

G U R P S<sup>®</sup>

# OPERATION ENDGAME<sup>™</sup>

*Global Conspiracy and Illuminated Intrigue*



BY THOMAS KANE

STEVE JACKSON GAMES



# AS THE GIANT FALLS

The breakup of the USSR brings a thousand dangers, a thousand tragedies, a thousand opportunities . . . and agents from around the world rush to fight over the spoils.

This book contains four heart-pounding adventures by Thomas Kane, author of *GURPS Espionage*. These missions will challenge the craftiest spies.

*Operation Endgame.* Midnight, a top KGB agent, is hiding in Copenhagen. Find her and convince her to come to the West instead of selling her talents to Singapore — before a treacherous double agent silences her.

*Operation Loose Ends.* Midnight has bad news about former Soviet Army units trained for terrorism and assassination. Officially, they've been disbanded. But they went political instead. Hunt down the last six assassins — before they strike again . . .

*Watching the Dragon.* The Soviet terrorist unit was stockpiling weapons — a lot of weapons. But no one's talking about their intended destination — or why the Communist Chinese should support them . . . Ferret out the reasons in Beijing, but don't get caught.

*Sons of the Bear.* As the USSR disbands, control slips, to the dismay of loyal Soviet Army officers. One rebel officer fights against dissolution to safeguard mankind from a terrible weapon; another tries to grab power for himself. The showdown comes in the steppes of Kazakhstan.

Written by Thomas Kane

Edited by Susan Pinsonneault

Cover by John Zeleznik

Illustrated by Dan Smith and  
Doug Shuler



**STEVE JACKSON GAMES**



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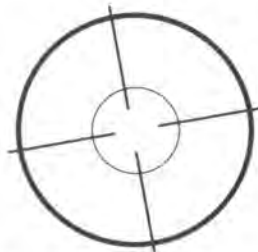
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# INTRODUCTION

Almost nothing challenges a character to use all his skills like being a spy. From the mild-mannered undercover accountant fiddling with someone else's books to the field agent creeping through the underbrush on the border, espionage work strains every nerve, and frequently every muscle as well.

The dangers that intelligence agents face are often subtle: exposure by counter-intelligence agents — or the press; disruption of careful plans by terrorists; interference by mercenaries, black-marketeers and organized crime; and perhaps worst of all, betrayal by double agents. Operatives deal with these stresses with any resources they have, or can lay their hands on. Sometimes that's enough.

This book features four adventures set in the 1990s, taking you from the civilized environs of Copenhagen to Kazakhstan's desolate steppes. The adventures can be played separately or linked to form a longer story.

*Operation Endgame* may be one of the last Western defector extractions before the Soviet Union breaks up. Agents must search Copenhagen for the KGB agent code-named Midnight and persuade her to defect to the West — before a double agent's paid killers track her down.

*Operation Loose Ends* uses information gained from the defector Midnight about Udarnaya Armiya, the former USSR's elite terrorist-assassin units. The hunt for the remaining six operatives will take agents from the bleakness of Moscow and Kiev to Germany's forests and the rainy rice paddies of Madagascar.

*Watching the Dragon* introduces the agents to a subtle web of Chinese political and underworld intrigue. They must not only satisfy the Company's curiosity about Chinese support for Udarnaya Armiya, but avoid becoming enmeshed in the country's internal power struggles.

*Sons of the Bear* becomes a race against time as agents struggle to control rogue officers of the defunct Soviet army in Kazakhstan before China finds an excuse to invade — and touches off an environmental catastrophe.

And, last but not least, we include a section brimming with information and adventure seeds. Gamers seeking action in other parts of the world will find political, social, geographical and economic facts . . . helping the GM flesh out original hazards to challenge intelligence professionals.

— Susan Pinsonneault

## About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

*Pyramid*. Our bimonthly magazine includes new rules and articles for *GURPS*, as well as information on our other lines: *Car Wars*, *Toon*, *Ogre Miniatures* and more. It also covers top releases from other companies — *Traveller*, *Call of Cthulhu*, *Shadowrun*, and many more.

*New supplements and adventures*. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

*Errata*. Everyone makes mistakes, including us — but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

*Q&A*. We do our best to answer any game question accompanied by an SASE.

*Games input*. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

*Illuminati Online*. For those who have home computers, SJ Games has an online service with discussion areas for many games, including *GURPS*. Here's where we do a lot of our playtesting! It's up 24 hours per day at 512-447-4449, at up to 14.4K baud — or telnet to io.com. Give us a call! We also have conferences on Compuserve, GENie, and America Online.

## Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition. Any page reference that begins with a B refers to the *GURPS Basic Set* — e.g., p. B102 means p. 102 of the *GURPS Basic Set*, Third Edition.

## About the Author

Tom Kane, the author of *GURPS Espionage*, now lives in California as well as Maine and crosses the country by Greyhound bus. This has led him to being stranded in Harlem, accused of stowing away in Tulsa and sent on an epic journey through winter storms on the Eastern Seaboard. He is pleased to announce the formation of the Games Central gaming club in Claremont CA.

## Maps

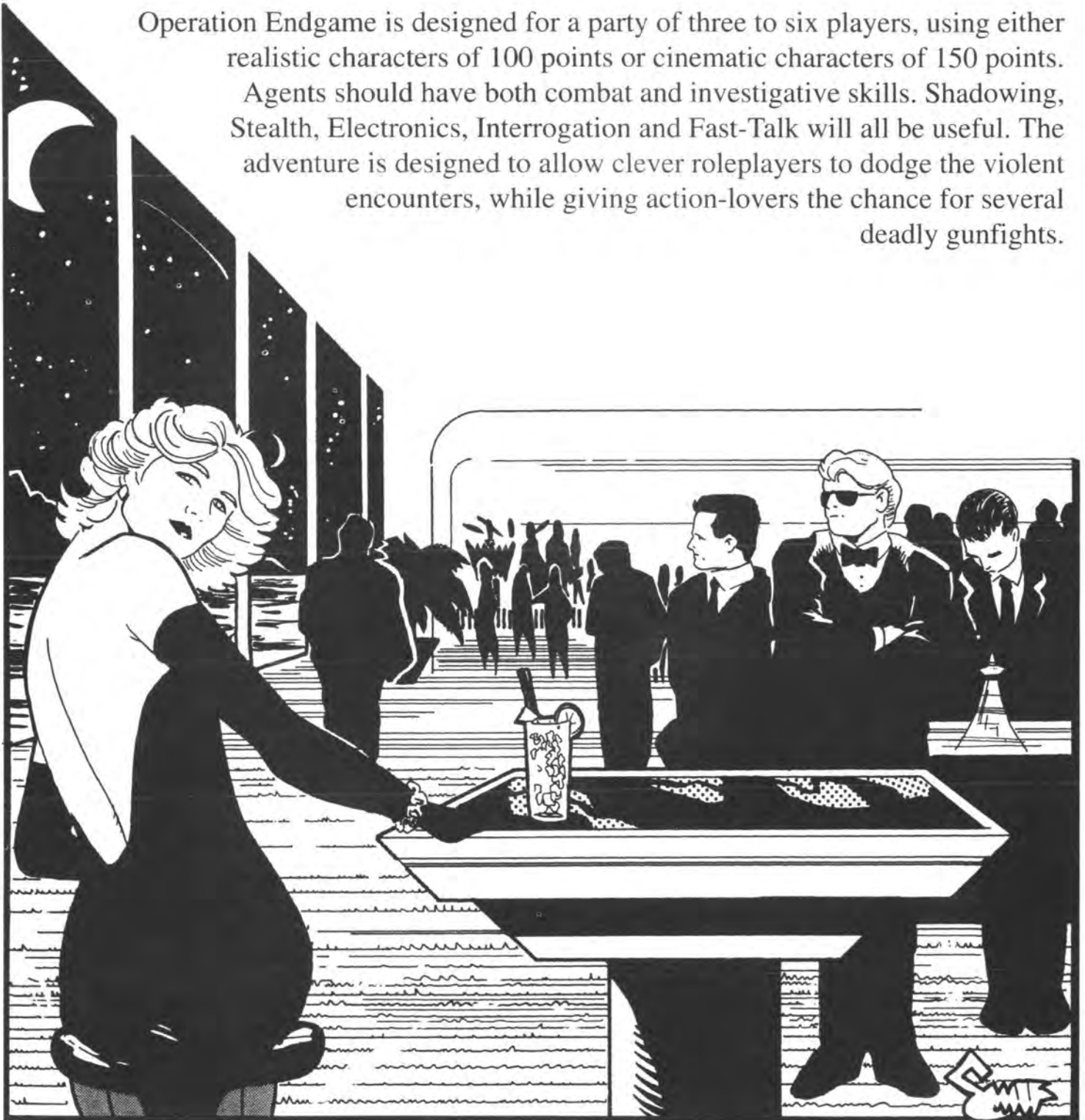
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# 1 *OPERATION ENDGAME*

Operation Endgame is designed for a party of three to six players, using either realistic characters of 100 points or cinematic characters of 150 points.

Agents should have both combat and investigative skills. Shadowing, Stealth, Electronics, Interrogation and Fast-Talk will all be useful. The adventure is designed to allow clever roleplayers to dodge the violent encounters, while giving action-lovers the chance for several deadly gunfights.



# OPERATION LOOSE ENDS 2

In *Operation Endgame*, the team recovered Midnight, a knowledgeable veteran of the KGB. *Operation Loose Ends* covers what happens when the agency acts on information Midnight provided. Agents who participated in *Endgame* make natural candidates for this mission, both because of their familiarity with the case and because in assigning the mission to the same team, controllers minimize the number of people who know about the Midnight operation.

However, this also makes a convenient spot for new players to enter the story.



# 3 *WATCHING THE DRAGON*

Agents who participated in Operation Loose Ends file the appropriate after-mission forms and return to their homes. A day passes. Then, just as the mission seems to be behind them, Mr. Cornell calls them back to the Dulles Building. Spies who did not take part in that mission but will be involved in this one receive a similar call.





# SONS OF THE BEAR 4

*Sons of the Bear* offers an excellent chance to merge *Espionage* with *Special Ops*. If the players want to try different sorts of characters, this is the place to switch from an *Espionage* game to a commando campaign. The GM could also integrate *Special Ops* characters into the spy scenario here, as long as the GM does not feel that differences in point totals create an imbalance.

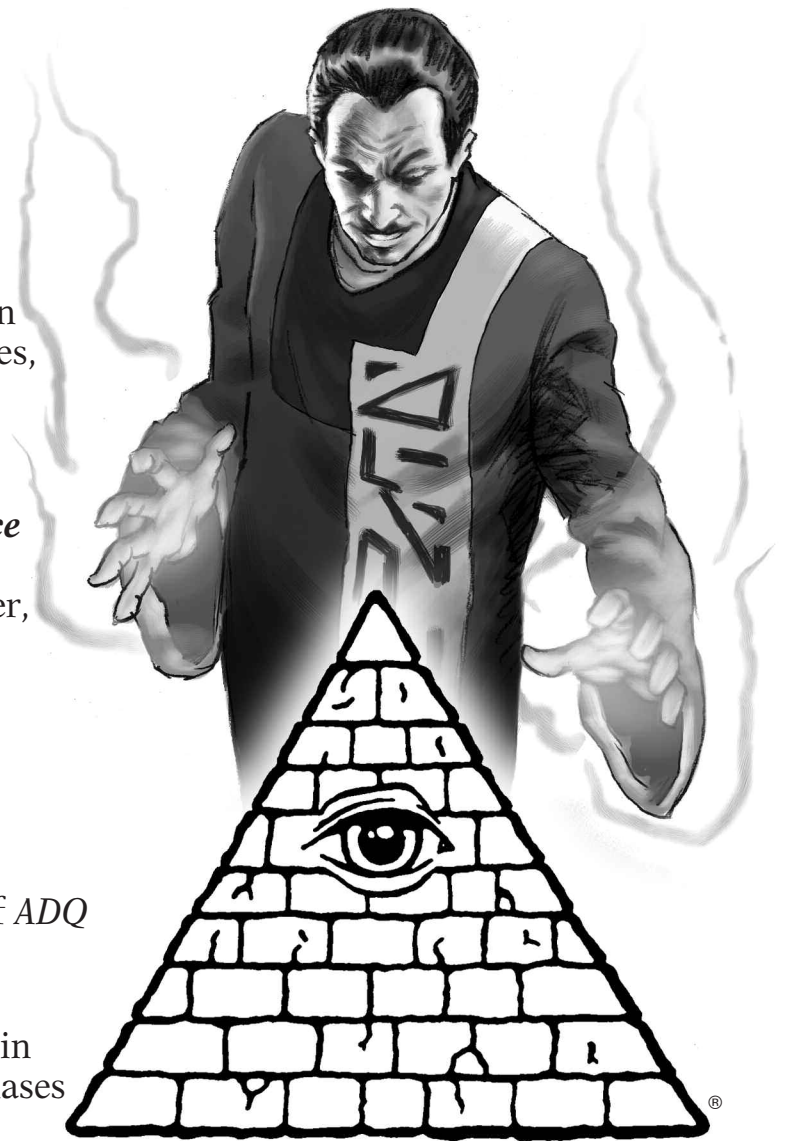


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