

THE DROP

by Chad Parish

with Peter Bryant & Jayson Elliot



SOL3

A Black Ops Mission

An ongoing series featuring missions for Top Secret: New World Order®

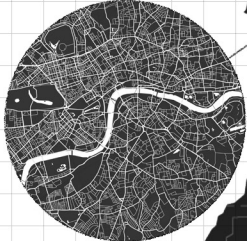
Solarian

www.SolarianGames.com

0269001684173



ICON



LONDON

0269201684173



DRAWN	<i>John Smith</i>	14 JAN
CHECKED	<i>John Smith</i>	16 JAN
DESIGNER	<i>John Smith</i>	23 JAN
ENGINEER	<i>John Smith</i>	04 FEB
PROJ. ENG.	<i>John Smith</i>	04 FEB
APPROVER	<i>John Smith</i>	12 MAR

TOP SECRET
NEW WORLD ORDER®

THE DROP
LOCATION: LONDON, UK

CODE OR IDENT. NO.	SIZE	REV
		TS-B-0001-G
		G
SCALE 1" = 15'	CALC. WT.	SHEET

You are not the same person you were when you entered The Program. You are stronger, tougher and most importantly, you are smarter. It hasn't been an easy journey. Most of the recruits you started out with washed out early on. But where they failed, you persevered and after the weak had been culled, the real training began. Taught by veterans of the field, legends each, you learned the skills needed to stay alive in the field. And under their watch, you mastered your tradecraft. When there was nothing left that could be taught, you were deemed ready for activation. Now it's time to get to work.

HOW TO USE THE MISSION

This book serves two purposes. First, it's a quick stand-alone mission. You can easily run this without reading ahead and provide one to four hours of fun for your players. There are several options you can choose from during the mission to increase the complexity, consequences, and length of the mission. When it comes to the end, there are several options for follow-on adventuring. You can develop further scenarios yourself, or you may even be able to tie *The Drop* into other missions by Solarian® or third-party developers.

The second purpose is to provide the Administrator (Top Secret's term for Game Master) a reusable introduction point for future missions. It's akin to "you walk into the bar" in most fantasy adventures. You can use it frequently to start the action because a great deal of spy adventures start with two bad actors exchanging

something nefarious.

You will be given a framework on how to handle a "drop"¹ and will be provided with a built in example with options. Use this mission as a guide to sprinkle in your own campaign elements. If, for example, you'd rather use Russian agents as opposed to Iranian agents, or perhaps you have a recurring villain you'd like to sprinkle in, feel free to swap out any component. For that matter, the location is also changeable. If you have your agent in America, or Australia, or Germany, it doesn't matter. Do not feel confined by its concise content. *The Drop* is easily fleshed out further to become a full length mission, or even as the first piece in a multi-chapter storyline.

The Game Master should feel free to improvise should the situation call for it. The key objective is to keep the pace of the story flowing and, most importantly, to have fun.

BOTTOM LINE UP FRONT

A Belgian businessman is suspected of violating international sanctions by selling secrets to Iran. The agents must stake out the location of the drop to gather proof of the exchange.

OPTIONAL OBJECTIVES

- Quietly apprehend him afterwards.
- Convert him into a double agent.
- Recover the secrets from the Iranian agent.

The core plot . . . **Bad Actor 1** is suspected of some **nefarious intention** with **Bad Actor 2**. The agents must stake out the **location** of the drop to obtain **objectives**.

You could replace **Bad Actor 1** with Russian agents, the mob, or a drug cartel. The **nefarious intention** could be a biological sample, a NOC list, drugs, or counterfeit plates. The **location** could be anywhere you'd rather have it take place like Central Park, the Washington Monument, or the Louvre. And **Bad Actor 2** could be a rogue CIA agent, a Chinese spy, or the Triad.

THE SET-UP

The agents are located at ICON's London station, nicknamed *Number 1* for its historical street address². At the game's opening, it should be noted that the team has received a high priority scramble alert—meaning that,

regardless of where they were, agents were ordered to drop what they are doing and to report immediately to Number 1's situation room to receive further instructions.

Having arrived at Number 1, the Administrator should give a brief description of the station premises, and establish the fact that the team has been at the location before and is familiar with the setting. The team may not know all the secrets of the Apsley House—the structure that is home to the London station—but they would know their way around it. This would be a good time for the Administrator to refer to the Apsley House section in *The White Queen*, the mission included in the core rules, for full details on ICON's London station and its austere station chief, Dame Edith.

Adapting this mission for other settings

You can base the campaign anywhere you want. You'll need to make a few adjustments and you might



In this world, the player characters are agents of ICON, the International Covert Operations Network. Established by spymasters from many nations as a “back channel” method of resolving conflicts, disputes, and dangers wherever they arise, ICON operatives protect the world when not even their governments can.

want to prep a map for the players. Remember, ICON is a multinational organization and operates out of many places. This is your campaign so it will have a base of operations wherever is most comfortable with you. ICON is as likely to operate in a small town as they are in a big city. Bad actors are no different. Smaller cities attract less attention, while larger cities provide more access. However, with the internet, anyone can operate out of anywhere.

For example you could run this in another location such as a train station, a mall, Central Park, a shipyard, or even a nightclub. It should all work about the same but you will of course have to make adjustments based on the setting, using other bad actors or another nefarious exchange.

Another example could be that the Triad are exchanging counterfeit plates with Xavier who works for the US Treasury and they are meeting in a shipyard. ICON could be called into this because it's suspected that Xavier is also working with a corrupt unknown government agent and they don't want to tip their hand. They are not to intercept because they want to turn Xavier to find out who the government agent is.

The possibilities are limitless, feel free to adapt and create as you see fit!



BRIEFING THE AGENTS

Having received a scramble alert, you and your teammates soon arrive at ICON's London station, nicknamed Number 1. You enter through the private rear portal. Once inside, a retina scan confirms your identity. You then proceed to the nearby kitchen, where you open the door of a walk-in freezer—which in fact houses a concealed elevator. You take the elevator and descend into the hidden sub-levels, which, incidentally, were built as part of the manor's "extensive refurbishments."

Beneath the surface, the historic architecture morphs into a wholly different setting. The ground level's antiquated halls and century-old portraits give way to a subterranean labyrinth of brushed steel corridors and closely watched checkpoints. Understandably, those entering for the first time are soon lost, but the hidden eyes see to it that none are left wandering for too long.

Exiting the elevator at the first sub-level, the team is cleared to pass the first guard station, after which another corridor leads them into a large room filled with cubicles. Several small offices and conference rooms line the walls to the east and west. The team's attention turns to the south end, where the lights are dimmed and a massive array of 3D monitors display a constantly shifting, hi-tech diorama of orbital footage. Officially designated as the Regional Operations Centre, from here is where ICON directs its many operations within the United Kingdom. The Centre's personnel

simply refer to it as “the ROC.”

Paying little heed to the dizzying activity and surroundings, you and your team make your way to the situation room. Essentially a large conference room, it’s what is not seen that makes this room significant. The walls conceal a variety of anti-bugging equipment, which is swept twice a day by the resident Ferrets. A long table dominates the center of the room, which is otherwise sparsely decorated with just a single plant, wastepaper basket, and a portrait of Sir Mansfield Smith-Cumming hung on the far wall. Already seated is the London Chief of Station, Dame Edith Weatherby—your boss.

Never one to stand on formality, the petite woman motions for you and your team to take your seats. Behind you, her deputy chief quietly closes the door to the room, shutting out all outside noise. Only then does Dame Edith begin her briefing.

As she gives a quick nod to her deputy chief, the lights shut off and a screen descends over the Sir Mansfield’s portrait. A hidden projector beams upon it the image of a well-dressed and bespectacled man who looks to be in his mid-50s.

“This is Xavier Dupont. He is the executive director of a Brussels-based think tank called the Mathis Group. The Mathis Group advises several UN member nations on economics and technological developments. There is reason to believe Dupont is using his position to traffic in state secrets.”

“Dupont is currently in London to attend a geopolitical conference. However, we think his true motivation for this trip is to meet with a potential client representing the Iranian government. Due to Dupont’s political connections, the British government refuses to detain him without hard evidence. Therefore, they have requested—under strict confidentiality—that ICON provide this evidence.”

The projected image disappears as the lights come back on. Dame Edith continues.

“Just before this briefing, I came into possession of reliable intelligence detailing the time and location of when this meeting will take place. Dupont will meet with his client this afternoon, a quarter after one. The meet will happen in St. James Park. I’m afraid this doesn’t give you much time to plan out a surveillance strategy; nevertheless you are tasked to do so and to do it fast. The goal is to capture proof of Xavier Dupont trading in state secrets of a UN member nation, thereby violating the Vienna Accord. You are not to engage with him until his transaction with the Iranians is complete and they have departed.”

Option 1

“You are not to engage him. Gather the intel and return it here. The British government will do the rest.” This is the default mission.

The options that follow below are variations on the default mission.

Option 2

“Apprehend Dupont unharmed and bring him into our offices. We will turn him over to British authorities with the evidence you’ve gathered.”

Option 3

“Apprehend Dupont unharmed and convince him to work for us as a double agent. But this is a strictly clandestine operation—the last thing we need is for this to go public; we cannot afford an international incident.”

Option 4

“You must recover or destroy the information by any means necessary. It cannot fall into enemy hands.” If you want to go with this option, the agents will not suffer any consequences for engaging the enemy.

BRIEFING THE ADMINISTRATOR

The Mathis Group’s client is the Iranian Colonel, Farhad Shabani, a high-ranking member within the Armed Forces of the Islamic Republic of Iran. ICON has been made aware of him, and Dupont’s intent to sell him information, but does not know the content or impact of the information.

Shabani is under orders to purchase top-secret blueprints detailing a prototype, long-range stealth bomber still under design by the French government. The terms have already

been set and agreed to, and while ordinarily such a transaction would be made online, certain global incidents have led to a tightening of internet security worldwide, making such an exchange safer off the grid.

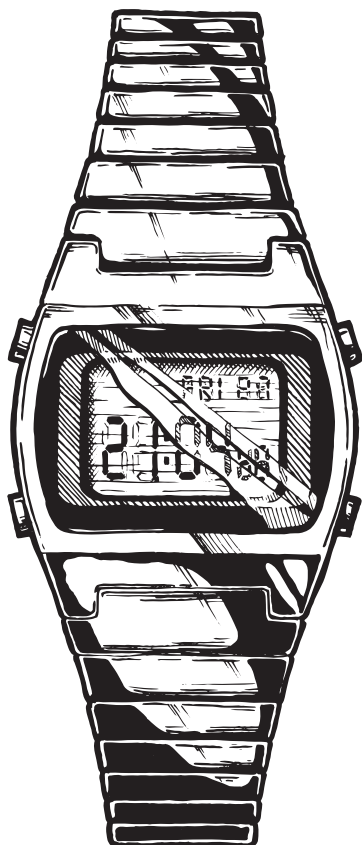
His agent is a local barman called **Armin Rajavi**. Not much is known about him but he’s assumed to be an Iranian asset. He’s a slender Persian man in his early 30’s with a trim goatee and neatly styled black hair. He will be Dupont’s contact.

Despite an agreement that both men would arrive alone, Shabani sent four Iranian commandos to safeguard his investment. The Iranian team are professionals—Quds Force³ commandos—and they will be on alert for signs indicating the drop has been compromised. To help sell the deceit, Rajavi is unaware of this. One of the four, a sniper, is discreetly stationed behind a nearby tree-line, while the other three have spread out and blended with civilian park visitors. Should the deal be interrupted, they will act to safeguard and extract Rajavi from the scene.

The positions of all participants have been pre-marked on the map, but the Administrator should feel free to change these positions, while keeping in mind that, once the scene is set, those positions remain static until a situation develops that warrant their change. Both Dupont and Shabani’s men have drivers parked nearby who are ready to whisk them away after the meeting. Rajavi will be intercepted by one of the agents and escorted to the car. The drivers’ positions are also

Timetable of events

Scene 1	Dame Edith's briefing at Apsley House.	0800-0900
Scene 2	Agents plan their strategy and get equipped by the quartermaster.	0900-1100
Scene 3	Stakeout and intercept travel time from Apsley House to St. James' Park.	15 minutes
Scene 4	Dupont meets Rajavi to make the drop.	1315



marked on the map.

The agents will have roughly two hours from the time they are briefed to reach the meeting site, scout out the area and install any audio/visual devices should they opt to go that route. The players should present the Administrator with a plan of action outlining their physical positions, as well as methods they would be employing to meet their objective.

Shabani's men will arrive 15 minutes prior to the meet. If the agents are not in position, there is a good chance they will be made. The meeting will still go down; but things will go sideways as soon as the exchange occurs. It will also eliminate any chance for an ambush by the agents.

It is imperative for the Administrator to stress to the players that, while ICON desires proof of Dupont's culpability, it is equally important that this operation maintains a low profile

so as not to create an international incident.

Overt gun-play will immediately draw the attention of the local police, causing the situation to spiral out of hand. Remind the players that shooting police is out of the question. ICON has zero tolerance for this sort of thing. If they can escape, they should. If not, they must surrender.

If the agents are incarcerated, ICON can arrange their release. Such release will come at the price of a decrease in the agents' Reputation rating, and possibly even their Clearance, if their behavior warrants it.

If the agents manage to successfully flee, the penalty will apply only to their Reputation.

REMINDER

Depending on where you want to go with this scenario, it's okay to remind the players that they can let the Iranians get the intel⁴. There are other opportunities to pursue. If you

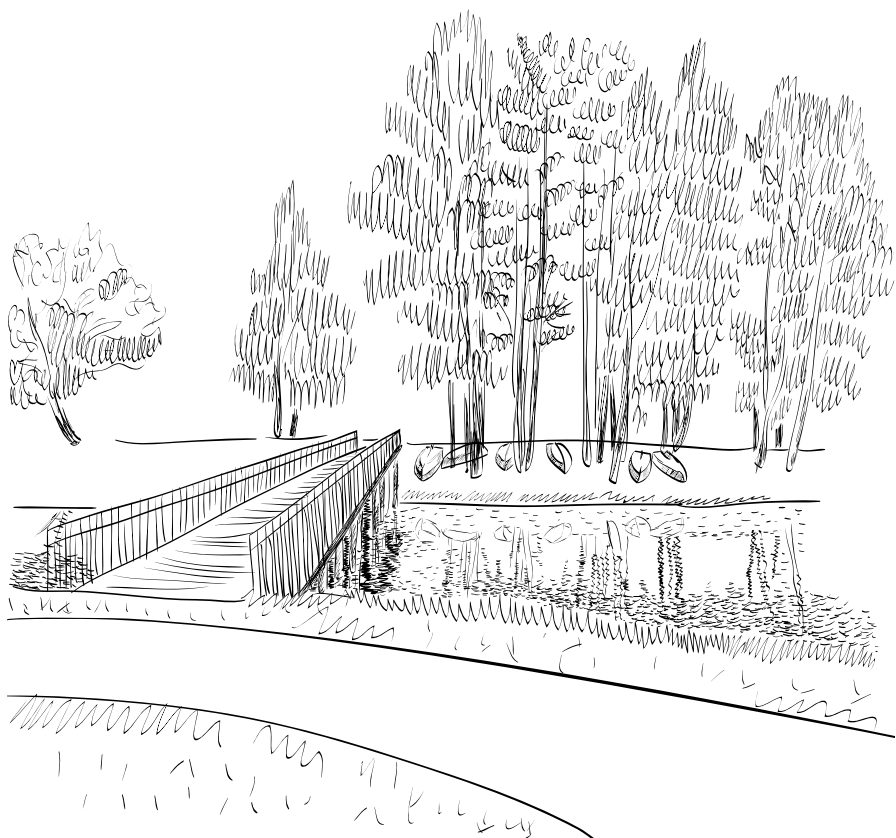
decide to go with the double agent conversion option, then the mission is more about the opportunity to create a double agent. It's also an opportunity to identify and log Iranian spies for future missions. However, that will limit what happens during the adventure.

OPTIONAL TWIST

As an additional step to ensure Dupont's silence, Shabani has given orders to his men to neutralize Dupont once the transaction is confirmed. As Dupont begins to disengage, the sniper will attempt to take him out using a high-power rifle. The Administrator may choose whether or not to give the sniper a chance to succeed at hitting Dupont.

Once gunfire occurs, both Rajavi and Dupont (if he survives) will take off in opposite directions. Dupont for his car and Rajavi for the pub. One of the Iranians will intercept Rajavi and rush him to a waiting van. The other two will follow behind and provide cover.





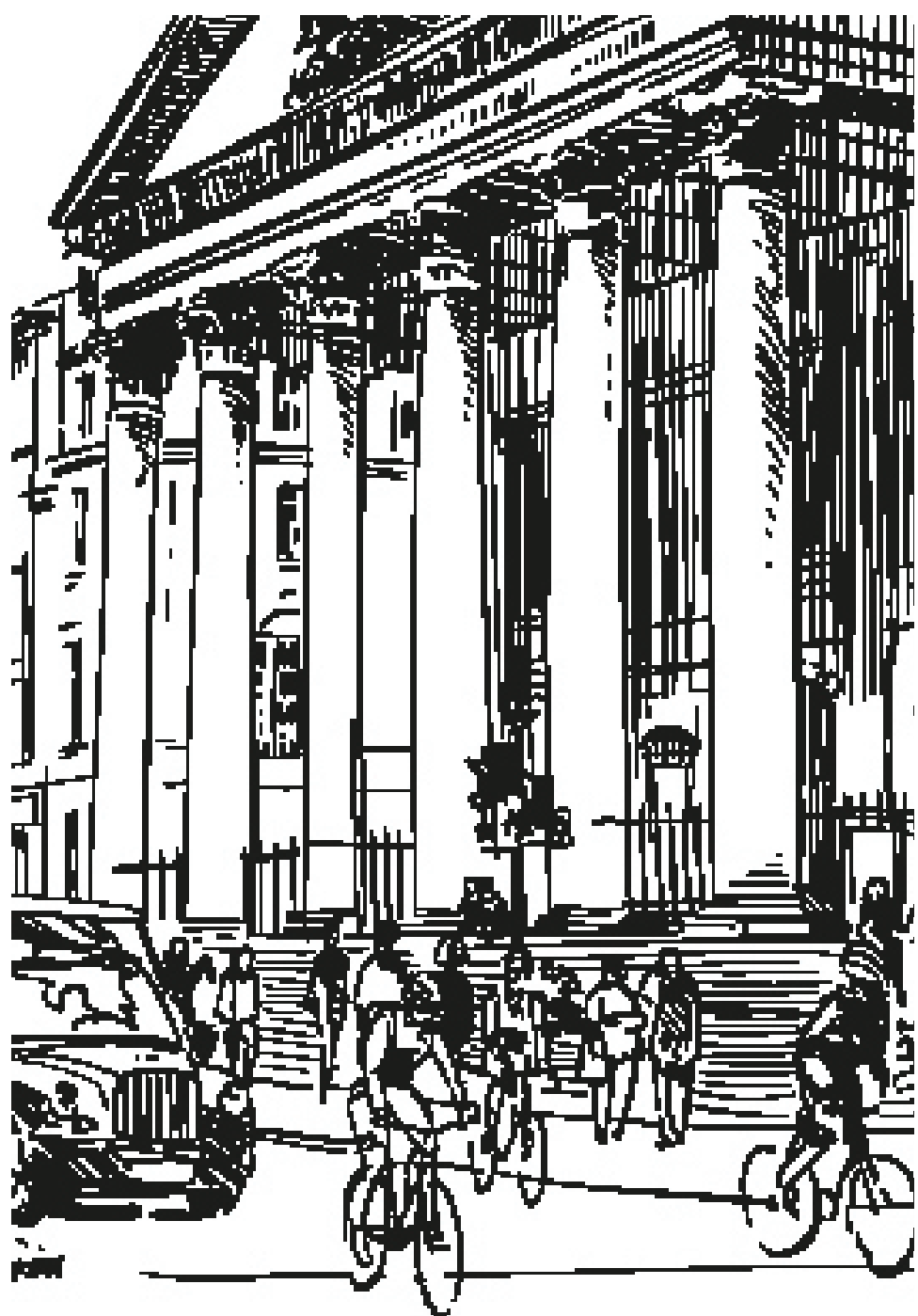
This option will likely lead to combat, and has the potential to branch into other scenarios. The agents may be unfairly reprimanded for the violence they did not cause.

ST. JAMES'S PARK

St. James's Park encompasses 57 acres in the inner London borough of Westminster; it is situated at the eastern end of a near-continuous chain of parks comprising Green Park, Hyde Park, and Kensington Gardens.

Surrounding the park is Buckingham Palace to the west, The Mall to the north, the Horse Guards building to the east, and a street known as Birdcage Walk to the south. Providing access to the park are the nearby London Underground terminals of St. James's Park, Green Park, Victoria, and Westminster stations.

Within the park is St. James's Park Lake, itself home to two small islands—West Island and Duck Island, the latter of which is named for the lake's numerous waterfowl. Affording a tree-framed view west



towards Buckingham Palace is the Blue Bridge. Looking eastward from the bridge, one sees the Swire Fountain. Northward, past the lake, lies the grounds known as the Horse Guards Parade, along with the Horse Guards building and Whitehall Court. Finally, to the south is Pelican Rock and, beyond that, the Foreign and Commonwealth Office. As such, the Blue Bridge possesses a most advantageous position from which to view one's surroundings. It is also the spot where Dupont and Shabani have arranged to make the exchange.

THE DROP

Setup

The agents should arrive at the location about two hours ahead of time. Ask them what they'd like to do with the time they have. They will need to roll a successful skill check for tasks that require their training to succeed.

Some examples are listed below. Use your judgment as Administrator to decide when a task has a chance of failure, requiring a skill check.

You may optionally make these checks for the players if you don't want them to know if they are successfully doing these things.

Best spot to stake out the drop:

Intellect + HUMINT (Stakeout) + d10 (Asset = the park)

Planting Bugs: **Intellect + HUMINT** (Room Concealment) + decision die

Skill checks

Skill checks, also called tradecraft rolls, need to be made whenever the player character attempts something that has a chance of failure, and calls on their training. A 13 or better is needed to succeed (*Core Rulebook*, p. 60). Suggested rolls are listed in this mission module, in the following format:

Attribute + Tradecraft (proficiency)
+ Asset / Decision Die

Attribute: The die type for the character's corresponding attribute. This die may burst or blowback, see the *Core Rulebook*, p. 60.

Tradecraft (proficiency): Use the player's tradecraft die, unless they have trained in the listed proficiency. The proficiency level will determine how to raise the die type (*Core Rulebook*, p. 24).



(based on the difficulty presented by the chosen hiding place)

Appearing inconspicuous: **Suave + HUMINT** (Stealth) + d8 decision die

ARRIVAL

There are three arrivals the agents need to be concerned with: Shabani's men, Xavier Dupont, and Armin Rajavi.

Shabani's Men

At 1300 hours, Shabani's men will begin to arrive on-site and set up their positions. The Administrator should make a **surveillance check** to determine if his men make the agents. Raise their asset die by 2 steps⁵ if the agents are still setting up. Give all of the agents a **perception check** to notice the three men entering the park. If anyone asks to search for a sniper, they may make an additional **perception check**, but only if someone thinks to look.

Armin Rajavi

Armin will leave the pub on foot and will arrive about two minutes after Xavier. He is unaware of Shabani's men and intends to make the exchange and return to the bar. This is what he plans to do, expecting nothing to go wrong. However, he will likely be intercepted by Shabani's men who will escort him to the van they arrived in and drive off with him.

Xavier Dupont

Dupont will enter the park and walk directly to the bridge. He's expecting to meet Rajavi, make the exchange and go on his way. If it goes down without a hitch, he will return to his car and drive back to his hotel. He is

not used to the spy game and is not carrying a weapon of any kind.

THE EXCHANGE

There are many ways in which this can go down. After playing through events leading up to the exchange, refer to the text below.

All Goes as Planned

If Shabani's men don't spot the agents and the agents don't interfere in any way, the deal will go down without a hitch. If the agents have bugged the bridge, they will have intel on what is being exchanged as the two men briefly discuss it.

Dupont will walk back to his car and return to his hotel. Rajavi will be flanked by Shabani's men on the way out. They will get in the van they came in and leave.

Should the agents attempt to apprehend him on his way out, make a **perception check** for Dupont to notice them. (Dupont is making the perception check. Intellect d8 + HUMINT d10 + decision die d6, adjust if the players make an attempt to be discreet. If the players declare that they are attempting to be stealthy, use an opposed roll: Intellect + HUMINT (stealth) + decision die based on each character's actions) If he notices, he will flee towards the nearest Underground platform, St James's Park Station. If he deems escape impossible, he will quietly surrender to the agents.

Agents are Made

Should any of Shabani's team make the agents, they will immediately communicate this fact to one another via small wireless devices concealed in their ears. They will not openly react to this knowledge unless the agents engage. Discovering the bugs will not help the agents for this due to the fact that Rajavi does not know about Shabani's men. However, they can make an **electronic surveillance (bugging)** check if they are monitoring radio transmissions.

If the Iranian hit team weren't going to kill Dupont (optional) they certainly will now to keep him from falling into the agents' hands. As soon as the exchange occurs the sniper will fire on Dupont. Roll the attack and damage, as Dupont has a chance to survive this. After that, his main concern will be the person with the data. If Dupont still has it, that will be his target. If Rajavi has it, the sniper will cover him.

Rajavi will begin running and will be met by one of Shabani's men, but instead of making their way towards Birdcage Walk from whence they arrived, Rajavi and the Iranian will move in the direction of the Horse Guards building, where they have a secondary escape route via a van marked "British Telecom." The other two will initially open fire on the agents and then follow and cover them as they continue to fire on the agents. If the agents have not detected Shabani's men, they will get one round of surprise on the agents.

The sniper will also begin to open fire on the agents if they engage, provided he's at least hit Dupont once. The sniper will head to the van if the agents leave the area.

Agents Engage - Agent's not Detected

If the agents have not been spotted and engaged, they will get one round of surprise.⁶ After that, the sniper will take his shot at Dupont as above. However, it will take him an extra round to acquire a target on any of the agents as he has to figure out where they are, who he should shoot, and take aim. Otherwise all goes as above.

Agents Call for Backup

Should the agents opt for a more subtle approach, they can contact ICON⁷ and report that they have the evidence but Shabani has deviated from his expected course. Such a warning could prompt ICON to request a dispatch from Special Branch, the arm of MI5 that has the authority to make arrests. The Administrator can then make rolls to see if Special Branch is able to arrive at the scene quickly enough to cut off avenues of escape that Shabani may pursue.

This is also an option if anyone makes it to the van with the data and gets away. So long as the agent can get a look at the license plate, MI5 will catch up with them. Whether they get caught is up to you. If they don't, it is a plot hook for more adventuring (see Aftermath, page 18).

Agents Chase Dupont

If all hell has broken loose and the agents are giving chase, Dupont will flee towards the nearest Underground stop, St James's Park Station. If he deems escape impossible, he will quietly surrender to the agents. If he is wounded and is clear of the Iranians, he will surrender.

The Police

Regardless of who starts the shooting, once it starts, the police begin to arrive on the scene in 2d20 rounds to put down the situation and arrest anyone still standing.

If the team is still on site, their orders are to surrender or escape if possible. Under no circumstances are they instructed to fire on or attack any police by any means.

If they surrender, they will sit in jail overnight until ICON, through connections, arranges for their release. Either way, the team has failed their stated mission objective. As such, they return to Number 1 to receive the rebuke of Dame Edith. If they went off-mission then they will suffer a loss in Reputation, and potentially Clearance. If the team followed the mission objective but was nonetheless discovered, the losses are confined merely to a loss of Reputation, and Clearance does not drop.

Other Situations

The above situations are but a few of the occurrences that might take place during such an operation. The

turn of events could, of course, go in a direction not even listed here. The key is for the Administrator to remain flexible in how the operation is run, to be familiar with the physical settings, and to be willing to riff off the decisions and actions of the players.

COMPLICATIONS

If you want to mix it up a little, here are a few things that can happen in a public space where a drop might occur that will make things even more interesting for the mission.

Field Trip

A group of children have moved into the area just as the deal is going down. This could be a school group, church group, or maybe Girl Guides (the British girl scouts). This causes a lot of innocents to suddenly be in danger. They might even be in the way of the agent's focus, requiring the player characters to quickly relocate to get a picture of the exchange.

Flock of Birds

The location has an abnormal amount of birds in the area. At some critical point, the birds get spooked causing them to all take flight. This could make it impossible to get a shot off at one of the fleeing members, or even screw up the sniper's shot.

Constable

An officer of the law has wandered into the scene at a critical juncture.

If shooting starts, they will call immediately for backup. There is a 1 in 10 chance that the constable will be an Authorized Firearms Officer (AFO). If the constable is not an AFO, they will be unarmed, although they will carry pepper spray, a Taser, and a baton.

When backup arrives, in 2d20 rounds, they will consist of 4d6 Specialist Firearms Officers (SFOs), all armed with MP5 semi-automatic carbines.

Blown Cover

Someone recognizes one of the agents. This could be a random person in the park, which will likely just cause a distraction. However, it could be one of the bad actors which would, of course, immediately blow the agent's cover. This could spark the Iranians to instantly open fire, thinking that Dupont has set them up.

Third Party

An unknown third entity has entered the scene and complicates the situation. Perhaps an INTERPOL⁸ agent who is unaware of ICON's presence in the matter, or maybe a French agent who is on a mission to stop the data exchange, or even a third bad actor looking to get the plans for themselves.

Power Outage

This one does not apply to this set-up, but could be used for another location like a train station. At a critical point the power goes out, causing mayhem.

Police



Constable / AFO

Nerve d8, Suave d6, Pulse d8, Intellect d6, Reflex d10

HUMINT d8, SIGINT d4, TECH d6, COMBAT d10

Equipment: **Police radio** (d8), **baton** (d8 asset, d4 damage), **pepper spray** (d6 asset, p. 50 core rulebook), **Taser** (d6 asset, stuns for 2 rounds. Two charges, 25' range), **handcuffs** (d10 asset)

Specialist Firearms Officer

Nerve d8, Suave d6, Pulse d10, Intellect d8, Reflex d10

HUMINT d8, SIGINT d4, TECH d8, COMBAT d10

Equipment: **Police radio**, **baton**, **pepper spray**, **Taser**, **handcuffs**, **bulletproof vest (Type III-A)**

Heckler & Koch MP5

(SFA3) semi-auto carbine
9mm, 30 round capacity

Range	Accuracy	Damage
Point blank	1d10	2d12
Close	1d8	2d10
Medium	1d6	2d8
Long	1d6	2d6

AFTERMATH

This is the end of the written adventure, but you can certainly continue it, or tie it into other adventures with a little work. Depending on what the agents have done during this mission, they will likely have things they can pursue. Below are some ideas of where to go from here.

Clean Mission

The agents completed the mission as directed by ICON and did not alert the Iranian's to their presence. Shabani's men and Rajavi were able to leave with the data and Dupont made it back to his hotel. Dupont is picked up by MI5 and arrested for espionage.

If the agents were able to report the license plate of Shabani's men, his men will be stopped by MI5. They will be arrested for espionage, and the data will be returned to the French government.

The team, successful in their mission, earned the respect of Dame Edith, as well as a raise in Reputation.

Turning Xavier Dupont

Once Dupont is in custody, the agents can gain mission points by turning him into a double agent for ICON. This should be played primarily as a role-playing opportunity rather than focusing on skill checks. The Administrator should consider Xavier Dupont's motivations and what would lead him to agree to co-operate with ICON in such a committed way.



You may wish to play the scene over a number of in-game days, giving Xavier time to think, whether it's greed or worry.

Some suggested skill checks to use during the interaction:

If a player character tries to intimidate or threaten Xavier, use an opposed roll of Nerve + HUMINT + decision die for each character

If a PC tries to flatter, charm, or convince Xavier, use an opposed roll of Suave + HUMINT + decision die for each character

If interrogation is involved, refer to the *Core Rulebook* section on interrogation, page 70.

Get Back the Data

If Shabani's men got away after a shootout, ICON could assign the team to find the men and recover the data by stopping Shabani's men. A traffic cam identified one of the Iranians entering the Chunnel to France. The French were alerted but he managed to slip past them. When his car exited, it was another driver.

That person is being detained but there was no data on him and he's not giving anyone up. He was later spotted by another agent in Calais but managed to slip that agent as well.

Shabani Shows Himself

Col. Farhad Shabani has yet to make an appearance. If you want to have him show his face, now is the time. He meets his man in France and is now in possession of the data. So long as the team is not fooling around and on their way, they should be able to track him down.

Shabani has another group of men and he is preparing to leave with the data when the team catches up with him. This is a good time for a fight in an old hotel. Perhaps a roof chase and/or a car chase through Calais and maybe a boat chase through the Canal de Calais.⁹

Find Dupont

Assuming Dupont was able to escape, it turns out he's more savvy than he was given credit. He spotted the agents and, instead of heading back to his hotel, went off the grid. The agents are assigned to find him. Where did he go? That's up to you. Amsterdam is a nice place. If you go with ***Armin the Spy***, it could be a race to find Dupont before Rajavi does.

Dupont Was a Pawn

During questioning, Dupont reveals a French double agent that was blackmailing him to do the drop

rather than incriminating themselves. Dupont was a go-between to exchange the data. Shortly after questioning, however, Dupont is found dead in his cell. The French agent is suspected of being in London and the team is activated to find her and bring her in. She is going to be a difficult catch as she's one of the best out there, and she will likely have access to more of Shabani's men to help her.

Violent Success

If the team winds up engaging the Iranians and they get the data, stop the Iranians, and capture Dupont, then the only repercussions will be a reprimand from ICON, and maybe a short stint in a British jail.

You can go with ***Dupont Was a Pawn***, or it may turn out that there is another in the Mathias Group that is working with the Iranians. However, Dupont was found dead in his cell before he could reveal that person. The Administrator could send the team to infiltrate the Mathis Group to find out who the other spy is.

Armin the Spy

Armin Rajavi is intended to be just a regular guy. However, if the opportunity to do something with him comes up, he can actually be a highly trained Iranian agent.

He's the one that kills Dupont in his cell. He is also able to find out that ICON was involved and manages to get the info on the agents involved.

A little revenge is in order.

Death of Dupont

If Dupont is killed in the exchange, you can still use *Dupont Was a Pawn*. ICON managed to recover his phone and found all the info for that scenario. The last communication came from a street corner the morning of the meeting, and it's suspected to be a burner¹⁰ used by the French double agent.

Unpredictable Outcome

Obviously, due to the well known unpredictability of players, not all scenarios can be listed. Should the chips fall in a different fashion based on the team's actions, you as the Administrator must be flexible enough to roll with it using your own best judgment. Never be afraid to show a little unpredictability of your own.

EQUIPMENT

The quartermaster has a reasonably comprehensive inventory of common and special equipment that the agents may request for use.

The Administrator should reward the players' creativity and imagination when asking for equipment that can help them complete their mission—within reason, of course.

Any item that the Administrator feels is impractical, or would provide undue advantage to the players, can be refused by explaining to them that the quartermaster doesn't have that item on hand, or that it's beyond the

player's clearance level, or any other explanation that adds to the flavor of the mission.

Some suggested equipment that may be useful is listed below. The quartermaster is protective of his inventory, and will want to be sure the agents can be trusted with the items before releasing any of it into their hands. Recommended asset die types are listed for each item, representing their relative quality. The Administrator may adjust asset dice up or down at their discretion.

The Administrator should consider how much gear an individual can realistically carry without becoming overburdened or too conspicuous.

Additional equipment can be found in the *Core Rulebook*, or introduced by the Administrator using their own research and creativity.

Whenever practical, it is recommended that ICON agents be allowed possession of their Smart Highly-Optimized Encrypted (SHOE) phone.

Bug Detector (d6)

This portable device detects listening devices and cameras that are transmitting wirelessly, and it has a range of 30 feet.

Camouflage Face Paint (d4)

Variously-colored paint in sticks, tubes, and jars, which can be applied to the face and hands to better conceal the wearer by making their skin blend in with the background.

Cellular Jammer (d4-d12)

Portable device that scrambles cell phones, making them ineffective.

Effective range is equal to the asset die type in feet (e.g. d4=4', d6=6', etc.).

Sunglasses with Rear-View Mirrors (d4)

This headgear contains two tiny, flat mirrors that allow the wearer to see the view behind them.

Anti-Drone Jamming System (d8)

Man-portable jammer that uses directional electronic countermeasures and GPS disruption to either steer UAVs away from the protected area, or to cause them to automatically land.

Anti-Drone Microphone System (d4)

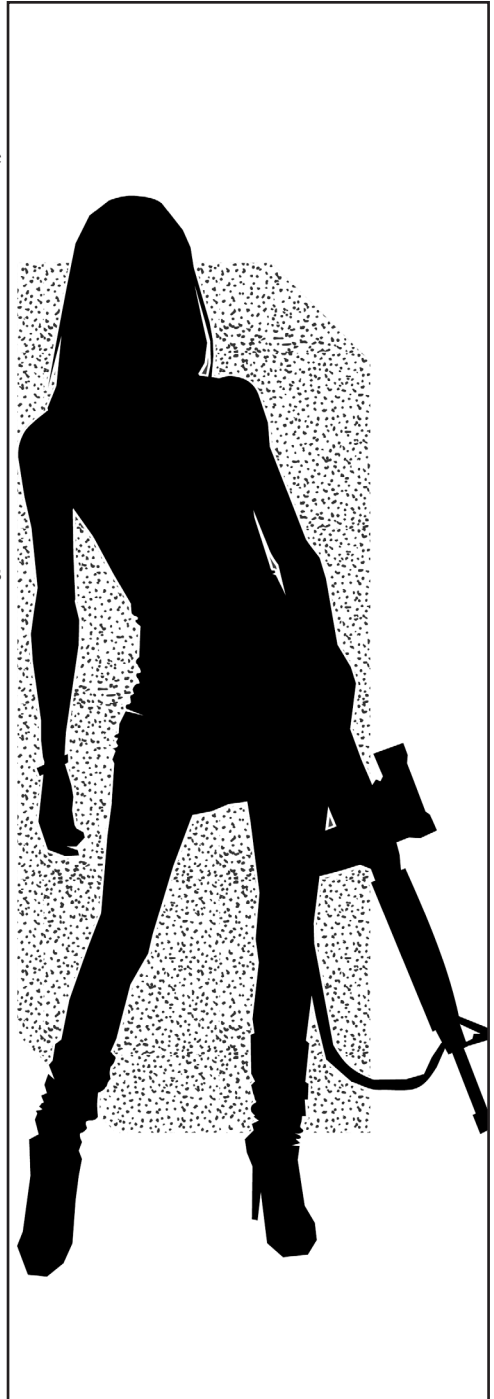
This alert system detects incoming drones, but is highly susceptible to false alarms, such as leaf blowers and weed whackers.

Anti-Drone Net Launching (d6)

The size and shape of a large flashlight, this delivery system launches a net up to a range of 40-120' away (depending on asset die type), which can snare most commercially-available drones.

Dart Pistol

Fires dart ammunition up to 75' with accuracy equivalent to a Walther P22.¹¹



Dart Rifle

Fires dart ammunition up to 300' with accuracy equivalent to a Ruger 10/22.

Dart Ammunition

Capable of delivering anesthetics, tranquilizers, paralyzing toxins, poisons, performance-altering drugs, "personalized" DNA viruses, and "weaponized" viruses, among others.

Malodor (d8)

Anyone that is in or enters within 8,000-cubic-foot of the malodor must make a nerve attribute check, or refer to the Malodor Involuntary Reactions table in the core rulebook.

If the gas is a single malodor, the player-operative's involuntary reaction lasts six seconds. If the gas is a mixture of two malodors, the involuntary reaction lasts 12 seconds. If the gas is a mixture of three malodors, the involuntary reaction last 18 seconds. If an unprotected person is unable to flee the situation, they become incapacitated for 1d10 minutes. Concentrated malodors can linger on a surface for 1d10 days.

Smart, Highly-Optimized & Encrypted phone (S.H.O.E. phone)

This ICON-issued smartphone appears as a normal consumer-grade smartphone to the normal viewer. IR face recognition (maps 3D contours of face and cannot be defeated with a photograph), combined with a secure passcode, unlocks the full features of the S.H.O.E. phone. In secure

mode, provides remote access to agent's personal cloud, push-to-talk communication with agents registered beforehand, and direct access to ICON. Can be used as a handset or with ICON-supplied comlink (see above).

Slippery Fluid (d6)

This mobility denial system is an extremely wet material used to impair an individual's grasp or footing. The lubricant is typically stored in gold cylinders mounted on backpacks and, as a projectile, has a maximum distance of 25 feet. When shot from a gun with a nozzle, the slippery fluid can cause a person to lose their footing on a surface, or render their hands incapable of holding onto anything. After a person has been immobilized, the light blue slippery fluid (which is made out of wax, grease, and oil) can be removed by washing it extensively with a large amount of water. Roll a reflex attribute check for each time a person attempts to steady their step or grab onto something to regain balance. There is no danger of suffocation if both the nose and mouth are targeted with the slippery fluid.

Binoculars (d6)

12x magnification with a 300-foot field of view at 1,000 feet. Fog-proof and equipped with a rangefinder, and can be tripod-mounted.

Bionic Ear (d6)

Hearing amplifier that can raise the volume of a whisper up to 50 decibels.

Iris Recognition System (d10)

This scanning device can be used to identify subjects at a range of up to 24'. The system uses mathematical pattern-recognition technique, which captures images from a live photo or video feed and runs them through a database to find a potential match.

Failure rate is based on the distance between the device and subject.

Use an Intellect + TECH + asset roll to determine whether a successful image is captured, and then roll on the following table:

Distance	Chance of success
0–3'	95%
Up to 6'	85%
Up to 9'	80%
Up to 12'	75%
Up to 15'	70%
Up to 18'	65%
Up to 21'	60%
Up to 24'	55%
Over 24'	Automatic failure

Laser Sight (d6)

This device projects a small red dot onto the precise target position and weapon-aiming point.

MISSION POINTS

Mission points are awarded at the end of the adventure based on the results, creativity, problem-solving, and style with which each player character completes the mission.

These point rewards are presented as a guideline for the Administrator. You may adjust as needed if you prefer a faster or slower rate of advancement within the game.

Achievement	Mission points
Participating in the mission	1 MP
Completing the mission	2 MP
Proof of the exchange	2 MP
Capture Rajavi	1 MP
Recover the data	1 MP
Capture Shabani	2 MP
Turn Dupont	2 MP

REPUTATION POINTS

Reputation points are earned or lost based on an agent's behavior during the mission. For more details about reputation, refer to the *Core Rulebook*, page 100.

In addition to the guidelines in the core Top Secret NWO rules, the Administrator may adjust a character's reputation based on the following actions:

Action	Reputation points
Proof of the exchange	2 RP
Capture Rajavi	2 RP
Recover the data	1 RP
Capture Shabani	3 RP
Agent jailed	-2 RP
Wound police officer	-3 RP
Kill police officer	-5 RP
Shootout occurs	-2 RP*

*Even if the agents are not directly responsible for the shootout, they may lose reputation if it occurs.

Xavier Dupont

Dupont is the executive director of a Brussels-based think tank called the Mathis Group. The Mathis Group advises several UN member nations on economics and technological developments. Dupont has a gambling problem and has gotten himself in a great deal of trouble with a loan shark. Using his access, he managed to acquire secret plans for a prototype French bomber. He was also able to secure a buyer called COL Farhad Shabani. Dupont plans to use the money from the deal to pay off his loan shark.

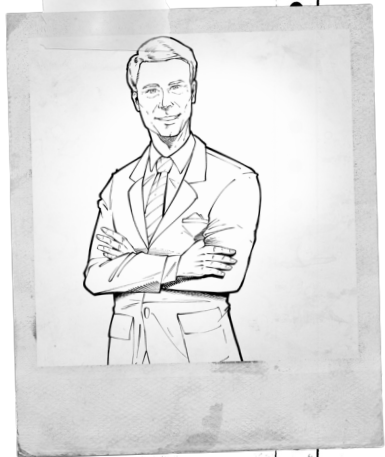
Attribute	Die	Tradecraft	Die	Skill	Level
Nerve	d6	HUMINT	d10	Analysis	1
Suave	d10	SIGINT	d10	Deception	1
Intellect	d8	TECH	d8	Forensics	1
Reflex	d4	COMBAT	d6	Soft Skills	1
Pulse	d6				

Assets	Languages
Smartphone	Dutch (native) d12
Tag Heuer Monaco wristwatch	French d10
	German d10
	English d10

Firearms	Accuracy (Asset die)					Damage			
	RF	PB	C	M	L	PB	C	M	L
Glock 43*	4	1d6	1d4	1d4	-	2d12	2d10	2d8	-

*this weapon is in the glove box of his car

Action points	Health
4	d12-000000000000
	d10-0000000000
	d8-00000000
	d6 000000
	d4 0000



Armin Rajavi

Armin spent time in the Iranian Islamic Revolutionary Guard Corps and after his service was sponsored to live abroad in London provided he served as a covert asset. He was set up to work as a bartender at the Red Lion Pub, a popular hangout for corporate and government types. During his time there Armin has been able to gather quite a bit of secrets over the years listening in on drunken conversations. He is a valued asset to the Iranian government and they will try to protect him.

Attribute	Die	Tradecraft	Die	Skill	Level
Nerve	d8	HUMINT	d10	Cryptography	1
Suave	d10	SIGINT	d8	Deception	1
Intellect	d4	TECH	d6	Electronic Surveillance	1
Reflex	d8	COMBAT	d10	Physical Surveillance	1
Pulse	d6			Soft Skills	1

Assets

Stiletto switchblade d4

Smartphone

Clove cigarettes

Languages

Persian (native) d12

Russian d10

English d10

French d10

Action points

8

Health

d12-000000000000

d10-0000000000

d8-00000000

d6 000000

d4 0000



Colonel Farhad Shabani

Farhad is a legend when it comes to the spy game. His name is not well known but those that do know of him respect his accomplishments for Iran. He is known for being smart, resourceful, and without remorse. He has been implicated in several war crimes and is suspected in the death of two ICON agents. While he is personally overseeing his mission, he will remain in the shadows. He is only provided in the case you need or want to use him.

Attribute	Die	Tradecraft	Die	Skill	Die
Nerve	d10	HUMINT	d10	Exfil / Infil	d12
Suave	d6	SIGINT	d8	Guerrilla tactics	d12+d4
Intellect	d8	TECH	d8	Interrogation	d12
Reflex	d10	COMBAT	d12	Marksmanship	d12+d4
Pulse	d10			Hand to hand: Varzesh-e Pahlavani	d12+d4

Assets	Languages
Comlink	Persian (native) d12
Combat knife d4	Russian d10
Type II-A body armor (vest)	French d8
Smartphone	English d8

Firearms	Accuracy (Asset die)					Damage			
	ROF	PB	C	M	L	PB	C	M	L
PC-9 ZDAF pistol	4	1d6	1d4	1d4	-	2d12	2d10	2d8	-
H&K G36	5/60	1d12	1d10	1d8	1d6	F	3d20	2d20	1d20

Action points	Health
10	d12-000000000000
	d10 0000000000
	d8 00000000
	d6 000000
	d4 0000



Quds Force unit

Colonel Shabani's men are part of a Quds Force unit. These Iranian Islamic Revolutionary Guard Corps specialize in unconventional warfare and military intelligence operations. They are dressed in plain clothes and to an untrained eye, do not stand out in any way.

Attribute	Die	Tradecraft	Die	Skill	Die
Nerve	d8	HUMINT	d4	Driving	d8
Suave	d4	SIGINT	d6	Guerrilla Tactics	d10
Intellect	d6	TECH	d6	HTH: Varzesh-e Pahlavani	d10
Reflex	d10	COMBAT	d10	Marksmanship	d10
Pulse	d8			Paramilitary	d10

Assets	Languages
Comlink ^s	Persian (native): d12
Combat Knife - d4	Arabic: d8
Type II-A vest	French: d8
Smartphone	English: d4

Firearms	Accuracy (Asset die)					Damage			
	ROF	PB	C	M	L	PB	C	M	L
PC-9 ZDAF Pistol	4	1d10	1d6	1d4	-	2d12	2d10	2d8	2d6
Tikka T3x Rifle*	2	1d12	1d8	1d6	1d4	F	F	3d20	2d20

*only the sniper has this weapon

Action points	Health
10	d12-00000000000000
	d10-000000000000
	d8 00000000
	d6 000000
	d4 0000



GLOSSARY AND NOTES

1 *Drop:*

A “drop,” in the parlance of spies, is a clandestine exchange between two parties. Some drops may be in person, as in this mission. Others drops may be secretive locations where something is left hidden for another person to retrieve, known as “dead drops.”

2 *Number 1*

Apsley House was built in the 1770s for Lord Chancellor Henry, 1st Baron Apsley. The site of the house, at the formal entrance to Hyde Park, was leased from the Crown, and was the first house on the north side of Picadilly. As the first house passed by visitors travelling through Knightsbridge from the countryside, it became known as Number 1, London. Its official address today is 149 Piccadilly.

3 *QUDs force*

The Quds Force is a unit in Iran’s Islamic Revolutionary Guard Corps (IRGC) specializing in unconventional warfare and military intelligence operations.

4 *Chicken feed*

Intelligence agencies will sometimes allow genuine information to fall into the hands of a rival. It may be deliberately selected as a way for a double agent to establish their bona fides with a foreign power, or allowed to be passed on as a tactical decision.



5 **Raising asset dice**

When a character has a greater chance of accomplishing a task, the relevant die type is “stepped up,” or raised. For example, if a d6 is raised by one step, it becomes a d8. If a d12 (the largest die type in *Top Secret NWO*) is stepped up, the player rolls an additional d4.

6 **Surprise**

In the case of a surprise round, the surprised character(s) are unable to take any actions for one round (3 seconds) while the opposing characters may act according to their normal rate of speed.

7 **Contacting ICON**

ICON field operatives normally carry their Smart Highly-Optimized Encrypted (SHOE) phones, which look like typical consumer-grade smartphones, but actually have a number of advanced features (see *Core Rulebook* page 45). So long as a cellular signal is available, they have direct access to the nearest ICON station—in this case, Number 1, London station.

8 **INTERPOL**



INTERPOL, the International Criminal Police Organization, is an international police organisation headquartered in Lyons, France. They coordinate networks of police and experts around the globe, sharing data and support in real-time.

9 **Chase rules**

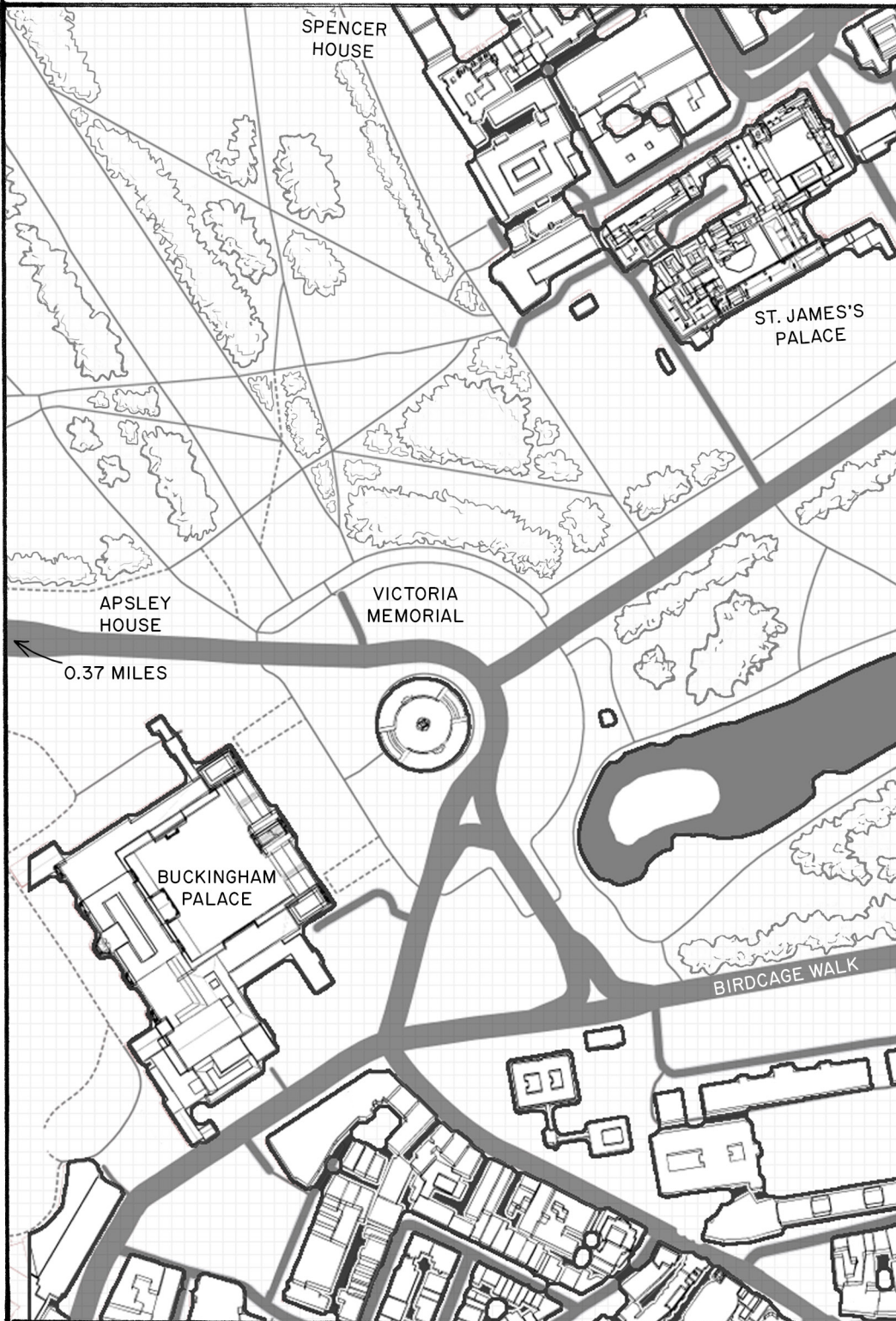
Should a chase ensue, refer to the *Core Rulebook* movement rules if on foot (page 67) or vehicle rules (page 86).

10 **Burner**

A burner phone is a pre-paid, usually cheap phone meant to be used for a short period of time, and then discarded. Any phone can be a burner, but they are most often simple flip-phones or “candybar” phones with limited, if any, features. Burners make it difficult to trace a person because it may take some time to discover their phone number, and if they are identified, they’re usually discarded before rivals can do anything with the information.

11 **Walther P22**

See page 78 of the *Core Rulebook* for weapon stats.



SPENCER HOUSE

ST. JAMES'S PALACE

APSLEY HOUSE

VICTORIA MEMORIAL

0.37 MILES

BUCKINGHAM PALACE

BIRDCAGE WALK



HORSE GUARDS

750 FEET

THE MALL

MARLBOROUGH GATE

BLUE BRIDGE

TUBE STATION

DRAWN	<i>[Signature]</i>	16 JAN
CHECKED	<i>[Signature]</i>	16 JAN
DESIGNER	<i>[Signature]</i>	23 JAN
ENGINEER	<i>[Signature]</i>	04 FEB
PROJ. ENG.	<i>[Signature]</i>	04 FEB
APPROVER	<i>[Signature]</i>	12 MAR

TOP SECRET
NEW WORLD ORDER®

ST. JAMES'S PARK
LONDON SW1A 2BJ

CODE OR IDENT. NO.	SIZE	REV
	TSB-000-G	4
SCALE 1" = 15'	CALC. WT.	SHEET



Original concept and mission by Chad Parish

Additional material and editing by Jayson Elliot and Peter Bryant

Illustrations by Rizqi Mosmarth and Kristoffer Stout

Art direction and layout by Jayson Elliot

Technical and editorial consulting by Scott Kongable and Nick Seidler

Top Secret®, Top Secret: New World Order® and Solarian®
are registered trademarks of Solarian, LLC.

© 2024 Solarian, LLC.

Fourth Printing

All rights reserved.



www.SolarianGames.com