

MI 5 – EYES ONLY – TRUMPS BETA BRIEFING 2: OPERATION LABYRINTH

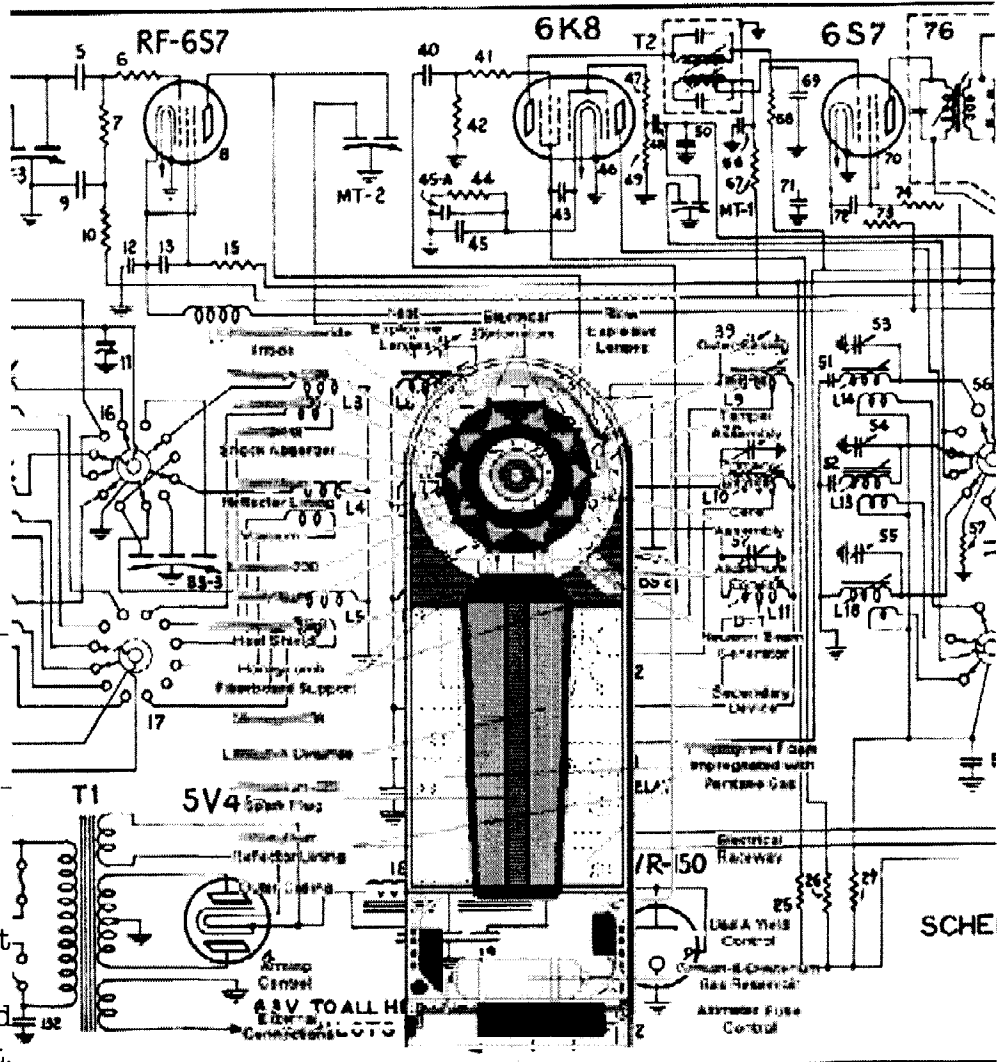
GOAL: Prevent widespread deaths from bombing scheduled to occur at 11 a.m. beneath unspecified number of government buildings.

Trumps Beta has been assigned the Parliament Building.

THREAT:

The threat was made at 8 a.m. this morning by wire to all major government institutions. Unknown parties claimed that bombs will be detonated under unspecified number of government buildings within 3 hours (11 a.m.) unless £1 million is dropped off at sea at [classified] "to benefit the long-suffering proletariat of the Empire." Wire signed The Wobblies.

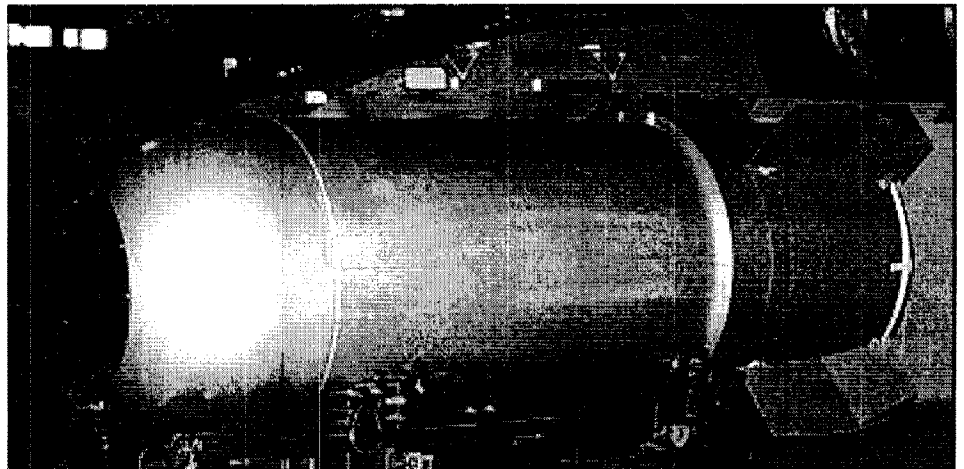
Analysts cannot determine at this time whether The International Workers of the World are responsible for the threat.



BOMBS:

Above is a schematic of an experimental bomb used in the past in IWW bomb threats.

THIS BOMB MUST BE DISARMED BY EXPERTS. Do not attempt to tamper with the bomb yourself. RADIO IMMEDIATELY FOR ASSISTANCE.



GM'S INFORMATION: OPERATION LABYRINTH

OPEN ADVENTURE BY PARAPHRASING THE FOLLOWING:

You're under the Parliament building, with induction coil lamps, a radio to talk to the military police in the street outside, and guns. A large automaton made of solid iron is shooting at you, and your back is against the largest bomb you've ever seen in your life. It's set to go off in one and a half hours, unless the terrorists were lying, which is always a distinct possibility.....

BACKGROUND:

A warning was sent out by wire at 8 a.m. today, to all major government institutions, that bombs have been planted under three major government buildings and will be detonated in 3 hours (11 a.m.) unless a million pounds in sterling is delivered to a certain spot off the harbor (this is classified) "to benefit the long-suffering proletariat of the Empire." It's signed by the Wobblies, a labor group that has bombed buildings before.

As evidence, a small bomb planted in an abandoned office building was set off at 8:10 a.m.

At 8:30 a.m. Trumps Beta was standing in front of Meneth Palace, being handed the dossier (HAND OUT DOSSIER). Military police are everywhere, evacuating the entirety of Meneth and keeping back people arriving for work. Trumps Beta has been assigned the Parliament Building. It's an important building for a young team, but because Parliament hasn't started its morning session, it's less urgent a risk than some of the other buildings, where more experienced teams are going.

The agents are to radio back if it finds any sign of a bomb in the building, and leave at once.

At about 9:30, the agents discovered a bomb planted on one of the columns in the Heating & Cooling room. It's a big metal cylinder with lots of wires running back and forth over the face of the column and up into the heating/cooling pipes, where presumably it's meeting up with other strategically laid explosives. A PC with Demolitons who examines it will know that yes, it's a bomb; yes, it appears to be armed; and no, there's no easy way to disarm it. (A Legendary roll or greater; disarming the bomb isn't the agents' role in this adventure, although it won't hurt the adventure if they disarm it.)

Unfortunately, they also ran into an automaton armed with weapons that was apparently left behind by the terrorists to protect the bomb.

(Technical note on bomb & schematics in dossier: it's a simplified diagram, and details on the bomb have been smudged out because they're classified; just tell the agents it's a

chemical bomb. The schematics were completely randomly chosen. Don't let your electrician player study them too hard — they have nothing to do with bombs!)

THE BOMB:

TDF: 6	7-8	9-10	11	12
Scratch	Damaged	Very Damaged	Inoperable	Near Destr.
□□□	□□	□□	□□	□+
No modifiers	-1	-2	immobile	wreck

DANGER! If the bomb suffers VERY DAMAGED, it will go off early. Good-bye agents. An agent with Demolitions should realize the danger. Even agents without Demolitions may intuitively grasp that it's a bad idea to shoot at bombs..... (nitroglycerin *has* been created!)

THE AUTOMATON:

Perception: Mediocre	GIFT: Armor +4 DDF, Machine Guns Fixed
Reasoning: Mediocre	On-Road Operation (limited mobility, swivels)
Resolve: n/a (Legendary)	FAULT: Experimental, High Maintenance
Strength: Great	
Dexterity: Poor	
Vigor: n/a (see Armor)	ODF: +2 (+ weapon modifier)
Size: Fair (+1 ODF, +1 to hit)	DDF: +4
Machine Gun, 8 mm	+7 ODF (+8); 100 m, 5†/15☞ (30, strip)

Machine Gun: Good

TDF: 6	7-8	9-10	11	12
Scratch	Damaged	Very Damaged	Inoperable	Near Destr.
□□□	□□	□□	□□	□+
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The automaton looks like an oversized man's torso with machine guns where its arms should be and a huge glowing colander-like sphere where its head should be, on treads.

The Automaton is basically a simple analytic engine programmed for basic combat. It can move forward and backward, left and right, but not over obstacles or up stairs. It swivels back and forth to fire. It fires when it senses movement.

A sly Mechanic may figure out that the light radiating from its colander-like head comes in highly focused beams that, when broken, tell the automaton's computer where to aim the guns (a simple motion-sensor). This information can be easily used to distract the automaton and perhaps get it to waste all of its ammo somewhere else.

