# LAIR OF THE FAT MAN™



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*An e23 Sourcebook for GURPS®*

# STEVE JACKSON GAMES

# CONTENTS

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Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

# INTRODUCTION

This is a 1980s Cold War espionage adventure – but not an ordinary one. It's not a mission in the grim tradition of Ian Fleming's James Bond. This adventure has all the nail-biting drama of several super-spy movies released years ago – the gritty realism of the original film version of *Casino Royale,* the dramatic integrity of *The President's Analyst,* the *film noir* quality of *The Silencers,* and the hard-hitting tragedy of *Our Man Flint.* In short . . . it's silly.

GMs, take note: This does not mean that it's safe. If you intend to use the adventure as written, don't run it as part of an ongoing campaign; it works best as a one-shot change of pace. This adventure is most appropriate for four players and requires at least a day or two of pre-game time to build agents. (GMs should feel free to conceal the true nature of this adventure from their players until the last possible moment.)

## The Plot (Such as It Is)

A madman, calling himself the Fat Man, is stealing the world's most precious military secrets from the great powers. He claims to be working unilaterally to disarm the world . . . but who can believe him?

At last, four major world powers, alarmed by this threat, locate what seems to be the lair of this incredibly dangerous man. They send in their top team to smoke him out – a UNISTOMP action team, from a top secret United Nations anti-terrorist agency.

Can the action team, composed of agents from the KGB, CIA, and other spy agencies, forget their hostilities long enough to deal with the Fat Man? Will it work?

This scenario is intended as a short adventure lasting one or two evenings, and makes an interesting break from the usual sort of adventuring. (Indeed, *Lair* can be the excuse for a really different sort of party.) Although this adventure is not meant to link with an ongoing campaign, an inventive GM could design a serious game around the UNISTOMP agency.

## About the Author

W.G. (Bill) Armintrout began his game design career in 1978 with the publication of **Hot Spot,** a Metagaming microgame. In addition to his freelance work, he has worked for Steve Jackson Games, Bard Games, Origin Systems, Electronic Arts, Turbine, Psygnosis, Vicarious Visions; designing, developing, and programming board games, RPGs, computer games, and video games. He currently is the proprietor of The Miniatures Page (**www.theminiaturespage.com**), a website for miniature wargamers.

## Some Cautions

As soon as most players hear the name "UNISTOMP," they'll know that this is not an especially serious scenario. The agent briefings at the start of the adventure, if played correctly, should reinforce this feeling. GMs can go too far if they try for exaggerated, obviously fake accents, or overt national stereotypes; it's better to underplay things a bit and let the humor come naturally. (GMs who are gifted with accents are certainly welcome to use them, of course!) Players should get into the spirit of things as the game progresses without overly broad prompting from the GM.

The issue of stereotypes is one to be careful of throughout this adventure. Several encounters have the potential to give offense if not played with tact and sensitivity to the players' feelings. For that reason, GMs are advised not to use this scenario with unfamiliar players; save this for a group of old friends getting together or when your established group wants a break from your usual game. Even then, be aware of where your friends' "line" is, and be sure you stay on the good side of it.

### Fine-Tuning the Funny

Not every group appreciates humorous adventures. (Heathens!) It is relatively simple to change this to a serious scenario, just by altering a few details – starting with UNISTOMP's name – and making the Fat Man a genuine menace rather than a twisted puppet master. In a serious game, probably none of the PCs would be double agents, which right there would go a long way toward taking some of the silliness out of the game. In fact, GMs might discard the "enemies working for a common goal" aspect altogether, presenting this as a NATO or Warsaw Pact team, or possibly even a strike team from a single nation. This will, of course, also change the Fat Man's motives.

Conversely, a group might choose to ramp *up* the absurdity, pushing the game toward, or all the way into, farce. In such a game, *everyone* might be a double (or even triple!) agent. These turncoats could well be grotesquely inept at maintaining their cover identities – the only thing saving them is that everyone else is more concerned about their own transparent cover stories than in poking holes in everyone else's. GMs who are fond of movies such as the Austin Powers series do not need any more advice on running such a game.

Finally, another way to change up this scenario is to change the setting. There's nothing in here that absolutely requires a Cold War timeframe. **Lair of the Fat Man** could work equally well as a future special ops team sent into a satellite junkyard, a dungeon-crawling adventure party trying to outsmart an evil wizard, or a group of Illuminati University grad students tasked by the Archdean with retrieving certain items of IOU property before Parents-and-Guardian Spirits-and-Fairy Uncles Weekend. (That last game would probably redefine the boundaries of "farce," but that's no reason not to try it!)

# PRELIMINARIES

## THE UNISTOMP TEAM

On October 12, 1982, the United Nations Security Council met in secret session and resolved that international terrorism had threatened the world for long enough. They created a secret agency, the United Nations International Strategic Taskforce On Mutual Protection – UNISTOMP. Action teams were formed, each composed of agent pairs from as many as six different countries, ready to set aside their missions for their own countries and report to UNISTOMP Headquarters in Belgrade in case of a terrorist crisis.

> *It is the 1980s, and the peace of the entire world is at stake.*

Since UNISTOMP action teams are "on call," ready to respond to any emergency, the players should form their action team before they know the details of the adventure. There are only three steps to get started, all of which should be done in private sessions before the adventure is to be played. Because several of these require exclusive choices, GMs are recommended to find some random way to put the players in order.

First, each player must pick a country of origin. There are four to choose from: U.S.S.R., United States, United Kingdom, and the People's Republic of China. There may only be one player from each country unless there are more than four players in the game. The number of western countries in play (United States and United Kingdom) must equal the number of Communist countries (U.S.S.R. and China) in play. A player with a good reason may choose another country – for instance, France rather than the U.K., or East Germany rather than China – as long as the balance between Communist and non-Communist countries is maintained. (This will, of course, require some adjustment to the story.)

Second, each player must create his PC, the Senior Agent from his country. Each PC should be built on 250 points, as the Senior Agents are hardened professionals. The GM should steer the players toward creating well-rounded characters, rather than mere combat-and-espionage monsters; think about James Bond's skill at the gaming table and his appreciation of fine liquor, for instance. GMs should also consider allowing the agents to take several levels of the Super-Spy Talent (see box). GMs who enjoy extremely cinematic games may choose instead to allow the wildcard skill Spy! (see box). Junior Agents should not have access to either trait; that's *why* they are Junior Agents.

Third, each player may assist the GM in creating the Junior Agent from his country. (If there are more than four players, the players of the Junior Agents should create their PCs on their own.) This assistance should be limited to generic suggestions, and the GM should feel free to add his own twists, especially where disadvantages are concerned! Unless there are more than four players for this adventure, Junior Agents are NPCs under the control of the GM, and all die rolls for NPC Junior Agents will be made by the GM, in secret. However, Junior Agents are supposed to obey the orders of the Senior Agent from his country. Senior Agents should have a general idea of the capabilities of NPC Junior Agents, but may not be aware of those of PC Junior Agents unless those players elect to share. (Even in UNISTOMP, sometimes you get thrown together at the last minute.)

### New Talent: Super-Spy

**15 points/level**

This Talent covers the skills Acting, Current Affairs (Geopolitics), Detect Lies, Disguise, Escape, Fast-Talk, Holdout, Interrogation, Observation, Pickpocket, Search, Shadowing, Sleight of Hand, Stealth, and Tracking. *Reaction bonus:* All members of the PC's organization below his rank, as well as enemy agents of roughly equal rank who are aware of his identity.
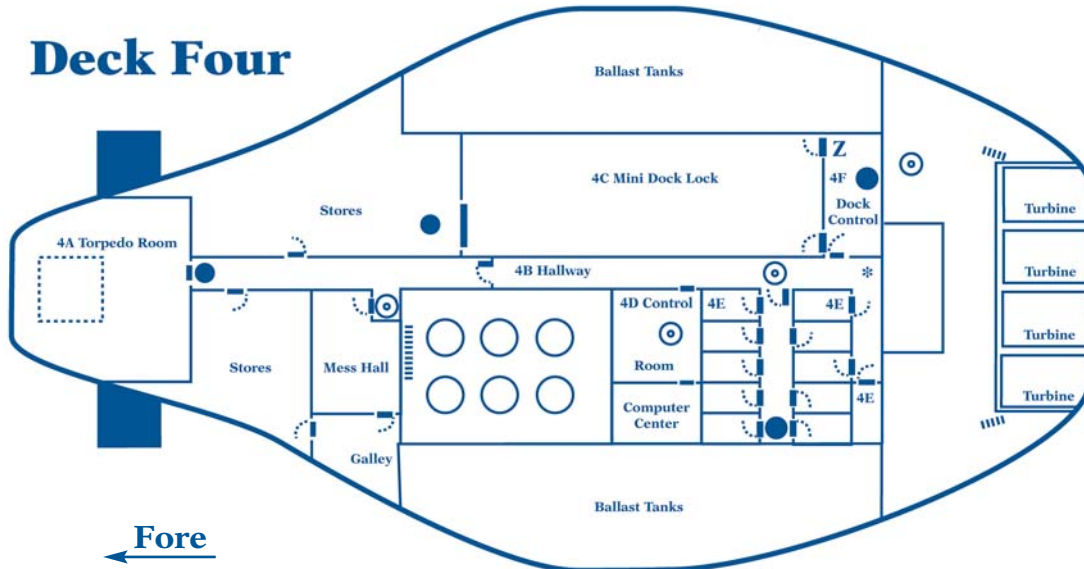
### New Wildcard Skill: Spy!

This IQ-based wildcard skill can be used for any skill roll that would reasonably, in the GM's opinion, fall under the typical activities of a spy. Note that this does *not* include any combat skills! All skills listed under the Super-Spy Talent, above, can be replaced with the Spy! skill, and the GM may allow others as well. Creative players will probably try to interpret this as broadly as possible, so GMs should rule that activities not directly related to the business of intelligence-gathering are not covered by this skill (e.g., no Carousing or Gambling, no matter how obsequiously the player begs).

# The *Sea Spectre* – Upper Decks

## Deck Four

- Ballast Tanks
- 4C Mini Dock Lock
- **Z**
- 4F
- Dock Control
- Stores
- Turbine
- Turbine
- Turbine
- Turbine
- 4A Torpedo Room
- 4B Hallway
- 4D Control Room
- 4E
- 4E
- 4E
- Stores
- Mess Hall
- Computer Center
- Galley
- Ballast Tanks

**Fore**

## Deck Five

- 5B Crews Quarters
- Galley
- Head
- 5A Chapel
- Recreation Room
- Head
- Mini Dock Lock
- Officer's Mess
- Hallway
- Hallway
- Missile Room
- 5C
- 5D
- 5B Crews Quarters
- Gym
- Navigations
- **Z**
- 5E
- Reactor Room

**Fore**

## Map Key

| | |
|---|---|
| Outer Hull | ——— |
| Interior Walls | ——— |
| Details Within Rooms | |
| Closed Hatch* | –▪– |
| Open Hatch | |
| Ladder Leading to Hatch in Ceiling | ⊙ |
| Hatch on Floor | ● |
| Stairs | ‖‖‖ |
| Vertical Ladder | н |
| Zombie Starting Location (four man team) | **Z** |

0 ——— 50 feet

* "......." indicates direction and distance hatch swings

*For larger maps, see pp. 23-27.*

## Conning Tower

- Launch Center
- CA
- Level 6
- CB Radar
- Level 7

**Fore**

- CC Bridge
- Level 8

## Mini-Sub (in 4C)

- Control Center
- Airlock
- Torpedo Room
- Engines
- Conning Tower

├—— 80 feet ——┤

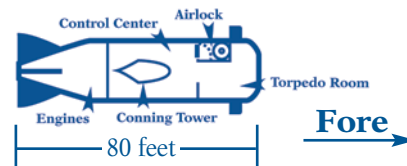**Fore**

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