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 NEW WORLD ORDER™

Operation Arctic Blast

Written by:
 Gary Van Binsbergen

Cover Art:
 Evgeny Maloshenkov

Art by:
 Álvaro Nebot

Cartography:
 Bryan G. McWhirter

Edited by:
 Alexander Burns
 Ben Burns

Graphic Design by:
 Jenna Bastian

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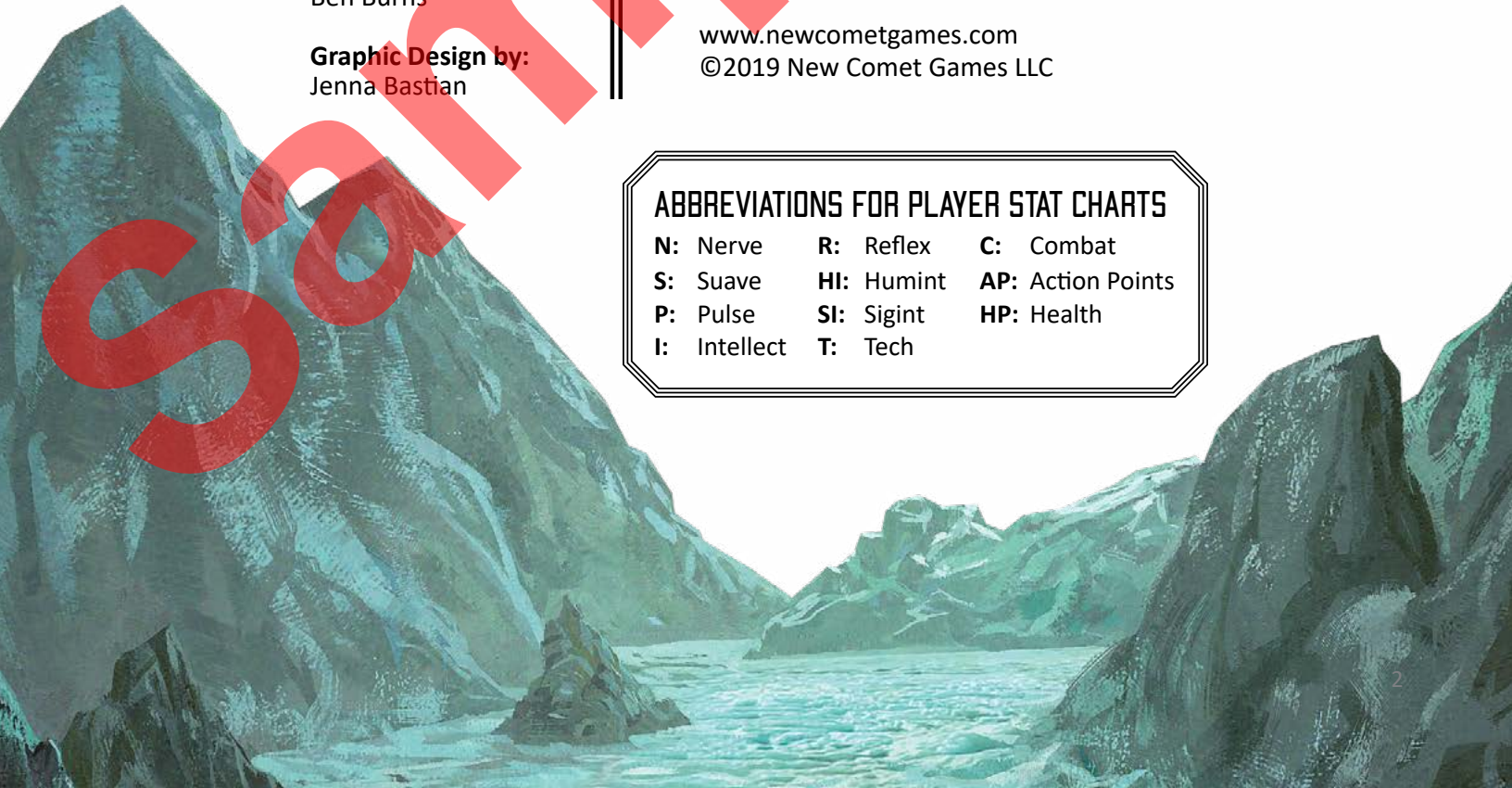
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ABBREVIATIONS FOR PLAYER STAT CHARTS

N: Nerve	R: Reflex	C: Combat
S: Suave	HI: Humint	AP: Action Points
P: Pulse	SI: Sigint	HP: Health
I: Intellect	T: Tech	



Operation: Arctic Blast

CODENAME: CHIMERA



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INTRODUCTION

Welcome to Operation: Arctic Blast, a covert operation for the Top Secret: New World Order game. This module is intended for a team of four to six agents but may be used with larger or smaller groups by altering the challenges herein.

This module tests the agents' skills against the international arms dealer Victor Balcerio aka Chimera. The module assumes that the agents are operatives of ICON; however, the mission works equally well with other spy organizations, both real and fictitious.

The agents' success in this module depends greatly upon when they strike against Chimera's operation. Security is less threatening at various times, giving operatives a greater window of opportunity to succeed. A successful team of agents will confiscate Chimera's business inventory and bring an end to the villain himself.

BACKSTORY

(FOR THE ADMINISTRATOR'S EYES ONLY)

Twenty years ago, Mr. Victor Balcerio was one of Brazil's most prominent drug lords. Using his family businesses, Mr. Balcerio would transport his illegal cargo with his shipments of coffee, sugar, and cattle throughout North and Central America. Balcerio bribed and threatened authorities and law enforcement to ensure their cooperation.

Mr. Balcerio's impact on the drug trade established himself as a threat to one of the three largest drug syndicates, the Amigos dos Amigos family. To prevent bloodshed, Amigos dos Amigos sent a representative to Mr. Balcerio offering a merger of the two families. Such a deal would strengthen their position against mutual competitors.

Not interested in handing over his power to the Amigos dos Amigos crime syndicate, Mr. Balcerio declined by putting a bullet in the head of the Amigos dos Amigos representative and shipping his body back home. This act was the beginning of a bloodbath between the two families that lasted for over three years. After both sides suffered significant losses, Amigos dos Amigos ordered a

simultaneous hit upon Mr. Balcerio's primary drug production factory and his personal residence.

Both hits were successful and the factory, its warehouse, and Mr. Balcerio's home were burned to the ground. Mr. Balcerio's wife, Ana Luiza, and eldest son, Juan, were killed in the attacks. Mr. Balcerio sustained a bullet wound to his left leg before escaping.

With his drug empire crumbling, Mr. Balcerio decided to leave the drug trafficking trade and rebuild his empire through the illegal arms trade. Relocating himself to Rio de Janeiro, he elected to change tactics to avoid conflicts with competition.

Mr. Balcerio took the codename Chimera to protect his identity and utilized the deep web to seek out new clients focusing on Europe, Africa, and Asia. The majority of his new clients were terrorist organizations, revolutionaries, and third world governments. Chimera stored his weapons in smaller caches throughout the Brazilian eastern seaboard until he amassed enough to ship to one of his three major storage facilities located in Iceland, Vietnam, or Libya. Chimera continued his practice of buying off and threatening law enforcement officials to avoid investigations into his affairs. After several years in the arms trade, he successfully revived his empire.

When ICON opened up an investigation into Chimera's activities, it assigned three teams to the operation. The investigation began after a terror attack in Europe. Team one investigated the terror organization claiming responsibility for the attack.

Team two identified Chimera as the individual supplying the arms to the terrorists and located his base of operations in Brazil. They also discovered that he had a storage facility somewhere in Iceland. They observed one of Chimera's container ships departing Rio de Janeiro for Iceland. They believe the ship is loaded with illegal arms.

Team three, consisting of the player agents, has been assigned to maintain surveillance of the container ship, locate and secure the arms storage facility in Iceland, and, if possible, learn further details of Chimera's operation.



The agents will board the container ship, search it, and conduct surveillance of the crew. Once in Iceland, the agents locate Chimera's weapons facility and determine the best time to make their move. Further investigation reveals that the agents may have the opportunity to meet their adversary face to face for the final showdown.

The weapons facility isn't without its problems. Unbeknownst to the ICON agents, Chimera has learned that an avalanche threatens the Iceland facility. To prevent losses, he plans to move the arms to his island home in the Mediterranean Sea.

Meanwhile, a member of Chimera's Iceland facility team is stealing weapons from him with plans to sell them for personal profit. This individual will be caught by Chimera's men and the agents may utilize him as an ally.

THE ADMINISTRATOR'S ROLE

This mission should provide a significant challenge for the agents. It is imperative that the Administrator read the entire module from cover to cover before introducing their players to the mission. The Administrator has the right to alter any part of this mission to better suit their campaign.

The mission is intended for four to six agents. Should the Administrator have a smaller group, they may choose to alter the number of guards present at each location to provide the agents with a reasonable chance of success. Throughout the module, there are sections entitled "Non-Standard Group Size." The Administrator should either increase or decrease the number of hostile NPCs accordingly based on the number of agents participating in the mission.

Agents are unpredictable and may take unexpected actions. Throughout the module, sections entitled "The Unexpected Agent" provides Administrators with ways to get the agents back on track should they miss vital clues.

At times during the briefings and equipment acquisition, text appears in a box. The Administrator should read these sections aloud or appropriately paraphrase them.

It is the Administrator's responsibility to represent each of the module's locales as realistically as possible. This module provides the necessary details to bring these places alive in order to eliminate research on the part of the Administrator.

Iceland is a significant locale within the mission. This module assumes that the assignment takes place during the winter months in order to properly include the threat of the avalanche. Details concerning weather, daylight hours, and travel are all considered within the text. Administrators must be familiar with this information to properly reflect it in the game. Running this mission during a different season will require the Administrator to modify the module to reflect such changes.

The villain, Chimera, has a detailed background and zealous personality. The Administrator should make certain that they properly roleplay Chimera to make him a worthy adversary. It is important to note that Chimera has the resources to escape; when his operations are threatened, he would rather flee than face capture or death.

If the opportunity comes for Chimera to escape or die an obscure death (no body found), take it. This will allow the Administrator to reintroduce Chimera some time later in the campaign. A good villain is difficult to replace, and Chimera should become a threat to the agents several times over before he is finally defeated.

PLOT OUTLINE

The mission is divided into three major parts: the container ship en route to Iceland, investigating the weapons facility in Iceland, and conducting a raid on Chimera's Mediterranean Island. During their

briefing, the agents will be instructed to infiltrate the container ship while it is at sea to learn more about Chimera's operation before searching for the weapons facility in Iceland.

Part 1: Agent Briefing

This section details the agents' briefing and provides equipment acquisition.

Part 2: Ocean Breeze

When the agents investigate the container ship, they are likely to learn valuable clues concerning Chimera's operation. ICON will provide logistics support and help them get on board. Once they arrive, the agents may investigate the ship's layout, overhear valuable crew conversation, and discover the location of the weapons facility.

Part 3: Flateyri Iceland

When the agents arrive in Iceland, they have the opportunity to meet their ICON contact, Stanley. He will be able to provide valuable information and get them back on track if they stray from the mission. Stanley will be able to provide the agents with the equipment necessary to meet the challenges ahead. If they were unable to learn the location of the weapons facility while on the container ship, Stanley will be able to steer them in the right direction.

Part 4: Powder Snow Ski Lodge

The agents will search for the weapons facility after they have investigated the container ship. The weapons facility is located next to an abandoned ski lodge, which is where Chimera's guards stay. As a result of an impending avalanche threatening the weapons facility, Chimera is moving the arms to his island home in the Mediterranean Sea. The agents are likely to find the weapons, confiscate them for ICON, and learn the location of Chimera's island.

Part 5: Second Briefing

The characters receive a second briefing from their supervisor in their hunt for Chimera.

Part 6: Chimera's Island

The climax of the mission is likely to take place on Chimera's island. Here, the agents may meet Chimera himself and have the opportunity to defeat his security forces as well as capture or eliminate the villain. In the event that the agents

have not acquired the weapons for ICON, it is possible that they can achieve this goal during the climax of the mission.

Appendix A: Overview of Iceland

This section provides the Administrator with the details necessary to make the agents' stay in Iceland realistic. The Administrator will find information on local laws, weather, and other pertinent details concerning Iceland.

Appendix B: New Rules

In this section, Administrators will find new rules relating to the mission. These rules include new skills and dealing with environmental threats common to Iceland.

Appendix C: R&D New Equipment

This section provides equipment for Operation: Arctic Blast not found in the rulebook.

Appendix D: R&D New Vehicles

In this section, the Administrator will find rules for new vehicles used herein but not found in the rulebook.

Appendix E: Player Agents

This section provides agents available for player use or for Administrators to use as non-player characters during the mission.

Appendix F: New Weapons

Appendix G: Agent Handout

CONVENTION PLAY

Operation: Arctic Blast is intended to take several game sessions to complete. Administrators utilizing this module for convention play will have limited time to complete the module. The Administrator should include only one part of the mission, such as the container ship, the ski lodge, or the assault on Chimera's island.

Whichever portion of the mission is selected, the Administrator should assume that any prior events have already been completed by the agents, and their briefing should be altered to contain any pertinent details to sufficiently cover such portions of the module.

ADMINISTRATOR NOTES

Surveillance and infiltration are the best approaches to the container ship and ski lodge/weapons facility. The threat of combat exists in both locations, but by avoiding a heavy-handed “fire away” approach the agents may acquire all the information necessary to discover the details of Chimera’s operation and his location without tipping him off.

If the agents take an aggressive approach toward the container ship or ski lodge/weapons facility, Chimera is likely to discover their involvement. Such tactics will not derail the mission, but may decrease their chance of success. Much of the challenge the agents face is deciding when the best opportunity to make their move is without jeopardizing the remainder of the mission.

The agents will have four opportunities to secure the illegal arms: on the container ship en route to Iceland, at the weapons facility, on the ship as it travels to Chimera’s island, and at the island itself.

Each of these locations provides an excellent opportunity to achieve the primary goal of the mission. The difference will be the size of the security force the agents face.

Should the agents poorly infiltrate or fail to maintain surveillance, and thus not succeed to learn Chimera’s overall plan, safeguards are set in place to allow the Administrator to keep the mission moving forward. One of these primary safeguards is an ICON contact in Iceland: Stanley Elredd, Codename Snowman.

If the agents suffer injuries too serious for them to tackle Chimera’s island, ICON will maintain surveillance for them. After the agents have recovered, the mission may be concluded by launching a raid on the island. Once the arms have been moved to the island, they will not be moved again anytime soon.

FORTUNE AND MISSION POINTS USE

Operation: Arctic Blast is a particularly lengthy Top Secret New World Order mission. As a result, there are several opportunities for agents to get themselves killed. To properly balance the likelihood of agent survival, it is recommended that the Administrator modify the use of Fortune Points to cheat death.

At the Administrator’s discretion, a Fortune Point may be used to cheat death once toward the beginning of the mission when the agents are contending with the container ship. A second Fortune Point may be used to cheat death in Iceland, and a third Fortune Point may be used to cheat death once the agents reach Chimera’s island.

MISSION OBJECTIVE

The mission objectives for Operation: Arctic Blast are listed in order of importance. Achieving the first two is mandatory to receive a “Congratulations” by ICON headquarters. The agents are to locate and secure Chimera’s illegal weapons. The agents are to capture Chimera and learn additional details about his operation.

In addition, if the agents learn the exact locations of Chimera’s storage facilities in Vietnam and in Libya as well as confirming the location of his Brazilian facilities, they will have exceeded the expectations of their superiors.

The third goal is saving Mr. Raymoss from Chimera’s men and recruiting him into ICON. This will give him the opportunity to provide the medical care necessary for his dying daughter. This opportunity will not be issued by ICON, but may become apparent once the mission is in motion.

TIMELINE

The following timeline defines the events taking place in Operation: Arctic Blast. Administrators should use this timeline to assist in determining when the opposition conducts certain actions to achieve its goals. Chimera and his men will alter the schedule if necessary based on interference by the agents.