

Lurking Dangers

No. 10607

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ONE PENNY

Art Of War

This is an adventure suitable for 4 players
for the role playing game Operation: Fallen Reich.

FROM OUR OWN CORRESPONDENT

SITTINGBOURNE, Kent.—JUMPING from behind the war memorial door of Borden Parish Church, a ghostlike figure, dressed in white, knifed a ten-year-old boy who was on his way to choir practice.

The boy, Peter Ingram, of Bobbing Hill, Sittingbourne, was following the vicar and choirmaster into the church from the unlit churchyard.

Some distance behind him were seven other choirboys, who rushed up to him as the figure in white leaped away into darkness among the tombstones.

Peter was bleeding from two stab wounds below the left ear and one on the jaw, which had penetrated through flesh to the inside of his mouth.

Wounded Twice

He was carried to the district nurse's aid and was afterwards wheeled to a hospital in a borrowed pyramidal chair.

Two choirmasters and several of the boys searched the churchyard but found no trace of the figure in white.

Peter could give them no clue. "I caught a glimpse of someone all in white," he said. "Then I felt a blow on my head that knocked me down."

Other boys say the ghostlike figure was of a man. "But right from head to foot all in white," said one, "and we could see."

BABY ILL: SOS FOR MISSING PARENTS—A baby, Albert Pendleton, 10 months old, has lost his parents in the war.

He is lying in the County Council's care, and his mother, Mrs. Pendleton, is in the hospital.

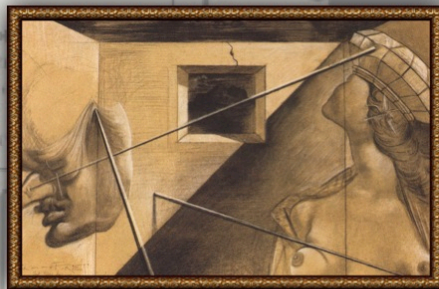
They were last heard of in May, 1917, before their baby was sent to hospital—and to help him find his mother was promised.

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WAR HORSE FOLLOWED MASTER TO DEATH—TOMMY died yesterday—a broken-hearted war horse that had refused all food since his master, Mr. J. A. Krupp, of Clifton-villas, Paddington, W., died a fortnight ago.

"Tommy was over thirty and had been with my father for nearly twenty years," said a son of Mr. Krupp. "When we bought him there were still shrapnel marks on his body."

He was in such a weakened condition that he had to be destroyed. He had served throughout the war in France.



"Road Clearly Marked"

"How monstrous it will seem to posterity," he said, "that throughout 1937 the European nations should have been quarrelling like dogs over a bone about Spain." At a moment when we ought to be having trilateral conversations between the general staffs of Europe.

"The Emperor's road is clearly marked—Hankow, Hong-Kong, Singapore, Bhamo, Assam, Bengal. Nothing less than Europe can definitely build up that army."

"A good army can lay siege to and capture."

Lurking Dangers

Art Of War

An adventure Module for the role playing game Operation: Fallen Reich suitable for 4 player.
This is the third adventure in the Lurking Dangers series, and a direct sequel to
episode #2 - A Merry Christmas

This is a true work of fiction.

If you recognise your name in the text, it can mean one of two things:

- (a) It is pure coincidence
- (b) You either got a very fancy name or you are a jolly good person, feel honoured.

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If you like this adventure, please make a small donation!

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***Writers note:** I did not only spend a lot of time making this adventure, I also did spend real money for the DAZ 3D models and tools, to give this adventure a professional look and feel, plus all the faces of NPCs to give the players a face to the names, all the scenic views of the different locations.*

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ADVENTURE BACKGROUND

This adventure can either be run as a stand alone adventure or as the sequel to Lurking Dangers - A Merry Christmas.

FULL BACKGROUND

In the early 1930s in Montpellier, France, the eccentric professor in parapsychology Claude Bousquet, was expelled from the university's research department after a tragic accident involving several students who was either killed or severely injured. The professor never explained what went wrong but claimed that one of the dead student went mad and tried to kill the other students. He carefully hid the fact that he had got his hands on one of the most feared and mythical creatures from deep in the jungles of the Amazon, the Amazon gorilla. These gorillas live near an old volcano and they are deeply feared by the tribes in the Amazon rain forests. The story about King-Kong has evolved from stories about those great gorillas.

The truth behind those gorillas are that they are bodies used by Fallens that are not fully evolved. They arrive to the earth through a portal within the volcano that is only open when the volcano is showing activity, and they only arrive one or two at a time. They are very difficult to catch, and when caught they are kept in special steel cages built to hold their great weight and strength.

What one of Professor Bousquet's students did was to accidentally freed the gorilla during parapsychological experiment. The student was a very weak minded person and let himself be controlled. He died first. Professor Bousquet did finally kill the gorilla, but with seven dead and 19 wounded students he was sacked the very next day.

He moved to Portugal where the government became very interested in his research which he described as *finding the inner soldier in young men*.

There, he has a captured Fallen and he tried to use electricity and other means to take control over the fallen, which is what his research is all about. The fallen was one of several in a platoon of soldiers sent by Germany to help Nationalist Spain win the civil war. The platoon were Fallschirmsjäger, making a first combat jump over Spain with the Legion Condor. The professor has come far in his research to bind fallen and other non terrestrial beings to serve a terrestrial master, but only with weaker fallen and other spirits. The reason he is looking for the Fallen Gorillas is that they are as he sees it easier to work with as students and governments do have troubles when he perform his experiments on what appears to be humans.

In 1936, the volcano Ojo del Diablo, The Devil's eye, had a minor eruption, and Professor Bousquet issued a large bounty, payed by the government of Portugal to any bounty hunter that could catch an Amazon Gorilla and send it to him. In September 1937, he received a letter stating that a group of bounty hunters has succeeded and the animal was packed as ordered and would be sent by boat. O:FR have tracked down a location in Portugal, Porto Erina, and as it is still early January, it is time to strike before the students return from the holidays.

ADVENTURE START

If this is run as a sequel to *A Merry Christmas*:

As most sane people take a break between Christmas and New Year's Day, so will the characters do too. A week with friends and family and possible in bed curing some wounds too, the characters will be ready to take on the challenge to come. There is another more plain reason for the wait, Portugal will require that you have your travelling documents checked and stamped by the embassy before they will let you in, and that won't happen during Christmas holidays.

December							January						
Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su
			1	2	3	4	5					1	2
6	7	8	9	10	11	12	3	4	5	6	7	8	9
13	14	15	16	17	18	19	10	11	12	13	14	15	16
20	21	22	23	24	25	26	17	18	19	20	21	22	23
27	28	29	30	31			24	25	26	27	28	29	30
2:●	11:●	17:○	24:●				31						
							1:●	9:●	16:○	23:●	31:●		

The adventure starts on Monday, January 3rd. A flight from London to Lisbon airport, then a ride with a train up north to Porto, and then bus up to Viana do Castelo. The train will leave at 1 p.m. and arrive in Porto at 6 p.m. The Bus to Viana do Castelo will leave at 8 p.m. and arrive at 9.30 p.m. A hotel is booked in Viana do Castelo, Hotel Casa Do Mere.

GM Info:

Porto Erina is located about three miles upstreams the River Lima from Viana do Castelo and the atlantic coast, along a small and winding road on the northern river bank. It is an old medieval village with a monastery on a small island in the river. The reason the characters were booked in Viana do Castelo is that there are no hotels closer to Porto Erina. Viana do Castelo is also located on the northern banks the River Lima. There is only one road in Porto Erina, Route De Maine.

GM Note:

If this adventure is not run as a sequel to *Lurking Dangers - A Merry Christmas*, this is the additional briefing held by Sir Geoffrey Beaufort:

As you might have caught a glimpse of in the press, there was something like a mess up on Isle of Man just before Christmas. A beast of unknown origin was loose in Port Erin, wreaking havoc until it was killed by some of our boys. Some jolly good detective work led to this operation.

Words from the commanding officer Sir Geoffrey Beaufort before leaving England:

Your cover is that you are in Portugal to visit the opening of the modern art exhibition in Porto, where some of the best new modern artists will exhibit their latest work. The artists are among others are Pablo Picasso, Salvador Dali and René Magritte. Much of the work is related to the civil war going on in Spain, and it is a political rather hot exhibition.

We suspect that the events before Christmas have alerted foreign intelligence agencies, so it is very important that you stick to your cover and visit the exhibition on the opening day, Tuesday, January 4. Take no action before that as you might be under observation by several parties. You have to stay at least for the opening ceremony and the special V.I.P. guest tour, then you be able to slip away unseen to handle your more important matters. Remember, keep calm and carry on, no matter what they try to harass you to make a move, this mission will demand that you only use violence as a very last resort, and at the right moment. The reason this has to be done now, is that most of the students and staff members are home for the holidays and that might make your job a bit easier.

Your orders are as simple as ever: Locate and take care of any Fallens on the location and avoid collateral damage.

PORTUGAL

- (1) Lisbon
- (2) Porto
- (3) Viana do Castelo
- (4) Porto Erina

THE TRAIN FROM LISBON TO PORTO

On the train there will be German, Russian and French spies plus the Portuguese counter intelligence. The compartment in which the character have seats has at least two unoccupied seats. It is either a six or eight seat compartment, depending on the size of the party.

It won't be that obvious to the characters until a shootout in the next coach where Russian and French agents shoot up each other badly in a firefight, and the Portuguese counter intelligence throws the wounded off the train into the custody of the police at Coimbra after about 3 hours train ride.

Then the German agents will make a move to try to scout the possibility that the characters are agents. They will take the two unoccupied seats, and the man with glasses will look at the characters and say:

— "Are you gentlemen also here for the exhibition?"

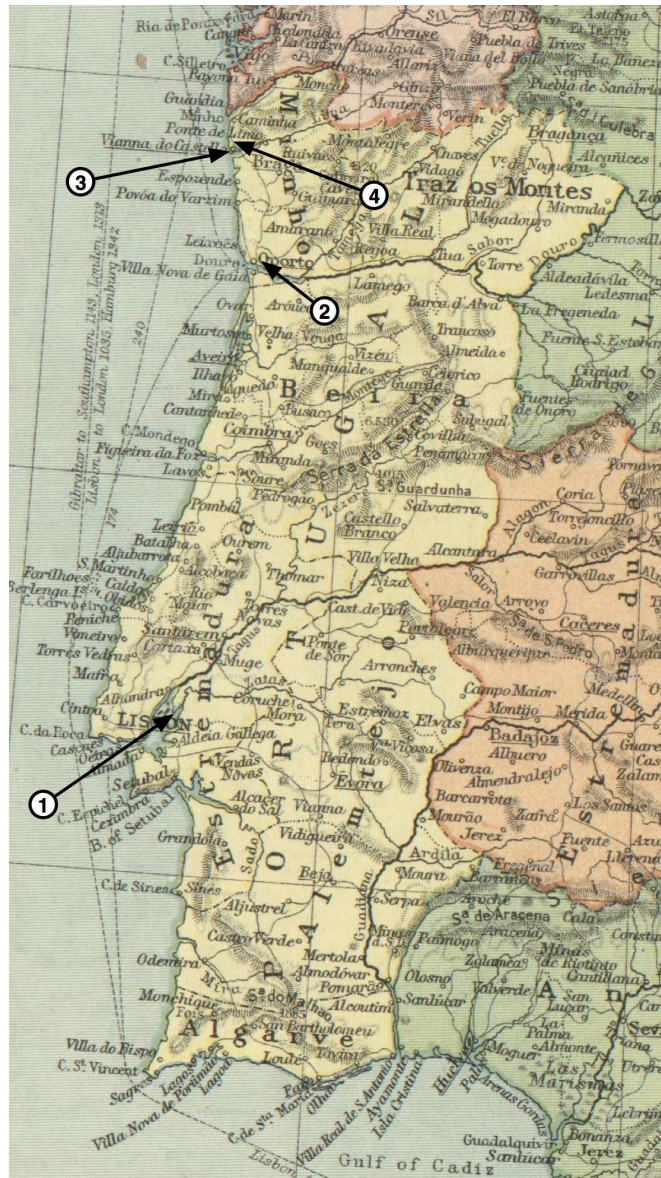
If the characters answer that with something that is like a yes, the German will continue:

— "What do you think about Picasso? Genius or Idiot? My name is Bruno Müller, art critic for Berliner Zeitung, and this is my colleague, Hans Wolfgang Kleist. I hope you enjoy the exhibition."

Now the characters can blow the Germans cover by succeeding with an Art 20, which will be a tricky question to Bruno Müller which he fails. This way the characters will keep their cover while the Germans will feel uncomfortable and leave the compartment.

GM Note:

A fight is out of the question, specially a fight with lethal outcome. If the Germans as much as suspects violence they will hurry away into the crowded train and disappear. Anyone waving a gun will be almost instantly taken down by Portuguese counter intelligence who have at least 30 men in the train.



THE BUS TO VIANA DO CASTELO

During the bus ride, at each town passed on the way, a few passengers leave, some tourists and some locals. Only a few come onboard, thinning the number of passengers who finally exists at Viana do Castelo.

Well at the Viana do Castelo, a middle aged man with a Russian accent, wearing glasses, approaches the characters:

— *"Did you also find all the hotels in Porto fully booked? Such a shame to have such a magnificent art exhibition and no free rooms for the visitors. Excuse my manners sirs, Petrov, Konstantin Petrov, Commissary of foreign art for the Party. Did you choose to stay in Viana do Castelo to get a chance visit the magnificent Santa Luzia church on the Santa Luzia hill? I must say you have a very good taste for culture for being British. By the way, this is Comrade Boris Borozov, of the Soviet Union Cultural Committee."*

A SPOOKY NIGHT

At Hotel Casa Do Mere, the characters share rooms two and two, any odd fellow will be put into another double room on an extra bed, all to save money. The hotel is not very booked at all, so any wealthy character can upgrade to a better accommodation. The characters will by now probably have realised that the Russians are here for the same reason as they are. News travels fast. The Russians will quickly disappear in the town and it will require a *Shadowing* 25 to follow those stealthy Russians to their hotel. The Russians do stay at the Hotel Domingo, one of the more expensive hotels in town.

The Russians will try investigate the characters as they do suspect that they are British agents of some kind, not sure what though. They will try to sneak into the characters rooms while they have dinner, but only if they know they wont be detected.

If the characters make some precautions like placing a hair across the door gap to see if someone has entered the room, there is a chance (*Russian agents have one $1d20+6$ to beat $20 + \text{the characters skill value in Stealth}$*) that the Russians will notice that and do it the simple way. They just make a call to the reception calling for *toilet cleaning* in the characters room, after they have searched the room and accidentally caused a little accident in the restroom.

If the characters decide to sneak and peek on the Russians, this can be an interesting situation, and if GM want to screw things even more, spice it up with some Italian or French agents. Remember though that the Portuguese counter intelligence is known for its outstanding work, and keep gunfights to a minimum.

THE ART EXHIBITION - ART OF WAR

The art exhibition is named *Art Of War* and is held at The Museum Nacional Soares dos Reis, which is a highly regarded museum, where a brand new pavilion has been built to house this special event. The exhibition is rigorously guarded, with armed soldiers from the Presidential Guards everywhere. The V.I.P. gate opens at noon sharp.

It is a long line outside, but all V.I.P. guests for the opening ceremony are escorted through the line and across the red carpet to the inner courtyard where champagne and canapés are served from large tables. At one o'clock the mayor of Porto enters the podium at the end of the courtyard and holds a long and rather boring speech which he repeats in Portuguese, Spanish, broken French and very broken English, to make it even more boring. During the ceremony the characters might spot Bruno Müller or Hans Wolfgang Kleist (*Observation 20*), but nor Konstantin Petrov neither Boris Bozorov. About one hour later, the doors finally opens and the about two hundred guests are escorted to the main exhibition hall. Most of the art shown here is rather critical to the civil war in Spain and the intervention by Germany and other powers (*Observation 20* or *Art 15* to realise that). The speaker announces that the exhibition is now open for the public, and the museum is getting crowded really fast.

CLOAKS AND DAGGERS

With a raging war next door in Spain, and most powers is supporting either side, this event is like a magnet for the cloaks and daggers, or spies on a more common language. At the exhibition, several different intelligence agencies are working to keep an eye on the opposition.

Hiding among the visitors are agents from Germany, France, Italy, Britain and Soviet Union. Everyone walks around trying to look interested while trying the very best to keep an eye on the others. The French and the Soviets are keeping close eyes on each other. The Germans and the British from M.I.6 are shadowing each other, while the Italians are trying to keep an eye on both the Soviets and the British. This do leave the characters out of the game as long as they did pass the tests by the Germans and the Russians. M.I.6 is informed about other British presence but without any details, and will not give them self away by speaking Queens English openly.

HEADING AWAY

Now the characters can get out, and catch the bus back to Viana do Castelo. Remember that Porto is rather crowded today, and it is a thirty minute walk to the bus station from the museum.

PORTO ERINA

Porto Erina, a small village on the northern bank of the River Lima, about three miles upstream. The village is not more than a dozen or so old, almost medieval, houses. On an island in the river is the monastery and the only access to the island is by a roofed bridge. The monastery was abandoned during the republican revolution in 1908, as it was a monastery where members of the royal family had been searching refuge in troubled times.

After the coup in 1928, the monastery was made a part of the University of Porto as a remote research location for *Instituto De Pesquisas Parapsicológicas* (The Institute Of Parapsychological Research) which needed a silent and remote location for the research.

When the characters arrive to Porto Erina, either by car or on foot, they will see a parked Volkswagen Beetle with a CD (Core Diplomatie) sign on the back, hinting that the car is registered to an embassy.

For GM:

The Germans of course came here first as they didn't go by bus from Porto but by car. If they characters went by car, the Germans still beat them with better planning. They are now inside the crypt of the grand lecture hall, interrogating one of the staff members while trying to locate the French Professor who they intend to kidnap and bring back with them to Berlin. One other agent is searching through the Dormitory. The Soviet agents are here to kidnap the professor as well, as Stalin believes that his research is vital for the Motherland. Stats for all NPCs for this part of the adventure are located at the end.

THE MONASTERY RESEARCH INSTITUTION

There are four parties involved in this scene not counting the characters, making it a little complex, but at the same time fun to play.

- (a) Professor Claude Bousquet is in his very secret lab that only a very few knows about, in a secret chamber under the light house, where he uses electricity and a Faraday cage to try to take control over a lesser fallen which he has captured.
- (b) The Germans who have the intention of kidnapping Professor Claude Bousquet alive and bring him back to Germany. Their plan is to use the diplomatic registered Volkswagen to avoid the police, and cross the border to Spain., where they will go to the nearest city held by nationalist Spain.
- (c) The Soviets who intend to capture Professor Claude Bousquet alive and bring him to Moscow. The plan to use the speed boat and drive up the river till they cross the Spanish border and there hook up with the Soviet agents in the area.
- (d) The Portuguese counter intelligence who will be alarmed when the first gun is fired. They have three men stationed in Porto Erina.

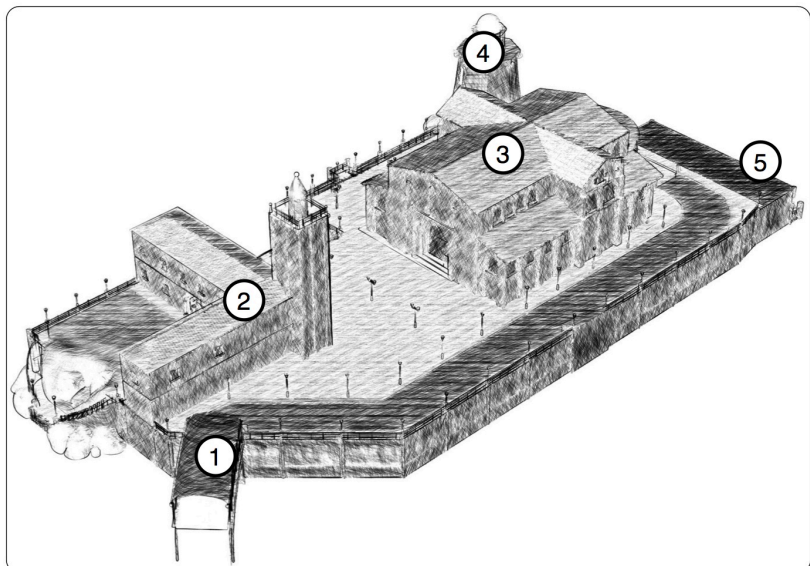
GM Note:

As this is a rather huge building complex, GM has some artistic freedom in laying out the exact look of the interior of the two main buildings, as they are unimportant except for when action might take place somewhere.

1. The roofed bridge

The roofed bridge is the only connection to the mainland. It is now guarded by two German agents posing as Portuguese Policemen. Anyone with at least 3 in Portuguese will notice the German accent.

When the characters try to cross the bridge, they will be stopped, but at that exact moment a small speedboat approaches the monastery and stopped out of sight at the docks (5). One of the policemen will double back in that direction.



2. The dormitory

In this two story building, students have their rooms. In the tower like building on the corner, the staff have their rooms. The dormitory can house 88 students and 12 staff members.

3. The Grand Lecture Hall

The old temple building has been transformed into a grand lecture hall and several minor lecture halls on the second floor. In the crypt below the temple are several research labs housed, but much of the old crypt is still intact, including the rooms used to convince heretics that Christianity is the one true religion. Almost everything taught and practiced here is harmless but very interesting parapsychological research.

When the characters walk down the stairs to the crypt, which is lit by torches, they will hear the following:

- *"Herrn Ramirez, I ask you one time, where is dze Professor hiding? Maybe some cold steel will loosen your lips, or you will be known as Fräulein Ramirez for dze rest of your meaningless life."*

A successful *Observation 15* to recognise the voice of Bruno Müller. The captive is Ferdinand Ramirez, the young Janitor of the institution and the only staff member staying the holidays except the professor himself. If Ramirez is rescued he will tell the characters how to find the secret door, but only if they can persuade him that their intentions are good using a *Charm 20* or *Aura 20*.

4. The Lighthouse

The old lighthouse is now rebuilt to a very secret lab where the really secret experiments are performed. Below the lighthouse through an old secret door lies the real lab, where the experiments involving fallens are taking place. The lighthouse itself is fully functional but it has been modified to work as a lightning rod to give the extra power needed for the experiments.

It requires a successful *Searching 30* to locate the secret door leading down to the real laboratory under the lighthouse where Professor Claude Bousquet is hiding and working. Unless Ramirez did spill the information.

5. The Docks

This is where the small speedboat with the three Soviet agents will make the approach when the characters are talking with the guards guarding the bridge.

LET THE FUN BEGIN

Now, the game is a foot. GM knows what everyone else is trying to achieve, and the agents from different factions will meet, and blood will flow. Some important last minute keys to help GM to stay on top of the situation.

- The Soviet agents Boris Borozov and Vladimir Tjeckov will move towards the dormitory to search there first. Anyone knows that anyone without supervision will spend their day sleeping on the couch.
- The Soviet agent Konstantin Petrov will search through the upper floor of the grand lecture hall first, and will most likely descend into the crypt just in time to either shoot Bruno Müller in the back before threatening the characters or only to threaten the characters.
- The German agents disguised as Portuguese policemen will both try to stop the characters from crossing the bridge and intercept the Soviet agents in the dormitory, one agent on each task.
- Bruno Müller is searching the crypt under the grand lecture hall, where he finds janitor Ramirez, who he strings up using a couple of old shackles for some German interrogation. If it has to be done, do it in style.
- Hans Wolfgang Kleist will be searching inside the lighthouse, but will rush to where ever gun fire is heard.

- The three Portuguese counter intelligence agents that are stationed in Porto Erina but who are a little off guard will arrive in about three minutes after the first gunshot was fired. They will try to capture any foreign agents, shooting as a last resort.
- The Germans will try to capture the professor and evacuate via using the Volkswagen, leaving any agent behind that exceed a total body count of four. The left one will manage on foot through the wilderness.
- The Soviet agents will try to evacuate using the speedboat, continuing upstreams to the border into the part of Spain held by Nationalist Spain.
- Professor Claude Bousquet will fight for his life, being "half-Fallen" by now, he will not let himself getting caught by anyone, neither killed. He will free the Fallshirmsjäger Fallen from its cage as he has some control over it and command it to defend him. The cage is opened electrically using by a very small radio transmitter in the professors left hand.
- If the characters make it to the lighthouse with enemy agents still alive the enemy agents will soon get there too. The agents will target in order of priority: The Portuguese counter intelligence agents, each other, the characters, the professor and the fallen. This basically means that a clever and careful group of characters can trick the Germans and the Soviets and the Portuguese to fight each other to avoid being targets them self.

AFTERMATH

In the secret lab, the characters will find, openly on a desk, bunch of papers and notes. The notes contains some information about a volcano deep within the Amazon jungle named Ojo del Diablo, The Devil's eye. The heart of that volcano seems to be a source for Fallens, at least Fallen Gorillas.

NPC ROSTER

Policemen (German Agents) x 2 Stefan Keifer & Ludo Mann			
Duty calls			
Reaction: 2	Defence: 13	Toughness: 6	All other melee: 3
Pain limit: 13	Aura: -1	Courage: 8	All Perceptive skills: 3
Pistol: 6	Rifle: 2	Club: 4	All Other physical skills: 4
Acting: 2	Portuguese: 1		
Armed with Walter-p38			

(German) Agent Bruno Müller			
For the Reich			
Reaction: 7	Defence: 16	Toughness: 6	All other melee: 3
Pain limit: 13	Aura: 4	Courage: 10	All Perceptive skills: 4
Pistol: 6	Rifle: 5	Blades: 6	All Other physical skills: 4
Art: 4	JoC: 6	Scare: 9	Interrogation: 6
He carries a Luger Po8 with 2 extra clips.			

(German) Agent Hans Wolfgang Kleist			
I might be rich following orders			
Reaction: 5	Defence: 14	Toughness: 3	All other melee: 3
Pain limit: 11	Aura: 6	Courage: 10	All Perceptive skills: 5
Pistol: 4	Rifle: 3	Blades: 6	All Other physical skills: 2
Observation: 8	Shadowing: 8	Scare: 7	Russian: 7
He carries a silenced Walter PP with 2 extra clips.			

(Soviet) Agent Konstantin Petrov			
For the Motherland			
Reaction: 4	Defence: 18	Toughness: 5	All other melee: 2
Pain limit: 12	Aura: 6	Courage: 8	All Perceptive skills: 5
Pistol: 7	Rifle: 4	Wrestling: 5	All Other physical skills: 3
Art: 9	JoC: 4	Charm: 6	Interrogation: 7
He carries a Tokarev TT 33 with 2 extra clips.			

(Soviet) Agent Boris Borozov			
For the Motherland			
Reaction: 7	Defence: 18	Toughness: 9	All other melee: 3
Pain limit: 14	Aura: 2	Courage: 8	All Perceptive skills: 4
Pistol: 5	Rifle: 3	Blades: 6	All Other physical skills: 4
Shadowing: 7	Psychology: 5	Scare: 4	Observation: 6
He carries a Tokarev TT 33 with 2 extra clips plus a large knife (+2 damage + Strength/5).			

(Soviet) Agent Vladimir Tjeckov			
For the Motherland			
Reaction: 6	Defence: 18	Toughness: 6	All other melee: 3
Pain limit: 13	Aura: -3	Courage: 9	All Perceptive skills: 4
Pistol: 8	Rifle: 3	Boxing: 6	All Other physical skills: 3
Stealth: 7	Scare: 5	Attractiveness: 6	JoC: 5
He carries a Tokarev TT 33 with 2 extra clips.			

Janitor Ferdinand Ramirez			
Please don't kill me			
Reaction: -5	Defence: 18	Toughness:-5	All other melee: -5
Pain limit: 7	Aura: -3	Courage: 2	All Perceptive skills: -5
Pistol: -5	Rifle: -5	Clubs: 1	All Other physical skills: 3
JoC: 2			
Unarmed			

Professor Claude Bousquet			
For Science			
Reaction: 2	Defence: 18	Toughness: 10	All other melee: 2
Pain limit: 17	Aura: 12	Courage: unlimited	All Perceptive skills: 5
Pistol: 8	Blades: 6	Clubs: 5	All Other physical skills: 2
JoC: 7	Max Damage: 85		
He carries a MAS 1873 with 18 extra rounds. He will release and command the Fallshirmsjäger Fallen to defend him.			

Fallshirmsjäger Fallen				
Release me!				
Reaction: 10	Defence: 14	Toughness: 20	All melee skills:8	Stability: 6
Pain limit: 23	Aura: 10	Courage: unlimited	All Perceptive skills: 4	
Sixth Sense: 10	Max Damage: 115		All physical skills: 8	
<p>Description:</p> <p>The Fallen is almost broken, and is sitting all naked in his human body in a cold metal cage.</p> <p>He doesn't has his mental abilities any more, they have been tortured away by the electric chocks.</p> <p>If anyone succeeds with a Psychology 20 to remind him who has been torturing him all this time, he will turn against the professor, but then turn against anything nearby when the professor is finished.</p>				

Portuguese counter intelligence agent			
Protect the country			
Reaction: 2	Defence: 13	Toughness: 5	All other melee: 3
Pain limit: 12	Aura: 1	Courage: 8	All Perceptive skills: 6
Pistol: 5	Rifle: 2	Club: 4	All Other physical skills: 4
Armed with Browning High Power			

Portuguese military guards			
An honour to serve			
Reaction: 2	Defence: 12	Toughness: 3	All other melee: 3
Pain limit: 11	Aura: 1	Courage: 6	All Perceptive skills: 3
Pistol: 3	Rifle: 5	Club: 4	All Other physical skills: 3
Armed with KAR 98			

Italian Agents			
For il Duce			
Reaction: 2	Defence: 13	Toughness: 5	All other melee: 3
Pain limit: 12	Aura: 1	Courage: 4	All Perceptive skills: 3
Pistol: 5	Rifle: 2	Club: 4	All Other physical skills: 4
Armed with Beretta 1934			

French Agents			
For France			
Reaction: 2	Defence: 13	Toughness: 5	All other melee: 3
Pain limit: 12	Aura: 1	Courage: 8	All Perceptive skills: 3
Pistol: 5	Rifle: 2	Club: 4	All Other physical skills: 4
Armed with Modèle 1935 Pistol			

THE ARMOURY

Some of the weapons here are from Major Burt Browning's military weapon cards, some from the original rulebook and some are done for this adventure.

WALTHER PP + SILENCER

Cal.	Mag	Range	Recoil	Dam
9mm short	7	2	3	3

TOKAREVTT33

Cal.	Mag	Range	Recoil	Dam
7.62mm	8	2	7	6

P08 LUGER

Cal.	Mag	Range	Recoil	Dam
9mm parabellum	8	3	4	5

(-1 difficulty on all shots)

Saved "Oh Dears" are malfunctions, one round to fix.

MAS 1873

Cal.	Mag	Range	Recoil	Dam
11mm MLe 1873	6	2	7	6

(Take two rounds to reload)

BROWNING HIGH-POWER

Cal.	Mag	Range	Recoil	Dam
9mm parabellum	13	3	4	5

(-1 to fire if strength < 4)

KAR 98

Cal.	Mag	Range	Recoil	Dam
7.92mm	5	12	12	10

BERETTA 1934

Cal.	Mag	Range	Recoil	Dam
9mm short	7	2	3	3

MODÈLE 1935 PISTOL

Cal.	Mag	Range	Recoil	Dam
7.65mm long	8	3	2	3

(-1 difficulty on all shots)

END OF PART ONE
(Or end of the adventure if you're in a hurry)

THE GREAT ESCAPE

The character probably by now have finished the mission, and now it is just the simple task of getting out alive.

The Volkswagen is one option, the speed boat another or by foot. The players might come up with many other ideas as well. They can either cross into Spain or try to get onboard a plane or a ship without being detected, they journey home will be interesting this time and not only referred to in the epilogue of the report written to the superior officers.

GOING BY CAR

The keys to the Volkswagen are in the pockets of Bruno Müller. If there are no keys, it takes a *Mechanics 15* or *Electronics 10* to get the car running.

As the Central Europeans are driving on the wrong side of the road (Portugal changed to Napoleonic traffic rules in the late 1920s), all driving in Portugal is done with a -3 difficulty modifier for British drivers.

GOING BY BOAT

The keys to the Speed boat are in the pockets of Konstantin Petrov. If there are no keys, it takes a *Mechanics 15* or *Electronics 10* to get the speed boat running. It is a close shore boat and wont survive open sea in other than perfect conditions.

GOING ON FOOT

It is just a quick 3 mile walk back to Viana do Castelo, or a 30 mile walk to the border to Spain.

GM Notes:

Depending on the plan for getting back home the characters use, and how much time you or the group want to spend on this, it can be easier or more difficult.

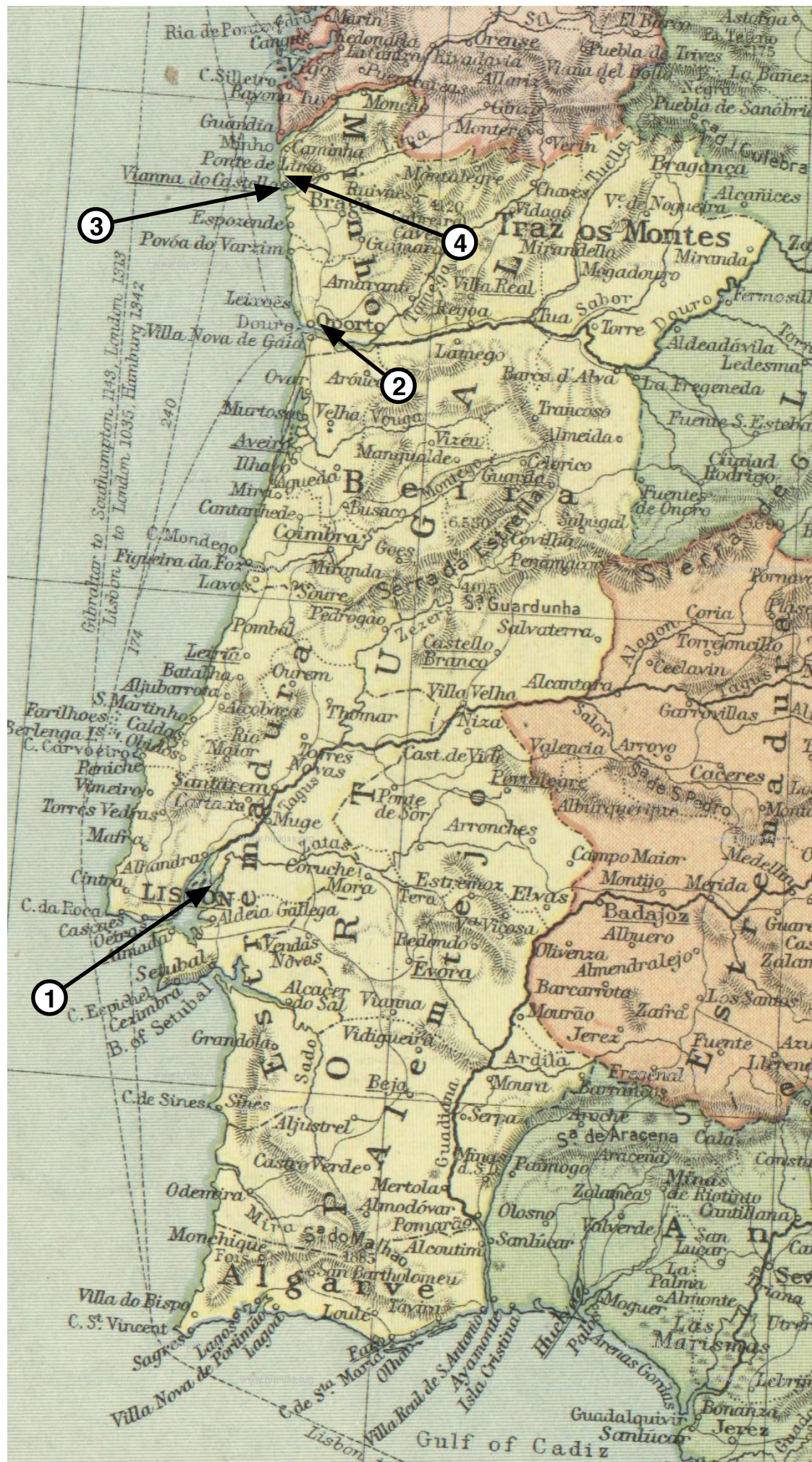
M.I.6 have resources in Porto at the British consulate which can be contacted to get onboard the next ship out of Porto.

Crossing the border north into the part of Spain held by Nationalist Spain is not that hard as the border is long and not guarded in every location. Getting through Spain into France can be trickier.

Depending on how wild the fight was and if the Portuguese counter intelligence had any chance to report the incident, the amount of police on the streets may vary, but keep in mind that almost every policeman and available military guard are in Porto for the Art Exhibition, so there are very few men to spare to hunt for possible agents.

THE END

Portugal



Hans Wolfgang Kleist



Bruno Müller



Boris Borozov & Konstantin Petrov



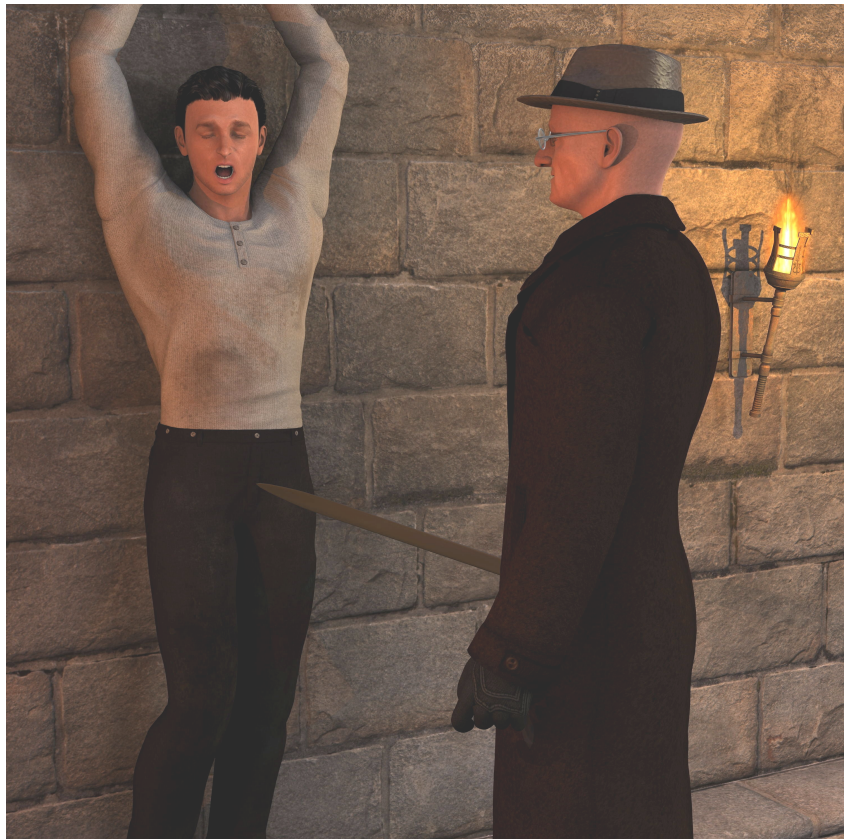
Porto Erina



The Art Of War Exhibition



The German Interrogation



Secret Lab



