as cancelling it would alert the Administrator) the players must infiltrate their own heavily guarded base and kill/capture the administrator. It's too bad he's expecting them, (who wouldn't bug their own Prime Minister), considering he was responsible for their training the chance of success is low, but if they don't do the mission maybe it's better to be dead... . A true test of tactics, training, skill, and paranoia.

The Situation

The six of you are the most experienced agents available to England. You have worked together for the crown and country for over four years now and have touched upon an organization known to you as KABA, which stands for Kill All British Agents. Why an organization such as this was started up, and why it continues to exist is a mystery to all. It seems KABA has become more powerful as of late and can hit with impunity where ever and when ever it wants. Even Mrs. Thatcher has expressed concern over this, but when she questioned your group last month there was nothing you could tell her that she did not know.

The equipment on your characters is all you will get. The money is for bribes, meals, and anything else you will need. The hotel rooms are already reserved and paid for by the agency.

The Briefing

You are at your secret base out in the countryside north of London, inside your Administrator's office. Your Administrator, arrives some 15 minutes later, late as usual. He throws his briefcase on his desk and sits down to light a cigarette. This worries you a lot as he doesn't smoke. He sifts through the briefcase, finds some papers, and looks at you with bloodshot eyes. He begins the briefing...

Yesterday, at 3 AM, two of our best agents died in Athens, Greece. KABA is claiming responsibility for these deaths. With the exception of Agent Hunter, who is somewhere in Italy, you are the last field agents available to England until the new recruits come up next month. They will be too green to have a chance to stop the KABA assassins and stay alive. I want you to go to Greece, find out what you can about our agent's deaths, and punish those responsible. Remember, we are not a terrorist organization, no one except those responsible should get hurt. If you have a chance to follow up your leads to attack the heart of KABA itself, please do so. I don't know how much longer our organization can keep up at this rate of attrition. There will be a contact in Athens with more up to date information when you get there. His name is George Pepetrolis, and he will be selling pistastio nuts in the Plaka, the downtown flea market. Ask him, "Are the nuts fresh?" and he will respond with, "what do you think I am, a Turk?". Any new orders or information will also be sent to George to relay to you. Are there any questions... Thank you, that is all. Bernice has your plane tickets, good luck.

The Adventure

The Arrival

The characters will arrive at Athens International Airport at 11 AM, Ambassador

Philip Keyes will be there to meet them at the baggage pick up with his chauffeur. He will insist on taking the characters to their hotel, and then to the embassy for lunch. He will make pleasant conversation about the two dead agents, but will not give out much information to the players. (ie. "They were murdered on some docks, which ones I'm not too sure. I think they were strangled, or were they shot? They were checking on some Russian activities... or was it Turkish?", etc.). He will try to keep the characters at the embassy for lunch, trying to figure out if they are getting close. Then, he will encourage them to be off so he can arrange hit men. Note: At all times Ambassador Keyes will be pleasant to throw the characters off guard. He will encourage them to report all new finds to him "so that I can help you.". He will even go as far as supplying the characters with extra ammunition if asked, with the comment, "But don't tell anybody, I'm not supposed to do this.". If he is asked where the ammo came from, he will say that he now keeps his own weapon as you never know who is a KABA agent. At all times Ambassador Keyes will carry a 9mm Browning High-powered pistol with regular ammo as will the chauffeur whose weapon is a magnum as well.

At The Plaka

There is a 10% cumulative chance per 5 minutes searching for George at the Plaka, that he is found. (if a 96-100 is rolled a false

contact is found but he will not know the correct response.). George is just full of information and after that is pumped out of him he will offer his opinions on the entire matter if the players are willing to listen. This is what George knows:

1. Agents Thunder and Lion were murdered at the docks at Perilios, a small town only 15 miles from Athens.
2. They were shot by a 9mm weapon at close range, obviously taken by surprise.
3. Their bodies are at the local morgue being prepared for burial.
4. In his last meeting with them, they mentioned that "Niki serves it best", he did not understand what they meant by that.
5. Who ever killed them stole their weapons afterwards as there was no mention of weapons in the police report.
6. Last night someone tried to get to the bodies in the morgue, but were scared off in time by the local police.

He also has several opinions and minor facts which can easily be questioned out of him.

1. He will tell the characters that this time there is no security leak possible as he only reported to Mr. Keyes early last night.
2. He believes that agents Thunder and Lion were killed to bring you to your deaths to finish the Agency.
3. If Thunder and Lion had one habit, it was always visiting the same restaurants once they found a few they liked.
4. The day before the two agents died, they had mentioned something about "the boat".

George will not get any more information during the course of the mission and will only repeat the above information if questioned again. During the character's attack on the boat, George will be poisoned by a dart pistol. If any characters happen to be with George at that time, use a duplicate of Hit man #1 and play out the murder attempt. George will follow the player if saved.

At The Docks

There is no longer any evidence left behind. If any of the sailors are spoken to, they will say that the two dead men were becoming regulars in the area, and that they often ate at Niki's restaurant. They will not know any details about the ballistics, etc.

At The Morgue

The bodies of Agents Thunder and Lion are being prepared by Mario Cadaver. He is an old man who will answer all questions to the best of his ability. He knows that the bodies were shot at close range (Lion twice, and Thunder three times). He knows that both carried extra ammunition and knives. He knows that who ever broke into the morgue only got to the bodies for a minute at best. The bodies had been searched but not abused. He will mention, if asked, that the personal items on the bodies are kept in a safe. If requested, he will allow the characters to see what they carried if they agree not to keep it. Inside the plastic bag is the following: two clips of 9mm and .45, one switchblade and one stiletto, three feet of piano wire, two wallets, a business card for Niki's restaurant, and over \$4.00 in loose change. If someone looks on the back of the card they will see the following, "Ask Niki again about the number of guards on the boat, we better raid the safe by tomorrow night."

As the characters are preparing to leave, four men in three piece suits will enter asking about Jonahs. They will ask the characters if the cadavers were friends of theirs, regardless of the answer, the hit men will draw their weapons (.357 snub-nosed, PWV=31, PB-0, SH-50). They will be standing about 15 feet away behind coffins to protect themselves from abdomen shots. For the first round, the only people that may

draw with the hitmen are those that clearly stated suspicion to the administrator, or those that roll less than their perception at -10 to their chance. If, during the battle, any of the hit men roll 91-95, they will accidentally shoot and kill Mario Cadaver, the caretaker. If any wounded player does not have first aid done on him, the blood will be **obvious** at the restaurant; (which is only two blocks away).

Niki's Restaurant

Is a pleasant place, maybe a bit too dark for the careful player, but the business seems steady and the menu is superb. The players will be seated by a waiter, and on their way to the table, any character making his observation roll will notice a well-dressed Greek who is obviously the owner, chatting with a few lady customers. If the players ask to see Niki, he will be prompt and polite. If Niki is not asked for, he will come by during the meal to ask if all is satisfactory. He will remember Thunder and Lion (Tom and Lyle) but will say that the business was private. If threatened, Niki will just smile and tell the players to have a nice evening and to leave as soon as they can. If bribed with at least 80 dollars, he will tell the players that Tom and Lyle were planning on raiding a boat his brother used to work on as security. He no longer knows how many guards work on that boat, but he knows that it is called the "King's Pawn" and

that it is at Dock 17 this week in town. What is in the safe, he doesn't know, but it sure seemed important to Tom and Lyle. The rest of the meal is uneventful.

The Boat

The "King's Pawn" is at the end of dock 17, as Niki said. The boat is a 42 ft. private yacht with one guard patrolling the deck. All guards here are armed with P-38 U.N.C.L.E. They are not too alert and a quiet party shouldn't have too much trouble liquidating the patrolling guard.

If the party uses silenced weapons and takes each guard in one round, they should stroll through the ship easily. In the hold of the ship, (not shown), is an office with a safe (-40 to deactivation). Inside is a series of papers which are too long to read at the moment. (If the players insist, let them get halfway through and then bring two police officers randomly equipped as per Top Secret, with Off-55 and LL-9). The papers are titled "Operation Darkness". The early pages deal with the murders of agents who have died over the last few years, who the assassins were, and who hired them. The last page orders the death of agents Thunder and Lion, that the assassin was agent Hunter, and that Ambassador Philip Keyes was behind the entire plot. Keyes hired Hunter, arranged the surprise meeting, and had the agents killed. A small note paper clipped to the page states "Don't wor-

ry, I'll take care of them when they arrive tomorrow. Only six left until we are done. Long live KABA!!!"

The Ambush

On the way back to the embassy, two cars will pull up ahead of the players, while the third will skid to a stop behind them. Agents #1-4 will be in the lead two cars with Lugers, Agents #5-6 are behind with Baret-tas and switchblades. See illustration.

The Embassy

This is where the first part of the mission wraps up, one way or another. The players must enter the embassy, kill the ambassador and any of his henchmen, and make sure that KABA is finished once and for all. The X's at the embassy doorway are two MP's who have orders not to let anyone by. The players may talk their way by if they use the proper reasoning. Remember, these are British soldiers, any attempt to bribe them will be treated as a huge insult and if this is done, the MP's will have to be blasted through.

The 1 and 2 stand for the two body guards, while the C stands for the chauffeur, the K for Philip Keyes. Bodyguard #1 has a .303 bolt action Lee-Enfield. He will cover down the hallway. Bodyguard #2 will spend his first action jumping around the corner, and then throw one grenade per round until he runs out. He carries 3 grenades and a browning with

a spare clip. The chauffeur carries his usual 9mm Browning Magnum, while Keyes has just a normal Browning. They will not move up to help the two bodyguards, but will wait for the survivors to move up. Keyes will be behind the huge oak desk, exposing only his head, right arm, and both feet. When Keyes dies, it will be like a western gunfighter, and when he does hit the floor, it will be with an outstretched hand that is clutching some papers. The greek police may not enter the yard of the embassy as it is British territory, and they may not prosecute for crimes committed on its property, so the players

have little to worry about.

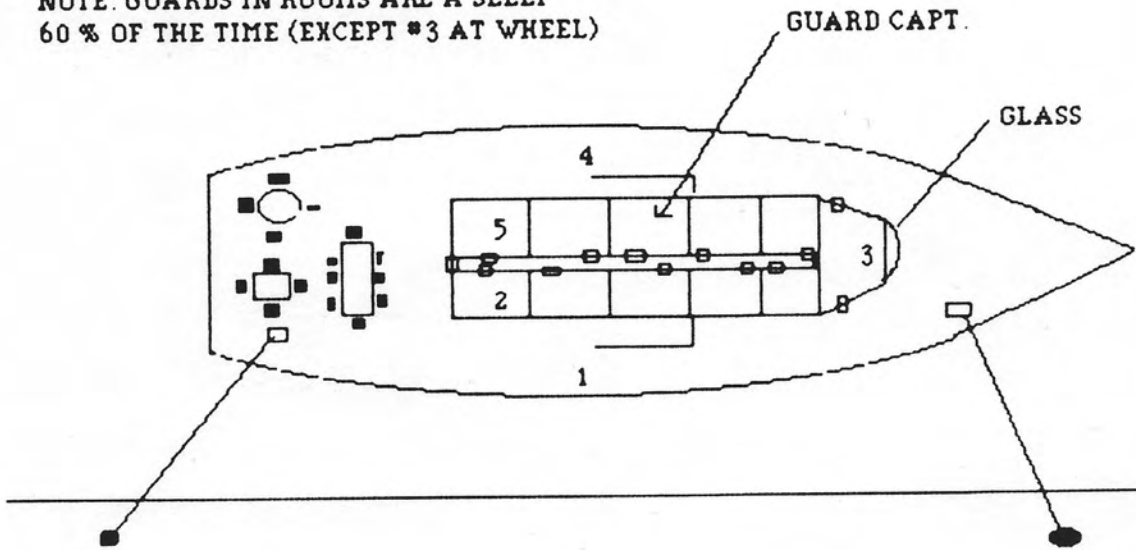
The Papers

The papers read as follows: "Dear Philip, you have done a wonderful job so far. Agent Hunter is being recalled for the finale back at home. Yes, without any British Secret Service to bother us, our plans should go on schedule. Phone me when you have finished off those last six idiots, your bonus will be in your Swiss bank within the hour. Thank you my friend, now the last part of our operation is mine. Your friend, your administrator, and leader of KABA."

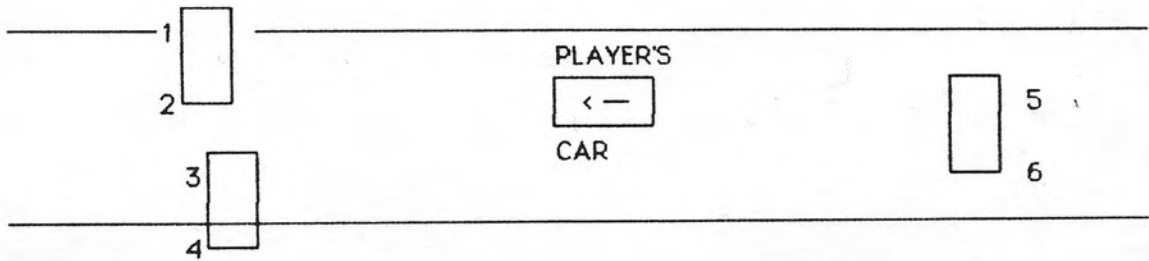
NPC STATS

NAME	PS	CH	WP	CG	KN	CO	OFF	EVA	M.V	LL	HTH	SUP
Philip Keyes	66	99	82	50	96	74	62	87	222	15	153	162
Chauffeur	100	44	98	110	34	78	94	61	276	20	161	138
Hitman #1	75	75	75	75	75	75	75	75	225	15	150	150
Hitman #2	60	60	60	60	60	60	60	60	180	12	120	120
Hitman #3	60	60	60	60	60	60	60	60	180	12	120	120
Hitman #4	60	60	60	60	60	60	60	60	180	12	120	120
George Pep.	55	102	102	98	77	73	86	88	230	16	143	188
Guard Capt.	125	17	90	88	48	38	63	28	253	22	153	81
Guards #1 +	45	66	48	40	56	48	44	57	141	9	102	110
Agents #1-4	78	84	66	56	72	38	47	61	182	14	139	131
Agents #5-6	52	98	52	54	76	54	54	76	158	10	128	152
MP #1-2	60	30	70	60	40	50	55	40	180	13	100	95
Bodyguard #1	54	56	63	42	52	59	51	58	176	12	112	107
Bodyguard #2	33	23	88	140	22	19	80	21	140	12	54	103

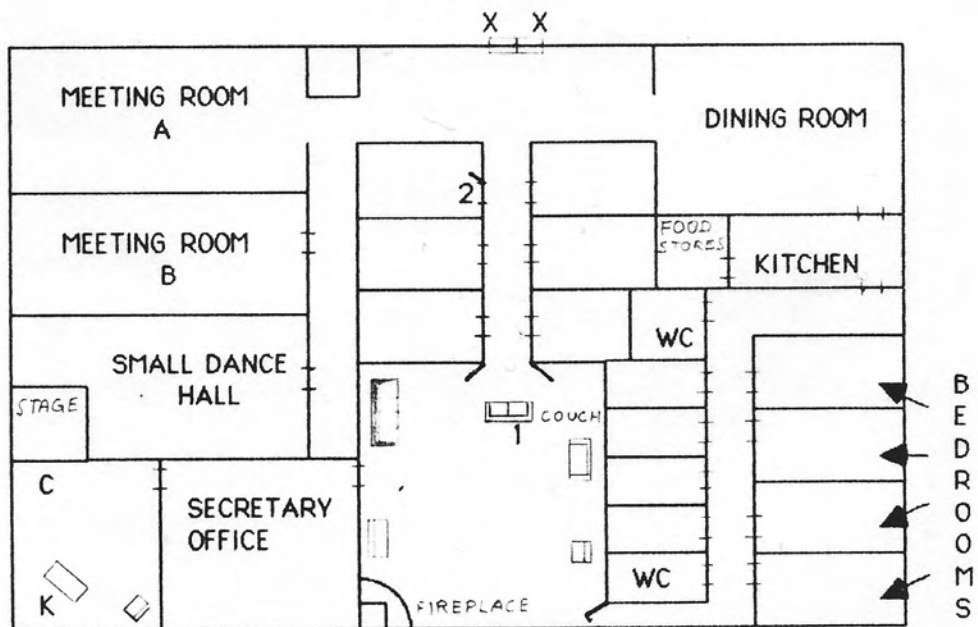
NOTE: GUARDS IN ROOMS ARE A SLEEP
60 % OF THE TIME (EXCEPT #3 AT WHEEL)



AMBUSH



THE EMBASSY



THE DARKNESS HOLDS NO FRIENDS - PART 2

The Situation

You have been on a mission to crush KABA in Athens, Greece. You discovered that the area operative was your own Ambassador and so he was liquidated. With this done, you discovered who his boss was, your own Administrator. If KABA is to be crushed, your Administrator must die. He mentioned some plans, but what those are you can only speculate at this time. First, there is something far more important. Now, just how hard could it be to kill your own Administrator? Well the BBC is calling the six of you traitors to the crown, there is an order to shoot you on sight within England, and agent Hunter along with some trainees straight from boot camp will be sure and try to hunt you down. Consider the fact that you have to fight the police, the army, and the navy, as well as your own organization to get through to your Administrator may make it a bit tough, but you are six of the best agents England has to offer and you don't do the job soon it may not matter after your Administrator gets his plan off. There is some hope, Mrs. Thatcher is presently in Gibraltar and if you can get to her, explain the situation, and get her to cancel the alert, the odds will look a lot better for you. the decision is yours, what do you want to do?

Choices

If the players decide to go to Gibraltar, there will be a plane with seats available this afternoon. If they decide to go straight to Britain, there is a 60% chance that someone will recognize them and 12 men with NATO FALS, Off-55 and LL-11, will be waiting for them. Otherwise, each member of the team must make a deception roll at -50 to get by security. To run this, start with two random security men who will try to arrest them, and add 1-4 reinforcements every 1-10 rounds of combat until there have been 20 men brought in. Then, reinforcements will arrive every 2-20 turns, but these reinforcements will all carry shotguns or assault rifles and come in batches of 2-20. The players are dead meat unless they keep moving and blast their way out of the airport. They will also have to run one roadblock of two cars and four police officers. While in their car speeding around, if the chase last longer than ten minutes, a helicopter with a Vulcan 20mm cannon will attack the vehicle. The Vulcan will hit the car on a roll of 120 or less minus the speed in mph of the car. If it hits, roll on the bullet use against vehicles chart at +70. If they catch a flight to France and boat over, use the above rules but the roll under deception is at -35. (each member)

Gibraltar

Waiting at the airport will be Agent Hunter and his flunkies, who will follow the characters out of the building for a roadside attack (detailed later). If the characters notice Hunter, (they ask for a perception roll for him), it will be based on perception at -50. Hunter will not try anything in the airport if noticed, but will just smile and wait for the ambush outside. Thatcher is staying at the King George V, and the players can either rent a car here or catch a taxi.

The Attack

Hunter will be following the attack in his own mustang. He will not endanger himself in case the attack fails, but will just watch to report back to your Administrator. The attackers will consist of three vehicles with two men each. The second man in each vehicle will be armed with a Uzi with a spare clip. If the players are in a taxi, they will have to convince the driver not to stop so that he can save his own life. Both threats and money will work on him. If the player driving the car rolls less than half of his offence, they will be pulling away from their assailants. If he rolls more than his offence, (or 96+ in any event), they will be gaining on the players. The chase will start at a range of 40 feet, and each "change" will add or subtract 20 feet to the range. If the range becomes zero and the pursuers "gain" on the players, their vehicle has been forced to

stop. If the range becomes 100 feet, no gun firing is possible due to the curvy nature of the streets. At 120 feet or more, the players have lost their pursuers. Once the pursuit is lost, there will be no more problems until the hotel.

The King George V

This hotel is one of the most luxurious and expensive hotels in the world. Mrs. Thatcher will be on the entire fourth floor. Players who take either the stairs or the elevator will discover two guards with .357 Police Magnums at their hips. They have Off-76 and LL-14. If spoken to politely, with a show of identification, the guards have only a 70% chance of arresting the characters. Otherwise, they will be granted a visit to Mrs. Thatcher. If the players disguise themselves as waiters, repairmen, etc. they will be able to get by to her apartment. There, besides Mrs. Thatcher, will be four more guards as above.

If the players present themselves to Mrs. Thatcher, she will be understanding and will analyze all the facts that they present. If they do a fairly good job on justifying themselves, she will give them all of the support she is able. She will warn the players that their Administrator is quite powerful, able to call to himself a formidable array of manpower and weapons. He has been rather power-hungry the last few years but she thought she had him under control. Now there is noth-

ing to do but order his liquidation.

She will order a submarine to sail to Brest, France, to pick up the players. Their private jet will be cleared by higher authorities, so that customs can be ignored and they can go straight to the sub. On the sub, the players will pick up a 9mm Sterling with two spare clips as well as a few other goodies. Unfortunately, the alert for you could not possibly be called off because that would alert your Administrator to your coming and we don't want innocent people hurt. She will give the characters her blessing and warn them to be careful. Lastly, she will mention she will check for possible agents within the base that might be still loyal to England instead of your Administrator. The codename for the base will be "Darkness".

The Return to England

The flight is uneventful, as is the transfer to the sub. On the sub, each character will receive a 9mm Sterling and one grenade. Also, a high-powered signal device will be given to the party to use when they have killed their Administrator so that the alert for them will be called off. Lastly, the group will receive two smoke grenades which, the sub commander will urge, should be used to circumvent any resistance by local authorities as they are only following orders.

The group will be dropped off near a small town on the south coast of England where

they can rent a car to drive the rest of their way to their base. (Remember from the original briefing that the Head Quarters is north of London.) To the encounters, feel free to add encounters of 1d10 police cars if the characters are out to attract attention and trouble.

The Long Road Home

Encounter #1

The first encounter will be with a helicopter with a mean disposition. If it doesn't make the characters suspicious that their conversation with Mrs. Thatcher wasn't bugged the nothing will. The helicopter will have a man with a Thompson sub-machinegun hanging out of the window. He has an Off-50 and LL-14. He will shoot at the driver the first turn, and return fire on those that shoot after that. He is not interested in shooting the car as merely delaying them is not enough for the Administrator. Note: Only two players per car may return fire, and if the driver successfully makes a Offense -50 roll, the gunner in the helicopter will not be able to get a clear shot that round. The choper will fly away if the gunner is killed.

Encounter #2

Just before the players reach London they will notice four motorcycles following them with sidecars. Anyone making a -20 Perception roll will notice that

the sidecars are mobile missile launching systems. The system is as follows: PWV+20 PB-0 SH-10 MED-40 LG-65. Each sidecar carries three missiles and may fire once every five seconds. (Remember the Modifiers for firing from/on moving vehicles.) Any hit by a missile affects the car on the explosive use vs. vehicles at +24 and all passengers will take 1d10 of damage, and if in the back seat, add two points. If any driver makes a -50 Offense roll, any missile launched that round will miss. The motorcycle drivers will always fire from short range unless the players extend the range by some extraordinary means.

Encounter #3

Just as the characters are exiting London, they will hear the following on the radio, "And a special welcome to Agents (player's names) to our fair city of London. Not to worry folks, the Administrator has assured me personally on the phone only minutes ago that he would handle them himself if need be. I just hope he cleans these traitors up soon, don't you? And now back to our regular programming."

Encounter #4

As the players approach the outer defenses of the base, their long range communication device will beep and then state, "Message From Mrs. Thatcher, The Darkness Holds No Friends, End Message." The players will see the main gate is wide open, with dead guards

lying in and about the two check point buildings. Hidden within one of the two buildings is agent Hunter with a .30 Johnson semi-auto rifle. He will shoot at the players as they drive by unless he thinks they will stop for a look around. On the other building is a sign stating, "No Trespassers, especially agents." Hunter also carries a magnumized Browning for emergencies.

The Building

Tell the players that they approach carefully and search the entire building without finding anything. The only possibility is the elevator down to the abandoned shooting range. If the players chose it, they will encounter the following: "The elevator doors swish open revealing a much different sight than what you used to see every day a few years ago. Sixty feet down the corridor is a brick wall with a madman standing behind it with a NATO FAL in his hands. Behind him is a countdown device on the wall, and maps showing where the bombs will go off all over London and in Mrs. Thatchers private jet which she is presently in. The time shows 1:10 left, 70 seconds to save England's political leaders, or else boom." Your Administrator will shout "leave me alone, soon I will rule England!" An obvious nut case. Any deactivation roll will take five seconds and if successful will stop the bombs.

The End

After shooting the Administrator and stopping the countdown, the survivors will have completed the mission. If they are dumb enough to forget to use the

signaling device once the mission is over, you may want to give them a scare by throwing the army around the base, threatening to shell them out. They'll use the device then.

NPC STATS

NAME	PS	CH	WP	CG	KN	CO	OFF	EVA	M.V	LL	HTH	SUP
Agent Hunter	95	70	80	90	70	90	90	80	265	18	175	160
Flunkies	50	45	55	40	60	60	50	53	165	11	103	96
Cycle #1	60	50	70	60	50	60	60	55	190	13	115	110
Cycle #2	80	40	60	50	40	60	55	50	200	14	130	95
Cycle #3	50	50	60	60	50	70	65	60	180	11	110	125
Cycle #4	70	60	50	50	60	70	60	65	190	12	135	120
Administrator	55	120	60	60	80	110	85	115	225	12	170	205

(an obvious ego-maniac, considered dangerous and unstable).