



# INTRODUCTION

This quickplay scenario is an introduction to *The Troubleshooters* roleplaying game. We assume that you already know what a roleplaying game is, and are curious about *The Troubleshooters*.

**Adventure & rules design, maps and layout:** Krister Sundelin

**Graphic design:** Dan Algstrand

**Illustrator:** Ronja Melin

**Playtesters:** Fredrik Almryd, Martin Bonnevier Kronlid, Emma Fahlström, Rickard von Haugwitz, Benjamin Jöngren, Johan Osbjer, Maria Ruthgård, Martin Stackelberg, Anton Vikström, Mitchell Wallace and the TTRP Theater crew

**Helmcast:** Marco Behrmann, Paul Dali, Martin Fröjd, Niklas Fröjd, Petter Nallo, Krister Sundelin, Anton Wahnström

## SETUP

This scenario supports up to six players plus a Director of Operations (the gamemaster). We think that 4 players is a good number, but it will be playable with as few as two players plus a Director (although not as fun).

- Ideally, the Director of Operations should be someone who is both familiar and comfortable with the rules.

- The players choose one character each. The descriptions of abilities and complications are listed on each character.
- Hand out two startup handouts to two different players with corresponding plot hooks.
- Start the adventure.

## WHAT YOU NEED

To play this quickplay scenario, you need:

- At least one set of dice (two ten-sided dice, preferably numbered 0–9 and 00–90, and half a dozen or more six-sided dice), though more than one set, or even one set per player, is a good idea
- This scenario
- [The quickstart rules \(separate file\)](#) or the core rules
- Pre-generated characters (from the quickstart rules)
- Printed handouts
- Pen and paper
- A printer (to print the pre-generated characters and handouts)

## GETTING STARTED

If you are using the quickstart rules, start by printing the six pre-generated characters from the quickstart rules. If you use the the core book, transfer the pre-generated characters (page 8-11) to the “emergency passport”, or have the players make their own characters.

You will also need to print the handouts for the scenario (page 13). Print these single-sided.

Get acquainted with the scenario and the rules.

The scenario takes the characters to the Central European country of Sylveria. It is a bleak cold war story, in which characters must carefully plan their actions. Encourage them to do so, and don’t stop them or rush the story if they do.

## GETTING THE PLAYERS STARTED

Have the players look at the pre-generated characters, and pick one each. Set the rest of the characters aside. You won’t be needing them unless you choose to replay the scenario later.

From the characters chosen, pick two as the startup characters. Then pick one startup handout for each character that fits your idea of how to start the adventure.

A special word about startup characters: they are supposed to help you get the adventure going and drag the other characters along. There is a note about that on the handouts, but make sure that the players notice it.

If the startup characters do help you, award them an extra experience tick during the debriefing session at the end. If the other characters make the startup characters feel like the main characters of the night, award them an extra experience tick during the debriefing session.

## TEACHING THE PLAYERS

You will need to teach the players how to play the game. There is a cheat sheet provided on page 41, which you should print and distribute to your players. It is a handy reference which explains the basics of the game.

The most important thing for the players to understand is the basic task check:

- Roll percentile dice, usually abbreviated **d%**, and compare the result against a skill value.
- Equal to or lower than the skill value is a success, higher than is a failure. Try to fail forward, though; don’t let failure stop the action or bring the characters’ progress to a halt, but rather let the failure drive the story.
- In opposed checks, on top of succeeding, your roll must be higher than the opponent’s in order to win.
- If an action has a modifier, check the **Ones**. If the **Ones** are between 1 and a negative modifier, disregarding the minus sign (i.e. 1 or 2 for a modifier of **–2 pips**), the task check fails regardless of whether the roll is lower than the skill value. If the **Ones** are between 1 and a positive modifier (i.e. 1, 2, 3, 4 or 5 for a **+5 pips modifier**), the check succeeds even if the roll is higher than the skill value.
- If the **Ones** and **Tens** are equal, **Karma** happens. If the task check fails, it’s **Bad Karma** (something bad happens). If it succeeds, it’s **Good Karma** (something good happens).

Sometimes you want the players to participate in a challenge. You will list a number of skills, and the present characters must distribute the task checks among themselves as evenly as possible. The more checks that succeed, the better the challenge goes.

You also need to explain how Damage (**NdX**) and Recovery/Soak rolls (**NdP**) work.

- Roll N number of six sided dice.
- Each 4, 5 or 6 is one point of Damage, Soak or Recovery.
- Damage rolls (**dX**) explode. This means that for each result of 6, roll an additional die. Repeat until there are no more sixes.
- Soak and Recovery rolls (**dP**) do not explode.

Finally, **Story Points** allow the players to influence the story, activate abilities, and change rolls. The players get **Story Points** for **Karma** (good or bad), entertaining the table, activating complications, or being captured by the villains.

Each character starts the adventure with **4 Story Points**, and can have as many as **12 Story Points**.

There are a lot more details, of course, which you can find in the Rules section (page 23) of this scenario.



# THE SYLVERIAN JOB

**Text and maps:** Krister Sundelin

**Illustration:** Ronja Melin

## SYNOPSIS

Sylveria is a Central European communist people's republic. Once part of the principality of Arenwald, which used to be a part of the Austro-Hungarian Empire up to the end of the Great War, Sylveria was occupied by the Red Army and split off. Of course, both Sylveria and Arenwald claim to be the only country.

A Sylverian scientist, professor Lazslo Vindis, has invented a new weapon which disables electrical circuits over an area. However, he knows that it will be used by Sylveria to attack its neighbour Arenwald. He is old enough to remember, and since he has family in Arenwald, he cannot accept that. He has therefore decided to defect.

Through certain channels, he reaches out to the characters to help him get out of Sylveria. The task is to get into Sylveria, meet up with professor Vindis, and get him and his research out.

For political reasons, none of the Western countries are that interested in helping the characters officially or to get involved in the Vindis affair. The situation is tense as it is, and they do not want to provoke a hostile response from the Sylverians or from the Soviet Union. Unofficially, they would probably just be happy if some private citizens sneak professor Vindis out of Sylveria,

and may even assist in the form of documents, maybe even access to equipment.

## THEME AND MOOD

The Sylverian Job is a cold war spy story, somewhat more serious than the ordinary light-hearted adventures of *The Troubleshooters*. The characters get to visit the Eastern bloc country Sylveria, a communist republic, to spirit away a defecting professor and his weapons research.

## RUNNING THE ADVENTURE

Although linear in structure (get in, meet the professor, get the professor, get out), each section is actually very open and depends on what the players plan to do and how they plan to do it. Your job is mostly to push them to do something, and throw a spanner into their plans at times to make it exciting.





## SYLVERIA

Sylveria is a bleak country. Houses are worn and run-down, roads are cobblestone, and most people do not own a car but use horse-drawn carts, bikes, or trams and buses.

KTM-1 trams of Soviet origin rumble along the uneven tracks on the cobblestoned streets. Border guards and militia armed with AK-47 assault rifles patrol the streets.

Ubikvi, the secret police of Sylveria, is an entire department within the government tasked to root out counterrevolutionaries, reactionaries, and other subversive elements in Sylveria. It runs a constant surveillance system of Sylveria, and uses informers who squeal on neighbours and even family.

Pionari, the Young Pioneers of the Communist Party, is tightly integrated with both the militia and Ubikvi. Members are basically trained to be informers as well as future soldiers and militiamen, upholding the public order of Sylveria and defending the country against the royalist bandits in the west.

### WHAT THE CHARACTERS NOW ABOUT SYLVERIA

Basic information about Sylveria is easily found in an encyclopedia. There are few travel guides to Sylveria, as it is not a tourist country and also behind the Iron Curtain.

Sylveria and Arenwald used to be one country, the principality Arenwald, within the Austro-Hungarian empire. After the Great War, the principality gained its independence. At the start of the Second World War, Arenwald was annexed by the Nazis in Germany's push down the Balkans in 1941.

At the end of the Second World War, about a third of Arenwald's territory was occupied by the Soviet army. The occupied territory was never returned, but formed into the independent Socialist Republic of Sylveria with some additional territory to the north from Hungary.

Sylveria and Arenwald are bitter rivals. The communist Sylverian government has stated that its goal is the reunification of the country under Communist control, by arms if necessary, and Arenwald has still not given up its claim to "Sylverian Arenwald", but reunification is unlikely.

## PLANNING

There are basically three problems that have to be overcome: getting into Sylveria, meeting professor Vindis, and getting him out. It is smart to minimise the risks of getting into Sylveria and enter legally. There will be enough risks getting out.

Let the players come up with ideas and build the resources they need using either task checks for **Contacts**, **Credit**, **Subterfuge**, **Security** etc, or using Story points.

The characters will need proper documentation to move about in Sylveria. They can apply for legal visas, or forge documents and hope they don't get caught.

They will also need a method of getting professor Vindis out. They can create hidden compartments in a car, come up with clever disguises, forge documents or whatever. The important part is that they plan the operation carefully.

When the players plan, use the time to challenge their plan and stress them. You should not foil their plans, at least not until they are trying to get out of Sylveria, but you should definitely make them sweat.

- If the characters disguise Professor Vindis, you could have the characters notice a flaw when it is too late.
- If the characters build a special compartment in their car, a border guard could remark on the low suspension and have the luggage searched.
- If the characters plan to hike, add dog patrols to the border guards.
- If the characters forge documents, they can't get the correct ink, or there is a misspelling in one stamp.

## GETTING INTO SYLVERIA

Getting into Sylveria should not be a problem, but make the players nervous. Ask for the passport and study it in detail. Take your time while flipping through the pages. Point at the character portrait (or lack of it) and say "this does not look like you". If you have toy stamps, use them to stamp the passport.

Ask to look into their luggage. Ask questions about their effects. If they carry weapons or any other possible contraband (including nylon stockings) and they are not signature gadgets or well-hidden, simply confiscate them. If they are well hidden, have the players tell you where they hide their items, and then roll the dice.

If they try illegal border crossing, have them make **Sneak checks** as border guards pass them. The border guards stop right where the characters are hiding to smoke and take a sip of vodka. Then make a task check behind the Director's Control Display, followed by one of the guards hearing something and aiming his flashlight in the directions of the characters.

Remember, the characters should get into Sylveria, so they should not be expelled, caught or denied entry.

## The legal way

The legal way of getting into Sylveria is to get a visa. You can apply for a visa at the Sylverian embassies in Paris and Vienna, and at the Sylverian consulate in Gleichen. The longer in advance it is done, the easier.

There are some road border crossings on the Arenwald-Sylverian border. They are usually open from 10:00 to 18:00, and the visa and customs checks are rigorous.

There are no trains crossing the Arenwald-Sylverian border, but you can cross the border from Austria. Train stops at a customs train station at Prjabe. At the train station, border guards are posted at the doors, and then guards go through the train compartment by compartment in every car, and check the papers of every passenger before the train is allowed to continue. The same procedure happens when leaving the country.

## Challenge: applying for a visa

**Credit**, to grease the bureaucracy  
**Contacts**, because it always helps to know someone  
**Status**, as it would be a minor honour for Sylveria to be visited by someone famous or influential  
**Red Tape**, to know what buttons in the bureaucracy to push  
**Charm**, because you can do a lot with a genuine smile

### Modifiers

**Within the week of entry:** -2 pips on all task checks

**Sylverian exile character:** -2 pips on that character's task checks

### Outcome

**Great outcome:** Not only do the characters get their visa approved in record time, they are also invited to the mayor's office for dinner.

**Good outcome:** The characters get their visa approved with time to spare.

**Limited outcome:** The characters get their visa approved just hours before they have to leave. Better hope there are no delays.

**Bad outcome:** The characters get their visa approved two days after their planned departure.

**Abysmal outcome:** Visa denied. Poor professor Vindis.

## The not so legal way

The not so legal way of getting into Sylveria is to hike through the woods and alps across the border and hope to not get caught. This is of course dangerous, since border guards regularly patrol the border. The border is fenced off with a barbed wire fence, with posts and

lookouts at regular intervals. Border guards have orders to apprehend everyone sneaking across the border (no matter which way), and to shoot if the suspect does not stop.

Challenge: sneaking across the border

- Endurance**, to make the trek through the wilderness
- Search**, to find a way across the border
- Security**, to find a gap in the border
- Survival**, to navigate and survive in the wilderness
- Willpower**, to have the will to make the trek

Outcome

- Great outcome:** The characters make it across the border without making a fuzz, now have a good way to get out of Sylveria
- Good outcome:** The characters make it across the border
- Limited outcome:** The characters make it across the border, but with border guards on high alert. days, making extraction harder.
- Bad outcome:** The characters don't make it across the border.
- Abysmal outcome:** The characters are caught and end up in Ljestov prison, without their gear and with nine **Story Points**. Let's see how they get out!

TRGOVINA

Trgovina in a nutshell

- Foundation:** 1245 CE
- Population:** 47,349
- Area:** 148 km2
- Elevation:** 158 m
- Climate:** Temperate seasonal
- Notable landmarks:** Trgovina power plant (Elektrarna), Revolutionary Arc (Lok Revoluvije), Liberation Memorial (Spomenik osvoboditve), the Museum of Friendship of the People of the Soviet Union (Muzej prijateljstva s Sovjetsko zvezu), Trgovina Castle (Trgovina Grad)

Trgovina is a university city in southern Sylveria. It is the second biggest city after the capital, and it is renowned for its university and engineering school. Up until the 16th century, Trgovina was an important trading town between Italy and Styria.

The Turks laid siege to Trgovina castle in 1600 and occupied it until 1690 when the city was invaded by the Habsburgs. This does not mean that the Habsburgs left the castle alone: Archduke Ferdinand of Austria besieged the castle in 1601, which was defended by Hasan Pasha which defended the ten times larger Austrian army.

After the Turks were driven out, trade became important again. Elementary and secondary education opened in 1765 by monks of the Piarist order.

Under the Austro-Hungarian Empire, the town developed quickly, being an important hub on the railway connecting Vienna and Budapest.

The oil industry grew rapidly in the interwar period, and the Trgovina oil field was the last to remain in German hands, until the Red Army swung south to

take it in the Trgovina-Körmend offensive. After the war, Trgovina and its oil industry became really important for the newly-formed Soviet Republic of Sylveria, and now the city is an important centre for oil production, power production and academic learning.

LANGUAGES IN TRGOVINA

Sylvar Slovenian is the official language of Sylveria. Sylvar Slovenian is a dialect of Slovenian with some Germanized spelling and pronunciation, but Slovenian and Sylvar Slovenian are mutually intelligible.

German is the most spoken minority language. The German dialect is very similar to the Austrian dialect. It is strongly discouraged by the government as it is seen as the language of the bourgeoisie and the bandits in Arenwald. Many people understand German, especially the older generation.

There is a sizable Roma minority in Sylveria, speaking Romani.

Languages in Trgovina	Chance (%)
Sylvar Slovenian	95%
German (Austrian)	55%
Hungarian	25%
Russian	25%
Romani	5%
French	10%





## MONEY IN TRGOVINA

The currency of Sylveria is the fior, divided into 100 para. The name comes from the city of Florence where gold coins called fiorino d'oro, "florins", were minted since the middle ages. The currency is pegged to the value of gold, where 1 kilogram of gold is worth 13,210 fior. The official exchange rate is 2.35 fior for one franc, but on the black market you can easily get 10 fior for one franc – assuming the exchanger is not from the Secret Police.

How to get to Trgovina

You will need a passport, visa and approved travel plan with hotel stays and stops to enter Sylveria. Within Sylveria, Trgovina is easy to get to. There are train and bus services from the capital, and pretty good roads too.

From abroad, it is trickier as Sylveria is a bit to the side. Only Soviet Aeroflot, Hungarian MALÉV, and Yugoslav JAT airlines have services to the capital Arenešti and only within the Eastern bloc.

The easiest way is by train. There is a train line from Budapest to Vienna via the capital Arenešti and Trgovina.

The prettiest way to get to Trgovina is by car. The roads are a lot better if you go through Germany and Austria from the north, especially the German Autobahn, but the route through the Po valley in northern Italy to Trieste and southern Austria and Arenwald is arguably the most scenic.

## WHERE TO STAY

- **Grand Budapest Hotel:** Tourists and foreigners are mostly appointed to the Grand Budapest Hotel. They rarely get another choice. It is a classical building which is upheld mostly by government money, and it easily has the best comfort, service and food available in town. Count on every room being bugged.
- **Campus Trgovina:** If you are a student, you can get a room, or get to share a room, at the campus.
- **Roma camp:** If you really want to avoid being detected or spied on, you could always strike a deal with the Roma living outside Trgovina. As long as you pay them enough (successful **Credit task check**) – they accept D-mark and dollars – they will let you stay, no questions asked. If you don't pay them enough, all bets are off.
- **Ljestov prison:** If you do something that makes the secret police think you are a spy, you may end up sleeping in Ljestov prison for a long time.

## THINGS TO DO IN TRGOVINA

- **State-run tours:** The state run tours usually cover the museum of art (Muzej Umetnosti), museum of history (Muzej Zgodovine), national museum (Narodni muzej), engineering museum (Inženirski Muzej, always a big hit for children), the liberation memorial, the Grand Balet (Veliki Balet), Trgovina castle,

and the museum of friendship with the people of the Soviet Union.

- **Visit the power plant:** Trgovina has a state-of-the-art oil-firing plant with huge chimney stacks which powers the southern half of Sylveria. It is open for tourists, since it is the pride of Sylveria. "Energya" is a popular girl's name in Sylveria.
- **Trgovinye goulash:** If there is anything you should try, it is the local goulash soup with túrógombóc (boiled dumplings from flour and quark cheese topped with cinnamon and sugar). It is a thick, spicy soup from beef, potatoes, paprika, onion, and garlic.
- **Beer:** Beer from Trgovina is the best in Sylveria.

## WHY TRGOVINA IS IN YOUR ADVENTURE

- There is a high level diplomatic meeting in Trgovina, and the characters are asked to participate as assistants.
- The French security services need to know the exact composition of petroleum from Trgovinian oil fields.
- A famous Dutch brewery is struggling economically. To recover, they must improve their beer radically, and to do that, they must know the exact recipe of the beer from Trgovina.

## ENCOUNTERS IN TRGOVINA

**Border guards:** Soon after the arrival to Trgovina, two truckloads of border guards roll in on the central square. After a short inspection, they spread out across the town, stopping people and asking them if they have seen the people in the photos they hold up. The photos may be of the characters if they have managed to foul up at the border or in Sylveria.

**Papers, please:** The characters are stopped by the militia who wants to see their papers. Roll a **d100**: if the roll is 15 or less and the documents are forged, the militiamen will notice that something is wrong, and will take the characters to the barracks for interrogation. If the roll is 30 or less, the militiamen will say "your papers are not in order" no matter if they are in order or not. They just want to see if the characters act suspiciously.

**Black market currency exchange\*:** A suspicious person wants to exchange any Western currency to the local fior, offering 10 fior per franc.

**Peddler\*:** A happy fellow tries to sell marionettes to the characters. He wants 10 fior for them, but is willing to push the price down to 2.

*\*any of these has a 20% chance of being an undercover agent*



## MEETING MAGDA VINDIS

The Liberation memorial depicts Soviet soldiers and Yugoslav partisans storming forward, backed up by women in traditional Sylverian dress. The instructions in the startup handouts directs them to the Liberation memorial (Spomenik osvoboditve) in Trgovina, where Magda Vindis will lay down a flower at 1pm. There is a 40% chance that she will do this on any given day.

Unless she recognises a character as one of her former students (the **Exile** handout), or if they use the

passphrase (**Secret Service** or **I Owe You/Do-Gooder** handouts), she will ignore the characters and walk away. It is difficult to get her to stop, and even more difficult to persuade her if the characters do not know the passphrase or if she does not recognise any of them.

Once the characters make contact with Magda, she will ask them about their plan while walking away from the memorial. Specifically, she wants to know when the plan begins and what they have to do to prepare.

# GETTING OUT OF SYLVERIA

There are similar options for getting out of Sylveria as for getting in: you can cross the border somewhere in the wilderness, or you can cross legally at a border crossing. Both have the additional difficulty of having to get professor Vindis and his research across the border. And, of course, the stakes are much higher.

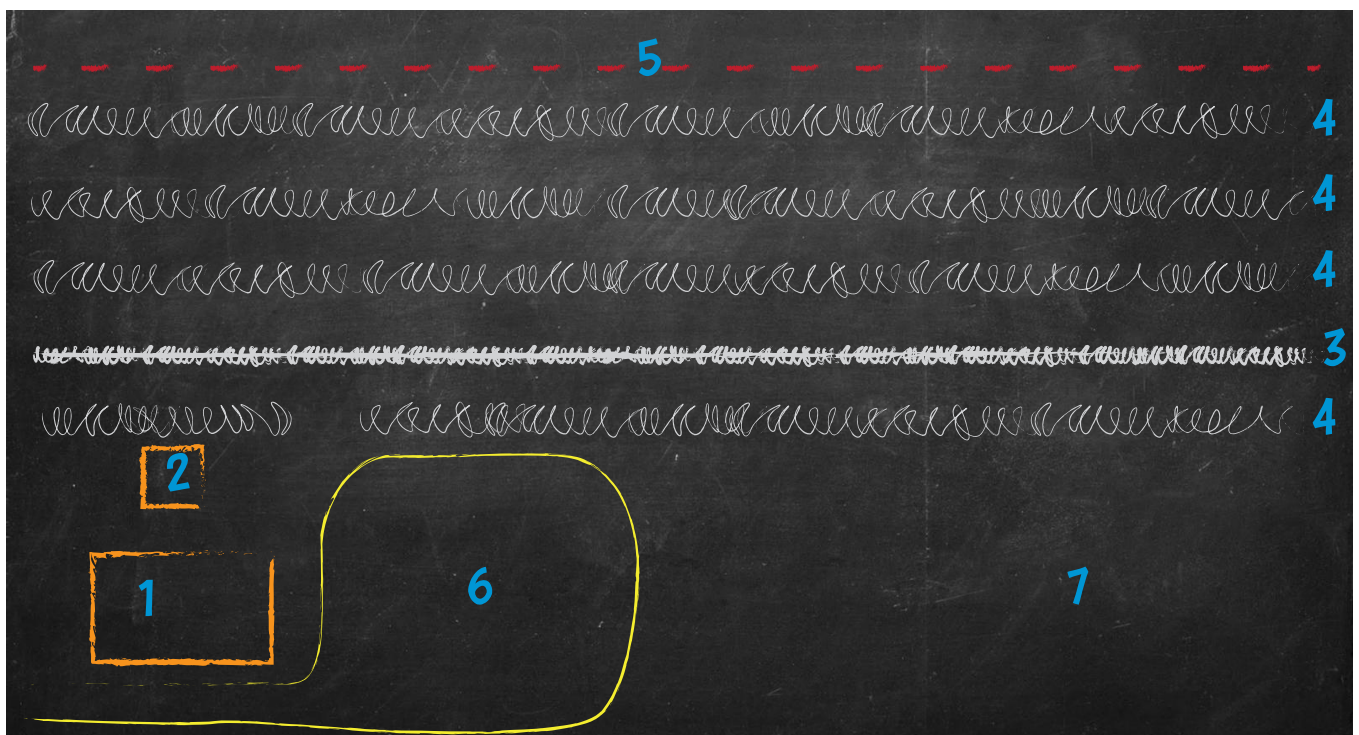
Crossing the border in the wilderness has a much greater potential for violence, as sneaking is the only possibility. Crossing by road or train has the added possibility of disguises, forged documents and clever talk. Otherwise, the main difference is the map.

Don't have the players make their task checks just yet: just let their preparations work ... for now.

## CROSSING IN THE WILDERNESS

The critical part is crossing the border. This has the greatest risk of leading to violence.

- 1 Barracks: A hut in which the border guard soldiers sleep and eat.
- 2 Watchtower: The watchtower has a high-powered searchlight and a light machine gun. It is usually manned by two guards.
- 3 Barbed wire fence: A 3 metres high chainlink fence with razor wire on top. Cutting through the fence is simple but takes time, and climbing over the fence requires something to neutralise the razor wire.
- 4 Barbed wire line: There are usually three lines of barbed wire on the outside of the fence and one on the inside. There is an opening in the barbed wire line close to the lookout tower and barracks.



You can cut through the barbed wire to make an opening.

- 5** **Border:** The actual border is on the far side of the barbed wire. On the other side, in Sylveria or Austria, there is usually no barbed wire, but there are border patrols and tank traps.
- 6** **Turnaround/parking space:** Sometimes there is a truck or an all-terrain vehicle here.
- 7** **Open ground:** The border has been cleared at least 10 metres from the barbed wire, so that the lookouts have a clear view to the next lookout and the ground between them.

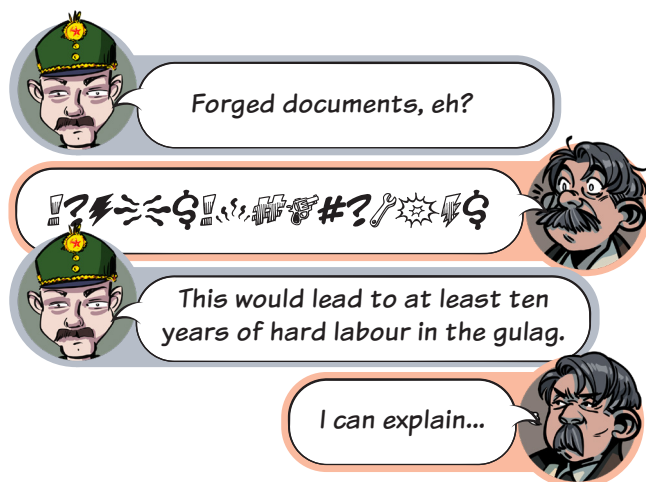
Note that the Vindises will not take initiatives on their own. Another character must lead them across.

## CROSSING BY TRAIN

Crossing by train has the same procedure at the border in Prjabe, except that they now have the Vindises with them. If they have their real documents, they will be arrested and removed, as well as anyone in their company, unless the characters act quickly.

If they have forged documents, there is a risk that they will be discovered. A good disguise helps, of course. Again, if they are discovered, the characters must act quickly.

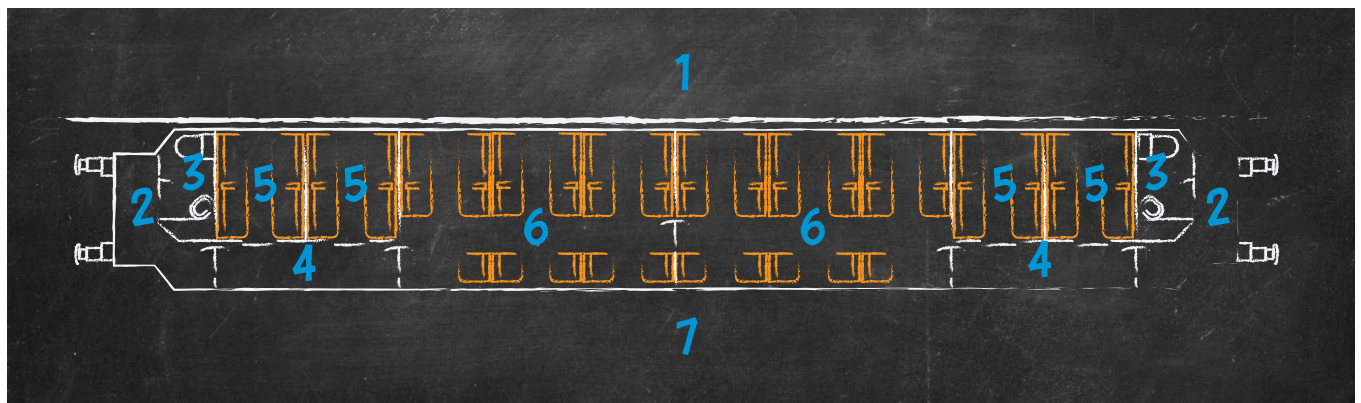
“Acting quickly” does not necessarily mean that they resort to violence:



Another possibility is to avoid the visa and passport check at Prjabe. It is very hard but not impossible to get around this check, for instance if visas are forged or if you don't have a visa. One possibility would be to somehow distract the guards and then jump through the window and somehow sneak into a checked car.

A third possibility would be to leave the train before the doors are locked, and remain on the outside until the train starts moving again, for instance hanging under the train or lying on the roof.

- 1** Platform: One guard is placed at each entrance to the car.
- 2** Entrance hallway: One guard is placed in the hallway. The door to the platform is unlocked. There is a passageway to the next car.
- 3** Toilet: There is one toilet at each end of the car. It is lockable from the inside but can be opened by the conductor. It has a toilet seat and a water basin.
- 4** Corridor: The narrow corridor outside the cabins can easily be blocked for passage.
- 5** Cabin: There are four cabins, two at each end of the car. Each cabin seats eight people. There is a rack for luggage over the seats and a small table at the window on the platform side. There is a door





which can be locked for privacy, but the conductor can open it from the outside.

- 6 Passenger compartment: Each passenger compartment has seats for 47 passengers in three arrangements of opposing seats. There are luggage racks above the seats.
- 7 Embankment: On the opposing side of the car from the platform is the embankment of other tracks.

## CROSSING BY ROAD

Crossing by road has similar challenges to crossing by train, but there are some other possibilities. One is to hide the Vindises somewhere in the car. You can for instance build a special compartment under the rear seat (see Jury-rigging gear on page 110 in the Core Book), in which you can hide the professor and his wife. A simple way is to disguise the Vindises and use forged documents.

Another is to rush the border. Doing it on foot is not recommended because of the machine guns in the watchtowers. If you do it, do it in a car. Note that the boom barrier is heavy, but stands 1 metre above ground – a really low car may drive under the boom. A good driver could get around the boom, or use the slight delay when a car is allowed into the country in the other lane to drive through that boom when it is up.

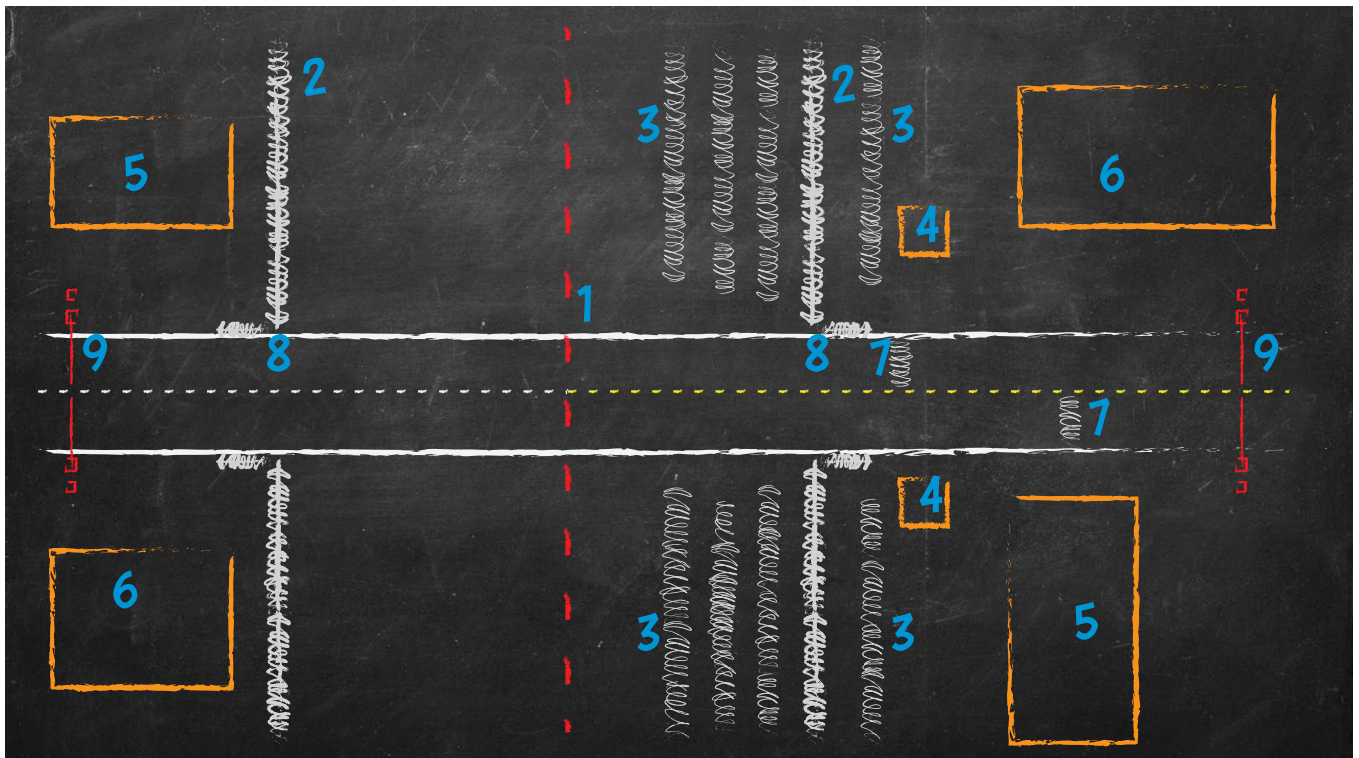
- 1 Border: Near the border crossing, the border is marked by a line of red concrete posts. The actual border is about 20 metres from each country's fence.

- 2 Barbed wire fence: Both sides have a barbed wire fence with a gate in it, some 20 metres inside the border.
- 3 Barbed wire: On the Sylverian side, there are four lines of barbed wire, one on the inside of the fence and three on the outside.
- 4 Watchtowers: Watchtowers with searchlights and machine guns.
- 5 Customs houses: A hut in which customs declarations, searches and visitations happen.
- 6 Guard barracks: Bunks, kitchen, toilet and wash-room for the guards posted at the border station.
- 7 Barbed wire road barriers: The road barriers can easily be dragged off the road. They are meant to funnel and slow down traffic on the Sylverian side.
- 8 Gates: The gates are closed from 18:00 to 10:00
- 9 Boom barrier: A boom that can be lowered across the road to stop the traffic. It sits 1 metre above ground. On the Austrian or Arenwald side, they are usually up. On the Sylverian side, they are usually down.

## THE CROSSING

It is important that you stress the importance of having a plan for the border crossing. Then prepare for something exciting that could happen based on their plan, using the ideas above as inspiration. Remember, you want to muck up their plan enough to be exciting, but not enough to remove the characters from the game.

As the characters prepare, do not have them roll dice for their forgery, making hidden compartments,



or disguises. Instead, have them make the task checks at the border crossing, as opposed task checks or challenges against the border guards.

However, players being players means that they could do something that you are not prepared for. Don't say no, but let them do it and let the dice roll.

## IF CAPTURED

If the characters are captured at the border, they will be held in the barracks under guard until the next morning, when Ubikvi picks them up and takes them to Ljestov prison. Until then, the characters have a small window of opportunity to get out and across the border.

# AFTERMATH

After the characters leave Sylveria, they will likely be debriefed by DST and Sûrete in Paris, or equivalent services in another country if they stop there. Professor Vindis will also be debriefed and then hidden somewhere under a new identity. All his research will be confiscated and then made top secret.

If there is violence as the characters exit Sylveria, there may be a diplomatic crisis, and the characters will be harshly criticised by people from the State Department.

If the characters are caught and do not manage to escape, they will be tried for espionage, locked up somewhere in a work camp, and eventually exchanged for a Sylverian spy. Fast forward the campaign a year or so.

## REWARDS

If the characters get professor Vindis out, give the characters a reward check for **Contacts**, now that they have proven their metal to the intelligence services.

# THREAT FILES

For border guards, see **Border Guard** on page 210 in the Core Book. For militia, see **Street Cop** on the same page. For Ubikvi agents, see **Handler** or **Agent** on page 213.

## PROFESSOR LASZLO VINDIS

A short and stocky man with receding hairline, small round glasses and a sad face framed by grey sideburns, professor Laszlo Vindis is a leading expert in electro-dynamics. He is usually dressed in a brown three-piece suit with a bow tie.

### Professor Vindis

**Initiative:** 2 **Vitality:** 2

#### Attacks:

Blackboard pointer: 35%, 3dX, Brittle

#### Defence: –

**Languages:** Slovenian, Russian, German, French, Classical Latin

**Skills:** Basic: 45%, Specialist 105%, Academics 85%

## MAGDA VINDIS

Magda is a kind woman, stuck in an inhumane situation in a country which basically is a prison. She is the epitome of a Sylverian senior school teacher, with curly grey hair, rosy cheeks and that kind of fake smile you have when you always have to convince the political officer of the lie that you are living in a paradise and that all your students are happy and well-fed. Her dress and jacket makes her look a bit like a mouse: small, grey, and has somehow survived a tussle with a much larger cat.

### Magda Vindis

**Initiative:** 2 **Vitality:** 2

#### Attacks:

Ruler: 35%, 3dX, Brittle

#### Defence: –

**Languages:** Slovenian, Russian, German, French, Classical Latin

**Skills:** Basic: 45%, Teaching 95%, Cooking 85%



# STARTUP HANDOUTS

**Variant rule:** Although the standard is that you select one or two characters with fitting plot hooks and give them the startup handouts, you could also hand out all startup handouts to characters. Then go around the table and ask them in turn if and how they can expand the handout to a great scene which can kick off the adventure. Then pick the best one, or let the players vote, and play out the winning suggestion to start the adventure.

## Secret Service

*This is a startup handout. Use it to help the director kick off the adventure and drag your friends into the adventure.*

There is a situation in Sylveria. They are apparently doing some pretty advanced weapons research. However, we are in a compromised position and cannot deal with it ourselves. Our man in Sylveria will lay down a flower at the liberation memorial in Trgovina at thirteen hundred hours, local time, at least two times a week. The code phrase is “I hear the snow is great in Lipçe.” – “That was last week. Now it has rained.” – “But rain can be beautiful too.”

## Exile

*This is a startup handout. Use it to help the director kick off the adventure and drag your friends into the adventure.*

An old school teacher of yours – Magda Vindis – has managed to reach out to you from behind the Iron Curtain. She and her husband professor Lazslo have to escape across the border. She will meet you at the Liberation memorial in Trgovina in southern Sylveria at 1pm local time – she will wait there but not every day.

## I owe you, Do-gooder

*This is a startup handout. Use it to help the director kick off the adventure and drag your friends into the adventure.*

A friend of yours has a friend who is in great trouble, a professor in high energy physics in Trgovina in Sylveria. His name is professor Laszlo Vindis, and he needs to escape to the west. His wife Magda puts down a flower at the Liberation memorial in Trgovina at 1pm a couple of times every week. Meet her there and arrange for them both to get out. The code phrase is “I hear the snow is great in Lipçe.” – “That was last week. Now it has rained.” – “But rain can be beautiful too.”

## Looking for a case

*This is a startup handout. Use it to help the director kick off the adventure and drag your friends into the adventure.*

It all started with a call to the wrong number, from the other side of Europe, where a lady asked for your help to escape with her husband from Sylveria, a Communist country in Central Europe. She asked to meet you at a place called “Liberation memorial” in a town you have never heard of, Trgovina. As soon as she realised that she had phoned the wrong number, she explained that it was a prank and hung up. A curious case indeed. You wonder if it could be profitable.